Estanna
CHARACTER NAME

Abalux84
PLAYER NAME

DEITY None	**REGION** None	**ALIGNMENT** Neutral Good

CLASS d8E 2	**RACE** Half-Elf (Aasimar)	**SIZE** Medium	**HEIGHT** 5' 10"	**WEIGHT** 150 lbs.	**VISION** Darkvision (60 ft.), Low-light

Character Level 2	**EXP / NEXT LEVEL** 1000 / 3000	**AGE** 20	**GENDER** Female	**EYES** Dark Blue	**HAIR** Golden, Cropped	**POINTS** 42

Abilities

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	16		+3		
DEX Dexterity	16		+3		
CON Constitution	16		+3		
INT Intelligence	14		+2		
WIS Wisdom	18		+4		
CHA Charisma	16		+3		

HP (hit points): 38

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED: Walk 30 ft.

AC (armor class)

TOTAL	FLAT	TOUCH	=	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	MISC
21	18	18	=	10	+3	+0	+3	+0	+0	+0	+0	+5

MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST
0	0	+0	0

INITIATIVE modifier

TOTAL	=	DEX MODIFIER	MISC MODIFIER
+3	=	+3	+0

BASE ATTACK bonus: +6/+1

SAVING THROWS

	TOTAL	=	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+4	=	+0	+3	+0	+1	+0	
REFLEX (dexterity)	+6	=	+2	+3	+0	+1	+0	
WILL (wisdom)	+5	=	+0	+4	+0	+1	+0	

Attack Bonuses

	TOTAL	=	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+4	=	+6	+3	+0	-5	+0	
RANGED attack bonus	+4	=	+6	+3	+0	-5	+0	
GRAPPLE attack bonus	+4	=	+6	+3	+0	-5	+0	

Martial Arts

TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
+4/+4	1d6+3	20/x2	5 ft.

SKILLS

TOTAL SKILLPOINTS: 24   MAX RANKS: 5/2.5

	SKILL NAME	KEY ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	+	RANKS	+	MISC MODIFIER
✓	Acrobatics	DEX	8	=	3	+	4	+	1
✓	Appraise	INT	3	=	2			+	1
✓	Athletics	STR	8	=	3	+	4	+	1
✓	Craft (Untrained)	INT	2	=	2				
✓	Deception	CHA	4	=	3			+	1
✓	Endurance	CON	4	=	3			+	1
✓	Gather Information	CHA	6	=	3			+	3
✓	Heal	WIS	5	=	4			+	1
✓	Insight	WIS	5	=	4			+	1
	Knowledge (Religion)	INT	6	=	2	+	3	+	1
	Martial Arts (Dexterity Based)	DEX	9	=	3	+	5	+	1
✓	Perception	WIS	13	=	4	+	5	+	4
✓	Persuasion	CHA	4	=	3			+	1
✓	Ride	DEX	4	=	3			+	1
✓	Stealth	DEX	9	=	3	+	5	+	1
✓	Survival	WIS	10	=	4	+	5	+	1
✓	*Survival (Find or follow tracks)*	WIS	12	=	4	+	[5]	+	3
✓	Thievery	DEX	4	=	3			+	1
✓	Use Rope	DEX	4	=	3			+	1
				=		+		+	
				=		+		+	

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

Weapons

*Shortbow (Growth Item / Chosen One)

HAND	TYPE	SIZE	CRITICAL	REACH
Both	P	M	20/x3	5 ft.

	30 ft.	60 ft.	120 ft.	180 ft.	240 ft.
TH	+9/+9	+9/+9	+7/+7	+5/+5	+3/+3
Dam	1d8+1	1d8+1	1d8+1	1d8+1	1d8+1
Special Properties	+1 Die Size from Power, Sentient Any Weapon Growth [+1]				

Spear (Growth Item / Chosen One)

HAND	TYPE	SIZE	CRITICAL	REACH
Carried	P	M	20/x3	5 ft.

	To Hit	Dam		To Hit	Dam
2H	+8/+8	1d8+5	**2W-OH**	N/A	N/A

	20 ft.	30 ft.	40 ft.	60 ft.	80 ft.
TH	+8/+8	+6/+6	+6/+6	+4/+4	+2/+2
Dam	1d8+4	1d8+4	1d8+4	1d8+4	1d8+4
Special Properties	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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Chosen One Robe	Light	+3		+0	0

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EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Shortbow (Growth Item / Chosen One)	Equipped	1	2.0	30.0
0 lbs. +1 Die Size from Power, Sentient Any Weapon Growth [+1]				
Spear (Growth Item / Chosen One)	Carried	1	6.0	2.0
Sentient Any Weapon Growth [+1]				
Chosen One Robe	Equipped	1	0.5	1.0
TOTAL WEIGHT CARRIED/VALUE			8.5 lbs.	33.0 gp

WEIGHT ALLOWANCE

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

LANGUAGES
Celestial, Common, Draconic, Elven, Goblin

Special Attacks

Martial Arts [Eclipse, p.53]

Unarmed Damage 1d6+3, lethal or non-lethal as desired without penalty, (3 CP). A character is considered armed when using unarmed combat so long as he or she places at least 3 CP in this ability. He or she gains a base damage of 1d4 with unarmed attacks. Each +3 CP invested after that increases the damage by one die type (d6/d8/d10/d12), up to a maximum of 1d12 at 15 CP.

Warcraft [Eclipse, p.10]

+2 BAB

Special Qualities

Death and Dying [Eclipse]

Disabled 0 HP till -3, Dying -4 and Dead -17

Immunity to magic sleep effects [PHB, p.16]

+2 racial saving throw bonus against enchantment spells or effects [PHB, p.16]

Elven Blood [PHB, p.18]

For all effects related to race, a half-elf is considered an elf.

Mental Link with other Chosen Ones [Drew]

Automatic Mental Link with Chosen Ones - This allows direct telepathy to any Chosen One, or multiple Chosen Ones, including images.

Resistance To Acid (Ex) [MM]

You may ignore 5 points of Acid damage each time you take Acid damage

Resistance To Cold (Ex) [MM]

You may ignore 5 points of Cold damage each time you take Cold damage

Resistance To Electricity (Ex) [MM]

You may ignore 5 points of Electricity damage each time you take Electricity damage

Weapon Proficiency (All Simple and Martial Weapons) [Eclipse, p.49]

Grants Proficiency with all simple and martial weapons.

Recurring Bonuses

Duties (Chosen Ones) [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.

DISADVANTAGES

Compulsive (Wariness - is careful and wary in all things-especially social relationships) [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, extravagent spending, or even virtue. Codes include things like Hippocratic Oaths or Chivalry. Characters that ignore their compulsions take a 20% experience penalty.

Dependent (Bonded Chosen Ones) [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.

Hunted (Tabarath Cult) [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.

Eclipse Abilities

Character Points Total [Eclipse]

Character Points Total 104

Adept (Martial Arts ~ Wis Based, Perception, Stealth, Survival) [Eclipse, p.24]

(6 CP). Select four related (i.e., get your GM's permission) skills, which you learn for half price. Each rank of a relevant skill now costs only 1/2 CP. Each rank of an irrelevant one now costs only 1 CP. ! You may take this ability twice, affecting two groups of skills, if your Game Master gives you permission. Adept is actually one of the most powerful abilities in the system. It provides a huge skill bonus in exchange for simply deciding on what you're good at. The Game Master should keep a careful eye this. It's most common in Prestige Class conversion.

Augmented Bonus (WIS adds to AC) [EclipseII, p.25]

Companion [Eclipse, p.27]

(6 CP). Used to gain familiars, psicrystals, animal companions, and sometimes mounts. Companion empowers a sidekick - usually an animal. You may choose to apply the standard d20 Druid's Animal Companion bonuses, Wizard's Familiar bonuses, Paladin's Mount bonuses, get a Psi-Crystal, or use any similar progression. The base creature may not have an ECL of more than 1/3 your character level.

Companion / Template [Eclipse, p.27]

(+6 CP) adds a template of up to +2 ECL to the companion. Only one Template can be applied to a given companion, but you may pay the cost multiple times to add a more powerful template. The ECL addition is cumulative up to a maximum of +6.

Companion / Might (Positive Levels) [Eclipse, p.27]

(+6 CP) allows you to grant your companion the benefits of two Positive Levels (see page 86).

Companion / Additional [Eclipse, p.27]

(+6 CP) allows you to gain another Companion. The new Companion gains the benefits of any Great Form, Might, Storage, Transform, or Template bonuses already given to a previous Companion, if applicable and you so desire.

Special Mount [Eclipse, p.27]

You have a Special Mount companion

Evasive / Very Common Actions (Using ranged weapons in melee) [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.

Fortune / Evasion [Eclipse, p.53]

The ever-useful Fortune feat gives the character the ability to entirely ignore certain effects on a successful save. If a spell or effect has an entry such as "Fort Partial" or "Ref half," this feat works.

Grant of Aid [Eclipse, p.32]

(6 CP). You are automatically healed of 1d8+5 points of damage or 1d3 points of attribute damage or 1 negative level (select as needed) once per day per three levels or part thereof. This does not require an action; the player simply decides when it happens.

Grant of Aid / Regenerative (Slow Regrowth) [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.

Grant of Aid / Regenerative / Slow Regrowth [Eclipse, p.32]

(+3 CP) allows the rapid reattachment of any bits that get chopped off.

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 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.

Innate Enchantment / Expertise (Weapon Mastery) (Spear) [Eclipse]

You gain a +3 BAB with a particular weapon.

Innate Enchantment / Immortal Vigor I [Eclipse]

Gain 2d6 + (Con Bonus x2) worth of HP. In this case 12+CON.

Innate Enchantment / Inspiring Word [Eclipse]

provides a +1 Morale Bonus on saves, attacks, checks, and damage (Unlimited Use-Activated, L1 at CL1, Personal Only, 1400 GP).

Innate Enchantment / Martial Mastery (Shortbow) [Eclipse]

+4 Competence Bonus to BAB with Unarmed Strikes (or with another specific weapon).

Legionary ~ Chosen One [Drew, p.53]

Only Works with Chosen Ones., 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.

Track (Wilderness) [Eclipse, p.47]

(3 CP). Characters with this feat select Urban, Wilderness, or Dimensional tracking. Tracking requires a Survival (for wilderness) or Gather Information (for urban) check every mile to follow the target. This is DC 15 for favorable conditions, DC 20 for unfavorable ones. Size bonuses on Hide checks apply, and unfavorable lighting may inflict penalties. Dimensional tracking relies on Spellcraft and can trace Gates or teleportation and dimensional travel.

Unique Training I [Eclipse, p.18]

Grants 6 CP for Unique Training

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Martial Arts

Martial Arts Basic / Attack (3x)   **[Eclipse, p.81]**
  Gain additional +1 each time taken [currently +3] bonus on rolls to Attack, Throw, Grapple, and Trip opponents.

Martial Arts Basic / Defenses   **[Eclipse, p.81]**
  Gain additional +1 each time taken [currently +1] bonus to AC when you are unarmored or lightly armored.

Martial Arts Basic / Power   **[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.

Martial Arts Basic / Power / Improve Die Size   **[Eclipse, p.81]**
  Increase your weapon die type by 1 step, up to a d12 maximum. Weapons that cause multiple dice of damage increase them independently.

PROFICIENCIES

Axe (Throwing), Battleaxe, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Giant Rock, 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

TEMPLATES

03 - World Law ~ Feat Progression 0 - Gain Additional Bonus Feat at First Level
03 - World Law ~ Feat Progression 2 - Gain Bonus Feat every Odd Level

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Innate Racial Spells

Name	Save Information	Time	Duration	Range	Comp.	Source
❏　　Daylight		Standard Action	10 minutes/level [D]	Touch	V,S	PHB: p.216

School: Evocation [Light]　　　　　　*SR:* No　　　　　　*Target:* Object touched　　　　　　*Caster Level:* 2

Effect: 60-ft. radius of bright light., The object touched sheds light as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light. If daylight is cast on a small object that is then placed inside or under a light- proof covering, the spell's effects are blocked until the covering is removed. Daylight brought into an area of magical darkness [or vice versa] is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. Daylight counters or dispels any darkness spell of equal or lower level, such as darkness.

* =Domain/Speciality Spell

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Innate

❑ Daylight (DC:)

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