

Anton Ghar

Character Name

d12E 4

CLASS

4 (4)

Character Level (CR)

6000 / 10000

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	17		+3		
DEX Dexterity	14		+2		
CON Constitution	14		+2		
INT Intelligence	12		+1		
WIS Wisdom	12		+1		
CHA Charisma	10		+0		

SAVING THROWS

FORTITUDE

(constitution)

REFLEX

(dexterity)

WILL

(wisdom)

TOTAL

+6

=

+4

+

+2

+

+0

+

+0

+

+0

+

TOTAL

+6

=

+4

+

+2

+

+0

+

+0

+

+0

+

TOTAL

+5

=

+4

+

+1

+

+0

+

+0

+

+0

+

Conditional Modifiers

MELEE

attack bonus

RANGED

attack bonus

GRAPPLE

attack bonus

TOTAL

+7

=

+4

+

+3

+

+0

+

+0

+

+0

+

TOTAL

+6

=

+4

+

+2

+

+0

+

+0

+

+0

+

TOTAL

+7

=

+4

+

+3

+

+0

+

+0

+

+0

+

*Sword +1 (Bastard)				HAND	TYPE	SIZE	CRITICAL	REACH
				Both	S	M	19-20/x2	5 ft.
To Hit		Dam		To Hit		Dam		
2H	+9	1d10+5	2W-OH	N/A		N/A		

*: 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

*Full Plate +2

30hp/inch and 15 hardness

TYPE

Medium

AC

+10

MAXDEX

+3

CHECK

-3

SPELL FAILURE

25

Camrin

Player Name

Human / Humanoid

RACE

25

AGE

Male

GENDER

HP

hit points

50

AC

armor class

22

TOTAL

20

:

12

:

10

+

10

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 20 ft.

INITIATIVE

modifier

+2

TOTAL

+2

:

+2

:

+0

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

TOTAL SKILLPOINTS: 28		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	1	=	2			+ -1
✓	Appraise	INT	1	=	1			
✓	Athletics	STR	7	=	3		7	+ -3
✓	Athletics (Jump)	STR	1	=	3		[7]	+ -9
✓	Athletics (Swim)	STR	4	=	3		[7]	+ -6
✓	Craft (Untrained)	INT	1	=	1			
✓	Deception	CHA	0	=	0			
✓	Deception (Act in character)	CHA	2	=	0			+ 2
✓	Endurance	CON	-1	=	2			+ -3
✓	Gather Information	CHA	7	=	0		7	
✓	Heal	WIS	1	=	1			
✓	Insight	WIS	1	=	1			
✓	Perception	WIS	8	=	1		7	
✓	Persuasion	CHA	7	=	0		7	
✓	Ride	DEX	9	=	2		7	
✓	Stealth	DEX	-1	=	3			+ -3
✓	Survival	WIS	8	=	1		7	
✓	Survival (Find or follow tracks)	WIS	10	=	1		[7]	+ 2
✓	Thievery	DEX	2	=	2			
✓	Use Rope	DEX	2	=	2			
				=			+	+
				=			+	+
✓/: can be used untrained. X: exclusive skills. *: Skill Mastery.								

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Sword +1 (Bastard)	Equipped	1	6.0	2335.0
Full Plate +2	Equipped	1	25.0	14500.0
30hp/inch and 15 hardness				
TOTAL WEIGHT CARRIED/VALUE			31 lbs.	16835.0 gp

WEIGHT ALLOWANCE					
Light	86	Medium	173	Heavy	260
Lift over head	260	Lift off ground	520	Push / Drag	1300

LANGUAGES	
Common, Elven	

Special Attacks	
Enhanced Strike / Hammer	[Eclipse, p.51]
allows the attack to deal maximum damage while gaining a +5 bonus to hit.	
Warcraft	[Eclipse, p.10]
+4 BAB	
Warcraft / Weapon Focus (Sword (Bastard))	[Eclipse, p.10]
Increase selected weapon to hit by +1	

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -2, Dying -3 and Dead -15	
Armor Proficiency (Heavy)	[Eclipse, p.49]
Proficient with Heavy Armors	
Armor Proficiency (Light)	[Eclipse, p.49]
Proficient with Light Armors	
Armor Proficiency (Medium)	[Eclipse, p.49]
Proficient with Medium Armors	
Humanoid Traits	[PHB, TypesSubtypesAbilities.rtf]
Humanoids eat/sleep/breathe	
Weapon Proficiency (All Simple, Martial and Exotic Weapons)	[Eclipse, p.49]
Grants Proficiency with selected weapons.	

Recurring Bonuses	
Duties (King)	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+8 total CP].	
Fast Learner (Focused on Skills / L-2)	[Eclipse, p.17]
+2 CP towards Skills per level. [+14 total Skill Points Granted].	

DISADVANTAGES	
Compulsive (Knight Code of Honor)	[Eclipse, p.18]
You have the listed compulsions.	
History	[Eclipse, p.19]
You have a written history for the GM.	
Valuable	[Eclipse, p.20]
You have value to others.	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 156, Bonus Feats have added 18 CP, Disadvantages have added 10 CP, Duties adds 8 CP, HD 12 deducts 32 CP, Companions adds 0 CP	
Adept (Athletics, Perception, Ride, Persuasion)	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Companion	[Eclipse, p.27]
Gain a companion creature of your choice.	

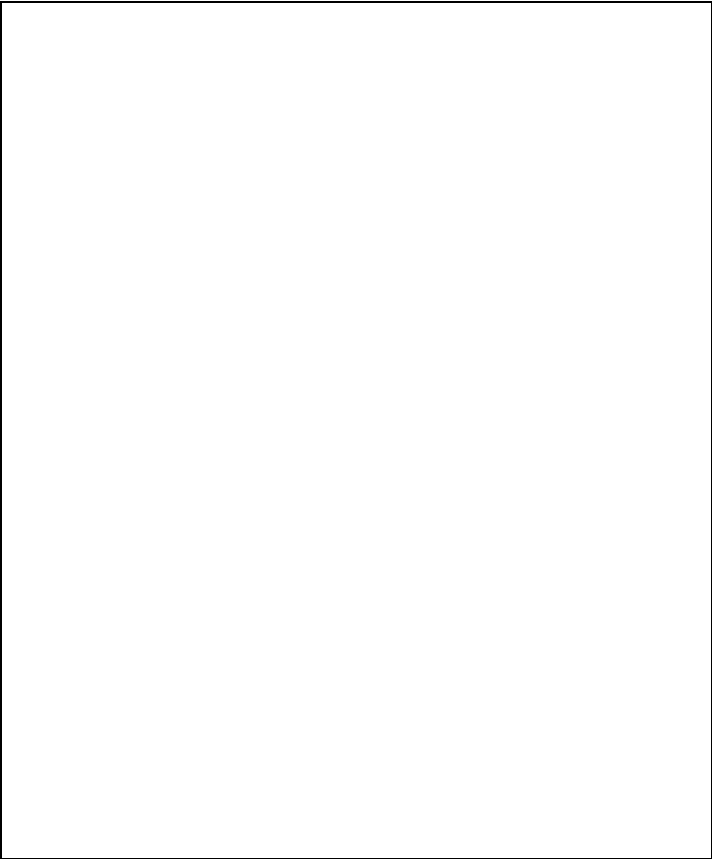
Feats	
Adept (Athletics, Perception, Ride, Persuasion)	[Eclipse]

PROFICIENCIES
Axe (Orc Double), Axe (Throwing), Battleaxe, Bolas, Chain (Spiked), Chakram, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Crossbow (Repeating Heavy), Crossbow (Repeating Light), Curve Blade (Elven), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Dire), Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Gnome Hooked), Hammer (Light), Handaxe, Hoopak, Javelin, Kama, Keyblade, Kukri, Lance, Laser, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Martial Weapon, Maul, Morningstar, Net, Nunchaku, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sai, Sap, Scimitar, Scourge, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Shuriken, Siangham, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Sword (Two-Bladed), Sword Staff, Trident, Unarmed, Unarmed Strike, Urgrosh (Dwarven), Waraxe (Dwarven), Warhammer, Whip

TEMPLATES

Anton Ghar

RACE	Human
AGE	25
VISION	Vision Test: Normal
GENDER	Male
ALIGNMENT	None
DOMINANT HAND	Right
HEIGHT	5' 6"
WEIGHT	144 lbs.
EYE COLOUR	Blue
SKIN COLOUR	Red,
HAIR / HAIR STYLE	
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	None
REGION	
DEITY	Humanoid
Race Type	
Race Sub Type	
Favored Class	EXP Factor: 100%; EXP Penalty: 0%
	Normal



Description: Biography: