

Kipster

Character Name

d8E 6

CLASS

6 (6)

15000 / 21000

Character Level (CR)

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
<b>STR</b> Strength	12		+1		
<b>DEX</b> Dexterity	19		+4		
<b>CON</b> Constitution	12		+1		
<b>INT</b> Intelligence	10		+0		
<b>WIS</b> Wisdom	12		+1		
<b>CHA</b> Charisma	10		+0		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
<b>FORTITUDE</b> (constitution)	+6	= +5	+1	+0	+0	+0	
<b>REFLEX</b> (dexterity)	+9	= +5	+4	+0	+0	+0	
<b>WILL</b> (wisdom)	+2	= +1	+1	+0	+0	+0	

	TOTAL		BASE ATTACK BONUS		STAT		SIZE		MISC		EPIC		TEMP
<b>MELEE</b> attack bonus	+10/+5	=	+9/+4	+	+1	+	+0	+	+0	+	+0	+	
<b>RANGED</b> attack bonus	+13/+8	=	+9/+4	+	+4	+	+0	+	+0	+	+0	+	
<b>GRAPPLE</b> attack bonus	+10/+5	=	+9/+4	+	+1	+	+0	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+10/+5	1d3+1	20/x2	5 ft.

Spirit Weapon - Ranged	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	RANGE
	+13	1d8+1	20/x3	100

*Longbow, Composite (Bow_STR+1)			HAND	TYPE	SIZE	CRITICAL	REACH
			Both	P	M	19-20/x4	5 ft.
Range: 30 ft.		To Hit: +13/+8			Damage: 1d8+1		
	220 ft.	440 ft.	660 ft.	880 ft.	1100 ft.		
TH	+13/+8	+11/+6	+9/+4	+7/+2	+5/+0		
Dam	1d8+1	1d8+1	1d8+1	1d8+1	1d8+1		
	1320 ft.	1540 ft.	1760 ft.	1980 ft.	2200 ft.		
TH	+3/-2	+1/-4	-1/-6	-3/-8	-5/-10		
Dam	1d8+1	1d8+1	1d8+1	1d8+1	1d8+1		
Special Properties	You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted. Composite bows are made from laminated horn,wood, or bone and built with a recurve, meaning that the bow remains bow-shaped even when unstrung. All composite bows are made with a particular strength rating (that is,each requires a minimum Strength modifier to use with proficiency). If you Strength bonus is less than the strength rating of the composite bow, you can't effectively use it, so you take a -2 penalty on attacks with it. The default composite longbow requires a Strength modifier of +0 or higher to use with proficiency., STR bonus to damage						

\*: 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
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Kole Rhone

Player Name

Human / Humanoid

RACE

20

Male

GENDER

AGE

HP  
hit points

44

WOUNDS/CURRENT HP

AC  
armor class

14

TOTAL

FLAT

10

TOUCH

14

BASE

10

ARMOR BONUS

0

SHIELD BONUS

0

STAT

4

SIZE

0

NATURAL ARMOR

0

REFLEC-TION

0

DODGE

0

Morale

0

Insight

0

Sacred

0

Profane

0

MISC

0

INITIATIVE  
modifier

+4

TOTAL

DEX MODIFIER

+4

MISC MODIFIER

+0

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

Deity

Medium / 5 ft.

SIZE / FACE

None

Region

5' 10" / 204 lbs.

HEIGHT / WEIGHT

None

Alignment

Normal

VISION

32

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED  
Walk 30 ft.

TOTAL SKILLPOINTS: 27		SKILLS				MAX RANKS: 9/4.5	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓ Acrobatics		DEX	12	=	4	+	8
✓ Appraise		INT	0	=	0		
✓ Athletics		STR	8	=	1	+	7
✓ Craft (Untrained)		INT	0	=	0		
✓ Deception		CHA	0	=	0		
✓ Endurance		CON	1	=	1		
✓ Gather Information		CHA	0	=	0		
✓ Heal		WIS	1	=	1		
✓ Insight		WIS	1	=	1		
✓ Perception		WIS	8	=	1	+	7
✓ Persuasion		CHA	0	=	0		
✓ Ride		DEX	4	=	4		
✓ Stealth		DEX	4	=	4		
✓ Survival		WIS	1	=	1		
✓ Thievery		DEX	4	=	4		
✓ Use Rope		DEX	4	=	4		
				=	+	+	
				=	+	+	
✓/: can be used untrained. X: exclusive skills. *: Skill Mastery.							

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Longbow, Composite (Bow_STR+1)	Equipped	1	3 / 200
<p>You need at least two hands to use a bow, regardless of its size. You can use a composite longbow while mounted. Composite bows are made from laminated horn, wood, or bone and built with a recurve, meaning that the bow remains bow-shaped even when unstrung. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is less than the strength rating of the composite bow, you can't effectively use it, so you take a -2 penalty on attacks with it. The default composite longbow requires a Strength modifier of +0 or higher to use with proficiency., STR bonus to damage 0 lbs.</p>			
TOTAL WEIGHT CARRIED/VALUE		3 lbs.	200gp

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

LANGUAGES	
Common	

Special Attacks	
<b>Augment Attack / +1d8 (Bow)</b>	[Eclipse, p.50]
Augment attack +1d8	
<b>Imbuement</b>	[Eclipse, p.53]
Once taken, the user defines this for a specific weapon type or for unarmed attacks. Weapons gain a +(level/4) enhancement bonus to hit and damage. This does not stack with a magic weapon's bonuses.	
<b>Imbuement / Improved</b>	[Eclipse, p.53]
(+6 CP) reduces the divisor for the weapon formula to 3 and to the unarmed formula to 5. The weapon formula becomes +(level/3) and the unarmed formula +(level/5).	
<b>Imbuement Bonus</b>	[Eclipse]
+0 Attack and Damage Bonus	
<b>Warcraft</b>	[Eclipse, p.10]
+9 BAB	

Special Qualities	
<b>Death and Dying</b>	[Eclipse]
Disabled 0 HP till -1, Dying -2 and Dead -13	
<b>Armor Proficiency (Light)</b>	[Eclipse, p.49]
Proficient with Light Armors	
<b>Feat Bonus</b>	[PH, p.13]
1 extra feat at 1st level.	
<b>Humanoid Type</b>	[MM]
Humanoids eat/sleep/breathe	
<b>Weapon Proficiency (One Martial Weapon) (Longbow)</b>	[Eclipse, p.49]
Grants Proficiency with selected weapons.	

Eclipse Abilities	
<b>Character Points Total</b>	[Eclipse]
Character Points Total 198, Bonus Feats have added 30 CP,   HD 8 deducts 4 CP	
<b>Far Shot (2x)</b>	[Eclipse, p.52]
(6 CP). Far Shot multiplies projectile weapon ranges by x1.5 and thrown weapon ranges by x2. This may be taken multiple times.	
<b>Improved Critical (Longbow)</b>	[Eclipse, p.53]
(6 CP). Improved Critical doubles a specific weapon's critical threat range.	
<b>Improved Critical / Lethal (Longbow)</b>	[Eclipse, p.53]
(+6 CP) increases the critical multiplier by +1.	
<b>Spirit Weapon / Ranged (Lethal)</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	

## CLASSFEATURE POWERS

### Uncanny Dodge ~ Base

PROFICIENCIES	
Longbow, Spells (Ray), Spells (Touch), Unarmed Strike	

TEMPLATES	
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Kipster

Human

RACE

20

AGE

Vision Test: Normal

Male

GENDER

VISION

None

ALIGNMENT

Right

DOMINANT HAND

5' 10"

HEIGHT

204 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

'

HAIR / HAIR STYLE

PHOBIAS

'

PERSONALITY TRAITS

INTERESTS

'

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

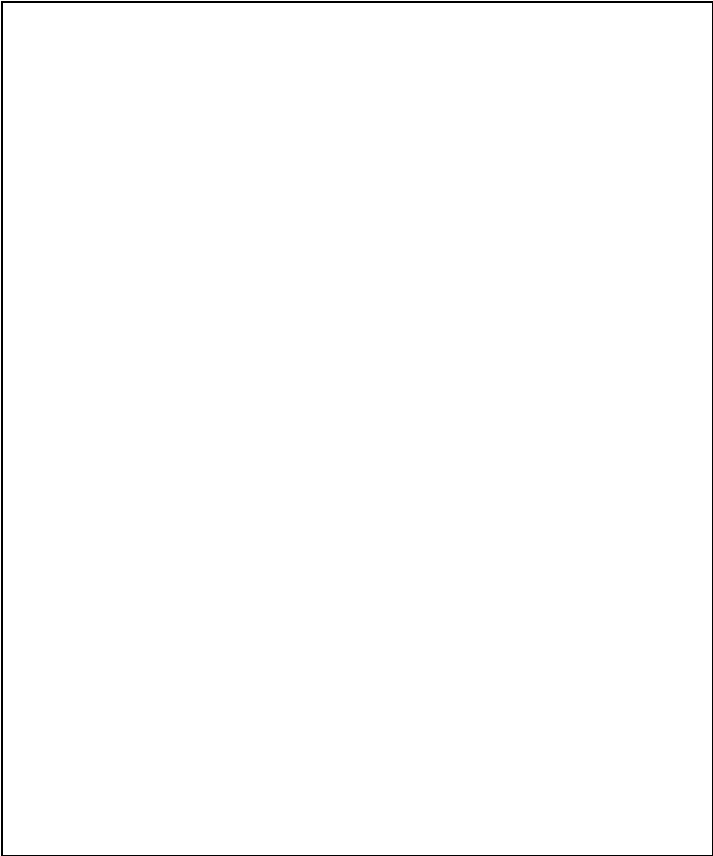
DEITY

Humanoid

Race Type

Race Sub Type

Normal



Description:  
Biography: