

Cidolfus Pendragon

Character Name

d10E 3

CLASS

3 (3)

3000 / 6000

Character Level (CR)

EXP / NEXT LEVEL

| ABILITY NAME        | ABILITY SCORE | EQUIPPED SCORE | ABILITY MODIFIER | ABILITY DAMAGE | PENALTY |
|---------------------|---------------|----------------|------------------|----------------|---------|
| STR<br>Strength     | 18            |                | +4               |                |         |
| DEX<br>Dexterity    | 12            |                | +1               |                |         |
| CON<br>Constitution | 18            |                | +4               |                |         |
| INT<br>Intelligence | 12            |                | +1               |                |         |
| WIS<br>Wisdom       | 12            |                | +1               |                |         |
| CHA<br>Charisma     | 14            |                | +2               |                |         |

| SAVING THROWS               | TOTAL | BASE SAVE | ABILITY | MAGIC | MISC | EPIC | TEMP | Conditional Modifiers |
|-----------------------------|-------|-----------|---------|-------|------|------|------|-----------------------|
| FORTITUDE<br>(constitution) | +5    | = +1      | + +4    | + +0  | + +0 | + +0 |      |                       |
| REFLEX<br>(dexterity)       | +4    | = +3      | + +1    | + +0  | + +0 | + +0 |      |                       |
| WILL<br>(wisdom)            | +3    | = +2      | + +1    | + +0  | + +0 | + +0 |      |                       |

|                         | TOTAL | BASE ATTACK BONUS | STAT | SIZE | MISC | EPIC | TEMP |
|-------------------------|-------|-------------------|------|------|------|------|------|
| MELEE<br>attack bonus   | +8    | = +6              | + +4 | + +0 | + -2 | + +0 |      |
| RANGED<br>attack bonus  | +5    | = +6              | + +1 | + +0 | + -2 | + +0 |      |
| GRAPPLE<br>attack bonus | +8    | = +6              | + +4 | + +0 | + -2 | + +0 |      |

| Martial Arts | TOTAL ATTACK BONUS | DAMAGE | CRITICAL | REACH |
|--------------|--------------------|--------|----------|-------|
|              | +8/+8              | 1d6+4  | 20/x2    | 5 ft. |

| *Excalibur         |        |       | HAND        | TYPE | SIZE   | CRITICAL | REACH |
|--------------------|--------|-------|-------------|------|--------|----------|-------|
|                    |        |       | Primary     | S    | M      | 19-20/x2 | 5 ft. |
|                    | To Hit | Dam   |             |      | To Hit |          | Dam   |
| 1H-P               | +8/+8  | 1d8+4 | 2W-P-(OH)   |      | +2/+2  |          | 1d8+4 |
| 1H-O               | +4/+4  | 1d8+2 | 2W-P-(OL)   |      | +4/+4  |          | 1d8+4 |
| 2H                 | +8/+8  | 1d8+6 | 2W-OH       |      | -2     |          | 1d8+2 |
| Special Properties |        |       | (Longsword) |      |        |          |       |

\*: 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             |
| *Shield, Heavy   | Heavy | +2 |        | -2    | 15            |

Finn McCool

Player Name

Human / Humanoid

RACE

24

Male

GENDER

AGE

HP  
hit points

38

WOUNDS/CURRENT HP

AC  
armor class

17

16

11

10

4

2

1

0

0

0

0

0

0

0

0

0

0

0

0

0

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

REFLEC-TION

DODGE

Morale

Insight

Sacred

Profane

MISC

INITIATIVE  
modifier

+1

+1

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

| TOTAL SKILLPOINTS: 21  |                                  | SKILL NAME |    | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS | MISC MODIFIER |
|--|----------------------------------|------------|----|-------------|----------------|------------------|-------|---------------|
| ✓  | Acrobatics                       | DEX        | -1 | =           | 1              |                  |       | + -2          |
| ✓  | Appraise                         | INT        | 1  | =           | 1              |                  |       |               |
| ✓  | Athletics                        | STR        | 8  | =           | 4              |                  | 6     | + -2          |
| ✓  | Athletics (Swim)                 | STR        | 6  | =           | 4              |                  | [6]   | + -4          |
| ✓  | Craft (Untrained)                | INT        | 1  | =           | 1              |                  |       |               |
| ✓  | Deception                        | CHA        | 2  | =           | 2              |                  |       |               |
| ✓  | Deception (Act in character)     | CHA        | 4  | =           | 2              |                  |       | + 2           |
| ✓  | Endurance                        | CON        | 2  | =           | 4              |                  |       | + -2          |
| ✓  | Gather Information               | CHA        | 2  | =           | 2              |                  |       |               |
| ✓  | Heal                             | WIS        | 1  | =           | 1              |                  |       |               |
| ✓  | Insight                          | WIS        | 1  | =           | 1              |                  |       |               |
| ✓  | Perception                       | WIS        | 7  | =           | 1              |                  | 6     |               |
| ✓  | Persuasion                       | CHA        | 8  | =           | 2              |                  | 6     |               |
| ✓  | Ride                             | DEX        | 3  | =           | 1              |                  | 2     |               |
| ✓  | Stealth                          | DEX        | -1 | =           | 1              |                  |       | + -2          |
| ✓  | Survival                         | WIS        | 2  | =           | 1              |                  | 1     |               |
| ✓  | Survival (Find or follow tracks) | WIS        | 4  | =           | 1              |                  | [1]   | + 2           |
| ✓  | Thievery                         | DEX        | 1  | =           | 1              |                  |       |               |
| ✓  | Use Rope                         | DEX        | 1  | =           | 1              |                  |       |               |
|  |                                  |            |    |             |                |                  |       | + +           |
|  |                                  |            |    |             |                |                  |       | + +           |
| ✓: can be used untrained. ✕: exclusive skills. *: Skill Mastery. |                                  |            |    |             |                |                  |       |               |

| EQUIPMENT                       |          |     |      |              |
|---------------------------------|----------|-----|------|--------------|
| ITEM                            | LOCATION | QTY | WT   | COST         |
| <b>Chosen One Robe</b>          | Equipped | 1   | 0.5  | 1.0          |
| <b>Excalibur</b><br>(Longsword) | Equipped | 1   | 4.0  | 15.0         |
| <b>Shield, Heavy</b>            | Equipped | 1   | 15.0 | 20.0         |
| TOTAL WEIGHT CARRIED/VALUE      |          |     | 19.5 | 36.0 gp lbs. |

| WEIGHT ALLOWANCE |  |     |                 |  |      |
|------------------|--|-----|-----------------|--|------|
| Light            |  | 100 | Medium          |  | 200  |
| Lift over head   |  | 300 | Lift off ground |  | 600  |
|                  |  |     | Heavy           |  | 300  |
|                  |  |     | Push / Drag     |  | 1500 |

| LANGUAGES        |  |
|------------------|--|
| Common, Draconic |  |

| Special Attacks   |                 |
|---|-----------------|
| <b>Enhanced Strike / Hammer</b>   | [Eclipse, p.51] |
| allows the attack to deal maximum damage while gaining a +5 bonus to hit. |                 |
| <b>Martial Arts</b>   | [Eclipse, p.53] |
| [Damage 1d6]  |                 |
| <b>Warcraft</b>   | [Eclipse, p.10] |
| +6 BAB  |                 |

| Special Qualities   |                                   |
|---|-----------------------------------|
| <b>Death and Dying</b>  | [Eclipse]                         |
| Disabled 0 HP till -4, Dying -5 and Dead -19  |                                   |
| <b>Armor Proficiency (Shields)</b>  | [Eclipse, p.49]                   |
| Proficient with Shields   |                                   |
| <b>Humanoid Traits</b>  | [PHB, TypesSubtypesAbilities.rtf] |
| Humanoids eat/sleep/breathe   |                                   |
| <b>Mental Link with other Chosen Ones</b>   | [Drew]                            |
| Automatic Mental Link with Chosen Ones - This allows direct telepathy to any Chosen One, or multiple Chosen Ones, including images. |                                   |
| <b>Weapon Proficiency (All Simple and Martial Weapons)</b>  | [Eclipse, p.49]                   |
| Grants Proficiency with all simple and martial weapons.   |                                   |

| Recurring Bonuses                                      |                 |
|--|-----------------|
| <b>Duties (Chosen One)</b>                             | [Eclipse, p.17] |
| You have duties. Grants 2 CP per level. [+6 total CP]. |                 |

| DISADVANTAGES  |                 |
|--|-----------------|
| <b>History</b>   | [Eclipse, p.19] |
| You have a written history for the GM.                   |                 |
| <b>Hunted (Tabarath Cult)</b>                            | [Eclipse, p.19] |
| Something powerful is hunting you.                       |                 |
| <b>Obligations (Soul bonded with that of the Falcon)</b> | [Eclipse, p.19] |
| You have the listed obligations.                         |                 |

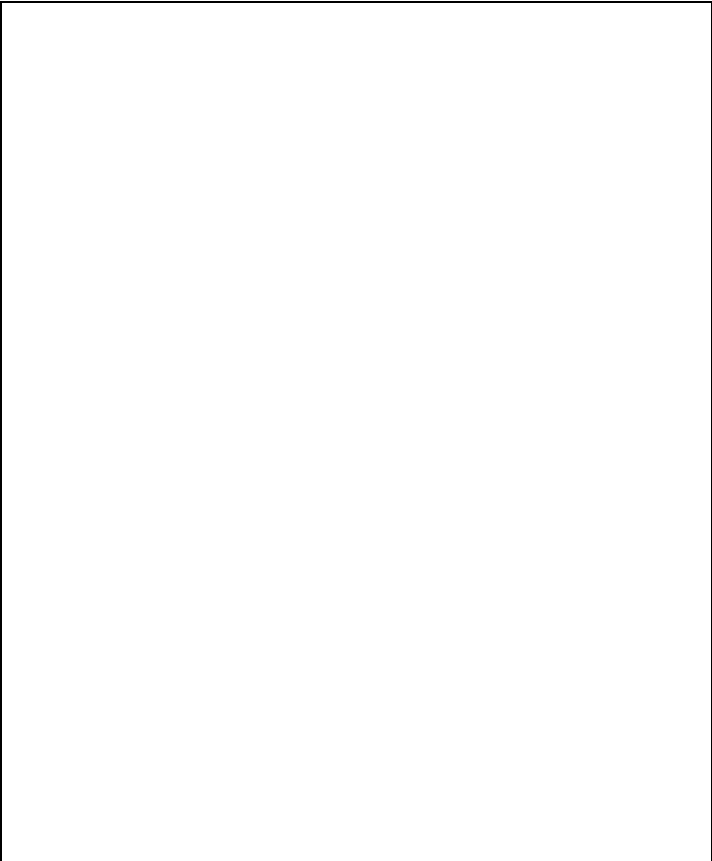
| Eclipse Abilities  |                 |
|--|-----------------|
| <b>Character Points Total</b>  | [Eclipse]       |
| Character Points Total 130, Bonus Feats have added 18 CP, Disadvantages have added 10 CP, Duties adds 6 CP, HD 10 deducts 18 CP, Companions adds 0 CP  |                 |
| <b>Block / Melee</b>   | [Eclipse, p.50] |
| 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 (Stops 60 Points of Damage). Attackers may give up part of their BAB to increase the Block save DC on a 1-to-1 basis.   |                 |
| <b>Companion</b>   | [Eclipse, p.27] |
| Gain a companion creature of your choice.  |                 |
| <b>Grant of Aid</b>  | [Eclipse, p.32] |
| 1/day Free Action - Heal 1d8+5 hp, 1d3 attribute damage or 1 negative level.   |                 |
| <b>Grant of Aid / Regenerative / Slow Regrowth</b>   | [Eclipse, p.32] |
| (+3 CP) allows the slow (1d4 weeks) regrowth of lost limbs and organs.   |                 |
| <b>Legionary ~ Chosen One</b>  | [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.  |                 |
| <b>Relic Purchase / First Relic (4x)</b>   | [Eclipse]       |
| You have spent CP for a Relic. [Total CP Spent on First Relic = 4]   |                 |
| <b>Returning</b>   | [Eclipse, p.41] |
| (6 CP). A powerful but expensive technique favored by villains, Returning allows a character to return from death. The basic form requires that enemies take special precautions, such as burning or shredding the character's body or sprinkling his or her grave with Holy Water, to prevent the return. Usually, the character will return as an outsider, elemental, golem (albeit sentient), or undead. |                 |
| <b>Tireless</b>  | [Eclipse, p.47] |
| (6 CP) removes cumulative penalties for lengthy efforts. The character never becomes exhausted from normal physical efforts. This is another Specialized Immunity, but was used so often that it merited its own listing.  |                 |

| PROFICIENCIES  |
|--|
| Axe (Throwing), Battleaxe, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Giant Rock, 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, Martial Weapon, 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 |

| TEMPLATES |
|-----------|
|-----------|

# Cidolfus Pendragon

|                                   |
|-----------------------------------|
| Human                             |
| RACE                              |
| 24                                |
| AGE                               |
| Vision Test: Darkvision (60 ft.)  |
| Male                              |
| GENDER                            |
| Darkvision (60 ft.)               |
| VISION                            |
| None                              |
| ALIGNMENT                         |
| Right                             |
| DOMINANT HAND                     |
| 5' 10"                            |
| HEIGHT                            |
| 180 lbs.                          |
| WEIGHT                            |
| Green                             |
| 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:

King Arthur Blade - Specialized/highly desired by usurpers, User must remain a either a powerful king AND/OR be truly noble and striving to become a king to use it, the creatures it gains favors or services from are entitled to request favors of their own or are entitled to support. Major Privilege/Recognized as the rightful king (3 CP), Major Favors with Bonus Uses (Fey, Local Godlings and other Land-Spriits, 6 CP), Leadership (3 CP), Imbuement with Improved, Superior, and Focused (12 CP).

That is a 4 CP Relic.

## Biography: