

Ernust "Yaiba" Elanor

NAME

d12E3

3000

CLASS

EXPERIENCE

3

6000

Character Level

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	16	+3	18	+4	18	+4
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	16	+3	16	+3	16	+3
INT Intelligence	10	+0	10	+0	10	+0
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	8	-1	8	-1	8	-1

Nick Fuller

PLAYERNAME

Human

Medium

RACE

SIZE

24

Male

AGE

GENDER

DEITY

5' 4"

150 lbs.

HEIGHT

WEIGHT

Brown

Black,

EYES

HAIR

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

HP
hit points

34

AC
armor class

20

TOTAL

FLAT

18

TOUCH

16

BASE

10

ARMOR BONUS

4

SHIELD BONUS

0

STAT

2

SIZE

0

NATURAL ARMOR

0

DEFLECTION

0

MISC

4

INITIATIVE
modifier

+2

TOTAL

DEX MODIFIER

+2

MISC MODIFIER

+0

BASE ATTACK
bonus

+3

Neutral Good

ALIGNMENT

VISION

POINTS

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE
(constitution)

+3

=

+0

+

+3

+

+0

+

+0

+

+0

+

REFLEX
(dexterity)

+2

=

+0

+

+2

+

+0

+

+0

+

WILL
(wisdom)

+1

=

+0

+

+1

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE
attack bonus

+7

=

+3

+

+4

+

+0

+

+0

+

RANGED
attack bonus

+5

=

+3

+

+2

+

+0

+

+0

+

GRAPPLE
attack bonus

+7

=

+3

+

+4

+

+0

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+7	1d3+4	20/x2	5 ft.

*Greatsword +1	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	S	M	19-20/x2	5 ft.

2H	To Hit	Dam	2W-OH	To Hit	Dam
	+11	3d6+7		N/A	N/A

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
*Chain Shirt	Light	+4	+4	-2	20

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	6/3
					RANKS	MISC MODIFIER
✓	Acrobatics	DEX	4	=	2	+ 4.0 + -2
✓	Appraise	INT	0	=	0	+ +
✓	Athletics	STR	4	=	4	+ 2.0 + -2
✓	Athletics (Swim)	STR	2	=	4	+ 2.0 + -4
✓	Craft (Untrained)	INT	0	=	0	+ +
✓	Deception	CHA	-1	=	-1	+ +
✓	Endurance	CON	1	=	3	+ + -2
✓	Gather Information	CHA	-1	=	-1	+ +
✓	Heal	WIS	1	=	1	+ +
✓	Martial Arts (Strength Based)	STR	10	=	4	+ 6.0 +
✓	Perception	WIS	1	=	1	+ +
✓	Persuasion	CHA	0	=	-1	+ 1.0 +
✓	Ride	DEX	2	=	2	+ +
✓	Sense Motive	WIS	1	=	1	+ +
✓	Stealth	DEX	0	=	2	+ + -2
✓	Survival	WIS	1	=	1	+ +
✓	Thievery	DEX	2	=	2	+ +
✓	Use Rope	DEX	2	=	2	+ +
				=	+	+
				=	+	+

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack 6 lbs., 1 Everburning Torch, 1 Bedroll	Equipped	1	2.0	2.0	
Bedroll	Backpack	1	5.0	0.1	
Chain Shirt	Equipped	1	25.0	100.0	
Everburning Torch	Backpack	1	1.0	110.0	
Greatsword +1	Equipped	1	8.0	2350.0	
Relic (Armband) Self Development to Str (12), Grant of Aid (6) plus Bonus Uses +4 (6) total 4 CP relic.	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			41 lbs.	2562.1 gp	

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

Special Attacks	
Warcraft +3 BAB	[Eclipse, p.10]

Special Qualities	
Armor Proficiency (Light) Proficient with Light Armors	[Eclipse, p.49]
Favored Enemy (Ex) Gain a bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks and weapon damage against favored enemies.	[Is This It]
Weapon Proficiency (All Simple Weapons) Grants Proficiency with all simple weapons.	[Eclipse, p.49]
Weapon Proficiency (One Martial Weapon) (Greatsword) Grants Proficiency with selected weapons.	[Eclipse, p.49]

+7/+2+7/+2

Feats	
Feat Conversion to CP ~ 6 (3x) Covert regular feat to six Character Points	[Eclipse, p.9]

PROFICIENCIES
Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Greatsword, 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

LANGUAGES
Common

TEMPLATES

Recurring Bonuses	
Fast Learner/ Specialized for increased effect (BAB Purchases)	[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	
Dependent (Elam Rembrandt)	[Eclipse, p.18]
There is something you just have to have to function effectively. You could be addicted to a drug, rely on a special talisman, require constant support and encouragement, or simply be so confused that you need someone to tell you what to do. Unless there's a specific effect involved this defaults to a -3 penalty on your rolls.	
Hallucinations, Flashbacks, and Visions (mainly his friends dying in war in front of him)	[Eclipse, p.19]
Your version of reality doesn't always agree with that of those about you. While this is common enough with respect to details, in your case it may extend to things like whether it's daytime. More commonly, and most dangerously, you may simply see a distorted version of what everyone else sees. This is up to the GM, but the occasional Will save (DC 18) is suggested, or you may react in a radically different manner than those about you.	
Outcast (Not Specified)	[Eclipse, p.19]
You are socially unacceptable in a large area or with a large and important group. You might be noted as an oathbreaker, an "untouchable," a kinslayer, or an ex-slave, belong to a despised ethnic group, believe in a heretical faith, or simply have numerous obnoxious habits. In any case, a sizable segment of the people in the campaign setting will have nothing to do with you.	
Stigmata	[Eclipse, p.20]
You have some injury which either cannot be healed or has healed badly. It is both painful and inconvenient. You must make a DC 24 Fortitude save at the start of each session; if you fail you take a -1 morale penalty on saving throws for the duration of the session.	

Eclipse Abilities	
Anime Master	[Eclipse, p.50]
Anime Master allows the user to grapple, overbear, and wield weapons, as if he or she was one size category larger.	
Berserker	[Eclipse, p.25]
(6 CP). The Berserker ability grants extreme but short-lived bonuses. The user normally gains +4 to two attributes, +2 to a saving throw or AC, and -2 to another attribute, save, or AC for (3+Con Mod) rounds 1/day. The user gains another berserk session per day per 3 character levels or part thereof. The user becomes fatigued after using Berserker. GM's should note that the character may not generally do anything else but a specified, focused task or similar stunt. For the classic barbarian rage, the character can do little except immediate, physical skills and tasks, mostly meaning combat. Note that the guidelines on where the bonuses should go are not meant as absolute rules; let a character pick something appropriate. AC, damage bonuses, to-hit bonuses, Caster Level, or even turning might all be acceptable choices depending on the character. The bonuses must simply total +8 (the character may apply a -2 penalty somewhere to add an additional +2).	
Berserker - Enduring	[Eclipse, p.26]
(+3 CP) removes the fatigue after the berserker session. This is often combined with Corrupted Bonus Uses (only to extend the duration).	
Block (Melee) (Melee)	[Eclipse, p.50]
Block lets a character counter an incoming melee attack with DC 20 Reflex save once per round. In general, each Block attempt uses up an Attack of Opportunity and provides Great Immunity to the attack. Attackers may give up part of their BAB to increase the Block save DC on a 1-to-1 basis.	
Block (Melee) / Riposte	[Eclipse, p.50]
(+6 CP) allows the user to immediately retaliate in the same mode, launching a single attack of their own. This counts as an Attack of Opportunity and requires a successful Block check - which also counts as an Attack of Opportunity. You'll need extras.	
Bonus Uses +2	[Eclipse, p.22]
(+3 CP). Bonus Uses increases the number of times the user may indulge in a times-per-day (or other appropriate period) ability by +2. At GMO, the character may add a relevant attribute modifier to the number of uses instead. Bonus Uses may be purchased repeatedly.	
Damage Reduction 2/- (ALL)	[Eclipse, p.29]
This applies to all damage sources, including magical and energy-based attacks. Characters commonly specialize it by applying it only towards physical attacks, energy attacks, magical attacks, or another GM-approved specialty. The Corrupted modifier can be added by leaving an additional common "hole" in your defenses. For example, silver weaponry or fire spells would apply to physical reduction or magic defenses, respectively. ! You may take this ability multiple times. Each time, you add another type of damage reduction.	
Expertise	[Eclipse, p.32]
(6 CP). A character with Expertise selects two related abilities, attributes, or other scores. He or she may reduce one of the selected abilities' bonuses at any time by up to -5 to add a equal amount to the other bonus. Usually, characters take this for Warcraft (BAB) and AC or damage, but many other combinations exist.	
Favored Foe (Undead)	[Eclipse, p.52]
A character with Favored Foe may select an enemy creature type at levels 1, 5, 10, 15, 20, and so on, gaining a +2 to damage and on Listen, Sense Motive, Spot, and Survival checks when using these skills against a chosen enemy creature type. Each time a new foe is added the character may select one of his or her foes (including the one just chosen) and increase his or her bonuses against that foe type by +2. BONUS:ABILITYPOOL	
Legionary	[Eclipse, p.53]
(6 CP). A Legionary has great coordination when fighting in a team. The character gains +1/2/3 bonus to AC, Attacks and Reflex Saves when teamed with 1-2/3-4/5+ others with who also possess this feat.	
Stoic	[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.	
Stoic / Ferocity	[Eclipse, p.45]
(+3 CP) allows characters to act normally while at negative HP (but not while dead) until after the battle.	

Martial Arts	
Combat Reflexes	[Eclipse, p.82]
See feat of same name	
Defenses (4x)	[Eclipse, p.81]
You gain +1 bonus to AC when you are unarmored or lightly armored.	

Notes:

Character Sheet Notes: