

Calamar Delsor

NAME	
d20E3	3000
CLASS	EXPERIENCE
3	6000
Character Level	NEXT LEVEL

Andrew

PLAYERNAME	
Human	Medium
RACE	SIZE
17	Male
AGE	GENDER

DEITY	
6' 2"	200 lbs.
HEIGHT	WEIGHT
Blue	Brown, Loose
EYES	HAIR

Neutral Good
ALIGNMENT
VISION
POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP hit points		53	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED													
STR Strength	16	+3	16	+3	16	+3	AC armor class		19	:	16	:	19	=	10	+	0	+	0	+	3	+	0	+	0	+	0	+	6
DEX Dexterity	16	+3	16	+3	16	+3	TOTAL			FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL ARMOR		DEFLEC-TION		MISC	
CON Constitution	14	+2	14	+2	14	+2	INITIATIVE modifier		+9	=	+3	=	+6	TOTAL			DEX MODIFIER		MISC MODIFIER										
INT Intelligence	12	+1	12	+1	12	+1	BASE ATTACK bonus		+2																				
WIS Wisdom	8	-1	8	-1	8	-1																							
CHA Charisma	10	+0	10	+0	10	+0																							

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers						
FORTITUDE (constitution)	+5	=	+0	+	+2	+	+1	+	+2	+	+0	+		
REFLEX (dexterity)	+9	=	+5	+	+3	+	+1	+	+0	+	+0	+		
WILL (wisdom)	+2	=	+2	+	-1	+	+1	+	+0	+	+0	+		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP						
MELEE attack bonus	+6	=	+2	+	+3	+	+0	+	+1	+	+0	+	
RANGED attack bonus	+6	=	+2	+	+3	+	+0	+	+1	+	+0	+	
GRAPPLE attack bonus	+6	=	+2	+	+3	+	+0	+	+1	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+6	1d3+3	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	+6	1d8+3	2W-P-(OH)	+0	1d8+3	
1H-O	+2	1d8+1	2W-P-(OL)	+2	1d8+3	
2H	+6	1d8+4	2W-OH	-4	1d8+1	

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
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SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	6/3 MISC MODIFIER
✓	Acrobatics	DEX	9	=	3	+ 6.0 +
✓	Appraise	INT	1	=	1	+ +
✓	Athletics	STR	6	=	3	+ 3.0 +
✓	Craft (Untrained)	INT	1	=	1	+ +
✓	Deception	CHA	6	=	0	+ 6.0 +
✓	Endurance	CON	2	=	2	+ +
✓	Gather Information	CHA	0	=	0	+ +
✓	Heal	WIS	-1	=	-1	+ +
✓	Martial Arts (Dexterity Based)	DEX	9	=	3	+ 6.0 +
✓	Mystic Artist Skill		0	=	0	+ +
✓	Perception	WIS	4	=	-1	+ 3.0 + 2
✓	Persuasion	CHA	6	=	0	+ 6.0 +
✓	Ride	DEX	3	=	3	+ +
✓	Sense Motive	WIS	-1	=	-1	+ +
✓	Stealth	DEX	6	=	3	+ 3.0 +
✓	Survival	WIS	-1	=	-1	+ +
✓	Thievery	DEX	6	=	3	+ 3.0 +
✓	Use Rope	DEX	3	=	3	+ +
				=	+	+
				=	+	+

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Longsword	Equipped	1	4.0	15.0	
<b>Cloak of Resistance +1</b>	Equipped	1	1.0	1000.0	
TOTAL WEIGHT CARRIED/VALUE			5 lbs.	1015.0 gp	

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

Special Attacks	
<b>Warcraft</b> +2 BAB	[Eclipse, p.10]

Special Qualities	
<b>Weapon Proficiency (All Simple and Martial Weapons)</b> Grants Proficiency with all simple and martial weapons.	[Eclipse, p.49]

Recurring Bonuses	
<b>Duties (Secret)</b> You have duties. Grants 2 CP per level.	[Eclipse, p.17]
<b>Fast Learner/ Specialized for increased effect (Skills)</b> +2 CP a level towards selected item.	[Eclipse, p.17]
<b>Restrictions (Can't Wear Armor)</b> You have specified restrictions. Gain 1 CP per level per restriction.	[Eclipse, p.17]

DISADVANTAGES	
<b>Compulsive (Flashy Swordplay)</b> You have the listed compulsions.	[Eclipse, p.18]
<b>Secret (Prince)</b> You have a secret.	[Eclipse, p.19]
<b>Valuable</b> You have value to others.	[Eclipse, p.20]

## Eclipse Abilities

<b>Action Hero</b>	[Eclipse, p.23]
<b>Action Hero / Heroism</b> allows you to spend one Action Point per round to improve a single character-action roll (NOT a hit point or other character development check) by 1d6. At level 8+ roll 2d6 and apply the best one, at 15+ roll 3d6 and apply the best one, and at 22+ roll 4d6 and apply the best one. Totaled multiplied rolls, such as the damage from a Fireball or a highlevel rogue's Sneak Attack, may add the total instead of keeping only the best die. An Action Point may be spent on Heroism after the roll is made, but must be spent before the Game Master announces the result. Action Points cannot be used if you're "Taking 10" or "Taking 20."	[Eclipse]
<b>Adept (Acrobatics, Martial Arts, Persuasion, Deception)</b> Choose four related skills that only cost 1/2 a Character Point for each skill rank.	[Eclipse, p.24]
<b>Augmented Bonus (STR to DEX for AC)</b> (6 CP). You may add a second attribute bonus to the usual one in some specific situation, such as with a skill or set of linked skills, with a specified type of weapon, or against a type of foe.	[Eclipse, p.25]
<b>Augmented Bonus / Str to Dex for AC</b> Adds STR bonus to AC.	[Eclipse, p.25]
<b>Block (Melee)</b> Block lets a character counter an incoming melee attack with DC 20 Reflex save once per round. In general, each Block attempt uses up an Attack of Opportunity and provides Great Immunity to the attack. Attackers may give up part of their BAB to increase the Block save DC on a 1-to-1 basis.	[Eclipse, p.50]
<b>Companion</b> Gain a companion creature of your choice.	[Eclipse, p.27]
<b>Familiar</b> You have a familiar companion	[Eclipse, p.27]
<b>Improved Initiative (9x)</b> +2 to initiative each time taken [+3 Bonus]	[Eclipse, p.53]
<b>Mana</b> Every level of this ability taken grants an extra 1d6 points of personal Mana, 2d4 generic spell levels, or 3d6 Power. Characters without other psychic abilities do not become vulnerable to psychic attack modes if the game's current rules make psychics more vulnerable to each other. Mana can help with spellcasting, while Power often fuels meditative or martial arts abilities aside from psychic powers. Unfortunately, while Mana is extremely flexible, it recovers at a mere one point per day, two with rest and meditation. Power and generic spell levels recover each day, as usual. As a general rule, 1 point of Mana equates to 2 spell levels or 4 Psionic Power - or one charge from a magic item. Mana is commonly used to power exotic abilities. Abilities which would normally be uses-perday may be designated as using personal Mana instead at 1 use for 2 Mana. If Mana is required as an extra limitation, such powers usually count as Corrupted. Any character with Mana may select one of the forms of Natural Magic described below at no cost. Adding additional forms costs +6 CP each.	[Eclipse, p.36]
<b>Mana / Mana</b> Grants 1d6 Mana	[Eclipse, p.36]
<b>Spell Enhancement</b> You may spend up to three points of personal Mana to enhance a spell. Each point may be used to reduce the effective level of a spell (for casting purposes only) by 1, to add 1 level's worth of known metamagic to it, or to increase the effective Caster Level by +2.	[Eclipse, p.36]
<b>Reflex Training (Combat Reflexes Variant)</b> Gain immediate standard action from listed circumstances	[Eclipse, p.40]
<b>Witchcraft (18x)</b> 19 Power Points, Save DC Will 13	[Eclipse, p.109]

## Martial Arts

<b>Martial Arts Advanced / Reach</b> You add 5' to your Reach in combat. This usually represents lunging and darting in and out, but could be a mystical ability.	[Eclipse, p.81]
<b>Martial Arts Basic / Attack</b> You get a +1 bonus on rolls to Attack, Throw, Grapple, and Trip opponents.	[Eclipse, p.81]
<b>Martial Arts Basic / Defenses (3x)</b> You gain +1 bonus to AC when you are unarmored or lightly armored.	[Eclipse, p.81]

<div> <div>Witchcraft Abilities</div> <div> <div>Pact of Infusion / Corruption (Higher Power) [Eclipse, p.112]</div> <div> <p>gradually transforms the Witch into a fitting host as he or she goes up in level. Aside from the physical transformation, the GM gets 2 CP out of the character's pool every level to spend on whatever he or she pleases. Fortunately, the GM actually spends 3 CP, meaning the player gets a small bonus overall. Of course, gradually transforming into an alien being makes you stand out a bit.</p> </div> </div> <div> <div>Pact of Infusion / Hunted / Powerful Enemies (GM Decision) [Eclipse, p.112]</div> <div> <p>means the character is being stalked by an enemy of his or her patron. The Witch has become a prime target in a feud that may be older than his or her species. On the bright side, he or she has a handy party for protection - or the party is the foe and the GM doesn't have to worry about complications. If the character takes excessively powerful enemies, this grants 12 CP instead of 6.</p> </div> </div> <div> <div>Pact of Infusion / Possession (Higher Power) [Eclipse, p.112]</div> <div> <p>takes hold of the character at various intervals. On the bright side, the GM can sometimes take actions for the character when he or she's been rendered unconscious or stunned. On the downside, this causes the character to sometimes take actions he or she doesn't want to. NPC's sometimes go mad from the mental strain, but most PC's are made of tougher stuff.</p> </div> </div> <div> <div>Path of Coven Mastery / The Secret Order [Eclipse, p.115]</div> <div> <p>The character gains the remaining 5 basic abilities and an extra 4 Power points per day. As one might expect, this an extremely popular ability. Unlike other Witch abilities, this requires a teacher or, preferably, joining an actual secret order.</p> </div> </div> <div> <div>Path of Darkness / Nightforce [Eclipse, p.118]</div> <div> <p>Witches with this ability may create solid darkness for 1 Power per hour per 20 lbs. of material. It is treated as being Adamantine for the duration. This can be used as an attack, to trap someone in manacles or a cage, in which case the victim receives a Reflex save.</p> </div> </div> <div> <div>Path of Earth / Mouth of the Earth [Eclipse, p.119]</div> <div> <p>A vicious assault discipline, this calls upon the dark side of the earth - the grave mother, the mouth of the tomb - to cause severe disruption in the target's life. With this ability the Witch can upgrade the Affliction ability to cause d8's of damage instead of d4's, for +1 Power. An enemy killed by this dies in a spectacular fashion, such as rotting instantly, burning away into ash, or melting into goo. The Witch may also use a Paralyze attack ~ target must save or be Paralyzed for 1d4 rounds/hours/days/decades for 3/6/9/12 Power, instantly rot away or render useless inanimate organic material ~ 10 cubic feet per point of power, often used to dispose of bodies or sabotage food supplies, and inflict horrific diseases ~ as per Contagion, for 3 power. While tales persist of Witches with the power to kill with a glance, most Witches regard them as mere legend. What price the Dark Mother would demand for such a talent ~ essentially Finger of Death, and how much Power it would take, are matters of speculation.</p> </div> </div> <div> <div>Witchcraft / Dreamfaring [Eclipse, p.110]</div> <div> <p>Dreamfaring allows users to enter a trance and project their spirits into the Ethereal and near Astral planes. They may detect and communicate with beings in nearby dimensions without paying power. For 2 Power they may enter the dreams of others to torment or communicate with them wherever they may be, possibly causing them to lose sleep or worse. Traveling about costs 3 Power plus 1 for every three hours and allows for covert meetings with other Witches or for clairvoyance-like effects via astral or ethereal spying.</p> </div> </div> <div> <div>Witchcraft / Elfshot [Eclipse, p.110]</div> <div> <p>Elfshot allows the user to lay minor curses. Such curses may reduce an attribute by -2, cause some type of misfortune, penalize a group of checks by -6, hinder activity, induce sterility or miscarriages, and so on. Classic examples include causing cows to go dry, mules and horses to bolt, and pets to bite their owners. Such curses are generally either instant or last until they are countered. Lesser diseases may also be inflicted in this fashion. Curses usually cost 1 Power for quick effects, 2 for lingering curses, and 3 for permanent ones. The Remove Curse spell, or any effect which eliminates the symptoms or curse directly, heals the mystical injury.</p> </div> </div> <div> <div>Witchcraft / Glamour [Eclipse, p.110]</div> <div> <p>This projective telepathy works much like the Path of the Dragon ability of the same name. It grants a +6 bonus on relevant social skills (1 Power per 10 minutes), the sending of brief messages, emotional influence and hypnotic effects (approximate relevant L0 or L1 spells for 1 or 2 Power respectively). Glamour is at its best combined with Disguise skill and Shadowweave to alter how people see the user. It's often used with the Inner Eye, below, to allow rapid communications, teaching, and mental probes.</p> </div> </div> <div> <div>Witchcraft / Healing [Eclipse, p.110]</div> <div> <p>This accomplishes a full day's worth of healing in a mere hour at a cost of 1 Power and grants a +5 bonus on any relevant checks (against disease or toxins). This is also used to throw off the effects of drugs and intoxicants with a flat duration. In emergencies, Witches may simply heal 1d4 hit points per Power spent up to a maximum of 3d4 hit points per round.</p> </div> </div> <div> <div>Witchcraft / Hyloka [Eclipse, p.110]</div> <div> <p>The manipulation of biophysical processes is a rare gift. This can be used to briefly move physical attribute points around (up to 6 points for 1 Power per hour), slip into hibernation (1 power; lasts up to a week), help resist heat or cold (1 Power per hour, this grants 5 points of fire or cold resistance), stop bleeding, delay poison (one hour per power), grow hair or make it fall out (1 power), and to inflict or ease ailments like arthritis (spend 1 power/week to inflict, 1 power/day to ease).</p> </div> </div> <div> <div>Witchcraft / Infliction [Eclipse, p.110]</div> <div> <p>Often manifested as phantom force-claws, heart attacks, inexplicable bleeding, and agonizing pain, Infliction causes injury through psychic force. This can include spectacular attacks - throwing fiery balls or thunderbolts or such - but is usually subtle. In any case, it deals 1d4 hit points of damage per character level, to a maximum of 3/5/7 d4 damage for 1/2/3 power. Targets may make a save for half damage, but the save used depends on the form of the attack. Infliction normally affects a single target, but may be expanded to a fivefoot radius for +3 power.</p> </div> </div> <div> <div>Witchcraft / Shadowweave [Eclipse, p.110]</div> <div> <p>Shadowweave manipulates light and darkness to craft minor illusions. Normally 1</p> </div> </div> </div>																													
<div> <div>Power grants 10 minutes of activity. Effects include will-o-the wisps, cloaking (+6 to stealth and disguise rolls), various apparitions, spheres of darkness, blinding rays of light and hiding small actions - such as slipping out a dagger, picking a pocket, or a strike in combat (offers a +3 circumstance bonus to the user's roll).</div> <div> <div>Witchcraft / The Adamant Will [Eclipse, p.110]</div> <div> <p>This talent allows users to spend 2 Power to resist Fear, Possession, Charm, Hold effects, and other forms of mind control. The user may spend the Power each time he or she is affected by such an ability. Ongoing powers, such as Fear auras, are resisted for 10 rounds. The user may make an extra save against mindreading or "truth" effects by spending a like amount, and may present a false aura to detection spells or ignore pain for 3 power. He or she may pay the Power without spending an action when the effect takes hold.</p> </div> </div> <div> <div>Witchcraft / The Hand of Shadows [Eclipse, p.110]</div> <div> <p>The Hand of Shadows covers basic telekinesis. Minor tricks (like bending spoons) cost no power. Exerting a force equal to what you could physically handle costs 1 Power per minute. Light but rapid work (like sorting wheat from chaff) costs 1 Power per hour's worth of work done. Minor animations (Entangle, Animate Rope) approximate the relevant spells at a cost of 2 power, +2 if excessive force or fine control is required.</p> </div> </div> <div> <div>Witchcraft / The Inner Eye [Eclipse, p.110]</div> <div> <p>Thought-sensing can be used to see surface thoughts, to detect the presence of a hidden being, to share a target's senses, or to read any psychic impressions left behind on an object by strong emotion. This provides a +6 on any relevant Spot, Sense Motive, or Listen checks for 1 Power per 10 minutes.</p> </div> </div> <div> <div>Witchcraft / Witchfire [Eclipse, p.110]</div> <div> <p>Molecular-level telekinesis. At its simplest this can create and manipulate heat or cold (1d8/3d6 damage for 1/2 power, +1 if affecting a modest area, -1 if using pre-existing flame), create effects on the "prestidigitation" level (1 Power per turn), extract essences from herbs, and infuse drugs and toxins into objects. Talented Witches sometimes use this for creating mysterious sounds and voices.</p> </div> </div> <div> <div>Witchcraft / Witchesight [Eclipse, p.110]</div> <div> <p>Sharpening or expanding the user's senses is a simple trick. In general, this affects one sense at a time, providing either a +6 bonus on relevant checks or some special capability (Darksight, Scent, etc). As a rule this costs 1 Power and lasts for about an hour. Witches may triple the effect by reducing the duration to a single round, allowing effects such as checking a meal for poison with the slightest taste.</p> </div> </div> </div>																													
<div> <div>Feats</div> <div> <div>Feat Conversion to CP ~ 6 [Eclipse, p.9]</div> <div> <p>Covert regular feat to six Character Points</p> </div> </div> <div> <div>Alertness [PHB, p.89]</div> <div> <p>+2 bonus on Listen and Spot checks.</p> </div> </div> </div>																													
<div> <div>PROFICIENCIES</div> <div> <p>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, Ranseur, 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</p> </div> </div>																													
<div> <div>LANGUAGES</div> <div> <p>Common, Elven</p> </div> </div>																													
<div> <div>TEMPLATES</div> <div> <div>Familiar: Squeek (Rat)</div> <table> <tr> <td>HP:</td><td>26</td><td>AC:</td><td>16</td><td>INIT:</td><td>+2</td></tr> <tr> <td>FORT:</td><td>+2</td><td>REF:</td><td>+7</td><td>WILL:</td><td>+3</td></tr> <tr> <td>*Bite (Natural/Primary)</td><td>+0</td><td>DAM:</td><td>1d3-4</td><td>CRIT:</td><td>20/x2</td></tr> <tr> <td>Special:</td><td colspan="5"></td></tr> </table> </div> </div>						HP:	26	AC:	16	INIT:	+2	FORT:	+2	REF:	+7	WILL:	+3	*Bite (Natural/Primary)	+0	DAM:	1d3-4	CRIT:	20/x2	Special:					
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## Notes:

Character Sheet Notes: