

Arkansas Jones

NAME

Ed204

CLASS

4/5

Character Level/ECL

6000

EXPERIENCE

15000

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	18	+4	18	+4	18	+4
<b>DEX</b> Dexterity	14	+2	14	+2	14	+2
<b>CON</b> Constitution	18	+4	18	+4	18	+4
<b>INT</b> Intelligence	12	+1	12	+1	12	+1
<b>WIS</b> Wisdom	14	+2	14	+2	14	+2
<b>CHA</b> Charisma	14	+2	14	+2	14	+2

SAVING THROWS

**FORTITUDE**  
(constitution)

**REFLEX**  
(dexterity)

**WILL**  
(wisdom)

TOTAL

+4

BASE SAVE

+0

ABILITY

+4

MAGIC

+0

MISC

+0

EPIC

+0

TEMP

conditional modifiers

**MELEE**  
attack bonus

**RANGED**  
attack bonus

**GRAPPLE**  
attack bonus

TOTAL

+8

BASE ATTACK BONUS

+6

STAT

+4

SIZE

+0

MISC

-2

EPIC

+0

TEMP

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+8/+8	1d3+4	20/x2	5 ft.

*Keyblade +1 (Standard)				HAND	TYPE	SIZE	CRITICAL	REACH
				Primary	S	M	19-20/x2	5 ft.
	To Hit	Dam			To Hit		Dam	
2H	+11/+11	1d10+7	2W-OH		N/A		N/A	
Special Properties								

*Claw		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	S	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+8/+8		1d3+4				
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 +3	Light	+4	+8	+0	0

Max Johnson

PLAYERNAME

Illan

RACE

19

AGE

Medium

SIZE

Male

GENDER

6' 3"

HEIGHT

Blue

EYES

220 lbs.

WEIGHT

Brown,

HAIR

WOUNDS/CURRENT HP

HP

hit points

81

AC

armor class

18

TOTAL

FLAT

16

TOUCH

14

BASE

10

ARMOR BONUS

4

SHIELD BONUS

0

STAT

2

SIZE

0

NATURAL ARMOR

0

DEFLC-TION

2

MISC

2

INITIATIVE

modifier

+2

TOTAL

DEX MODIFIER

+2

MISC MODIFIER

+0

BASE ATTACK

bonus

+6/+1

DEITY

Neutral Good

ALIGNMENT

Darkvision (60 ft.),

VISION

Low-light

POINTS

-1

SPEED

Walk 40 ft.

MISS CHANCE

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

0

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	7/3.5
					RANKS	MISC MODIFIER
✓ Acrobatics	DEX	2	=	2	+	+
✓ Appraise	INT	1	=	1	+	+
✓ Athletics	STR	4	=	4	+	+
Athletics (Jump)	STR	8	=	4	+	2.0 + 2
✓ Craft (Untrained)	INT	1	=	1	+	+
✓ Deception	CHA	2	=	2	+	+
✓ Endurance	CON	5	=	4	+	1.0 +
✓ Gather Information	CHA	2	=	2	+	+
✓ Heal	WIS	2	=	2	+	+
✓ Perception	WIS	8	=	2	+	5.0 + 1
✓ Persuasion	CHA	2	=	2	+	+
✗ Psychic (Apport)	INT	3	=	1	+	2.0 +
✗ Psychic (Empathy)	WIS	2	=	2	+	+
✗ Psychic (Mental Contact)	CHA	6	=	2	+	2.0 + 2
✗ Psychic (Precognition)	WIS	2	=	2	+	+
✗ Psychic (Psychic Sense)	WIS	2	=	2	+	+
✗ X Psychic (Psychic Shield)	WIS	4	=	2	+	+
✗ X Psychic (Psychometry)	WIS	8	=	2	+	6.0 +
✓ Ride	DEX	2	=	2	+	+
✓ Sense Motive	WIS	2	=	2	+	+
✓ Stealth	DEX	6	=	2	+	4.0 +
✓ Survival	WIS	4	=	2	+	2.0 +
Survival (Find or follow tracks)	WIS	6	=	2	+	2.0 + 2
✓ Thievery	DEX	6	=	2	+	4.0 +
✓ Use Rope	DEX	2	=	2	+	+
			=	+	+	+
			=	+	+	+

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
<b>Faerie Garb +3</b>	Equipped	1	0.5	9151.0	
<b>Keyblade +1 (Standard)</b>	Equipped	1	6.0	7300.0	
<b>Sentient Rod of Any Weapon</b>	Equipped	1	0.0	0.0	
<b>Special Backpack of Holding</b>	Equipped	1	0.0	0.0	
0 lbs.					
<b>Special Boots</b>	Equipped	1	0.0	0.0	
<b>Claw</b>	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			6.5 lbs.	16451.0 gp	

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

SPECIAL ATTACKS	
<b>Any Weapon Rod</b>	<b>[Is This It]</b>
Quicksilver metal rod can become any weapon of a non-complex nature, up to a crossbow. It will form the desired weapon as a Free Action. May have other properties that as of yet are undiscovered.	
<b>Natural Weapon (Claw)</b>	<b>[DS, web]</b>
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. The damage of this attack is the base creature's normal unarmed combat damage.	
<b>Keyblade</b>	<b>[KH]</b>
Atk Penalty -0, Level Penalty -0, MP Loss -0, HP Loss -0	
<b>Valor Form (Su)</b>	<b>[KH]</b>
Valor Form is the first Drive that you become able to do. When you Drive into Valor Form, you gain numerous benefits. You gain a +4 bonus to both Strength and Dexterity, as well as a +4 bonus on Jump checks. In addition, if you own more than one keyblade or keychain, you are able to use both of them, gaining the benefit of the Two-Weapon Fighting feat even if you don't meet the prerequisites. If you don't have two keyblades, the Form creates a nonmagical, masterwork copy of the one you do have. When you Drive into Valor Form, you must have at least 30 points in your Drive Gauge. When you Drive into Valor Form, the Drive Gauge is reset to 30 points.	
<b>Warcraft</b>	<b>[Eclipse, p.10]</b>
+6 BAB	

SPECIAL QUALITIES	
<b>Illan Racial</b>	<b>[Is This It]</b>
+1 skill point per level for psychic abilities	
<b>Weapon Prof ~ All Simple and Martial Weapons</b>	<b>[Eclipse, p.49]</b>
Grants Proficiency with all simple and martial weapons.	

FEATS	
<b>Feat Conversion to CP ~ 6 (4x)</b>	<b>[Eclipse, p.9]</b>
Covert regular feat to six Character Points	
<b>Wild Talent (Psychic (Apport), Psychic (Psychometry))</b>	<b>[PsyHb]</b>
You have the potential to learn the selected psychic skills.	
<b>Dragonblood</b>	<b>[ds, web]</b>
Sorcerer is a favored class for you. This is in addition to your favored class based on race.	
+7/+2+7/+2	

PROFICIENCIES
Axe (Throwing), Battleaxe, Chakram, Claw, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), 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, Maul, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, 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

LANGUAGES
Common, Draconic, Goblin

TEMPLATES
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## Recurring Bonuses

<b>Duties</b>	[Eclipse, p.17]
(+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.	
<b>Fast Learner</b>	[Eclipse, p.17]
(+1) Actually purchased as a feat for 6 CP, this ability grants extra CP as the character rises in level. Specialized versions are available and encouraged. No one may take Fast Learner more than once unless it's been built into a template, race, or class by the Game Master.	

## DISADVANTAGES

<b>Hunted (Tabarath Cult)</b>	[Eclipse, p.19]
Someone's out to get you. You may be an outlaw, have personal enemies, or have been marked by some mystical entity. The nature of your foes should be decided in consultation with the GM. As a rule, you cannot simply confront your hunters and fight it out with them. They're either numerous, powerful, or secretive.	
<b>Obligations (Chosen One)</b>	[Eclipse, p.19]
You have responsibilities which you cannot easily discharge. You may have dependents, debts, a geas, massive tithes, oaths to fulfill, a job which you cannot readily leave, be sworn to the service of a lord or ruler, or just have friends who need looking after. This is a wonderful way to get dragged into adventures.	
<b>Unarmored</b>	[Eclipse, p.20]
You refuse to use armor for some reason. Characters who already suffer major penalties for wearing armor can't take this disadvantage.	

## Eclipse Abilities

<b>Corrupted for Decreased Cost (Equipage)</b>	[Eclipse, p.22]
<b>+4 racial bonus on saves against sleep and paralysis</b>	
	[DS, web]
<b>Equipage</b>	[Eclipse, p.31]
A character with Equipage can always find minor items (With a maximum value of 2 gp per level per week) on his or her person. It does not matter if the character is locked naked in a dimensional vault; he or she can always locate the required goods. Sadly, all versions of Equipage are limited to things that the user can reasonably carry; normal humans cannot pull five tons of dirt out of their back pocket just because it's cheap.	
<b>Link</b>	[Eclipse, p.31]
(+3 CP) allows the user to bond with a specific item currently in his or her possession. From then on, the user may pull it out of nowhere on a moment's notice.	
<b>Purchasing</b>	[Eclipse, p.31]
(+6 CP) allows the character to stuff money into his or her pockets and pull out gear in exchange. Availability is up to the GM, who may require Gather Information rolls or a similar check for exotic items.	
<b>Familiar</b>	[Eclipse, p.27]
You have a familiar companion	
<b>Mental Link</b>	[Is This It, Custom]
You are automatically in Mental Contact with your companions	
<b>Occult Skill ~ Psychic Ability</b>	[Is This It]
You have the potential to acquire psychic feats and skills.	
<b>Occult Skill ~ Psychic Ability ~ Clairsentience</b>	[Is This It]
You have the potential to learn clairsentience skills.	
<b>Occult Skill ~ Psychic Ability ~ Telepathy</b>	[Is This It]
You have the potential to learn telepathy skills.	
<b>Privilege</b>	[Eclipse, p.40]
(3 CP). Privilege grants the character special legal and social advantages. The character must define exactly what the privilege is (and preferably how he or she obtained it). The ability to sell restricted goods legally, carry weapons openly about a city, or come and go from the palace make good minor privileges. Characters may also simply come from wealthy families, in which case they're entitled to a few servants and some extra starting cash at lower levels.	
<b>Major</b>	[Eclipse, p.40]
(+3 CP) increases the entitlement to a higher level. Being a guildmaster, high-ranking officer in the army, or powerful bureaucrat are all good examples.	
<b>Reflex Training (Teleportation grants extra Standard Action (WIS times))</b>	[Eclipse, p.40]
(6 CP). With Reflex Training, a character gains a free, immediate, Standard Action under some particular circumstance. You cannot string together more reflexive actions than your relevant attribute bonus (usually Str Mod or Dex Mod). Alternatively, the character may instead simply take an extra Standard Action at any time 3 times per day. You may not use this version more than once per round.	

## Notes:

Character Sheet Notes: