

Qixxu Zhao'da

Character Name

d10E 3

CLASS

3 (3)

3000 / 6000

Character Level (CR)

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	16		+3		
DEX Dexterity	20		+5		
CON Constitution	16		+3		
INT Intelligence	14		+2		
WIS Wisdom	12		+1		
CHA Charisma	14		+2		

SAVING THROWS

FORTITUDE

(constitution)

REFLEX

(dexterity)

WILL

(wisdom)

TOTAL

+4

=

+1

+

+3

+

+0

+

+0

+

+0

+

TOTAL

+8

=

+3

+

+5

+

+0

+

+0

+

+0

+

TOTAL

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

Conditional Modifiers

MELEE

attack bonus

RANGED

attack bonus

GRAPPLE

attack bonus

TOTAL

+5

=

+7

+

+3

+

+0

+

-5

+

+0

+

TOTAL

+7

=

+7

+

+5

+

+0

+

-5

+

+0

+

TOTAL

+9

=

+7

+

+3

+

+0

+

-1

+

+0

+

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

Martial Arts	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+6/+6	1d6+3	20/x2	5 ft.

*Longsword (Growth Item / Chosen One)					
		HAND	TYPE	SIZE	CRITICAL
		Primary	S	M	19-20/x2
		To Hit	Dam	To Hit	Dam
1H-P	+12/+12	1d8+4	2W-P-(OH)	+8/+8	1d8+4
1H-O	+12/+12	1d8+2	2W-P-(OL)	+10/+10	1d8+4
2H	+12/+12	1d8+5	2W-OH	+8	1d8+2

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	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Chosen One Robe	Light	+4		+0	0

Azireal

Player Name

Human / Humanoid

RACE

0

Male

GENDER

EYES

HAIR

HP

hit points

67

WOUNDS/CURRENT HP

AC

armor class

20

TOTAL

15

FLAT

16

TOUCH

10

BASE

4

ARMOR BONUS

0

SHIELD BONUS

5

STAT

0

SIZE

0

NATURAL ARMOR

0

REFLEC-TION

0

DODGE

0

Morale

0

Insight

0

Sacred

0

Profane

0

MISC

1

INITIATIVE

modifier

+13

TOTAL

+5

DEX MODIFIER

+8

MISC MODIFIER

MISS CHANCE

0

Arcane Spell Failure

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

None

Region

5' 8" / 170 lbs.

Darkvision (60 ft.)

VISION

TOTAL SKILLPOINTS: 30		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	11	=	5	+	6	
✓	Appraise	INT	2	=	2			
✓	Athletics	STR	9	=	3	+	6	
✓	Craft (Untrained)	INT	2	=	2			
✓	Deception	CHA	10	=	2	+	6	+
✓	Endurance	CON	9	=	3	+	6	
✓	Gather Information	CHA	8	=	2	+	6	
✓	Heal	WIS	1	=	1			
✓	Insight	WIS	1	=	1			
✓	Martial Arts (Dexterity Based)	DEX	11	=	5	+	6	
✓	Perception	WIS	1	=	1			
✓	Persuasion	CHA	4	=	2			+
✓	Ride	DEX	5	=	5			
✓	Stealth	DEX	11	=	5	+	6	
✓	Survival	WIS	1	=	1			
✓	Thievery	DEX	5	=	5			
✓	Thievery (Sleight of Hand)	DEX	7	=	5			+
✓	Use Rope	DEX	5	=	5			
				=		+		+
				=		+		+
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.								

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Chosen One Backpack of Holding	Equipped	1	0	0
Chosen One Orb	Equipped	1	0	0
Chosen One Robe	Equipped	1	0.5	1
Longsword (Growth Item / Chosen One)	Equipped	1	4	15
Sentient Any Weapon Growth [+1]				
TOTAL WEIGHT CARRIED/VALUE			4.5 lbs. / 16 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	
Imbuement	[Eclipse, p.53]
Once taken, the user defines this for a specific weapon type or for unarmed attacks. Weapons gain a +(level/4) enhancement bonus to hit and damage. This does not stack with a magic weapon's bonuses.	
Imbuement Bonus	[Eclipse]
+0 Attack and Damage Bonus	
Martial Arts (2x)	[Eclipse, p.53]
[Damage 1d6]	
Warcraft	[Eclipse, p.10]
+3 BAB	
Warcraft / Weapon Focus (Longsword)	[Eclipse, p.10]
Increase selected weapon to hit by +1	
Warcraft / Weapon Focus, Greater (Longsword)	[Eclipse, p.10]
Increase selected weapon to hit by +1	

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -3, Dying -4 and Dead -17	
Human Bonus Feat	[Is This It]
Humanoid Traits	[Is This It, TypesSubtypesAbilities.rtf]
Humanoids eat/sleep/breathe	
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.	
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]
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].	

DISADVANTAGES	
Accursed (Spark Driven Issues)	[Eclipse, p.18]
You have an affliction or curse.	
Dependent (Bonded Chosen Ones)	[Eclipse, p.18]
You require the listed items to function.	
Hunted (Tabarath Cult)	[Eclipse, p.19]
Something powerful is hunting you.	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 142, Bonus Feats have added 24 CP, Disadvantages have added 10 CP, Duties adds 6 CP, HD 10 deducts 18 CP Companions adds 6 CP	
Adept (Acrobatics, Deception, Martial Arts ~ Dex Based, Stealth)	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
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.	
Block / 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 (Stops 60 Points of Damage). Attackers may give up part of their BAB to increase the Block save DC on a 1-to-1 basis.	
Bonus Attack / Two Weapon Fighting	[Eclipse, p.51]
Grants an Additional Attack for an Off-Hand	
Companion	[Eclipse, p.27]
Gain a companion creature of your choice.	
Companion / Template	[Eclipse, p.27]
adds a single template of up to +2 ECL to a max of +6 to the companion.	
Companion / Might (Positive Levels)	[Eclipse, p.27]
(+6 CP) Companion gets +2 Positive Levels (p.86)	
Companion / Grant Sentience	[Eclipse]
Self-Development to Int for Companion. Creature understands the world better.	
Grant of Aid	[Eclipse, p.32]
1/day Free Action - Heal 1d8+5 hp 1d3 attribute damage or 1 negative level.	
Grant of Aid / Regenerative / Slow Regrowth	[Eclipse, p.32]
(+3 CP) allows the slow (1d4 weeks) regrowth of lost limbs and organs.	
Improved Initiative (4x)	[Eclipse, p.53]
+2 to initiative each time taken [+8 Bonus]	
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. [Additional Total Granted 0]	
Innate Enchantment / Sensitive Nose (Detect Poison)	[Eclipse]
You can easily determine if someone has poisoned your food or drink - or it a suspicious substance is poisonous.	
Innate Enchantment / Enhanced Attribute (+2 Dexterity)	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Dexterity	
Innate Enchantment / Immortal Vigor I	[Eclipse]
[At Will] As grants 12 + CON*2 HP.	
Innate Enchantment / Martial Mastery (Longsword)	[Eclipse]
+4 Competence Bonus to BAB with Unarmed Strikes (or with another specific weapon).	
Legionary ~ Chosen One	[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.	
Racing the Winds of Time	[Eclipse]
Inherent Spell (Rapid Travel - the Speedster teleport variant, with the Arcanum Minimus Life Energy limitation to drop it to L3; it will do you 2d6 damage to use it), with the uses-mana option instead of uses per day. Specialized/this has disruptive side effects along your route, sets off an obvious flare of poorly-controlled time magic, requires several minutes of recovery time between uses, and has a maximum range of about twenty minutes run - currently a little over a mile, more if your movement speed is better (3 CP).	
Borrowed Time	[Eclipse]
Reflex Action - Dex Bonus Based Free Standard Actions a day / Corrupted Only activates when under stress or duress/ Specialized (Double effect) GM determines when it will activate. 8 Uses/day	
Mana	[Eclipse]
+1d6 Mana (5) / Specialized only for GM approved powers / Corrupted only activates at GM direction	
Mana Choice (Reality Editing)	[Eclipse]
Reality Editing // Under above stipulations - GM chooses outcome	
Template Disadvantages	[Eclipse]
Valuable and Outcast (Powerful forces seek to collect on his divine spark, though his curse is his skin is flayed for a week as it continually re-grows and sloughs off)	

Martial Arts	
Martial Arts Basic / Attack	[Eclipse, p.81]
Gain additional +1 each time taken [currently +1] 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 / Synergy (Deception)	[Eclipse, p.81]
You gain +2 on any related skill. Each time this is taken it applies to a different skill. Common synergies include Tumble, Heal, and Move Silently, but others are possible.	
Martial Arts Advanced / Sneak Attack (2x)	[Eclipse, p.81]
Add +1d6, as per a Rogue's ability [unlike many point-buy abilities, this does not affect creatures immune to critical hits]. This may be taken more than once, up to a maximum of +4d6.	

PROFICIENCIES

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

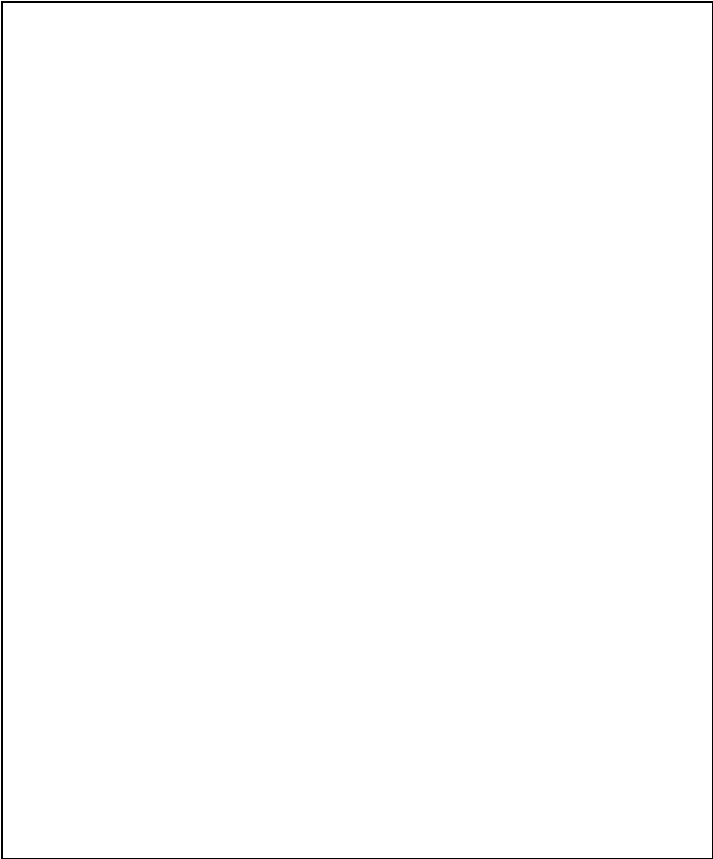
TEMPLATES

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

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

Qixxu Zhao'da

Human
RACE
0
AGE
Vision Test: Darkvision (60 ft.)
Male
GENDER
Darkvision (60 ft.)
VISION
Neutral Good
ALIGNMENT
Right
DOMINANT HAND
5' 8"
HEIGHT
170 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
,
HAIR / HAIR STYLE
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION
DEITY
Humanoid
Race Type
Race Sub Type
Any
Favored Class
EXP Factor: 100%; EXP Penalty: 0%
Darkvision (60 ft.)



Description:

Racing the Winds of Time - So the ability is poorly-controlled, a possible strain, and using mana. This would be your first disciplined power and you have the reflex actions to trigger it in. Ergo, the quickest is Inherent Spell (Rapid Travel - the Speedster teleport variant, with the Arcanum Minimus Life Energy limitation to drop it to L3; it will do you 2d6 damage to use it)), with the uses-mana option instead of uses per day. Specialized/this has disruptive side effects along your route, sets off an obvious flare of poorly-controlled time magic, requires several minutes of recovery time between uses, and has a maximum range of about twenty minutes run - currently a little over a mile, more if your movement speed is better (3 CP). This will not penetrate sealed doors and such; you need to be able to trace a reasonably practical route with no obstacles you couldn't simply push aside. It could pass over water though, or take some rather long jumps; at that speed you won't be falling much.

Biography: