

Elam Rembrandt

NAME

d10E3

3000

CLASS

EXPERIENCE

3

6000

Character Level

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	12	+1	12	+1	12	+1
DEX Dexterity	16	+3	16	+3	16	+3
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	14	+2	14	+2	14	+2
CHA Charisma	10	+0	10	+0	10	+0

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+4	= +2	+ +2	+ +0	+ +0	+ +0		
REFLEX (dexterity)	+5	= +2	+ +3	+ +0	+ +0	+ +0		
WILL (wisdom)	+3	= +1	+ +2	+ +0	+ +0	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+3	= +1	+ +1	+ +0	+ +1	+ +0	
RANGED attack bonus	+5	= +1	+ +3	+ +0	+ +1	+ +0	
GRAPPLE attack bonus	+3	= +1	+ +1	+ +0	+ +1	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+3	1d3+1	20/x2	5 ft.

*Longsword		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	S	M	19-20/x2	5 ft.
To Hit		Dam	To Hit		Dam	
1H-P	+7	1d8+1	2W-P-(OH)	+1	1d8+1	
1H-O	+3	1d8	2W-P-(OL)	+3	1d8+1	
2H	+7	1d8+1	2W-OH	-3	1d8	

Special Properties

*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Leather	Light	+2	+6	+0	10

Conor Rhone

PLAYERNAME

Human

Medium

RACE

SIZE

25

Male

AGE

GENDER

HP	hit points	27	WOUNDS/CURRENT HP
AC	armor class	19	16 : 17 = 10
TOTAL	FLAT	TOUCH	BASE

INITIATIVE	modifier	+7	= +3	+ +4
TOTAL	DEX MODIFIER	MISC MODIFIER		
BASE ATTACK	bonus	+1		

DEITY

6' 2"

185 lbs.

HEIGHT

WEIGHT

Dark Blue

Jet-Black,

EYES

HAIR

SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
		Walk 60 ft., %list 30 ft.
ARMOR BONUS	SHIELD BONUS	STAT
SIZE	NATURAL ARMOR	DEPLEC-TION
MISC		

SKILLS		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	7/3
SKILL NAME						
✓ Acrobatics	DEX	3	= 3	+ +		
✓ Appraise	INT	1	= 1	+ +		
✓ Athletics	STR	1	= 1	+ +		
✓ Athletics (Jump)	STR	13	= 1	+ 1.0	+ 11	
✓ Craft (Untrained)	INT	1	= 1	+ +		
✓ Deception	CHA	0	= 0	+ +		
✓ Endurance	CON	2	= 2	+ +		
✓ Gather Information	CHA	0	= 0	+ +		
✓ Heal	WIS	2	= 2	+ +		
✓ Martial Arts (Katana Senkou)	DEX	10	= 3	+ 7.0	+ +	
✓ Perception	WIS	9	= 2	+ 7.0	+ +	
✓ Persuasion	CHA	0	= 0	+ +		
✓ Ride	DEX	3	= 3	+ +		
✓ Sense Motive	WIS	2	= 2	+ +		
✓ Stealth	DEX	9	= 3	+ 6.0	+ +	
✓ Survival	WIS	8	= 2	+ 6.0	+ +	
✓ Survival (Find or follow tracks)	WIS	10	= 2	+ 6.0	+ 2	
✓ Thievery	DEX	3	= 3	+ +		
✓ Use Rope	DEX	3	= 3	+ +		
			= +	+ +		
			= +	+ +		

✓: can be used untrained. ✕: exclusive skills. *: Skill Mastery.

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Leather	Equipped	1	15.0	10.0	
Longsword	Equipped	1	4.0	15.0	
TOTAL WEIGHT CARRIED/VALUE			19 lbs. 25.0 gp		

WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

Special Attacks	
Augment Attack (Sneak Damage d8) (8x)	[Eclipse, p.50]
Sneak attack +2d8	
Enhanced Strike, Whirlwind	[Eclipse, p.51]
allows the user to make a single full-BAB attack against every target within reach.	
Warcraft	[Eclipse, p.10]
+1 BAB	

Special Qualities	
Armor Proficiency (Light)	[Eclipse, p.49]
Proficient with Light Armors	
Weapon Proficiency (All Simple and Martial Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple and martial weapons.	

+7/+2+7/+2

Feats	
Feat Conversion to CP ~ 6 (3x)	[Eclipse, p.9]
Covert regular feat to six Character Points	

PROFICIENCIES
Axe (Throwing), Battleaxe, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Hoopak, Javelin, Keyblade, Kukri, Lance, Laser, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ransour, Rapier, Sap, Scimitar, Scourge, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Sword Staff, Trident, Unarmed, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Common, Elven

TEMPLATES

Recurring Bonuses

Duties [Eclipse, p.17]

(+2) A character with Duties has extensive obligations. These restrict his or her time and freedom of action, as well as draining his or her resources, but also mean getting a lot of practice or extra training. This typically includes Druids, Clerics, and Paladins. Ignoring your duties brings on various penalties. Strangely, this continues until the GM feels you have enough penalties to equal the points you got from Duties.

Restrictions (Cannot wear metal armor) [Eclipse, p.17]

A character with restrictions has major limitations on the use of some ability or type of equipment. He or she may never (ever!) acquire or use such talents without major penalties. For example, Witch- Hunters never cast spells except to fix the problems caused by other magic on pain of losing most of their abilities. The point bonus is per category which applies. A character only gains the bonus points for restrictions on things that would obviously useful to him or her. Common restrictions include wearing no armor, using no weapons, using no magic or psionics, or skill-related feats. A good explanation is in order. Why is the character restricted in this way?

DISADVANTAGES

Compulsive (Has to protect "Yaiba" - even without regard to his own safety) [Eclipse, p.18]

You have some particular mania or "code of conduct" which influences everything you do. Likely compulsions include the classic manias (like Pyro- or Klepto-), an overwhelming love or hatred, greed, dedication to some peculiar goal, truthfulness, extravagant spending, or even virtue. Codes include things like Hippocratic Oaths or Chivalry. Characters that ignore their compulsions take a 20% experience penalty.

Hunted (Vampires) [Eclipse, p.19]

Someone's out to get you. You may be an outlaw, have personal enemies, or have been marked by some mystical entity. The nature of your foes should be decided in consultation with the GM. As a rule, you cannot simply confront your hunters and fight it out with them. They're either numerous, powerful, or secretive.

Irreverent (Seen too much battle to believe in any higher power) [Eclipse, p.19]

You are fundamentally unable to accept the "divinity" of gods. You recognize their might and may even see one as a patron, but worship just isn't part of your nature' they're just really powerful people to you. While gods generally forego directly smiting you, none of them will grant you divine magic and many clerics have a problem with you.

Eclipse Abilities

Adept (Acrobatics, Martial Arts, Perception, Stealth) [Eclipse, p.24]

(6 CP). Select four related (i.e., get your GM's permission) skills, which you learn for half price. Each rank of a relevant skill now costs only 1/2 CP. Each rank of an irrelevant one now costs only 1 CP. ! You may take this ability twice, affecting two groups of skills, if your Game Master gives you permission. Adept is actually one of the most powerful abilities in the system. It provides a huge skill bonus in exchange for simply deciding on what you're good at. The Game Master should keep a careful eye this. It's most common in Prestige Class conversion.

Awareness [Eclipse, p.25]

(6 CP). You suffer no defensive penalties when you're surprised. You retain your Dexterity bonus when caught flat-footed or attacked by an invisible assailant and save without penalty against surprises.

Awareness - Flankless [Eclipse, p.25]

(+6 CP) You can no longer be flanked. This is usually Specialized so that it does not function against opponents with a 4-level or better advantage over you.

Celerity (Walk) [Eclipse, p.27]

(6 CP). Celerity adds +10 feet per round to one of your movement modes. This is considered bonus movement for the purposes of skills; it does not apply when calculating movement penalties on skill use.

Celerity / Improved (6x) [Eclipse, p.27]

adds +10' more movement per 3 CP invested.

Evasive, Very Common Actions (Move through threatened square) [Eclipse, p.52]

Evasive characters may take an action (select one) that usually provokes an Attack of Opportunity without being so exposed. You may take this multiple times, selecting a different action each time.

Finesse (Dex Mod adds to hit bonus; Specialized/only for Longsword - 3CP) [Eclipse, p.32]

(6 CP). A character with Finesse may replace one attribute modifier with another in some fairly common situation, such as for a particular saving throw.

Improved Initiative (6x) [Eclipse, p.53]

The character gains +2 to Initiative per 3 CP invested, up to a maximum +8 bonus.

Journeyman (Skill) [Eclipse, p.35]

A Journeyman may purchase some type of ability (often skills or spellcasting) as if he or she were one level higher, increasing the usual (Level + 3) cap.

Legionary [Eclipse, p.53]

(6 CP). A Legionary has great coordination when fighting in a team. The character gains +1/2/3 bonus to AC, Attacks and Reflex Saves when teamed with 1-2/3-4/5+ others with who also possess this feat.

Martial Arts

Attack [Eclipse, p.81]

You get a +1 bonus on rolls to Attack, Throw, Grapple, and Trip opponents.

Defenses (4x) [Eclipse, p.81]

You gain +1 bonus to AC when you are unarmored or lightly armored.

Notes:

Character Sheet Notes: