

# Zhaital Bonegnasher

NAME  
d20E2 d12E2  
CLASS  
4  
Character Level

6000  
EXPERIENCE  
10000  
NEXT LEVEL

# Sean Lujan

PLAYERNAME  
Human  
RACE  
16  
AGE  
Medium  
SIZE  
Male  
GENDER

DEITY  
6' 1"  
HEIGHT  
Hazel  
EYES  
215 lbs.  
WEIGHT  
Brown,  
HAIR

Neutral Good  
ALIGNMENT  
VISION  
0  
POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
<b>STR</b> Strength	17	+3	17	+3	17	+3	85				Walk 30 ft.
<b>DEX</b> Dexterity	14	+2	14	+2	14	+2	<b>AC</b> armor class	16	14	12	10
<b>CON</b> Constitution	17	+3	17	+3	17	+3	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS
<b>INT</b> Intelligence	12	+1	12	+1	12	+1	<b>INITIATIVE</b> modifier	+2	+2	+0	SHIELD BONUS
<b>WIS</b> Wisdom	12	+1	12	+1	12	+1	TOTAL	DEX MODIFIER	MISC MODIFIER	STAT	SIZE
<b>CHA</b> Charisma	14	+2	14	+2	14	+2	<b>BASE ATTACK</b> bonus	+7/+2		NATURAL ARMOR	DEFLEC-TION
										MISC	MISS CHANCE
											ARCANE SPELL FAILURE
											ARMOR CHECK PENALTY
											SPELL RESIST

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+7	+4	+3	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+4	+2	+2	+0	+0	+0		
<b>WILL</b> (wisdom)	+2	+1	+1	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+8	+7	+3	+0	-2	+0	
<b>RANGED</b> attack bonus	+7	+7	+2	+0	-2	+0	
<b>GRAPPLE</b> attack bonus	+8	+7	+3	+0	-2	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+8/+8	1d3+3	20/x2	5 ft.

*Greatsword		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	S	M	19-20/x2	5 ft.
To Hit	Dam	To Hit		Dam		
2H	+8/+8	2d6+4	2W-OH	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	7/3.5
					RANKS	MISC MODIFIER
✓ Acrobatics	DEX	0	=	2	+	-2
✓ Appraise	INT	1	=	1	+	+
✓ Athletics	STR	3	=	3	+ 2.0	-2
✓ Athletics (Swim)	STR	1	=	3	+ 2.0	-4
✓ Craft (Untrained)	INT	1	=	1	+	+
✓ Deception	CHA	3	=	2	+ 1.0	+
✓ Endurance	CON	1	=	3	+	-2
✓ Gather Information	CHA	2	=	2	+	+
✓ Heal	WIS	1	=	1	+	+
✓ Mystic Artist Skill		0	=	0	+	+
✓ Perception	WIS	8	=	1	+ 7.0	+
✓ Persuasion	CHA	6	=	2	+ 4.0	+
✓ Ride	DEX	3	=	2	+ 1.0	+
✓ Sense Motive	WIS	1	=	1	+	+
✓ Stealth	DEX	2	=	2	+ 2.0	-2
✓ Survival	WIS	6	=	1	+ 5.0	+
Survival (Find or follow tracks)	WIS	8	=	1	+ 5.0	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
Chain Shirt	Equipped	1	25.0	100.0
Greatsword	Equipped	1	8.0	50.0
TOTAL WEIGHT CARRIED/VALUE			33 lbs. 150.0 gp	

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

+7/+2

Special Attacks	
Warcraft +7 BAB	[Eclipse, p.10]

Special Qualities	
Armor Proficiency (Light) Proficient with Light Armors	[Eclipse, p.49]
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]

Recurring Bonuses	
Duties (+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.	[Eclipse, p.17]

DISADVANTAGES	
Healing Resistant You get only half the benefit of Cure Wounds or Heal spells. Additionally, Neutralize and Remove spells grant you a save to throw off whichever effect they are targeting, but aren't automatic. This does have an upside; the relevant Inflict Wounds, Harm, Contagion, Poison, and Blindness/Deafness spells are similarly reduced in effectiveness, allowing an extra save or halving the effect.	[Eclipse, p.19]
Illiterate (All) An Illiterate character either cannot read or write all of the languages he or she knows. This disadvantage has a flat cost and does not refer back to the starting disadvantages price table. The character gains +2 CP for all languages.	[Eclipse, p.19]
Uncivilized You do not fit into anything beyond a small tribe. Complex social situations, the sheet scale of cities and towns, and business and banking schemes (among other things) are all beyond your grasp. You stick out like a sore thumb in civilized areas and greatly prefer to stick with items, foods, and customs typical of your tribe. You start off with little or no access to advanced equipment or techniques for the setting, and often take a -4 penalty when dealing with civilized societies or technologies.	[Eclipse, p.20]
Vows (Vow to hunt the killer of your village) While closely related to Compulsive, Vows are generally more restrictive. They're also far more dangerous; those who fail to live up to their vows face some form of retribution. On the other hand, they also get some support; characters gain a +/- 3 bonus (as needed) against attempts to make them break their vows.	[Eclipse, p.20]

## Eclipse Abilities

Berserker (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).	[Eclipse, p.25]
Berserker - Odinprower (+3 CP) usually increases the bonuses to +6, +6 and +3 respectively. The total increases to +13.	[Eclipse, p.26]
Damage Reduction 3/- (Physical Only) 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.	[Eclipse, p.29]
Expertise (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.	[Eclipse, p.32]
Expertise - Improved (+6 CP) increases the upper limit to + and -20.	[Eclipse, p.32]
Immunity ( to All non-beneficial 1st Level Spells) See immunity	[Eclipse, p.34]

+7/+2/+2

Feats	
Feat Conversion to CP ~ 6 (5x) 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, Halbspear, Hoopak, Javelin, Keyblade, Laser, Longspear, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Scourge, Shortspear, Sickel, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike	

LANGUAGES	
Common, Elven	

TEMPLATES	
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## Notes:

Character Sheet Notes: