

Tod Frost [Magi Slayer]

NAME

d8E9

CLASS

9

Character Level

36000

EXPERIENCE

45000

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	18	+4	18	+4	18	+4
DEX Dexterity	22	+6	22	+6	22	+6
CON Constitution	16	+3	16	+3	16	+3
INT Intelligence	24	+7	24	+7	24	+7
WIS Wisdom	14	+2	14	+2	14	+2
CHA Charisma	14	+2	14	+2	14	+2

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILL
(wisdom)

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

+11

=

+8

+

+3

+

+0

+

+0

+

+0

+

+12

=

+6

+

+6

+

+0

+

+0

+

+0

+

+11

=

+9

+

+2

+

+0

+

+0

+

+0

+

conditional modifiers

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE
attack bonus

RANGED
attack bonus

GRAPPLE
attack bonus

+11

=

+11

+

+4

+

+0

+

-4

+

+0

+

+13

=

+11

+

+6

+

+0

+

-4

+

+0

+

+11

=

+11

+

+4

+

+0

+

-4

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+11/+11	1d3+4	20/x2	5 ft.

*Claw	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+11/+11	1d3+4				
Special Properties					

*Keyblade	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	S	M	19-20/x2	5 ft.
To Hit	Dam	To Hit	Dam		
1H-P	+20/+20	1d10+5	2W-P-(OH)	+14/+14	1d10+5
1H-O	+16/+16	1d10+3	2W-P-(OL)	+16/+16	1d10+5
2H	+20/+20	1d10+7	2W-OH	+10	1d10+3
Special Properties					

*: 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
*Faerie Garb	Light	+6		+0	0

Nick Fuller

PLAYERNAME

DEITY

Human

Medium

6' 0"

190 lbs.

RACE

SIZE

HEIGHT

WEIGHT

21

Male

Blue

Dark Blue,

AGE

GENDER

EYES

HAIR

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 50 ft.

HP

hit points

119

AC

armor class

25

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLC-TION

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

19

18

10

6

0

6

0

1

2

0

0

0

0

INITIATIVE

modifier

+6

=

+6

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+11/+6/+1

SKILL NAME		KEY ABILITY	SKILL MODIFIER	MAX RANKS	ABILITY MODIFIER	RANKS	12/6	MISC MODIFIER
✓ Acrobatics	DEX	18	=	6	+12.0+			
✓ Appraise	INT	7	=	7	+	+		
✓ Athletics	STR	4	=	4	+	+		
✓ Athletics (Jump)	STR	12	=	4	+	+	8	
✓ Craft (Untrained)	INT	7	=	7	+	+		
✓ Deception	CHA	14	=	2	+12.0+			
✓ Deception (Act in character)	CHA	16	=	2	+12.0+	2		
✓ Endurance	CON	3	=	3	+	+		
✓ Gather Information	CHA	2	=	2	+	+		
✓ Heal	WIS	2	=	2	+	+		
✓ Insight	WIS	14	=	2	+12.0+			
✓ Perception	WIS	16	=	2	+12.0+	2		
✓ Persuasion	CHA	10	=	2	+6.0	2		
✓ Persuasion (Diplomacy)	CHA	12	=	2	+6.0	4		
✓ Ride	DEX	6	=	6	+	+		
Rune Casting (Bubbles)		24	=	0	+12.0+	12		
Rune Casting (Heal)		21	=	0	+12.0+	9		
Rune Casting (Illusion)		24	=	0	+12.0+	12		
Rune Mastery (Bubbles)		24	=	0	+12.0+	12		
Rune Mastery (Heal)		21	=	0	+12.0+	9		
Rune Mastery (Illusion)		24	=	0	+12.0+	12		
✓ Stealth	DEX	18	=	6	+12.0+			
✓ Survival	WIS	2	=	2	+	+		
✓ Survival (Find or follow tracks)	WIS	4	=	2	+	+	2	
✓ Thievery	DEX	6	=	6	+	+		
✓ Thievery (Sleight of Hand)	DEX	8	=	6	+	+	2	
✓ Use Rope	DEX	6	=	6	+	+		
			=		+	+		
			=		+	+		

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Battle Tiara	Equipped	1	0.0	0.0
Claw	Equipped	1	0.0	0.0
Intellectual's Handbook	Equipped	1	0.0	0.0
Keyblade	Equipped	1	6.0	7300.0
Faerie Garb	Equipped	1	0.5	1.0
Sentient Rod of Any Weapon	Equipped	1	0.0	0.0
Special Backpack of Holding	Equipped	1	0.0	0.0
Special Boots	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			6.5 lbs.	7301.0 gp

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

Special Attacks	
Any Weapon Rod	[Drew]
Becomes non-complex weapon as a free action.	
Natural Weapon (Claw)	[DS, web]
You can use your sharp claws to deal lethal (slashing) damage instead of nonlethal damage with an unarmed attack. Attacks made with natural weapons do not provide attacks of opportunity.	
Keyblade	[KH]
Atk Penalty -1, Level Penalty -1, MP Loss -6, HP Loss -4	
Warcraft	[Eclipse, p.10]
+5 BAB	
Warcraft / +1 to Weapon, with bab (Sword (Bastard), Sword (Bastard))	[Eclipse, p.10]

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -3, Dying -4 and Dead -17	
Battle Tiara	[Eclipse]
Relic - Battle Tiara (2 CP Relic); (Innate Enchantment Additional +8 (CP)); Boost Immortal Vigor to Level 2 - +8k; +2 BAB (Specialized and Corrupted - Does not add to iterations, only for Keyblade) [4 CP]	
Feel the Darkness	[KH]
Determine where heartless are.	
Intellectual's Handbook	[Eclipse]
Relic - Intellectual's Handbook (2 CP Relic), Self-Development +2 Int (12 CP)	
Weapon Proficiency (All Simple Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple weapons.	

Recurring Bonuses	
Duties (Chosen Ones)	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+18 total CP].	
Fast Learner (Focused on Skills)	[Eclipse, p.17]
+2 CP towards Skills per level. [+18 total Skill Points Granted].	
Restrictions (Cannot wear armor)	[Eclipse, p.17]
You have specified restrictions. Gain 1 CP per level per restriction. [+9 total CP].	

DISADVANTAGES	
Hallucinations, Flashbacks, and Visions (Military Life)	[Eclipse, p.19]
You have visions or flashbacks.	
Hunted (Tabarath Cult, Candle Mage)	[Eclipse, p.19]
Something powerful is hunting you.	

Spell Caster Information	
Rune Casting	[Eclipse]
Your caster level is your Rune Casting Skill/2, your Spell Level is based upon your Rune Mastery Skill/4. Each Spell Level costs 1 mana to cast.	
Rune Casting (Bubbles)	[Eclipse, p.97]
Your caster level is 12 [Rune Casting Skill/2], your Spell Level is 6 [Rune Mastery Skill/4]. Each Spell Level costs 1 mana to cast.	
Rune Casting (Heal)	[Eclipse, p.97]
Your caster level is 10 [Rune Casting Skill/2], your Spell Level is 5 [Rune Mastery Skill/4]. Each Spell Level costs 1 mana to cast.	
Rune Casting (Illusion)	[Eclipse, p.97]
Your caster level is 12 [Rune Casting Skill/2], your Spell Level is 6 [Rune Mastery Skill/4]. Each Spell Level costs 1 mana to cast.	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 343, Bonus Feats have added 42 CP, Disadvantages have added 10 CP, Duties adds 18 CP, Restrictions adds 9 CP, HD 8 deducts 36 CP, Companions adds 6 CP	
Adept (Rune Casting (Bubbles), Rune Casting (Illusion), Rune Mastery (Bubbles), Rune Mastery (Illusion))	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Bonus Uses +2 (CATEGORY=Special Ability Rite of Chi)	[Eclipse, p.22]
(+3 CP). Bonus Uses increases the number of times the user may indulge in a times-per-day (or other appropriate period) ability by +2. At GMO, the character may add a relevant attribute modifier to the number of uses instead. Bonus Uses may be purchased repeatedly.	
Bonus Uses +4 (CATEGORY=Special Ability Rite of Chi)	[Eclipse, p.22]
(+6 CP). Bonus Uses increases the number of times the user may indulge in a times-per-day (or other appropriate period) ability by +4. At GMO, the character may add a relevant attribute modifier to the number of uses instead. Bonus Uses may be purchased repeatedly.	
Companion	[Eclipse, p.27]
Gain a companion creature of your choice.	
Companion / Might (Positive Levels)	[Eclipse, p.27]
(+6 CP) Companion gets +2 Positive Levels (p.86)	
Companion / Transference (2x)	[Eclipse, p.27]
Transfer 2 CP per 1 CP you donate.	
Familiar	[Eclipse, p.27]
You have a familiar companion	
Create Relic (Specialized and Corrupted / only for use with Enthusiast Points and can't exceed 2 CP Relic)	[Eclipse, p.29]
(6 CP). Each 1 CP permanently invested in such an item grants it 6 CP worth of abilities to bestow on the user.	
+4 racial bonus on saves against sleep and paralysis	[DS, web]
Enthusiast	[Eclipse, p.31]
Gain 1 floating CP to spend anywhere. May change focus in 72 hours.	
Enthusiast / Double	[Eclipse, p.31]
(+3 CP) upgrades Enthusiast so that it grants 2 floating CP instead of 1.	
Fortune / Evasion	[Eclipse, p.53]
On Successful Reflex Save, ignore effect of Reflex Half/Partial.	
Grant of Aid	[Eclipse, p.32]
3/day Free Action - Heal 1d8+5 hp, 1d3 attribute damage or 1 negative level.	
Immortal Vigor I	[dgh_tpe, p.178]
(+12 + 2x Con Modifier HP), (L1 x L1 x .7 [Affects user only] x 2000) = 1400 GP	
Immunity (Weapons count as body for Spells)	[Eclipse, p.34]
See immunity	
Immunity / Fire (5)	[Eclipse, p.34]
Fire Resistance 5	
Immunity / XP Cost Innate Enchantment	[Eclipse]
(2 CP) Handles initial Innate Enchantment, L1 only.	
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 9000 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.	
Innate Enchantment / purchase additional (4x)	[Eclipse, p.34]
For every +1 additional CP invested, these innate enchantments rise in value by 1000 GP. [Additional Total Granted 4000]	
Innate Enchantment / Detect Magic	[Eclipse]
(+700) At-will personal use at L1 caster level.	
Innate Enchantment / Ice Maker (Ray of Flame)	[Eclipse]
You are able to create ice and ice effects (As Ray of Flame).	
Innate Enchantment / Enhanced Attribute (+2 Dexterity)	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Dexterity	
Innate Enchantment / Enhanced Attribute (+2 Intelligence)	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Intelligence	
Innate Enchantment / Feather Fall	[Eclipse]
Feather Fall (2000 GP).	
Innate Enchantment / Martial Mastery (Sword (Bastard))	[Eclipse]
+4 Competence Bonus to BAB with Unarmed Strikes (or with another specific weapon).	
Legionary	[Eclipse, 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.	
Mana / Mana (9x)	[Eclipse, p.36]
Grants 9d6 Mana; Mana can help with spellcasting. Unfortunately, while Mana is extremely flexible, it recovers at a mere one point per day, two with rest and meditation.	
Spell Enhancement	[Eclipse, p.36]
You may spend up to three points of personal Mana to enhance a spell. Each point may be used to reduce the effective level of a spell (for casting purposes only) by 1, to add 1 level's worth of known metamagic to it, or to increase the effective Caster	

Level by +2.	
Mental Link	[Drew, Custom]
You are automatically in Mental Contact with your companions	
Metamagic / Multiple	[Eclipse, p.59]
You have learned how to combine multiple spells into one., (6 CP). Common applications of this technique include: ! Combine. You may stuff a number of spell levels into a single spell slot equal to the (slot level -1) and cast them as one effect. Thus, several low level spells can go off with one casting. The spells do not need the same target, duration, or any other attribute. The sole exception is if the caster uses a spell slot with inherent limitations on it such as those possessed by a Wizard with school specialization. In that case, every spell within the slot must meet every requirement of the slot. ! Spamming repeats a spell multiple times.. The cost is equal to (+2 SL + the number of times the character desires the spell to activate). This cost is reduced by 1 if the spell takes effect once per round instead of all going off at once and by 2 if the user must "recast" each successive repetition on successive rounds. For example, a Fireball that takes effect four times would cost +6 spell levels. If only one goes off per round, it's +5. If you have to keep casting, it's only +4. ! The Chain variant (+3 SL) jumps from target to target, just like the 3.0 Chain Lightning spell. It homes in on the nearest available valid target, then strikes the next. GM's and players should use some caution with this power, as it tends to go out of control. This effect reduces the effective Caster Level by 1 per jump. Some spells, such as Charm Monster, may not be suitable and the GM can ban them or increase the cost. Reduce this option to +2 SL if the spell only jumps once per round. ! Bump (+4 SL), similar to Chain, lets spells hit the primary target, then affect one secondary target per Caster Level at half power. Reduce this option to +3 SL if the spell only takes effect once per round.	
Reflex Training (Cast Touch Spells)	[Eclipse, p.40]
Gain immediate standard action from listed circumstances	
Rite of Chi	[Eclipse, p.42]
(6 CP). Given a few minutes of rest, one with the knowledge of Chi may regain 4d6 power, 2d6 spell levels (the user allocates where these go), or 1d6 Mana once per day. Characters may use this more often, but incur a cumulative -1 negative level each time (these go away in 24 hours). Characters with Bonus Uses do not suffer this as long as their Bonus Uses hold out.	
Rune Magic / Magician	[Eclipse, p.97]
(+6 CP). You may use the bonus spells from your spellcasting attribute to power Rune Magic.	
Skill Emphasis (Rune Casting (Bubbles), Rune Casting (Illusion), Rune Mastery (Bubbles), Rune Mastery (Illusion), Rune Casting (Heal), Rune Mastery (Heal))	[Eclipse, p.44]
This grants a +2 bonus on any single skill.	
Skill Focus +3 (Rune Casting (Bubbles), Rune Casting (Illusion), Rune Mastery (Bubbles), Rune Mastery (Illusion))	[Eclipse, p.44]
+3 bonus to any single skill. Skill Focus stacks with Skill Emphasis.	
The Logical Fighter	[Eclipse]
Finesse / INT replaces STR (To Hit)	
Witchcraft (2x)	[Eclipse, p.109]
18 Power Points, Save DC Will 15	

Witchcraft Abilities

Witchcraft / The Adamant Will **[Eclipse, p.110]**

This talent allows users to spend 2 Power to resist Fear, Possession, Charm, Hold effects, and other forms of mind control. The user may spend the Power each time he or she is affected by such an ability. Ongoing powers, such as Fear auras, are resisted for 10 rounds. The user may make an extra save against mindreading or "truth" effects by spending a like amount, and may present a false aura to detection spells or ignore pain for 3 power. He or she may pay the Power without spending an action when the effect takes hold.

Witchcraft / Shadowweave **[Eclipse, p.110]**

Shadowweave manipulates light and darkness to craft minor illusions. Normally 1 Power grants 10 minutes of activity. Effects include will-o-the wisps, cloaking (+6 to stealth and disguise rolls), various apparitions, spheres of darkness, blinding rays of light and hiding small actions - such as slipping out a dagger, picking a pocket, or a strike in combat (offers a +3 circumstance bonus to the user's roll).

Witchcraft / Wightsight **[Eclipse, p.110]**

Sharpening or expanding the user's senses is a simple trick. In general, this affects one sense at a time, providing either a +6 bonus on relevant checks or some special capability (Darksight, Scent, etc). As a rule this costs 1 Power and lasts for about an hour. Witches may triple the effect by reducing the duration to a single round, allowing effects such as checking a meal for poison with the slightest taste.

Pact of Service / Spirit (The Red Knight) **[Eclipse, p.111]**

means the entity will claim the character's spirit upon death. The character can't be Raised or Resurrected without potent magic (7th level or higher) or the permission of the being involved. This usually, but not always, implies that said entity is either too minor or too unpleasant to get spiritual assistants in any other way. Exceptions include gods who simply like to personalize things, worlds with otherwise 'generic' afterlives (such as the Greek mythology), and so on.

Pact of Infusion / Corruption (The Red Knight) **[Eclipse, p.112]**

gradually transforms the Witch into a fitting host as he or she goes up in level. Aside from the physical transformation, the GM gets 2 CP out of the character's pool every level to spend on whatever he or she pleases. Fortunately, the GM actually spends 3 CP, meaning the player gets a small bonus overall. Of course, gradually transforming into an alien being makes you stand out a bit.

Pact of Infusion / Possession (The Red Knight) **[Eclipse, p.112]**

takes hold of the character at various intervals. On the bright side, the GM can sometimes take actions for the character when he or she's been rendered unconscious or stunned. On the downside, this causes the character to sometimes take actions he or she doesn't want to. NPC's sometimes go mad from the mental strain, but most PC's are made of tougher stuff.

Pact of Energy / Madness (Going Mad) **[Eclipse, p.113]**

stems from truly unnatural magic. A character who spends more than his or her (Wis Score) in Power on Witchery each day goes just a little bit nuts. While it starts off as mere eccentricity, this grows a bit towards true insanity each time the character overspends.

Path of Earth / Bones of Iron **[Eclipse, p.119]**

Some Witches call the strength of the Earth into their bodies, enhancing them in a wide variety of ways. The simplest technique knits bone and sinew together more strongly, adding 6d4 temporary hit points for 4 Power. Unfortunately, these may not be renewed until the duration runs out. The Iron Fist variant allows the user to treat his or her fists as maces, through which he or she may also channel Infliction as a Free Action when he or she strikes an enemy once per round. This costs 2 Power. The Iron Skin variant allows the user to gain +4 Natural Armor for 1 Power. The Iron Lung variant suspends the user's metabolism, briefly eliminating the user's need to breathe, stopping any poisons or bleeding, and making the Witch impervious to pain. This increases Fort saves by +4. The Iron Flesh technique provides a +2 enhancement bonus to the users Str and Con for 2 Power. All these effects last for 10 minutes and are notcumulative with themselves. The Witch may activate one per round as a Free Action.

Path of Earth / Rushing Blood **[Eclipse, p.119]**

This special variant of Body Fuel allow the Witch to expend both attribute points and hit points to gain extra Power points. All damage taken in this manner must be healed naturally, as the mystic fuel is not easily restored. Each attribute point or 3 hit points so burned becomes 2 Power.

Path of Fire / Leaping Fire **[Eclipse, p.120]**

A master of Leaping Fire may enhance his or her metabolism. This means the user may add a Move-Equivalent Action in any given round by spending 2 Power or gain a +4 bonus to Initiative for the same price. For 3 Power they may Haste themselves for 3d4 rounds. On a lesser level, it can induce rapid healing, allowing the user to heal 1d4 + ~ Con Mod hit points per round for 5 rounds for 1 Power. Eliminating fatigue costs 1 Power and eliminating exhaustion costs 3.

Path of Air / Spirit of the Sage **[Eclipse, p.120]**

The character gains a limited version of Hysteria ~ +6 Intelligence, which requires 1 Power every 10 minutes of use.

Path of Light / Sanctify **[Eclipse, p.121]**

Sanctify allows the Witch to imbue an area with holy light, warding off evil beings and protecting those inside. A quick ward can be used by adventuring Witches or those in a fight to grant a +2 bonus to saving throws, AC, and attack rolls against devils, demons, undead, and any other creature the GM feels fits the definition of "evil entity." This costs 5 Power, covers a 40' radius, and lasts for 1 hour. More lasting wards cost less Power but must be powered each day. These cost 2 Power, but increase the above effect to a +4 bonus. For an additional 1 Power each day, the site so sanctified has a cumulative +2 bonus or 10% chance each day of negating most curses or induced disorders, such as blindness caused by the Blindness/Deafness spell. These sites purify food and water on the grounds.

Path of Light / Warding **[Eclipse, p.121]**

This deceptively simple ability allows the user to share his or her defenses with others, without reducing them thereby. Protecting those within a 10' radius costs 3 Power, but lasts for at least ten minutes. During this time the user makes a saving throw first, and only if he or she fails do the protected individuals make a check. The user may also opt to share specific savingthrow bonuses, but in this case everybody

must save on their own. Bonuses to AC may be shared in the same manner, as may resistances and any other special defense the GM allows. Laying a long-term warding on an individual is possible, but costs 3 Power which can't be recovered until the ward is dropped.

Feats

Exotic Weapon Proficiency (Sword (Bastard))

[PHB, p.94]

You understand how to use an exotic weapon in combat.

PROFICIENCIES

Chakram, Claw, 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 (Bastard), Sword Staff, Unarmed, Unarmed Strike

LANGUAGES

Celestial, Common, Draconic, Elven, Gnome, Goblin, Infernal, Sylvan, Terran

TEMPLATES

Familiar: Luna (Companion (Cat))					
HP:	59	AC:	24	INIT:	+4
FORT:	+7	REF:	+10	WILL:	+9
*Claw (Natural/Primary)	+8/+8/+8	DAM:	1d2-4	CRIT:	20/x2
*Bite (Natural/Secondary)	+3/+3	DAM:	1d3-4	CRIT:	20/x2
Special:					