

Felix Evander

NAME

d12E1 d10E3

6000

CLASS

EXPERIENCE

4

10000

Character Level

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	12	+1	12	+1	12	+1
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	12	+1	12	+1	12	+1
INT Intelligence	19	+4	19	+4	19	+4
WIS Wisdom	17	+3	17	+3	17	+3
CHA Charisma	14	+2	14	+2	14	+2

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE  
(constitution)

+3

=

+1

+

+1

+

+0

+

+1

+

+0

+

REFLEX  
(dexterity)

+4

=

+1

+

+2

+

+0

+

+1

+

+0

+

WILL  
(wisdom)

+8

=

+4

+

+3

+

+0

+

+1

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE  
attack bonus

+4

=

+3

+

+1

+

+0

+

+0

+

+0

+

RANGED  
attack bonus

+5

=

+3

+

+2

+

+0

+

+0

+

+0

+

GRAPPLE  
attack bonus

+4

=

+3

+

+1

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+4

1d3+1

20/x2

5 ft.

\*Dagger

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

PS

M

19-20/x2

5 ft.

To Hit

Dam

1H-P

+4

1d4+1

2W-P-(OH)

-2

1d4+1

1H-O

+0

1d4

2W-P-(OL)

+0

1d4+1

2H

+4

1d4+1

2W-OH

-4

1d4

10 ft.

20 ft.

30 ft.

40 ft.

50 ft.

TH

+5

+3

+1

-1

-3

Dam

1d4+1

1d4+1

1d4+1

1d4+1

1d4+1

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

Matt Keffer

PLAYERNAME

Illan

Medium

5' 4"

140 lbs.

RACE

SIZE

HEIGHT

WEIGHT

VISION

14

Male

Brown

Brown,

0

AGE

GENDER

EYES

HAIR

POINTS

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

HP  
hit points

44

AC  
armor class

16

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

INITIATIVE  
modifier

+2

=

+2

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK  
bonus

+3

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	RANKS	MISC MODIFIER	8/3.5
✓ Acrobatics	DEX	6	=	2	+	+	4	
✓ Appraise	INT	6	=	4	+	+	2	
✓ Athletics	STR	5	=	1	+	+	4	
Athletics (Jump)	STR	5	=	1	+	1.0	+	3
✓ Craft (Untrained)	INT	4	=	4	+	+		
✓ Deception	CHA	6	=	2	+	+	4	
✓ Endurance	CON	10	=	1	+	7.0	+	2
✓ Gather Information	CHA	4	=	2	+	+	2	
✓ Heal	WIS	5	=	3	+	+	2	
✓ Insight	WIS	7	=	3	+	+	4	
✓ Perception	WIS	11	=	3	+	6.0	+	2
✓ Persuasion	CHA	4	=	2	+	+	2	
✓ X Psychic (Body Control)	WIS	10	=	3	+	5.0	+	2
X Psychic (Drain Ability (STR))	WIS	13	=	3	+	8.0	+	2
X Psychic (Drain Vitality)	WIS	13	=	3	+	8.0	+	2
✓ X Psychic (Empathy)	WIS	5	=	3	+	+	2	
X Psychic (Enhance Ability)	WIS	10	=	3	+	5.0	+	2
✓ X Psychic (Mental Contact)	CHA	11	=	2	+	5.0	+	4
✓ X Psychic (Psychic Sense)	WIS	5	=	3	+	+	2	
✓ X Psychic (Psychic Shield)	WIS	7	=	3	+	+	4	
X Psychic (Telekinetic Blast)	INT	14	=	4	+	8.0	+	2
X Psychic (Telekinetic Shield)	INT	14	=	4	+	8.0	+	2
✓ Ride	DEX	4	=	2	+	+	2	
✓ Stealth	DEX	6	=	2	+	+	4	
✓ Survival	WIS	5	=	3	+	+	2	
Survival (Find or follow tracks)	WIS	7	=	3	+	1.0	+	3
✓ Thievery	DEX	6	=	2	+	+	4	
✓ Use Rope	DEX	4	=	2	+	+	2	
			=	+	+			
			=	+	+			
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.								

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Dagger	Equipped	1	1.0	2.0	
Explorer's Outfit	Equipped	1	8.0	10.0	
TOTAL WEIGHT CARRIED/VALUE			1 lbs.	12.0 gp	

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

Special Attacks	
Warcraft	[Eclipse, p.10]
+3 BAB	

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

Recurring Bonuses	
Duties (To Merrick)	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+8 total CP].	

DISADVANTAGES	
Dependent (Cannot function without Aleis's Necklace)	[Eclipse, p.18]
You require the listed items to function.	
Hallucinations, Flashbacks, and Visions (Suffers from flashbacks of Aleis's death if mind-linked with someone who dies.)	[Eclipse, p.19]
You have visions or flashbacks.	
Secret (Felix's mind harbors a wolf spirit- which he cannot reveal the presence of.)	[Eclipse, p.19]
You have a secret.	

## Eclipse Abilities

### Character Points Total [Eclipse]

Character Points Total 159, Bonus Feats have added 21 CP, Disadvantages have added 10 CP, Duties adds 8 CP, HD 10 deducts 18 CP, HD 12 deducts 8 CP

### Ability Focus / Group of Abilities (Psychometabolism skills) [Eclipse, p.23]

Ability Focus for selected group of abilities.

### Ability Focus / Specific Ability (Telekinetic Blast) [Eclipse, p.23]

Ability Focus for selected abilities.

### Adept (Psychic (Drain Ability (STR)), Psychic (Drain Vitality), Psychic (Telekinetic Blast), Psychic (Telekinetic Shield)) [Eclipse, p.24]

Choose four related skills that only cost 1/2 a Character Point for each skill rank.

### Bonus Uses / Shapeshift +4 [Eclipse, p.22]

(+6 CP). Bonus Uses increases the number of times the user may indulge in a times-per-day.

### Evasive / Very Common Actions (Using a power causes no AoO when reflex training is used) [Eclipse, p.52]

Evasive characters may take an action (select one) that usually provokes an Attack of Opportunity without being so exposed. You may take this multiple times, selecting a different action each time.

### 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.

### Innate Enchantment / Resistance [Eclipse]

Spell Level One-Half x Caster Level One x 2000 GP for Unlimited-Use Use-Activated.

### Innate Enchantment / Enhanced Attribute (+2 Intelligence) [Eclipse]

[At Will] Grants +2 Enhancement Bonus to Intelligence

### 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.

### Journeyman / Skill [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.

### Mystic Link (Aleis Necklace) [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.

### Occult Skill ~ Psychic Ability [Drew]

You have the potential to acquire psychic feats and skills.

### Occult Skill ~ Psychic Ability ~ Psychokinesis [Drew]

You have the potential to learn psychokinesis skills.

### Occult Skill ~ Psychic Ability ~ Psychometabolism [Drew]

You have the potential to learn psychometabolism skills.

### Occult Skill ~ Psychic Ability ~ Telepathy [Drew]

You have the potential to learn telepathy skills.

### Reflex Training (Can channel a power at any target he strikes in melee) [Eclipse, p.40]

Gain immediate standard action from listed circumstances

### Shapeshift [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.

### Shapeshift / Enchanted [Eclipse, p.43]

(+6 CP per form type) allows the user to use a form's extraordinary and supernatural abilities, but not its spell-like or spellcasting abilities.

### Shapeshift / Attribute Modifier [Eclipse, p.43]

(+6 CP) allows the user to take on the physical attribute modifiers of a form, instead of simply taking its average physical attributes.

### Shapeshift / Hybrid [Eclipse, p.43]

(+6 CP) allows a shapeshifter to make a partial change, mixing animal characteristics with their natural form. In general, this means that they can continue to use weapons, items, and sometimes armor, while in "animal" form but must spend another +6 CP to be able to speak clearly.

### Shapeshift / Natural Magic [Eclipse, p.43]

(+6 CP) allows a character in animal or plant form to cast spells even without hands or the ability to speak. He or she may use components if he or she had them before transforming.

Feats	
<b>Modify Talent ~ Empower Talent</b>	<b>[PsyHb]</b>
You can strengthen the effects of your psychic skills.	
<b>Modify Talent ~ Extend Talent</b>	<b>[PsyHb]</b>
You're more adept at affecting multiple targets with your psychic skills.	
<b>Modify Talent ~ Maximize Talent</b>	<b>[PsyHb]</b>
Using this feat, you can maximize the effects of your psychic skills.	
<b>Modify Talent ~ Quicken Talent</b>	<b>[PsyHb]</b>
You can use psychic skills more quickly than normal.	
<b>Modify Talent ~ Subtle Talent</b>	<b>[PsyHb]</b>
You can use your psychic skills with less chance of anyone noticing your activities.	

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

LANGUAGES
Common, Elven, Sylvan, Terran, Treant

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