

# Elam Rembrandt

NAME		PLAYERNAME		DEITY		ALIGNMENT	
d10E3	3000	Human	Medium	5' 6"	176 lbs.		
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION	
3	6000	0	Male			84	
Character Level		NEXT LEVEL		EYES		HAIR	
						POINTS	

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED	
<b>STR</b> Strength	12	+1	12	+1	12	+1	24				Walk 60 ft., %list 30 ft.	
<b>DEX</b> Dexterity	16	+3	16	+3	16	+3	<b>AC</b> armor class	18	15	15	10	
<b>CON</b> Constitution	12	+1	12	+1	12	+1	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	
<b>INT</b> Intelligence	14	+2	14	+2	14	+2	<b>INITIATIVE</b> modifier	+7	+3	+4	SHIELD BONUS	
<b>WIS</b> Wisdom	14	+2	14	+2	14	+2	<b>BASE ATTACK</b> bonus	+3			STAT	
<b>CHA</b> Charisma	10	+0	10	+0	10	+0					SIZE	
												NATURAL ARMOR
												DEFLCTION
												MISC
												MISS CHANCE
												ARCANE SPELL FAILURE
												ARMOR CHECK PENALTY
												SPELL RESIST

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	12	+1	12	+1	12	+1
<b>DEX</b> Dexterity	16	+3	16	+3	16	+3
<b>CON</b> Constitution	12	+1	12	+1	12	+1
<b>INT</b> Intelligence	14	+2	14	+2	14	+2
<b>WIS</b> Wisdom	14	+2	14	+2	14	+2
<b>CHA</b> Charisma	10	+0	10	+0	10	+0

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+1	+0	+1	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+3	+0	+3	+0	+0	+0		
<b>WILL</b> (wisdom)	+2	+0	+2	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+5	+3	+1	+0	+1	+0	
<b>RANGED</b> attack bonus	+7	+3	+3	+0	+1	+0	
<b>GRAPPLE</b> attack bonus	+5	+3	+1	+0	+1	+0	

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

*Longsword		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	S	M	19-20/x2	5 ft.
To Hit	Dam	To Hit		Dam		
1H-P	+7	1d8+1	2W-P-(OH)	+1	1d8+1	
1H-O	+3	1d8	2W-P-(OL)	+3	1d8+1	
2H	+7	1d8+1	2W-OH	-3	1d8	

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
*Studded Leather	Light	+3	+5	-1	15

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	6/3	MISC MODIFIER
✓ Acrobatics	DEX	2	= 3	+	+	-1
✓ Appraise	INT	2	= 2	+	+	
✓ Athletics	STR	0	= 1	+	+	-1
✓ Athletics (Jump)	STR	12	= 1	+	1.0	10
✓ Craft (Untrained)	INT	2	= 2	+	+	
✓ Deception	CHA	0	= 0	+	+	
✓ Endurance	CON	0	= 1	+	+	-1
✓ Gather Information	CHA	1	= 0	+	1.0	+
✓ Heal	WIS	2	= 2	+	+	
✓ Martial Arts		6	= 0	+	6.0	+
✓ Perception	WIS	8	= 2	+	6.0	+
✓ Persuasion	CHA	0	= 0	+	+	
✓ Ride	DEX	3	= 3	+	+	
✓ Sense Motive	WIS	2	= 2	+	+	
✓ Stealth	DEX	8	= 3	+	6.0	-1
✓ Survival	WIS	2	= 2	+	+	
✓ Survival (Find or follow tracks)	WIS	4	= 2	+	1.0	1
✓ Thievery	DEX	3	= 3	+	+	
✓ Use Rope	DEX	3	= 3	+	+	
			=	+	+	
			=	+	+	

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Longsword	Equipped	1	4.0	15.0	
Outfit (Explorer's)	Equipped	1	8.0	0.0	
Studded Leather	Equipped	1	20.0	25.0	
TOTAL WEIGHT CARRIED/VALUE			24 lbs. 40.0 gp		

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

Special Attacks	
<b>Augment Attack (Sneak Damage d8) (8x)</b>	[Eclipse, p.50]
Sneak attack +2d8	
<b>Enhanced Strike, Whirlwind</b>	[Eclipse, p.51]
allows the user to make a single full-BAB attack against every target within reach.	
<b>Warcraft</b>	[Eclipse, p.10]
+3 BAB	

Special Qualities	
<b>Armor Proficiency (Light)</b>	[Eclipse, p.49]
Proficient with Light Armors	
<b>Weapon Proficiency (All Simple and Martial Weapons)</b>	[Eclipse, p.49]
Grants Proficiency with all simple and martial weapons.	

+7/+2+7/+2

Feats	
<b>Feat Conversion to CP ~ 6 (4x)</b>	[Eclipse, p.9]

PROFICIENCIES
Axe (Throwing), Battleaxe, Chakram, 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
Celestial, Common, Elven

TEMPLATES
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## Recurring Bonuses

### Duties [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.

### Restrictions (Cannot wear metal armor) [Eclipse, p.17]

A character with restrictions has major limitations on the use of some ability or type of equipment. He or she may never (ever!) acquire or use such talents without major penalties. For example, Witch- Hunters never cast spells except to fix the problems caused by other magic on pain of losing most of their abilities. The point bonus is per category which applies. A character only gains the bonus points for restrictions on things that would obviously useful to him or her. Common restrictions include wearing no armor, using no weapons, using no magic or psionics, or skill-related feats. A good explanation is in order. Why is the character restricted in this way?

## DISADVANTAGES

### Compulsive (Must protect Yaiba, even without regard to his own safety) [Eclipse, p.18]

You have some particular mania or "code of conduct" which influences everything you do. Likely compulsions include the classic manias (like Pyro- or Klepto-), an overwhelming love or hatred, greed, dedication to some peculiar goal, truthfulness, extravagant spending, or even virtue. Codes include things like Hippocratic Oaths or Chivalry. Characters that ignore their compulsions take a 20% experience penalty.

### Hunted (Dark Fey) [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.

### Irreverent (Hates and ignores any "gods" that might or might not exist) [Eclipse, p.19]

You are fundamentally unable to accept the "divinity" of gods. You recognize their might and may even see one as a patron, but worship just isn't part of your nature' they're just really powerful people to you. While gods generally forego directly smiting you, none of them will grant you divine magic and many clerics have a problem with you.

## Eclipse Abilities

### Adept (Disable Device, Martial Arts, Perception, Stealth) [Eclipse, p.24]

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

### Awareness [Eclipse, p.25]

(6 CP) You suffer no defensive penalties when you're surprised. You retain your Dexterity bonus when caught flat-footed or attacked by an invisible assailant and save without penalty against surprises.

### Awareness - Flankless [Eclipse, p.25]

(+6 CP) You can no longer be flanked. This is usually Specialized so that it does not function against opponents with a 4-level or better advantage over you.

### Celerity (Walk) [Eclipse, p.27]

(6 CP). Celerity adds +10 feet per round to one of your movement modes. This is considered bonus movement for the purposes of skills; it does not apply when calculating movement penalties on skill use.

### Celerity / Improved (6x) [Eclipse, p.27]

adds +10' more movement per 3 CP invested.

### Evasive, Very Common Actions (Move through threatened square) [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.

### Improved Initiative (6x) [Eclipse, p.53]

### 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.

### Legionary [Eclipse, p.53]

### Lunge [Eclipse, p.53]

## Martial Arts

### Attack [Eclipse, p.81]

You get a +1 bonus on rolls to Attack, Throw, Grapple, and Trip opponents.

### Defenses (2x) [Eclipse, p.81]

You gain +1 bonus to AC when you are unarmored or lightly armored.