

CHARACTER NAME

PLAYER NAME

DEITY

REGION

## ALIGNMENT

CLASS

RACE

SIZE

HEIGHT

WEIGHT

## VISION

1000 / 3000

AGE

GENDER

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EYES

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HAIR

## POINTS

| HP                |       | WOUNDS/CURRENT HP |       | SUBDUAL DAMAGE |             |              |      | DAMAGE REDUCTION |               |            |       | SPEED       |             |                     |             |              |
|-------------------|-------|-------------------|-------|----------------|-------------|--------------|------|------------------|---------------|------------|-------|-------------|-------------|---------------------|-------------|--------------|
| HP<br>hit points  | 38    |                   |       |                |             |              |      |                  |               |            |       | Walk 30 ft. |             |                     |             |              |
| AC<br>armor class | 17    | 14                | 14    | = 10           | + 3         | + 0          | + 3  | + 0              | + 0           | + 0        | + 0   | + 1         |             | 0                   | +0          | 0            |
|                   | TOTAL | FLAT              | TOUCH | BASE           | ARMOR BONUS | SHIELD BONUS | STAT | SIZE             | NATURAL ARMOR | DEFLECTION | DODGE | MISC        | MISS CHANCE | ARCANE SPELLS LIFEB | ARMOR CHECK | SPELL RESIST |

$$\begin{array}{|c|} \hline \text{INITIATIVE} \\ \hline \text{modifier} \\ \hline \end{array} \quad \begin{array}{|c|} \hline +3 \\ \hline \end{array} = \begin{array}{|c|} \hline +3 \\ \hline \text{DEX} \\ \text{MODIFIER} \\ \hline \end{array} + \begin{array}{|c|} \hline +0 \\ \hline \text{MISC} \\ \text{MODIFIER} \\ \hline \end{array}$$

$$\begin{array}{|c|} \hline \text{TOTAL} \\ \hline \end{array}$$

$$\begin{array}{|c|} \hline \text{BASE ATTACK} \\ \hline \text{bonus} \\ \hline \end{array} \quad \begin{array}{|c|} \hline +6/+1 \\ \hline \end{array}$$

| TOTAL SKILLPOINTS: 47  |                                     | SKILLS      |                | MAX RANKS: 5/2.5 |       |               |   |
|--|-------------------------------------|-------------|----------------|------------------|-------|---------------|---|
| SKILL NAME   |                                     | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS | MISC MODIFIER |   |
| ✓  | Acrobatics                          | DEX         | 10             | = 3              | + 5   | + 2           |   |
| ✓  | Appraise                            | INT         | 5              | = 3              |       | + 2           |   |
| ✓  | Athletics                           | STR         | 5              | = 3              |       | + 2           |   |
| ✓  | Craft (Untrained)                   | INT         | 3              | = 3              |       |               |   |
| ✓  | Deception                           | CHA         | 9              | = 2              | + 5   | + 2           |   |
| ✓  | Deception (Act in character)        | CHA         | 11             | = 2              | + [5] | + 4           |   |
| ✓  | Endurance                           | CON         | 4              | = 2              |       | + 2           |   |
| ✓  | Gather Information                  | CHA         | 9              | = 2              | + 5   | + 2           |   |
| ✓  | Heal                                | WIS         | 10             | = 3              | + 5   | + 2           |   |
| ✓  | Insight                             | WIS         | 10             | = 3              | + 5   | + 2           |   |
|  | Knowledge (Theology and Philosophy) | INT         | 10             | = 3              | + 5   | + 2           |   |
|  | Linguistics                         | INT         | 10             | = 3              | + 5   | + 2           |   |
|  | Martial Arts (Dexterity Based)      | DEX         | 12             | = 3              | + 5   | + 4           |   |
| ✓  | Perception                          | WIS         | 10             | = 3              | + 5   | + 2           |   |
| ✓  | Persuasion                          | CHA         | 11             | = 2              | + 5   | + 4           |   |
| ✓  | Persuasion (Diplomacy)              | CHA         | 13             | = 2              | + [5] | + 6           |   |
| ✓  | Ride                                | DEX         | 9              | = 3              | + 4   | + 2           |   |
| ✓  | Stealth                             | DEX         | 12             | = 3              | + 4   | + 5           |   |
| ✓  | Survival                            | WIS         | 9              | = 3              | + 4   | + 2           |   |
| ✓  | Survival (Find or follow tracks)    | WIS         | 11             | = 3              | + [4] | + 4           |   |
| ✓  | Thievery                            | DEX         | 10             | = 3              | + 5   | + 2           |   |
| ✓  | Thievery (Sleight of Hand)          | DEX         | 12             | = 3              | + [5] | + 4           |   |
| ✓  | Use Rope                            | DEX         | 5              | = 3              |       | + 2           |   |
|  |                                     |             |                | =                | +     | +             |   |
|  |                                     |             |                |                  |       |               | + |
| ✓: can be used untrained. ✗: exclusive skills. *: Skill Mastery. |                                     |             |                |                  |       |               |   |

| SAVING THROWS                      | TOTAL | BASE<br>SAVE | ABILITY | MAGIC | MSC | EPIC | TEMP | Conditional Modifiers |
|------------------------------------|-------|--------------|---------|-------|-----|------|------|-----------------------|
| <b>FORTITUDE</b><br>(constitution) | +6 =  | +3           | +2      | +0    | +1  | +0   |      |                       |
| <b>REFLEX</b><br>(dexterity)       | +6 =  | +2           | +3      | +0    | +1  | +0   |      |                       |
| <b>WILL</b><br>(wisdom)            | +6 =  | +2           | +3      | +0    | +1  | +0   |      |                       |

|                                | TOTAL |   | BASE ATTACK BONUS | STAT | SIZE | MISC | EPIC | TEMP |
|--------------------------------|-------|---|-------------------|------|------|------|------|------|
| <b>MELEE</b><br>attack bonus   | +6    | = | +6                | +3   | +0   | -3   | +0   |      |
| <b>RANGED</b><br>attack bonus  | +5    | = | +6                | +3   | +0   | -4   | +0   |      |
| <b>GRAPPLE</b><br>attack bonus | +5    | = | +6                | +3   | +0   | -4   | +0   |      |

|                     |                    |        |          |        |
|---------------------|--------------------|--------|----------|--------|
| <b>Martial Arts</b> | TOTAL ATTACK BONUS | DAMAGE | CRITICAL | REACH  |
|                     | +11/+11            | 1d8+4  | 20/x2    | 10 ft. |

|                    |         |        |      |          |        |
|--------------------|---------|--------|------|----------|--------|
| <b>*Claws</b>      | HAND    | TYPE   | SIZE | CRITICAL | REACH  |
|                    | Primary | S      | M    | 20/x2    | 10 ft. |
| TOTAL ATTACK BONUS |         | DAMAGE |      |          |        |
| +6/+6              |         | 1d6+3  |      |          |        |
| 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 |
|------------------|-------|----|--------|-------|---------------|
| *Chosen One Robe | Light | +3 |        | +0    | 0             |

| EQUIPMENT                             |          |     |          |        |
|---------------------------------------|----------|-----|----------|--------|
| ITEM                                  | LOCATION | QTY | WT       | COST   |
| <b>Chosen One Robe</b>                | Equipped | 1   | 0.5      | 1.0    |
| <b>Claws</b>                          | Equipped | 1   | 0.0      | 0.0    |
| <b>Chosen One Backpack of Holding</b> | Equipped | 1   | 0.0      | 0.0    |
| <b>Chosen One Orb</b>                 | Equipped | 1   | 0.0      | 0.0    |
| TOTAL WEIGHT CARRIED/VALUE            |          |     | 0.5 lbs. | 1.0 gp |

| WEIGHT ALLOWANCE |     |                 |     |             |      |
|------------------|-----|-----------------|-----|-------------|------|
| Light            | 76  | Medium          | 153 | Heavy       | 230  |
| Lift over head   | 230 | Lift off ground | 460 | Push / Drag | 1150 |

| LANGUAGES        |  |
|------------------|--|
| Common, Draconic |  |

| Special Attacks     |                 |
|---------------------|-----------------|
| <b>Martial Arts</b> | [Eclipse, p.53] |
| [Damage 1d8]        |                 |
| <b>Martial Arts</b> | [Eclipse, p.53] |
| [Damage 1d8]        |                 |
| <b>Warcraft</b>     | [Eclipse, p.10] |
| +2 BAB              |                 |

| Special Qualities   |                 |
|---|-----------------|
| <b>Death and Dying</b>  | [Eclipse]       |
| Disabled 0 HP till -2, Dying -3 and Dead -15  |                 |
| <b>Mental Link with other Chosen Ones</b>   | [Drew]          |
| Automatic Mental Link with Chosen Ones - This allows direct telepathy to any Chosen One, or multiple Chosen Ones, including images. |                 |
| <b>Weapon Proficiency (All Simple Weapons)</b>  | [Eclipse, p.49] |
| Grants Proficiency with all simple weapons.   |                 |

| Recurring Bonuses  |                 |
|--|-----------------|
| <b>Duties (Chosen Ones)</b>  | [Eclipse, p.17] |
| You have duties. Grants 2 CP per level. [+4 total CP].                               |                 |
| <b>Fast Learner (Focused on Skills /Human) (Child)</b>                               | [Eclipse, p.17] |
| +2 CP towards Skills per level. [+10 total Skill Points Granted].                    |                 |
| <b>Restrictions (Cannot wear Armor)</b>  | [Eclipse, p.17] |
| You have specified restrictions. Gain 1 CP per level per restriction. [+2 total CP]. |                 |
| <b>Upgrade Human Racial Fast Learner</b>   | [Eclipse]       |
| Upgrades the Fast Learner Human Racial to Double Points                              |                 |

| DISADVANTAGES   |                 |
|---|-----------------|
| <b>Dependent (Bonded Chosen Ones)</b>                           | [Eclipse, p.18] |
| You require the listed items to function.                       |                 |
| <b>Hunted (Tabarath Cult)</b>                                   | [Eclipse, p.19] |
| Something powerful is hunting you.                              |                 |
| <b>Vows (Help the poor and don't expect the favor returned)</b> | [Eclipse, p.20] |
| You have vows.  |                 |

| Eclipse Abilities   |                  |
|---|------------------|
| <b>Character Points Total</b>   | [Eclipse]        |
| Character Points Total 118, Bonus Feats have added 24 CP, Disadvantages have added 10 CP, Duties adds 4 CP, Restrictions adds 2 CP, HD 10 deducts 12 CP, Companions adds 6 CP   |                  |
| <b>Adept (Acrobatics, Deception, Insight, Knowledge (Theology and Philosophy), Martial Arts ~ Dex Based, Perception, Persuasion, Thievery)</b>  | [Eclipse, p.24]  |
| Choose four related skills that only cost 1/2 a Character Point for each skill rank.  |                  |
| <b>Companion</b>  | [Eclipse, p.27]  |
| Gain a companion creature of your choice.   |                  |
| <b>Companion / Template</b>   | [Eclipse, p.27]  |
| adds a single template of up to +2 ECL to a max of +6 to the companion.   |                  |
| <b>Companion / Might (Positive Levels)</b>  | [Eclipse, p.27]  |
| (+6 CP) Companion gets +2 Positive Levels (p.86)  |                  |
| <b>Familiar</b>   | [Eclipse, p.27]  |
| You have a familiar companion   |                  |
| <b>Evasive / Uncommon Actions (Grapple)</b>   | [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.   |                  |
| <b>Grant of Aid</b>   | [Eclipse, p.32]  |
| 1/day Free Action - Heal 1d8+5 hp, 1d3 attribute damage or 1 negative level.  |                  |
| <b>Grant of Aid / Regenerative (Slow Regrowth)</b>  | [Eclipse, p.32]  |
| (+3 CP) allows either slow (1d4 weeks) regrowth of lost limbs and organs or the rapid reattachment of any bits that get chopped off. Regenerative may be taken twice to get both effects.   |                  |
| <b>Grant of Aid / Regenerative / Slow Regrowth</b>  | [Eclipse, p.32]  |
| (+3 CP) allows the rapid reattachment of any bits that get chopped off.   |                  |
| <b>Innate Enchantment</b>   | [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. |                  |
| <b>Innate Enchantment / Resistance</b>  | [Eclipse]        |
| +1 Resistance bonus to Saves.   |                  |
| <b>Innate Enchantment / Expertise</b>   | [Eclipse]        |
| +2 Competence bonus to skills and checks.   |                  |
| <b>Innate Enchantment / Immortal Vigor I</b>  | [Eclipse]        |
| [At Will] As grants 12 + CON*2 HP.  |                  |
| <b>Innate Enchantment / Martial Mastery (Unarmed Strike)</b>  | [Eclipse]        |
| +4 Competence Bonus to BAB with Unarmed Strikes (or with another specific weapon).  |                  |
| <b>Legionary ~ Chosen One</b>   | [Drew, p.53]     |
| Gain +1/2/3 bonus to AC, Attacks and Reflex Saves when with 1-2/3-4/5+ others who have this feat.   |                  |
| <b>Reflex Training (Make attack after activating power)</b>   | [Eclipse, p.40]  |
| Gain immediate standard action from listed circumstances  |                  |
| <b>Skill Emphasis (Martial Arts ~ Dex Based)</b>  | [Eclipse, p.44]  |
| This grants a +2 bonus on any single skill.   |                  |
| <b>Skill Focus +3 (Stealth)</b>   | [Eclipse, p.44]  |
| +3 bonus to any single skill. Skill Focus stacks with Skill Emphasis.   |                  |
| <b>Stoic</b>  | [Eclipse, p.45]  |
| (6 CP). Characters with Stoic are not subject to death by massive damage and may make a Fortitude save (DC 15) each round to self-stabilize if below 0 HP.  |                  |
| <b>Witchcraft (3x)</b>  | [Eclipse, p.109] |
| 15 Power Points, Save DC Will 15  |                  |

| Martial Arts  |                 |
|---|-----------------|
| <b>Martial Arts Basic / Attack (2x)</b>   | [Eclipse, p.81] |
| Gain additional +1 each time taken [currently +2] bonus on rolls to Attack, Throw, Grapple, and Trip opponents.   |                 |
| <b>Martial Arts Basic / Defenses</b>  | [Eclipse, p.81] |
| Gain additional +1 each time taken [currently +1] bonus to AC when you are unarmored or lightly armored.  |                 |
| <b>Martial Arts Basic / Power</b>   | [Eclipse, p.81] |
| Increase your unarmed damage by +1 or increase your weapon die type by 1 step, up to a d12 maximum. Weapons that cause multiple dice of damage increase them independently. |                 |
| <b>Martial Arts Basic / Power / Increase Damage</b>   | [Eclipse, p.81] |
| Increase your unarmed damage by +1. [Currently +1]  |                 |
| <b>Martial Arts Advanced / Mind Like Moon</b>   | [Eclipse, p.81] |
| You reflexively come on guard when attacked. With a DC 15 Reflex save, you avoid being surprised or flat-footed at the beginning of combat.                                 |                 |
| <b>Martial Arts Advanced / Reach</b>  | [Eclipse, p.81] |
| You add 5' to your Reach in combat. This usually represents lunging and darting in and out, but could be a mystical ability.  |                 |

## Witchcraft Abilities

### Witchcraft / The Adamant Will

[Eclipse, p.110]

This talent allows users to spend 2 Power to resist Fear, Possession, Charm, Hold effects, and other forms of mind control. The user may spend the Power each time he or she is affected by such an ability. Ongoing powers, such as Fear auras, are resisted for 10 rounds. The user may make an extra save against mindreading or "truth" effects by spending a like amount, and may present a false aura to detection spells or ignore pain for 3 power. He or she may pay the Power without spending an action when the effect takes hold.

### Witchcraft / The Hand of Shadows

[Eclipse, p.110]

The Hand of Shadows covers basic telekinesis. Minor tricks (like bending spoons) cost no power. Exerting a force equal to what you could physically handle costs 1 Power per minute. Light but rapid work (like sorting wheat from chaff) costs 1 Power per hour's worth of work done. Minor animations (Entangle, Animate Rope) approximate the relevant spells at a cost of 2 power, +2 if excessive force or fine control is required.

### Witchcraft / Hyloka

[Eclipse, p.110]

The manipulation of biophysical processes is a rare gift. This can be used to briefly move physical attribute points around (up to 6 points for 1 Power per hour), slip into hibernation (1 power; lasts up to a week), help resist heat or cold (1 Power per hour, this grants 5 points of fire or cold resistance), stop bleeding, delay poison (one hour per power), grow hair or make it fall out (1 power), and to inflict or ease ailments like arthritis (spend 1 power/week to inflict, 1 power/day to ease).

### Witchcraft / Infliction

[Eclipse, p.110]

Often manifested as phantom force-claws, heart attacks, inexplicable bleeding, and agonizing pain, Infliction causes injury through psychic force. This can include spectacular attacks - throwing fiery balls or thunderbolts or such - but is usually subtle. In any case, it deals 1d4 hit points of damage per character level, to a maximum of 3/5/7 d4 damage for 1/2/3 power. Targets may make a save for half damage, but the save used depends on the form of the attack. Infliction normally affects a single target, but may be expanded to a fivefoot radius for +3 power.

### Witchcraft / The Inner Eye

[Eclipse, p.110]

Thought-sensing can be used to see surface thoughts, to detect the presence of a hidden being, to share a target's senses, or to read any psychic impressions left behind on an object by strong emotion. This provides a +6 on any relevant Spot, Sense Motive, or Listen checks for 1 Power per 10 minutes.

### Witchcraft / Shadowweave

[Eclipse, p.110]

Shadowweave manipulates light and darkness to craft minor illusions. Normally 1 Power grants 10 minutes of activity. Effects include will-o-the wisps, cloaking (+6 to stealth and disguise rolls), various apparitions, spheres of darkness, blinding rays of light and hiding small actions - such as slipping out a dagger, picking a pocket, or a strike in combat (offers a +3 circumstance bonus to the user's roll).

### Witchcraft / Witchesight

[Eclipse, p.110]

Sharpening or expanding the user's senses is a simple trick. In general, this affects one sense at a time, providing either a +6 bonus on relevant checks or some special capability (Darksight, Scent, etc). As a rule this costs 1 Power and lasts for about an hour. Witches may triple the effect by reducing the duration to a single round, allowing effects such as checking a meal for poison with the slightest taste.

### Pact of Vow / Taboos (Cannot knowingly eat or drink

[Eclipse, p.112]

### meat or alcohol and must sleep facing the west)

otherwise known as Geasa, consist of actions you must not do; aid an agent of opposing powers, cross a river after sundown, cut your hair, or drink wine. Usually, the character must select three Taboos.

### Pact of Vow / Rituals (Must perform an hour long

[Eclipse, p.112]

### training session every morning)

require the character to regularly perform a major ritual. It is an ongoing nuisance which takes up the character's time and energy. Common rituals include three-day celebrations at the passing of each season, invoking the gods before each and every meal, or long morning meditations.

## PROFICIENCIES

Chakram, Claws, 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 0 - Gain Additional Bonus Feat at First Level

03 - World Law ~ Feat Progression 1 - Gain Bonus Feat every Even Level

### Familiar: Mausú (Companion (White Mouse))

|                           |          |      |       |       |       |
|---------------------------|----------|------|-------|-------|-------|
| HP:                       | 19       | AC:  | 25    | INIT: | +8    |
| FORT:                     | +2       | REF: | +10   | WILL: | +2    |
| *Claw (Natural/Primary)   | +4/+4/+4 | DAM: | 1d1-4 | CRIT: | 20/x2 |
| *Bite (Natural/Secondary) | -1/-1    | DAM: | 1d2-4 | CRIT: | 20/x2 |
| Special:                  |          |      |       |       |       |