

NAME		PLAYERNAME		DEITY		ALIGNMENT
d20E1 d8E6 Wiz	21000	Demon	Medium	0' 0"	0 lbs.	
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
7	28000	0	Male			0
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

CON Constitution	12	+1	12	+1	12	+1
INT Intelligence	21	+5	21	+5	21	+5
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	21	+5	21	+5	21	+5

INITIATIVE modifier	+1	=	+1	+	+0
	TOTAL		DEX MODIFIER		MISC MODIFIER
BASE ATTACK bonus	+3				

SKILL NAME		KEY ABILITY		SKILL MODIFIER		ABILITY MODIFIER		MAX RANKS		13/5	
		RANKS		RANKS		RANKS		RANKS		RANKS	
✓ Acrobatics	DEX	0	=	1	+	+	+	-	-	-	-
✓ Appraise	INT	4	=	5	+	+	+	-	-	-	-
✓ Athletics	STR	1	=	2	+	+	+	-	-	-	-
Athletics (Jump)	STR	12	=	2	+	+	+	-	-	-	-

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+4	=	+3	+2	+0	-1	+0	
RANGED attack bonus	+3	=	+3	+1	+0	-1	+0	
GRAPPLE attack bonus	+4	=	+3	+2	+0	-1	+0	

* Demon's Tool		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+9		1d6+8				
Special Properties	(Quarterstaff +3@- (Bonded/Intelligent@-)), Head1: Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed., Intelligent Item ~ Ego Score 6, Speech (can read all languages and magic), Telepathy, 120' darkvision and blindsense and hearing, Chaotic Evil, Greater Power - Dimensional Anchor, Lesser Power - Spot 10 Ranks					

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
*Amulet of Natural Armor +3		+3		+0	0

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER			MAX RANKS	13/5 MISC MODIFIER
✓	Acrobatics	DEX	0	=	1	+	+	-1
✓	Appraise	INT	4	=	5	+	+	-1
✓	Athletics	STR	1	=	2	+	+	-1
	Athletics (Jump)	STR	13	=	2	+	1.0	+ 10
✓	Craft (Untrained)	INT	4	=	5	+	+	-1
✓	Deception	CHA	16	=	5	+	12.0	+ -1
✓	Endurance	CON	0	=	1	+	+	-1
✓	Gather Information	CHA	4	=	5	+	+	-1
✓	Heal	WIS	0	=	1	+	+	-1
	Knowledge (Arcana)	INT	16	=	5	+	12.0	+ -1
	Martial Arts		12	=	0	+	12.0	+
	Mysticism ~ Permanency		2	=	0	+	2.0	+
✓	Perception	WIS	6	=	1	+	6.0	+ -1
	Perform (Atrocities)	CHA	35	=	5	+	12.0	+ 18
✓	Persuasion	CHA	16	=	5	+	12.0	+ -1
✓	Ride	DEX	0	=	1	+	+	-1
	Search (Notice unusual stonework)	INT	5	=	5	+	1.0	+ -1
✓	Sense Motive	WIS	0	=	1	+	+	-1
	Spellcraft	INT	12	=	5	+	6.0	+ 1
✓	Stealth	DEX	2	=	1	+	2.0	+ -1
	Stealth (Hide)	DEX	3	=	1	+	2.0	+
	Stealth (Move Silently)	DEX	3	=	1	+	2.0	+
✓	Survival	WIS	0	=	1	+	+	-1
	Survival (Find or follow tracks)	WIS	2	=	1	+	1.0	+
	Swim (Avoid taking nonlethal fatigue damage)	STR	1	=	2	+	1.0	+ -2
✓	Thievery	DEX	0	=	1	+	+	-1
✓	Use Rope	DEX	0	=	1	+	+	-1
	Warping ~ Dimensional Warping		2	=	0	+	2.0	+
				=	+	+		
				=	+	+		

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Amulet of Natural Armor +3	Equipped	1	0.0	18000.0
Demon's Tool	Equipped	1	4.0	48300.0
(Quarterstaff +3@- (Bonded/Intelligent@-)), Head1: Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed., Intelligent Item ~ Ego Score 6, Speech (can read all languages and magic), Telepathy, 120' darkvision and blindsense and hearing, Chatoic Evil, Greater Power - Dimensional Anchor, Lesser Power - Spot 10 Ranks				
TOTAL WEIGHT CARRIED/VALUE			4 lbs.	66300.0 gp

WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

Special Attacks	
Warcraft	[Eclipse, p.10]
+3 BAB	

Special Qualities	
Weapon Proficiency (All Simple Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple weapons.	
+7/+2+7/+2	

Feats	
Feat Conversion to CP ~ 6 (5x)	[Eclipse, p.9]
Covert regular feat to six Character Points	

PROFICIENCIES
Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Halfspear, Hoopak, Javelin, Keyblade, Laser, Longspear, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Scourge, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike

LANGUAGES
Abyssal, Aquan, Auran, Common, Draconic, Goblin, Orc

TEMPLATES

<div> <div>Recurring Bonuses</div> <div> <div>Duties</div> <div>[Eclipse, p.17]</div> <div>(+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.</div> <div>Fast Learner/ Specialized for increased effect</div> <div>[Eclipse, p.17]</div> <div>(Reduce HD)</div> <div>(+1) Actually purchased as a feat for 6 CP, this ability grants extra CP as the character rises in level. Specialized versions are available and encouraged. No one may take Fast Learner more than once unless it's been built into a template, race, or class by the Game Master.</div> </div> </div>	
<div> <div>DISADVANTAGES</div> <div> <div>Compulsive (Atrocities and perversions)</div> <div>[Eclipse, p.18]</div> <div>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.</div> <div>History</div> <div>[Eclipse, p.19]</div> <div>The player has a few pages of notes for the GM about the character's history, personality, and goals. This should include some mention of friends and family, old enemies or allies, and where the character got his or her training or equipment. The GM should to allow the player several sessions to come up with it all.</div> <div>Poor Reputation (Evil Overlord)</div> <div>[Eclipse, p.19]</div> <div>You're widely and unfavorably known. This results in a -6 penalty on "friendly" social skill and Charisma rolls throughout a major portion of the setting. This may be combined with "Outcast" in which case there's not much use in trying to talk to anybody. Even your companions will suffer penalties if it becomes known that they associate with you.</div> </div> </div>	
<div> <div>Spell Caster Information</div> <div> <div>Wizard</div> <div>[Eclipse, p.11]</div> <div>Wizard Level 1, Casterlevel is 2</div> </div> </div>	
<div> <div>Eclipse Abilities</div> <div> <div>Adept (Deception, Knowledge (Arcana), Persuasion, Perform (Atrocities))</div> <div>[Eclipse, p.24]</div> <div>(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.</div> <div>Augment Bonus (INT boosts Performance Skill; specialized for double effect - to inspire minions only)</div> <div>[Eclipse, p.25]</div> <div>(+6 CP) Adds INT bonus to Perform (Atrocities).</div> <div>Base Caster Level ~ Specialized ~ Wizard</div> <div>[Eclipse, p.11]</div> <div>Immunity / All Divination Magic</div> <div>[Eclipse]</div> <div>(24 CP) Immune to all Divination Magics, including scrying and commune spells. Major,Legendary.</div> <div>Innate Enchantment</div> <div>[Eclipse, p.34]</div> <div>With Innate Enchantment, a character has two options - His or her innate power may duplicate the effects of a magical item or items valued at up to 5000 GP (according to the standard d20 rules). The character must pay twice the normal experience point cost to create said item. For every +1 additional CP invested, these innate enchantments rise in value by 1000 GP.</div> <div>Innate Enchantment / Alter Self (1400)</div> <div>[Eclipse]</div> <div>As spell</div> <div>Innate Enchantment / Enhanced Attribute (+2 Charisma)</div> <div>[Eclipse]</div> <div>Innate Enchantment / Enhanced Attribute (+2 Intelligence)</div> <div>[Eclipse]</div> <div>Innate Enchantment / Force Armor I</div> <div>[Eclipse]</div> <div>Innate Enchantment / Force Shield I ~ Personal</div> <div>[Eclipse]</div> <div>Innate Enchantment / Haste (1400)</div> <div>[Eclipse]</div> <div>You move and attack more quickly than usual, gaining one extra attack at your full BAB when taking the full attack option and a +30 foot Enhancement bonus to all of your movement rates, although this may not more than double any one of them.</div> <div>Journeyman (Skill)</div> <div>[Eclipse, p.35]</div> <div>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.</div> <div>Master (Skill)</div> <div>[Eclipse, p.35]</div> <div>You may buy abilities of the chosen type as if you were two levels higher.</div> <div>Grand Master (Skill)</div> <div>[Eclipse, p.35]</div> <div>You may buy abilities of the chosen type as if you were three levels higher.</div> <div>Skill Emphasis (Perform (Atrocities))</div> <div>[Eclipse, p.44]</div> <div>This grants a +2 bonus on any single skill.</div> <div>Skill Focus / Mastery (Perform (Atrocities))</div> <div>[Eclipse, p.44]</div> <div>+1 to existing choices</div> <div>Skill Focus / Mastery x2 (Perform (Atrocities))</div> <div>[Eclipse, p.44]</div> <div>additional +1 to existing choices</div> <div>Skill Focus +3 (Perform (Atrocities))</div> <div>[Eclipse, p.44]</div> <div>+3 bonus to any single skill. Skill Focus stacks with Skill Emphasis.</div> </div> </div>	
<div> <div>Mystic Artist Abilities</div> <div> <div>Path of Artistic Mastery ~ Composition</div> <div>[Eclipse, p.88]</div> <div>(+6 CP, requires skill rank 10 in your mystic artist skill). Your art may affect groups which do not directly experience it. Reproductions and images of your art carry half the power of the original. Unfortunately, lesser performance artists must spend a skill point to commit your composition to memory if they wish to take advantage of it. The power of a composition does fade eventually; once it becomes a commonly-known part of the culture (or everyone in the party is thoroughly familiar with it) it will lose its special power.</div> <div>Path of Artistic Mastery ~ Influence</div> <div>[Eclipse, p.88]</div> <div>(+6 CP, requires Composition). You may shift the beliefs and attitudes of your audience on a semi-permanent basis. For example, you can foster acceptance of another race, clear up general misunderstandings about a religion, or raise support for a rebellion against a corrupt government. On the other hand, you can also spread slander, confuse issues, and make the population accepting of ill governance. Your targets will gain the benefits, or suffer the penalties, of a one-step shift in reaction rolls throughout the region. The modifier will remain in force until it's again changed, whether by another mystic artist, by public actions and explanations, or by some other means.</div> <div>Path of Artistic Mastery ~ Mass Influence</div> <div>[Eclipse, p.88]</div> <div>(+6 CP, requires Influence). Your art may permeate a city or culture, manipulating entire populations as per Influence, above.</div> </div> </div>	

Intelligent Item Spell-like Abilities

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<input type="checkbox"/>	Dimensional Anchor		None	Standard Action	1 minute/level	Medium (170 ft.)	V,S	Yes (object)	Abjuration	PHB: p.221
<i>Effect:</i> Bars extradimensional movement.						<i>Target:</i> Ray		<i>Caster Level:</i> 7		
* =Domain/Specialty Spell										

Intelligent Item Spell-like Abilities

☐Dimensional Anchor (DC:)

Notes:

Character Sheet Notes: