

## Matt Keffer

Neutral Good  
ALIGNMENT

---

VISION

---

-1  
POINTS

SUBDUAL DAMAGE							DAMAGE REDUCTION		SPEED			
									Walk 30 ft.			
	4	0	1	0	0	0	0			20	-1	0
ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	MISC		MISS CHANCE	ARCANE SPELL FAIL LIB	ARMOR CHECK RESIS	SPELL RESIS	

<b>Spirit Weapon - Ranged</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	RANGE
	3	1d10+0	19/x2	120

Dagger				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	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	2W-P-(OL)	-1			1d4+1	
2H	+3	1d4+1	2W-OH	-5			1d4	
	10 ft.	20 ft.	30 ft.	40 ft.			50 ft.	
TH	+3	+1	-1	-3			-5	
Dam	1d4+1	1d4+1	1d4+1	1d4+1			1d4+1	
Special Properties								

<b>*Quarterstaff</b>	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+3		1d6+1			
<b>Special Properties</b>					

**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
*Masterwork Chain Shirt	Light	+4	+4	-1	20

## ALIGNMENT

## SKILLS

Skill Name		Key Ability	Skill Modifier	Ability Modifier	Ranks	Misc Modifier
✓	Acrobatics	DEX	0	= 1	+	+ -1
✓	Appraise	INT	3	= 3	+	+
✓	Athletics	STR	0	= 1	+	+ -1
	Athletics (Jump)	STR	-1	= 1	+ 1.0	+ -3
✓	Craft (Untrained)	INT	3	= 3	+	+
✓	Deception	CHA	7	= 2	+ 5.0	+
✓	Endurance	CON	1	= 2	+	+ -1
✓	Gather Information	CHA	2	= 2	+	+
✓	Heal	WIS	3	= 3	+	+
✓	Perception	WIS	8	= 3	+ 5.0	+
✓	Persuasion	CHA	2	= 2	+	+
✗	Psychic (Apport)	INT	10	= 3	+ 7.0	+
✗	Psychic (Empathy)	WIS	4	= 3	+ 1.0	+
✗	Psychic (Mental Contact)	CHA	11	= 2	+ 7.0	+ 2
✗	Psychic (Mind Reading)	CHA	9	= 2	+ 7.0	+
✗	Psychic (Psychic Blast)	CHA	9	= 2	+ 7.0	+
✗	Psychic (Psychic Sense)	WIS	3	= 3	+	+
✗	Psychic (Psychic Shield)	WIS	5	= 3	+	+ 2
✗	Psychic (Sense Minds)	WIS	7	= 3	+ 4.0	+
✗	Psychic (Teleport)	INT	10	= 3	+ 7.0	+
✓	Ride	DEX	1	= 1	+	+
✓	Sense Motive	WIS	3	= 3	+	+
✓	Stealth	DEX	0	= 1	+	+ -1
✓	Survival	WIS	3	= 3	+	+
	Survival (Find or follow tracks)	WIS	5	= 3	+ 1.0	+ 1
✓	Thievery	DEX	1	= 1	+	+
✓	Use Rope	DEX	1	= 1	+	+
				=	+	+
					+	+

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Dagger	Carried	1	1.0	2.0	
Masterwork Chain Shirt	Equipped	1	25.0	250.0	
Scholar's Outfit	Equipped	1	6.0	5.0	
Quarterstaff	Equipped	1	4.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			30 lbs.257.0 gp		

WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

SPECIAL ATTACKS	
Warcraft +2 BAB	[Eclipse, p.10]

SPECIAL QUALITIES	
Armor Proficiency (Light) Proficient with Light Armors	[Eclipse, p.49]
Weapon Prof ~ All Simple Weapons Grants Proficiency with all simple weapons.	[Eclipse, p.49]
Illan Racial +1 skill point per level for psychic abilities	[Is This It]

FEATS	
Feat Conversion to CP ~ 6 (3x) Covert regular feat to six Character Points	[Eclipse, p.9]

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

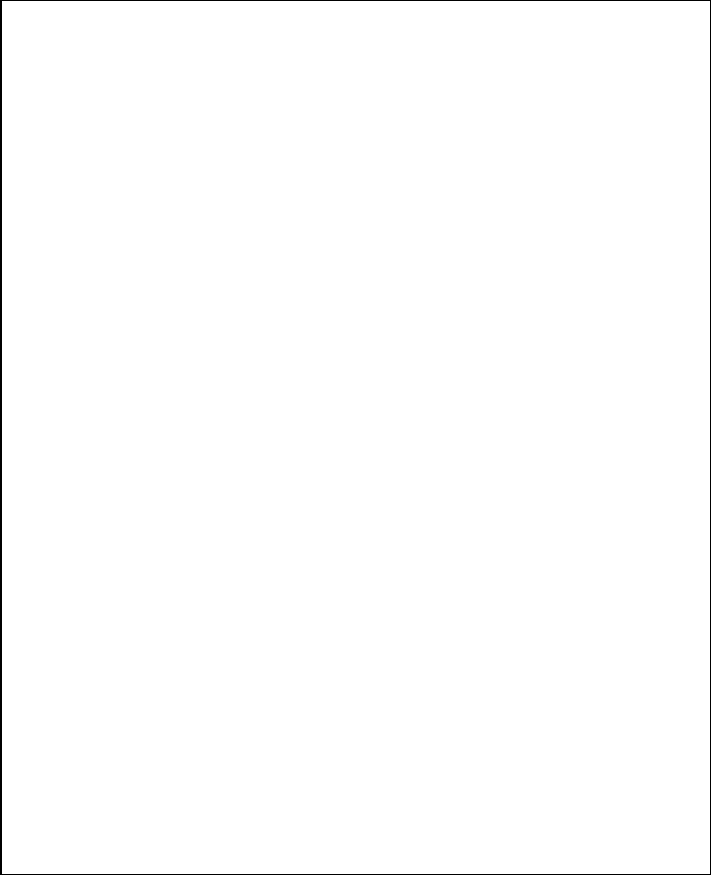
LANGUAGES
Common, Elven, Gnoll, Low Common

TEMPLATES
-----------

Recurring Bonuses		Eclipse Abilities	
<b>Duties</b>	[Eclipse, p.17]	<b>Ability Focus ~ Specific Ability (Telepathy Psychic Skills)</b>	[Eclipse, p.23]
( +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.		You add +2 to the DC of resisting one of your specific abilities, such as a breath weapon, special ability, particular spell, or specific poison.	
		<b>Adept (Psychic (Mental Contact), Psychic (Mind Reading), Psychic (Psychic Blast), Psychic (Teleport))</b>	[Eclipse, p.24]
		(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.	
		<b>Finesse (Wisdom replaces Dexterity for Reflex)</b>	[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.	
		<b>Fortune (Defiant)</b>	[Eclipse, p.53]
		The ever-useful Fortune feat gives the character the ability to entirely ignore certain effects on a successful save. If a spell or effect has an entry such as "Fort Partial" or "Ref half," this feat works.	
		<b>Journeyman (Skill)</b>	[Eclipse, p.35]
		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.	
		<b>Mystic Link (Aleis's necklace)</b>	[Eclipse, p.38]
		A character with Mystic Link has an occult bond with someone or something. He or she may sense the target or the direction it lies in.	
		<b>Occult Skill ~ Psychic Ability ~ Psychoportation</b>	[Is This It]
		You have the potential to learn psychoportation skills.	
		<b>Apport Arrows</b>	[Eclipse, p.43]
		STRAIN 1. Once per round when you would normally be hit by a ranged weapon, you may make a Reflex saving throw against a DC of 20 (if the ranged weapon has an enhancement attack bonus, the DC increases by that amount). If you succeed, you reflexively apport the weapon away from you, causing it to miss. You must be aware of the attack and not flat-footed. Attempting to apport an incoming weapon does not count as an action. You cannot apport spells or ranged weapons created by spells. You can apport particularly large ranged weapons, such as rocks hurled by catapults or giants, but the strain cost is increased by the object's mass (see p. 22). NOTE- You must must be able to see the incoming weapon in order to apport it, so invisible ranged weapons cannot be apported, nor can ranged attacks such as bullets, which simply move too fast to be seen.	
		<b>Shapeshift</b>	[Eclipse, p.42]
		(6 CP) You may take Small or Medium animal forms once per day per 3 character levels as a Standard Action. You may not take a form with more hit dice than you possess. All equipment you carry melds with your new form and is unusable. The new form lasts until you decide to change back. As a side effect, shapeshifters can revert to normal form when polymorphed.	
		<b>Specialized for half cost (Journeyman ~ Skill)</b>	[Eclipse, p.22]
		<b>Spirit Weapon (Ranged) (Energy)</b>	[Eclipse, p.55]
		(9 CP). With Spirit Weapon, the character may manifest a personal-use weapon which does subdual or lethal damage. The character picks either subdual or physical, not both, and the user also chooses slashing, piercing, crushing, a magical energy type, or a non-magical energy for the damage type. Most characters who take this also purchase Imbuement (page 53). The weapon may be any the user is proficient with including unarmed strikes. Unarmed strikes bought with the Spirit Weapon power are considered armed attacks. Spirit Weapon damage may be upgraded as per Martial Arts., Damage dealt 0d0	
		<b>Exotic Appearance</b>	[Eclipse, p.55]
		(+3 CP) upgrades the Spirit Weapon to look like almost anything the user desires, such as "Bolts of Black Lighting" rather than a short bow.	
		<b>Occult Skill ~ Psychic Ability</b>	[Is This It]
		You have the potential to acquire psychic feats and skills.	
		<b>Occult Skill ~ Psychic Ability ~ Telepathy</b>	[Is This It]
		You have the potential to learn telepathy skills.	

DISADVANTAGES	
<b>Dependent</b>	[Eclipse, p.18]
There is something you just have to have to function effectively. You could be addicted to a drug, rely on a special talisman, require constant support and encouragement, or simply be so confused that you need someone to tell you what to do. Unless there's a specific effect involved this defaults to a -3 penalty on your rolls.	
<b>Hallucinations, Flashbacks, and Visions</b>	[Eclipse, p.19]
Your version of reality doesn't always agree with that of those about you. While this is common enough with respect to details, in your case it may extend to things like whether it's daytime. More commonly, and most dangerously, you may simply see a distorted version of what everyone else sees. This is up to the GM, but the occasional Will save (DC 18) is suggested, or you may react in a radically different manner than those about you.	
<b>Insane</b>	[Eclipse, p.19]
You're out of your mind. This is usually limited to particular situations or subjects, leaving you sane enough most of the time, but when that trigger comes up you become completely irrational. This most commonly shows up as phobias (darkness or a class of creature are favorites), but there are innumerable ways to go a little off your rocker.	

Felix Evander



Illan
RACE
14
AGE
Male
GENDER
VISION
Neutral Good
ALIGNMENT
Right
DOMINANT HAND
5' 3"
HEIGHT
110 lbs.
WEIGHT
Brown
EYE COLOUR
SKIN COLOUR
Brown,
HAIR
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE
RESIDENCE
LOCATION
None
REGION

Description:

Spirit Weapon Dmg Increase. +6 CP

Apport Arrows (+6 CP)

Biography:

## Notes:

Character Sheet Notes: