

Tenlaid

Character Name

d8E 4

CLASS

4 (4)

Character Level (CR)

6000 / 10000

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	10		+0		
DEX Dexterity	19		+4		
CON Constitution	12		+1		
INT Intelligence	14		+2		
WIS Wisdom	12		+1		
CHA Charisma	14		+2		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+6	= +4	+1	+0	+1	+0		
REFLEX (dexterity)	+9	= +4	+4	+0	+1	+0		
WILL (wisdom)	+6	= +4	+1	+0	+1	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+10	= +4	+0	+0	+6	+0	
RANGED attack bonus	+10	= +4	+4	+0	+2	+0	
GRAPPLE attack bonus	+6	= +4	+0	+0	+2	+0	

Martial Arts	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+10	1d4+0	20/x2	10 ft.

*Rapier +1			HAND	TYPE	SIZE	CRITICAL	REACH
			Primary	P	M	18-20/x2	10 ft.
	To Hit	Dam	To Hit		Dam		
1H-P	+12	1d6+1	2W-P-(OH)		+6		1d6+1
1H-O	+8	1d6+1	2W-P-(OL)		+8		1d6+1
2H	+12	1d6+1	2W-OH		+2		1d6+1

*Dagger			HAND	TYPE	SIZE	CRITICAL	REACH
			Not Carried	PS	M	19-20/x2	10 ft.
	To Hit	Dam	To Hit		Dam		
1H-P	+10	1d4	2W-P-(OH)		+4		1d4
1H-O	+6	1d4	2W-P-(OL)		+6		1d4
2H	+10	1d4	2W-OH		+2		1d4
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.		
TH	+10	+8	+6	+4	+2		
Dam	1d4	1d4	1d4	1d4	1d4		

*: 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
*Ring of Protection +2		+2		+0	0

Faye

Player Name

Human / Humanoid

RACE

23

AGE

Female

GENDER

HP
hit points

30

WOUNDS/CURRENT HP

AC
armor class

21

FLAT

17

TOUCH

17

BASE

10

ARMOR BONUS

4

SUBDUAL DAMAGE

0

SHIELD BONUS

4

STAT

0

SIZE

0

NATURAL ARMOR

0

REFLECTION

2

DODGE

0

Morale

0

SPEED

Walk 30 ft.

0

0

0

1

Insight

Sacred

Profane

MISC

INITIATIVE
modifier

+4

TOTAL

+4

DEX MODIFIER

+0

MISC MODIFIER

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

TOTAL SKILLPOINTS: 42		SKILLS		MAX RANKS: 7/3.5				
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
✓	Acrobatics	DEX	13	=	4	+	7 + 2	
✓	Appraise	INT	4	=	2		+ 2	
✓	Athletics	STR	9	=	0	+	7 + 2	
✓	Craft (Untrained)	INT	2	=	2			
✓	Deception	CHA	11	=	2	+	7 + 2	
✓	Deception (Act in character)	CHA	13	=	2	+	[7] + 4	
✓	Endurance	CON	3	=	1		+ 2	
✓	Gather Information	CHA	11	=	2	+	7 + 2	
✓	Heal	WIS	3	=	1		+ 2	
✓	Insight	WIS	10	=	1	+	7 + 2	
	Martial Arts (Dexterity Based)	DEX	13	=	4	+	7 + 2	
✓	Perception	WIS	10	=	1	+	7 + 2	
✓	Persuasion	CHA	13	=	2	+	7 + 4	
✓	Persuasion (Diplomacy)	CHA	15	=	2	+	[7] + 6	
✓	Ride	DEX	6	=	4		+ 2	
✓	Stealth	DEX	13	=	4	+	7 + 2	
✓	Survival	WIS	3	=	1		+ 2	
✓	Survival (Find or follow tracks)	WIS	5	=	1		+ 4	
✓	Thievery	DEX	13	=	4	+	7 + 2	
✓	Thievery (Sleight of Hand)	DEX	15	=	4	+	[7] + 4	
✓	Use Rope	DEX	6	=	4		+ 2	
					=	+	+	
					=	+	+	
✓/: can be used untrained. X: exclusive skills. *: Skill Mastery.								

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Rapier +1	Equipped	1	2.0	2320.0
Dagger	Equipped	1	1.0	2.0
Ring of Protection +2	Equipped	1	0.0	8000.0
TOTAL WEIGHT CARRIED/VALUE			4 lbs.	10322.0 gp

WEIGHT ALLOWANCE			
Light	33	Medium	66
Lift over head	100	Lift off ground	200
		Heavy	100
		Push / Drag	500

LANGUAGES	
Common, Elven, Sylvan	

Special Attacks	
Augment Attack / Sneak Attack d8 (3x)	[Eclipse, p.50]
Sneak attack +3d8	
Warcraft	[Eclipse, p.10]
+4 BAB	
Warcraft / Weapon Focus (Rapier)	[Eclipse, p.10]
Increase selected weapon to hit by +1	

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -1, Dying -2 and Dead -13	
Humanoid Traits	[PHB, TypesSubtypesAbilities.rtf]
Humanoids eat/sleep/breathe	
Weapon Proficiency (All Simple Weapons and One Martial Weapon) (Rapier)	[Eclipse, p.49]
Grants Proficiency with all simple weapons and selected weapons.	

Recurring Bonuses	
Duties (TBD)	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+8 total CP].	
Fast Learner (Focused on Skills / L-2)	[Eclipse, p.17]
+2 CP towards Skills per level. [+14 total Skill Points Granted].	
Upgrade Human Racial Fast Learner	[Eclipse]
Upgrades the Fast Learner Human Racial to Double Points	

DISADVANTAGES	
Broke	[Eclipse, p.18]
You start with less starting money.	
Compulsive (Curious to a fault)	[Eclipse, p.18]
You have the listed compulsions.	
History	[Eclipse, p.19]
You have a written history for the GM.	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 156, Bonus Feats have added 18 CP, Disadvantages have added 10 CP, Duties adds 8 CP, HD 8 deducts 16 CP	
Acrobatics	[Eclipse, p.23]
Combine several physical stunts into one roll at the highest DC by any one of the actions.	
Acrobatics / Light Foot	[Eclipse, p.23]
Allows impractical maneuver with normal movement.	
Adept (Acrobatics, Athletics, Deception, Martial Arts ~ Dex Based, Perception, Persuasion, Stealth, Thievery)	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Finesse / Dex replaces Str for To Hit	[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.	
Fortune / Evasion	[Eclipse, p.53]
On Successful Reflex Save, ignore effect of Reflex Half/Partial.	
Innate Enchantment	[Eclipse, p.34]
adds innate power that may duplicate the effects of a magical item or items valued at up to 5000 GP [Currently at 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. [Additional Total Granted 0]	
Innate Enchantment / Resistance	[Eclipse]
+1 Resistance bonus to Saves.	
Innate Enchantment / Enhanced Attribute (+2 Dexterity)	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Dexterity	
Innate Enchantment / Force Armor I	[Eclipse]
[At Will] As Armor Spell, grants +4 Armor AC.	
Innate Enchantment / Fortune's Favor	[Eclipse]
+2 Luck bonus to skills and checks.	

Martial Arts	
Martial Arts Basic / Attack (2x)	[Eclipse, p.81]
Gain additional +1 each time taken [currently +2] bonus on rolls to Attack, Throw, Grapple, and Trip opponents.	
Martial Arts Basic / Defenses	[Eclipse, p.81]
Gain additional +1 each time taken [currently +1] bonus to AC when you are unarmored or lightly armored.	
Martial Arts Basic / Strike	[Eclipse, p.81]
You may deal lethal or nonlethal damage at will without penalty. Your base damage is at least 1d4. This may only be taken once.	
Martial Arts Advanced / Instant Stand	[Eclipse, p.81]
You may stand up as a Free Action if unarmored or in light armor.	
Martial Arts Advanced / Mind Like Moon	[Eclipse, p.81]
You reflexively come on guard when attacked. With a DC 15 Reflex save, you avoid being surprised or flat-footed at the beginning of combat.	
Martial Arts Advanced / Reach	[Eclipse, p.81]
You add 5' to your Reach in combat. This usually represents lunging and darting in and out, but could be a mystical ability.	

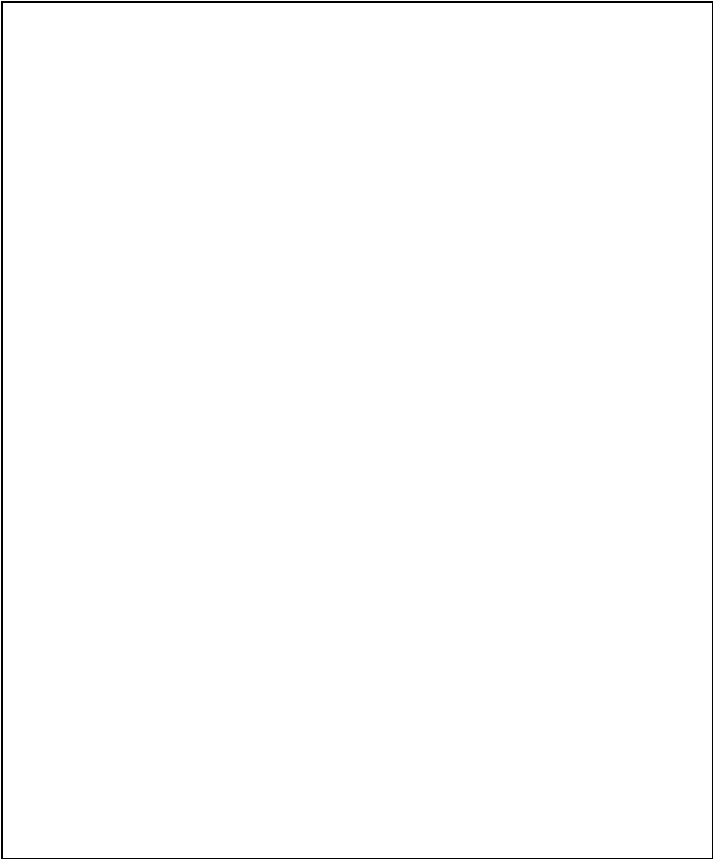
Feats	
Adept (Acrobatics, Athletics, Deception, Martial Arts ~ Dex Based, Perception, Persuasion, Stealth, Thievery)	[Eclipse]

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

TEMPLATES	
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Tenlaid

Human
RACE
23
AGE
Vision Test: Normal
Female
GENDER
VISION
None
ALIGNMENT
Right
DOMINANT HAND
5' 9"
HEIGHT
120 lbs.
WEIGHT
Black
EYE COLOUR
SKIN COLOUR
Blonde, Long
HAIR / HAIR STYLE
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION
DEITY
Humanoid
Race Type
Race Sub Type
Favored Class
EXP Factor: 100%; EXP Penalty: 0%
Normal



Description:
Biography: