

Harold Edgarth

Character Name

d20E 1, d12E 2

CLASS

3 (3)

3000 / 6000

Character Level (CR)

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	10		+0		
DEX Dexterity	16		+3		
CON Constitution	12		+1		
INT Intelligence	16		+3		
WIS Wisdom	14		+2		
CHA Charisma	14		+2		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+2	= +1	+ +1	+ +0	+ +0	+ +0		
REFLEX (dexterity)	+4	= +1	+ +3	+ +0	+ +0	+ +0		
WILL (wisdom)	+6	= +4	+ +2	+ +0	+ +0	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+2	= +2	+ +0	+ +0	+ +0	+ +0	
RANGED attack bonus	+5	= +2	+ +3	+ +0	+ +0	+ +0	
GRAPPLE attack bonus	+2	= +2	+ +0	+ +0	+ +0	+ +0	

Martial Arts	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+3	1d6+0	20/x2	5 ft.

*Dagger (Growth Item / Chosen One)		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	PS	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+3	1d4+1	2W-P-(OH)	-3		1d4+1
1H-O	-1	1d4+1	2W-P-(OL)	-1		1d4+1
2H	+3	1d4+1	2W-OH	-5		1d4+1
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+6	+4	+2	+0	-2	
Dam	1d4+1	1d4+1	1d4+1	1d4+1	1d4+1	
Special Properties	Sentient Any Weapon Growth [+1]					

*: 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
*Chosen One Robe	Light	+4		+0	0

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Player Name

Illan / Humanoid

RACE

25

Male

AGE

GENDER

HP
hit points

57

WOUNDS/CURRENT HP

AC
armor class

17

TOTAL

14

FLAT

13

TOUCH

10

BASE

4

ARMOR BONUS

0

SHIELD BONUS

3

STAT

0

SIZE

0

NATURAL ARMOR

0

REFLEC-TION

0

DODGE

0

Morale

0

Insight

0

Sacred

0

Profane

0

MISC

INITIATIVE
modifier

+3

TOTAL

+3

DEX MODIFIER

+0

MISC MODIFIER

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

None

Region

5' 10" / 250 lbs.

HEIGHT / WEIGHT

Brown

HAIR

None

Alignment

Darkvision (60 ft.)

VISION

TOTAL SKILLPOINTS: 66		SKILLS		MAX RANKS: 6/3			
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓	Acrobatics	DEX	7	= 3		+ 4	
✓	Appraise	INT	7	= 3		+ 4	
✓	Athletics	STR	4	= 0		+ 4	
✓	Craft (Untrained)	INT	3	= 3			
✓	Deception	CHA	12	= 2 + 6		+ 4	
✓	Deception (Act in character)	CHA	14	= 2 + [6]		+ 6	
✓	Endurance	CON	11	= 1 + 6		+ 4	
✓	Gather Information	CHA	6	= 2		+ 4	
✓	Heal	WIS	6	= 2		+ 4	
✓	Insight	WIS	12	= 2 + 6		+ 4	
	Knowledge (Psychic)	INT	17	= 3 + 6		+ 8	
	Linguistics	INT	13	= 3 + 6		+ 4	
✓	Perception	WIS	12	= 2 + 6		+ 4	
✓	Persuasion	CHA	14	= 2 + 6		+ 6	
✓	Persuasion (Diplomacy)	CHA	16	= 2 + [6]		+ 8	
✓ X	Psychic (Empathy)	WIS	6	= 2		+ 4	
✓ X	Psychic (Mental Contact)	CHA	8	= 2		+ 6	
✓ X	Psychic (Psychic Sense)	WIS	12	= 2 + 6		+ 4	
✓ X	Psychic (Psychic Shield)	WIS	14	= 2 + 6		+ 6	
X	Psychic (Psychic Static)	CHA	12	= 2 + 6		+ 4	
X	Psychic (Psychic Weapon)	WIS	12	= 2 + 6		+ 4	
X	Psychic (Telekinesis)	INT	13	= 3 + 6		+ 4	
X	Psychic (Telekinetic Blast)	INT	13	= 3 + 6		+ 4	
X	Psychic (Telekinetic Grip)	INT	13	= 3 + 6		+ 4	
X	Psychic (Telekinetic Shield)	INT	13	= 3 + 6		+ 4	
✓	Ride	DEX	7	= 3		+ 4	
✓	Stealth	DEX	7	= 3		+ 4	
✓	Survival	WIS	6	= 2		+ 4	
✓	Survival (Find or follow tracks)	WIS	8	= 2		+ 6	
✓	Thievery	DEX	7	= 3		+ 4	
✓	Thievery (Sleight of Hand)	DEX	9	= 3		+ 6	
✓	Use Rope	DEX	7	= 3		+ 4	
				=	+	+	
				=	+	+	
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.							

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Chosen One Backpack of Holding	Equipped	1	0.0	0.0
Chosen One Orb	Equipped	1	0.0	0.0
Chosen One Robe	Equipped	1	0.5	1.0
Dagger (Growth Item / Chosen One)	Equipped	1	1.0	2.0
Sentient Any Weapon Growth [+1]				
TOTAL WEIGHT CARRIED/VALUE			1.5 lbs.	3.0 gp

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

LANGUAGES	
Common, Draconic, Dwarven, Elven	

Special Attacks	
Martial Arts	[Eclipse, p.53]
[Damage 1d6]	
Warcraft	[Eclipse, p.10]
+2 BAB	

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	
Illan Racial	[Is This It]
+1 skill point per level for psychic abilities	
Mental Link with other Chosen Ones	[Drew]
Automatic Mental Link with Chosen Ones - This allows direct telepathy to any Chosen One, or multiple Chosen Ones, including images.	
Psychic (Empathy)	[Is This It, p.29]
An Empathy check allows you to determine the emotional state of the subject. The target gets to make a Will save to resist your attempt. Whether you succeed or fail, the subject does not know that you are reading his emotions. If the target's save fails, you get a general idea of his emotions and mood. This grants you a psychic bonus on the next skill check you make against the subject within the next 10 rounds (1 minute) using any of the following interaction skills - Bluff, Diplomacy, Handle Animal, Intimidate, Perform, or Sense Motive.	
Special - You can take 10 when making an Empathy check but you can't take 20. Time - Empathy is a free action. The bonus lasts 10 rounds (1 minute) or until you make an interaction skill check against the target.	
Strain 1	
[Up to 4 / +1]	
[5-14 / +2]	
[15-24 /+3]	
[25-34 / +4]	
[35+ / +5]	
Psychic (Mental Contact)	[Is This It, p.31]
You can make psychic contact with another mind. The base DC is 10, modified by fami liarity. If the subject has a Psychic Shield, you have to make a Mental Contact check to overcome it. An unwilling subject gets a Will saving throw to avoid contact. If the save is successful, no contact is made. If you do not want the subject to know that you are making mental contact, you can make a Mental Contact check against the subject's Wisdom, Psychic Sense, or Psychic Shield check (whichever has the highest bonus). If you win, the subject is unaware of your attempt. If the subject wins, he is aware of your attempt (whether you succeed or fail). While you are in mental contact with another creature, the two of you can communicate at the rate of normal speech, "hearing" each other's transmitted thoughts. You can also send a single visual image each round instead of speaking. Both you and the subject can choose to lie or omit information; you're "speaking" to each other telepathically, not reading each other's thoughts. Mental contact is two-way, meaning that you are in mental contact with the subject for purposes of his psychic skills and vice versa. If a friendly mental contact turns hostile, the subject can make a Will saving throw or Psychic Shield check to break contact. Once the subject has failed a Will save to eject the intruder from his mind, he can't break the contact. The intruder is in his mind until he chooses to break contact or some outside force interferes, such as a distraction or another psychic skill such as Psychic Shield or Psychic Static. If your mental contact is broken, any other psychic skills you are maintaining that require mental contact are also broken.	
Psychic (Psychic Sense)	[Is This It, p.34]
Make a Psychic Sense check to sense a psychic skill in use in your vicinity,. to sense an attempt at mental contact. to detect and read the psychic "signature" left behind by psychic skill use, or to trace the source of a psychic manifestation	
Psychic (Psychic Shield)	[Is This It, p.35]
When you are the target of any psychic skill that grants a Will saving throw, you can make a Psychic Shield skill check instead. The attacker must make a skill check using the attacking psychic skill. If your check result is higher, the attack fails. If the attacker's result is higher, the psychic skill affects you normally, but you still get a normal saving throw. You may choose to voluntarily lower your Psychic Shield as a free action (and can raise it again as a free action as well). Otherwise, your shield is assumed to always be active, even if you are unconscious or sleeping.	
Psychic (Sleep)	[Is This It, p.39]
You can attempt to psychically put a target into a deep sleep. The target gets a Will saving throw against your skill DC 0. Success negates the effect. If the Will save fails, the creature falls instantly asleep and remains so for 1 minute per skill rank. Sleeping creatures are helpless. Slapping or wounding awakens them, but normal noise does not. Awakening the creature requires a standard action (an application of the aid another action). Creatures that do not sleep are unaffected by this skill.	
[Special] You must be in mental contact with the subject. You can take 10 on Sleep checks, but you can't take 20.	
[Time] Sleep is a standard action. It lasts for 10 rounds (1 minute) per skill rank.	
Strain 4	
Psychic (Telekinesis)	[Is This It, p.39]
A Telekinesis check allows you to move an object in your line of sight. The DC of the Telekinesis check is based on the;mass of the object you wish to move. Moving a 10-pound object is DC 10. For every factor of 10 that mass increases, the DC increases by 5 and the strain you suffer doubles.	
DC / Damage Dealt / Strain / Mass Moved	
[10 / 1d6 / 1 / up to 10 lb.]	
[15 / 2d6 / 2 / up to 100 lb.]	
[20 / 4d6 / 4 / up to 1,000 lb.]	
[25 / 8d6 / 8 / up to 10,000 lb.]	
[30 / 16d6 / 16 / up to 100,000 lb.]	
[35 / 32d6 / 32 / up to 1,000,000 lb.]	
[40 / 64d6 / 64 / up to 10,000,000 lb.]	
Psychic (Telekinetic Blast)	[Is This It, p.40]
Make a ranged touch attack against a target in your line of Sight. If the attack is successful, your Telekinetic Blast rank sets the impact / Damage dealt is 1d6 plus an additional 1d6 per 5 skill ranks. You can score a critical hit with your Telekinetic Blast on a n atural roll of 20, with a x2 critical multiplier. A Telekinetic Blast is a force effect. The target must also make a reflex saving throw against your skill DC or fly back 5 feet and be knocked prone. You can choose to do nonlethal damage with your	

Telekinetic Blast, but you suffer a -4 penalty on your attack roll. [Time] Telekinetic Blast is a standard action. Strain 4	
Psychic (Telekinetic Grip)	[Is This It, p.40]
You can affect any creature in your line of sight. Your Telekinetic Grip rank sets the damage dealt by the attack to 1d6, plus 1d6 per 5 skill ranks. The target makes a Will saving throw DC 16. Success halves the damage. Damage reduction does not protect against this attack, which is considered a force effect. Time - telekinetic Grip is a standard action. Strain - 4	
Psychic (Telekinetic Shield)	[Is This It, p.40]
You can create a telekinetic field around your body that provides a deflection bonus to AC. The telekinetic shield is considered a force effect. The telekinetic shield lasts for 1 minute (10 rounds) but requires no effort on your part to maintain once it's created. It lasts until you are rendered unconscious or the duration runs out. You can renew an existing telekinetic shield before it runs out as a move action, suffering the strain for invoking the skill again but with no additional skill check needed. The result of your Telekinetic Shield skill check determines the amount of the deflection bonus. [15 / +2] [20 / +4] [25 / +6] [30 / +8] [35 / +10] Special - You can take 10 or take 20 on a Telekinetic Shield check. If you take 20 when making this check, you spend 2 minutes and take 40 strain to attain the best result. [Time] Telekinetic Shield is a move action. The deflection bonus lasts for 10 rounds (1 minute). Strain 2	
Weapon Proficiency (All Simple Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple weapons.	

Recurring Bonuses	
Fast Learner (Focused on Skills / L-2)	[Eclipse, p.17]
+2 CP towards Skills per level. [+12 total Skill Points Granted].	
Upgrade Human Racial Fast Learner	[Eclipse]
Upgrades the Fast Learner Human Racial to Double Points	

DISADVANTAGES	
History	[Eclipse, p.19]
You have a written history for the GM.	
Hunted (Tabarath Cult)	[Eclipse, p.19]
Something powerful is hunting you.	
Secret (Illan race - Valuable & Hunted)	[Eclipse, p.19]
You have a secret.	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 124, Bonus Feats have added 12 CP, Disadvantages have added 10 CP, HD 12 deducts 16 CP, HD 20 deducts 16 CP, Companions adds 6 CP	
Adept (Psychic (Psychic Blast), Psychic (Psychic Sense), Psychic (Psychic Shield), Psychic (Psychic Static), Psychic (Psychic Weapon), Psychic (Telekinesis), Psychic (Telekinetic Blast), Psychic (Telekinetic Grip))	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Companion	[Eclipse, p.27]
Gain a companion creature of your choice.	
Companion / Template	[Eclipse, p.27]
adds a single template of up to +2 ECL to a max of +6 to the companion.	
Companion / Might (Positive Levels)	[Eclipse, p.27]
(+6 CP) Companion gets +2 Positive Levels (p.86)	
Grant of Aid	[Eclipse, p.32]
1/day Free Action - Heal 1d8+5 hp, 1d3 attribute damage or 1 negative level.	
Grant of Aid / Regenerative / Slow Regrowth	[Eclipse, p.32]
(+3 CP) allows the slow (1d4 weeks) regrowth of lost limbs and organs.	
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 / Stylish (Clean Clothing)	[Eclipse]
Your clothing - and person - is always clean and well-tended.	
Innate Enchantment / Expertise	[Eclipse]
+2 Competence bonus to skills and checks.	
Innate Enchantment / Fortune's Favor	[Eclipse]
+2 Luck bonus to skills and checks.	
Innate Enchantment / Immortal Vigor I	[Eclipse]
[At Will] As grants 12 + CON*2 HP.	
Legionary ~ Chosen One	[Drew, p.53]
Gain +1/2/3 bonus to AC, Attacks and Reflex Saves when with 1-2/3-4/5+ others who have this feat.	
Occult Skill ~ Psychic Ability	[Drew]
You have the potential to acquire psychic feats and skills.	
Occult Skill ~ Psychic Ability ~ Psychic Weapon	[Drew]
You have the potential to learn the Psychic Weapon skill.	
Occult Skill ~ Psychic Ability ~ Psychokinesis	[Drew]
You have the potential to learn psychokinesis skills.	
Occult Skill ~ Psychic Ability ~ Telepathy	[Drew]
You have the potential to learn telepathy skills.	

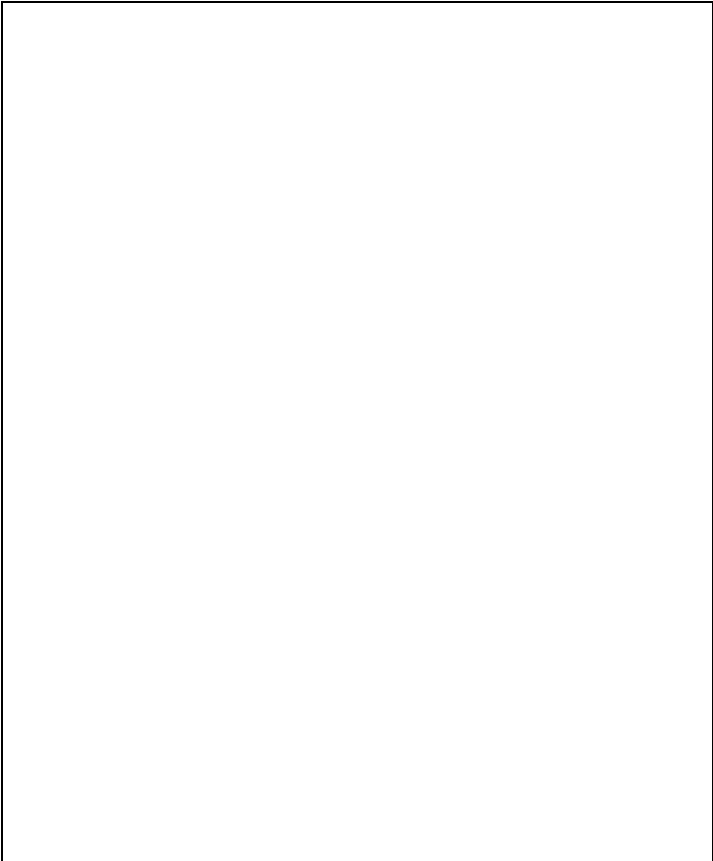
Feats	
Adept (Psychic (Psychic Blast), Psychic (Psychic Sense), Psychic (Psychic Shield), Psychic (Psychic Static), Psychic (Psychic Weapon), Psychic (Telekinesis), Psychic (Telekinetic Blast), Psychic (Telekinetic Grip))	[Eclipse]
Psychic Ability	[Is This It]
You have the potential to acquire psychic feats and skills.	
Telepathy	[Is This It]
You have the potential to learn telepathy skills.	

PROFICIENCIES	
Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Giant Rock, 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	

TEMPLATES	
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Harold Edgarth

Illan
RACE
25
AGE
Vision Test: Darkvision (60 ft.)
Male
GENDER
Darkvision (60 ft.)
VISION
None
ALIGNMENT
Right
DOMINANT HAND
5' 10"
HEIGHT
250 lbs.
WEIGHT
Blue
EYE COLOUR
SKIN COLOUR
Brown,
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%
Darkvision (60 ft.)



Description: Biography: