

CHARACTER NAME	
d20E 1, d10E 2	
CLASS	
3 / 3	3000 / 6000
Character Level / CR	EXP / NEXT LEVEL

PLAYER NAME	
Human	Medium / 5 ft.
RACE	SIZE / FACE
23	Male
AGE	GENDER

DEITY
5' 8"
HEIGHT
Blue
EYES

None
REGION
120 lbs.
WEIGHT
White, Long
HAIR

Neutral Good
ALIGNMENT
Normal
VISION
POINTS



ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	10		+0		
DEX Dexterity	10		+0		
CON Constitution	10		+0		
INT Intelligence	18		+4		
WIS Wisdom	20		+5		
CHA Charisma	14		+2		

HP		WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION			SPEED			
HP hit points	41														Walk 30 ft.			
AC armor class	23	23	15	= 10	+ 4	+ 4	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	+ 5	MISS CHANCE	0 ARCANE SPELL FALLBACK	+0 ARMOR CHECK DETECT	0 SPEED REPLACES	
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLEC- TION	DODGE	MISC						

$$\begin{array}{|c|} \hline \text{INITIATIVE} \\ \hline \text{modifier} \end{array} \quad \begin{array}{|c|} \hline +0 \\ \hline \text{TOTAL} \end{array} = \begin{array}{|c|} \hline +0 \\ \hline \text{DEX} \\ \text{MODIFIER} \end{array} + \begin{array}{|c|} \hline +0 \\ \hline \text{MISC} \\ \text{MODIFIER} \end{array}$$

$$\begin{array}{|c|} \hline \text{BASE ATTACK} \\ \hline \text{bonus} \end{array} \quad \begin{array}{|c|} \hline +1 \\ \hline \end{array}$$

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MSC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+2	= +1	+ +0	+ +0	+ +1	+ +0		
REFLEX (dexterity)	+2	= +1	+ +0	+ +0	+ +1	+ +0		
WILL (wisdom)	+7	= +1	+ +5	+ +0	+ +1	+ +0		

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+5	=	+1	+0	+0	+4	+0	
RANGED attack bonus	+5	=	+1	+0	+0	+4	+0	
GRAPPLE attack bonus	+5	=	+1	+0	+0	+4	+0	

*Quarterstaff (Growth Item / Chosen One; Growth Item / Chosen One)	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+6		1d6+1			
Special Properties	Head1: Sentient Any Weapon Growth [+1], Head2: Sentient Any Weapon Growth [+1]				

*: 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
*Chosen One Robe	Light	+4		+0	0

TOTAL SKILLPOINTS: 58		SKILLS			
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS: 6/5
				RANKS	MISC MODIFIER
✓	Acrobatics	DEX	5	= 0	+ 5
✓	Appraise	INT	6	= 4	+ 2
✓	Athletics	STR	2	= 0	+ 2
✓	Craft (Untrained)	INT	4	= 4	
✓	Deception	CHA	4	= 2	+ 2
✓	Endurance	CON	2	= 0	+ 2
✓	Gather Information	CHA	4	= 2	+ 2
✓	Heal	WIS	7	= 5	+ 2
✓	Insight	WIS	7	= 5	+ 2
✓	Perception	WIS	13	= 5 + 6	+ 2
✓	Persuasion	CHA	4	= 2	+ 2
X	Psychic (Apport)	INT	12	= 4 + 6	+ 2
X	Psychic (Blink Teleport)		6	= 0 + 4	+ 2
✓ X	Psychic (Body Control)	WIS	7	= 5	+ 2
✓ X	Psychic (Empathy)	WIS	7	= 5	+ 2
✓ X	Psychic (Mental Contact)	CHA	4	= 2	+ 2
X	Psychic (Mind Reading)	CHA	10	= 2 + 6	+ 2
✓ X	Psychic (Precognition)	WIS	13	= 5 + 6	+ 2
X	Psychic (Psychic Healing)	WIS	13	= 5 + 6	+ 2
✓ X	Psychic (Psychic Sense)	WIS	7	= 5	+ 2
✓ X	Psychic (Psychic Shield)	WIS	7	= 5	+ 2
X	Psychic (Psychic Surgery)	WIS	13	= 5 + 6	+ 2
X	Psychic (Psychometry)	WIS	13	= 5 + 6	+ 2
X	Psychic (Sense Minds)	WIS	13	= 5 + 6	+ 2
X	Psychic (Telekinesis)	INT	12	= 4 + 6	+ 2
X	Psychic (Telekinetic Blast)	INT	12	= 4 + 6	+ 2
X	Psychic (Telekinetic Grip)	INT	12	= 4 + 6	+ 2
X	Psychic (Telekinetic Shield)	INT	12	= 4 + 6	+ 2
X	Psychic (Teleport)	INT	12	= 4 + 6	+ 2
✓	Ride	DEX	5	= 0	+ 5
✓	Stealth	DEX	5	= 0	+ 5
✓	Survival	WIS	7	= 5	+ 2
✓	Survival (Find or follow tracks)	WIS	9	= 5	+ 4
✓	Thievery	DEX	5	= 0	+ 5
✓	Use Rope	DEX	5	= 0	+ 5
				=	+ +
					+ +

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Boots of the New Chosen Ones	Equipped	1	0.0	0.0
Chosen One Backpack of Holding	Equipped	1	0.0	0.0
Chosen One Orb	Equipped	1	0.0	0.0
Chosen One Robe	Equipped	1	0.5	1.0
Quarterstaff (Growth Item / Chosen One;Growth Item / Chosen One)	Equipped	1	4.0	0.0
Head1: Sentient Any Weapon Growth [+1], Head2: Sentient Any Weapon Growth [+1]				
TOTAL WEIGHT CARRIED/VALUE			4.5 lbs.	1.0 gp

WEIGHT ALLOWANCE					
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

LANGUAGES	
Celestial, Common, Draconic, Elven, Giant	

Special Attacks	
Warcraft +1 BAB	[Eclipse, p.10]

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -0, Dying -1 and Dead -11	
Humanoid Traits	[PHB, TypesSubtypesAbilities.rtf]
Humanoids eat/sleep/breathe	
Psychic (Apport)	[GR_PsyHb, p.24]
You can teleport a target as a standard action. Distance is not a factor. The base DC is 10, modified by the object's mass, its familiarity to you, and the familiarity of the destination. For example, apportioning a 10-pound object (DC +0) that is in your line of sight (DC +0) to a destination in your line of sight (DC +0), such as apportioning an opponent's weapon into your hand, is DC 10. Apportioning the same object in your line of sight to a somewhat familiar destination (DC +15) is DC 25. If the object is out of your line of sight and only somewhat familiar, the DC is increased to 40, and so forth. Generally, the DC of apportioning an adult human is +10 for mass, plus familia rity modifiers. Unwilling creatures get a Reflex saving throw to resist apportionation of themselves or any object they are wearing, carrying, or holding. A successful save means there is no effect. You must apport an entire object, not simply part of it, although unattached materials may be left behind. For example, you can apport a rope or p air of manacles without affecting the creature bound by them. Targets cannot be apported inside other solid objects: attempts to do so Simply fail, although the Gamemaster may permit the apported target to appear in the nearest open space to the desired destination.	
[Special] You can take 10 on an Apport check, but you can't take 20.	
[Time] Apport is a standard action.	
[Strain] 1 plus familiarity and mass modifiers.	
Psychic (Blink Teleport)	[GR_PsyHb, p.24]
No Check. You can rapidly "blink" in and out of an area, appearing and disappearing from reality. Attacks have a 50% miss chance against you while you are blinking and you suffer only half damage from area attacks. You strike as an invisible creature, with a +2 attack bonus and deny your target his Dexterity bonus to AC.	
Time - Blink Teleport is a move action. You can blink for a number of rounds equal to half your Blink Teleport ranks (rounded up). To continue blinking, take an additional move action and pay the strain cost for the skill again.	
Strain 3	
Psychic (Empathy)	[GR_PsyHb, p.29]
An Empathy check allows you to determine the emotional state of the subject. The target gets to make a Will save to resist your attempt. Whether you succeed or fail, the subject does not know that you are reading his emotions. If the target's save fails, you get a general idea of his emotions and mood. This grants you a psychic bonus on the next skill check you make against the subject within the next 10 rounds (1 minute) using any of the following interaction skills - Bluff, Diplomacy, Handle Animal, Intimidate, Perform, or Sense Motive.	
Special - You can take 10 when making an Empathy check but you can't take 20.	
Time - Empathy is a free action. The bonus lasts 10 rounds (1 minute) or until you make an interaction skill check against the target.	
Strain 1	
[Up to 4 / +1]	
[5-14 / +2]	
[15-24 /+3]	
[25-34 / +4]	
[35+ / +5]	
Psychic (Mental Contact)	[GR_PsyHb, p.31]
You can make psychic contact with another mind. The base DC is 10, modified by fami liarity. If the subject has a Psychic Shield, you have to make a Mental Contact check to overcome it. An unwilling subject gets a Will saving throw to avoid contact. If the save is successful, no contact is made. If you do not want the subject to know that you are making mental contact, you can make a Mental Contact check against the subject's Wisdom, Psychic Sense, or Psychic Shield check (whichever has the highest bonus). If you win, the subject is unaware of your attempt. If the subject wins, he is aware of your attempt (whether you succeed or fail). While you are in mental contact with another creature, the two of you can communicate at the rate of normal speech, "hearing" each other's transmitted thoughts. You can also send a single visual image each round instead of speaking. Both you and the subject can choose to lie or omit information; you're "speaking" to each other telepathically, not reading each other's thoughts. Mental contact is two-way, meaning that you are in mental contact with the subject for purposes of his psychic skills and vice versa. If a friendly mental contact turns hostile, the subject can make a Will saving throw or Psychic Shield check to break contact. Once the subject has failed a Will save to eject the intruder from his mind, he can't break the contact. The intruder is in his mind until he chooses to break contact or some outside force interferes, such as a distraction or another psychic skill such as Psychic Shield or Psychic Static. If your mental contact is broken, any other psychic skills you are maintaining that require mental contact are also broken.	
Psychic (Precognition)	[GR_PsyHb, p.33]
You can get glimpses into the future, as if you were actually present at a particular future event. The visions you receive are by no means assured - The future can be changed by the actions of those in the present. You can use this power in three ways [Active Precognition, Spontenous Visions & Danger Sense].	
Psychic (Psychic Sense)	[GR_PsyHb, p.34]
Make a Psychic Sense check to sense a psychic skill in use in your vicinity,. to sense an attempt at mental contact. to detect and read the psychic "signature" left behind by psychic skill use, or to trace the source of a psychic manifestation	
Psychic (Psychic Shield)	[GR_PsyHb, p.35]
When you are the target of any psychic skill that grants a Will saving throw, you can make a Psychic Shield skill check instead. The attacker must make a skill check using the attacking psychic skill. If your check result is higher, the attack fails. If the attacker's result is higher, the psychic skill affects you normally, but you still get a normal saving throw. You may choose to voluntarily lower your Psychic Shield as a free action (and can raise it again as a free action as well). Otherwise, your shield is assumed to always be active, even if you are unconscious or sleeping.	

Psychic (Psychometry)	[GR_PsyHb, p.36]
<p>You can get glimpses into the past, as if you were actually present at a particular event. You can use this power in two ways - [Active] You can attempt to see the past of a particular person, place, or object with which you are in contact. You must be able to see or touch the subject of your power. This requires a full-round action and a Psychometry skill check; [Spontaneous] Your ability may also spontaneously activate at the GM's discretion when you are in contact with a subject with particularly strong "vibes." This also requires a Psychometry check. The Gamemaster should make Psychometry skill checks secretly so the player doesn't necessarily know if a particular vision was accurate or not.</p>	
Psychic (Sleep)	[GR_PsyHb, p.39]
<p>You can attempt to psychically put a target into a deep sleep. The target gets a Will saving throw against your skill DC 0. Success negates the effect. If the Will save fails, the creature falls instantly asleep and remains so for 1 minute per skill rank. Sleeping creatures are helpless. Slapping or wounding awakens them, but normal noise does not. Awakening the creature requires a standard action (an application of the aid another action). Creatures that do not sleep are unaffected by this skill.</p> <p>[Special] You must be in mental contact with the subject. You can take 10 on Sleep checks, but you can't take 20.</p> <p>[Time] Sleep is a standard action. It lasts for 10 rounds (1 minute) per skill rank.</p>	
	Strain 4
Psychic (Telekinesis)	[GR_PsyHb, p.39]
<p>A Telekinesis check allows you to move an object in your line of sight. The DC of the Telekinesis check is based on the mass of the object you wish to move. Moving a 10-pound object is DC 10. For every factor of 10 that mass increases, the DC increases by 5 and the strain you suffer doubles.</p> <p>DC / Damage Dealt / Strain / Mass Moved</p> <p>[10 / 1d6 / 1 / up to 10 lb.]</p> <p>[15 / 2d6 / 2 / up to 100 lb.]</p> <p>[20 / 4d6 / 4 / up to 1,000 lb.]</p> <p>[25 / 8d6 / 8 / up to 10,000 lb.]</p> <p>[30 / 16d6 / 16 / up to 100,000 lb.]</p> <p>[35 / 32d6 / 32 / up to 1,000,000 lb.]</p> <p>[40 / 64d6 / 64 / up to 10,000,000 lb.]</p>	
Psychic (Telekinetic Blast)	[GR_PsyHb, p.40]
<p>Make a ranged touch attack against a target in your line of sight. If the attack is successful, your Telekinetic Blast rank sets the impact / Damage dealt is 1d6 plus an additional 1d6 per 5 skill ranks. You can score a critical hit with your Telekinetic Blast on a natural roll of 20, with a x2 critical multiplier. A Telekinetic Blast is a force effect. The target must also make a reflex saving throw against your skill DC or fly back 5 feet and be knocked prone. You can choose to do nonlethal damage with your Telekinetic Blast, but you suffer a -4 penalty on your attack roll. [Time] Telekinetic Blast is a standard action.</p>	
	Strain 4
Psychic (Telekinetic Grip)	[GR_PsyHb, p.40]
<p>You can affect any creature in your line of sight. Your Telekinetic Grip rank sets the damage dealt by the attack to 1d6, plus 1d6 per 5 skill ranks. The target makes a Will saving throw DC 17. Success halves the damage. Damage reduction does not protect against this attack, which is considered a force effect.</p> <p>Time - telekinetic Grip is a standard action.</p>	
	Strain - 4
Psychic (Telekinetic Shield)	[GR_PsyHb, p.40]
<p>You can create a telekinetic field around your body that provides a deflection bonus to AC. The telekinetic shield is considered a force effect. The telekinetic shield lasts for 1 minute (10 rounds) but requires no effort on your part to maintain once it's created. It lasts until you are rendered unconscious or the duration runs out. You can renew an existing telekinetic shield before it runs out as a move action, suffering the strain for invoking the skill again but with no additional skill check needed. The result of your Telekinetic Shield skill check determines the amount of the deflection bonus.</p> <p>[15 / +2]</p> <p>[20 / +4]</p> <p>[25 / +6]</p> <p>[30 / +8]</p> <p>[35 / +10]</p> <p>Special - You can take 10 or take 20 on a Telekinetic Shield check. If you take 20 when making this check, you spend 2 minutes and take 40 strain to attain the best result.</p> <p>[Time] Telekinetic Shield is a move action. The deflection bonus lasts for 10 rounds (1 minute).</p>	
	Strain 2
Psychic (Teleport)	[GR_PsyHb, p.41]
<p>You can make a Teleport check to transport yourself (and possibly additional material that you are touching) to another location. The base DC is 10, modified by the familiarity of the destination and the amount of additional mass you are carrying (apart from yourself). You choose whether objects you are touching are carried along or left behind (allowing you to teleport out of things such as ropes and manacles, or your clothes, for example). You cannot teleport only part of an object or creature. All the material must be touching you or another solid object that is touching you for it to be carried along. Creatures that do not wish to be taken along can make a Will saving throw. If the save is successful, they're left behind. A failed Teleport check means you don't go anywhere.</p> <p>[Special] You can take 10 on a Teleport check, but you can't take 20.</p> <p>[Time] Teleport is a move action.</p>	
	Strain 1 plus familiarity and mass modifiers.
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. [+6 total CP].	
Fast Learner (Focused on Skills /Human) (Child)	[Eclipse, p.17]
+2 CP towards Skills per level. [+12 total Skill Points Granted].	
Upgrade Human Racial Fast Learner	[Eclipse]
Upgrades the Fast Learner Human Racial to Double Points	

DISADVANTAGES	
Hunted (Deadeyes)	[Eclipse, p.19]
Something powerful is hunting you.	
Unarmored	[Eclipse, p.20]
You can not wear armor.	
Vows (Avenge the murder of his parents)	[Eclipse, p.20]
You have vows.	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 142, Bonus Feats have added 30 CP, Disadvantages have added 10 CP, Duties adds 6 CP, HD 10 deducts 12 CP, HD 20 deducts 16 CP	
Adept (Psychic (Precognition), Psychic (Psychic Surgery), Psychic (Psychic Healing), Psychic (Sense Minds), Psychic (Telekinetic Blast), Psychic (Telekinetic Shield), Psychic (Teleport), Psychic (Telekinetic Grip))	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Finesse / Int for AC	[Drew]
Finesse / Int for Attack	[Drew]
Int applies to Hit.	
Finesse / Wis for HP	[Drew]
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 13000 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 / Enhanced Attribute (+2 Intelligence)	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Intelligence	
Innate Enchantment / Enhanced Attribute (+2 Wisdom)	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Wisdom	
Innate Enchantment / Force Armor I	[Eclipse]
[At Will] As Armor Spell, grants +4 Armor AC.	
Innate Enchantment / Force Shield I	[Eclipse]
[At Will] As Shield Spell, grants +4 Shield AC.	
Innate Enchantment / Skill Mastery I [Group]	[Eclipse]
+2 Competence Bonus to all skills	
Innate Enchantment / Ward of Heaven	[Eclipse]
+1 Luck Bonus on Armor Class and Saving Throws.	
Maximize Talent (metapsychic)	[GR_PsyHb, p.46]
You can choose to maximize the variables of a psychic skill when you use it. A variable is any die roll other than the skill check itself. If you maximize your Psychic Healing skill, for example, you automatically heal the maximum amount of damage based on your skill check. If you maximize your Psychic Blast skill, you automatically deal the maximum amount of damage, and so forth.	
[Strain] The maximized skill costs double the normal amount of strain (or 1 if the normal strain is 0).	
Occult Skill ~ Psychic Ability	[Drew]
You have the potential to acquire psychic feats and skills.	
Occult Skill ~ Psychic Ability ~ Clairsentience	[Drew]
You have the potential to learn clairsentience 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 ~ Psychoporation	[Drew]
You have the potential to learn psychoporation skills.	
Occult Skill ~ Psychic Ability ~ Telepathy	[Drew]
You have the potential to learn telepathy skills.	
Truth Reading (Psychic)	[GR_PsyHb, p.49]
When interacting with a creature of Intelligence 4 or greater you automatically sense when the creature tells you a deliberate lie. You can do this a number of times equal to your Wisdom bonus in any given conversation, detecting further lies causes a point of strain for each statement that you check. You do not detect half-truths, lies of omission, or things the creature believes are true (even if they are not), only deliberate falsehoods.	

Feats	
Empower Talent	[Is This It]
You can strengthen the effects of your psychic skills.	

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

TEMPLATES

03 - World Law ~ Feat Progression 2 - Gain Bonus Feat every Odd Level

03 - World Law ~ Feat Progression 0 - Gain Additional Bonus Feat at First Level