

Barret Lightning

NAME

d20E2 d10E5

CLASS

7/6

Character Level/ECL

21000

EXPERIENCE

21000

NEXT LEVEL

Human

RACE

20

AGE

Medium

SIZE

Male

GENDER

5' 6"

HEIGHT

Brown

EYES

144 lbs.

WEIGHT

Brown, Braided

HAIR

Neutral Good

ALIGNMENT

Darkvision (60 ft.), Low-light

VISION

0

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

19

+4

19

+4

19

+4

DEX

17

+3

17

+3

17

+3

CON

14

+2

14

+2

14

+2

INT

14

+2

14

+2

14

+2

WIS

14

+2

14

+2

14

+2

CHA

14

+2

14

+2

14

+2

HP

hit points

72

WOUNDS/CURRENT HP

AC

armor class

25

TOTAL

22

FLAT

20

TOUCH

10

BASE

4

ARMOR BONUS

0

SHIELD BONUS

3

STAT

0

SIZE

1

NATURAL ARMOR

0

DEFLEC-TION

7

MISC

INITIATIVE

modifier

+3

TOTAL

+3

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+5

SPEED

Walk 75 ft., %list 30 ft.

0

MISS CHANCE

+0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+5

=

+3

+

+2

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+9

=

+6

+

+3

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+8

=

+6

+

+2

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+12

=

+5

+

+4

+

+0

+

+3

+

+0

+

RANGED

attack bonus

+11

=

+5

+

+3

+

+0

+

+3

+

+0

+

GRAPPLE

attack bonus

+12

=

+5

+

+4

+

+0

+

+3

+

+0

+

Martial Arts	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+15	2d10+4	20/x2	5 ft.

*Claw	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+12		1d3+4			

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
*Faerie Armor	Light	+4	+8	+0	0

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

Walk 75 ft., %list 30 ft.

0

MISS CHANCE

+0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	10/5 MISC MODIFIER
✓ Acrobatics	DEX	12	=	3	+	9.0
✓ Appraise	INT	2	=	2	+	
✓ Athletics	STR	13	=	4	+	9.0
✓ Athletics (Jump)	STR	29	=	4	+	9.0 + 16
✓ Craft (Untrained)	INT	2	=	2	+	
✓ Deception	CHA	7	=	2	+	5.0
✓ Endurance	CON	9	=	2	+	7.0
✓ Gather Information	CHA	2	=	2	+	
✓ Heal	WIS	11	=	2	+	9.0
✓ Martial Arts (Dexterity Based)	DEX	12	=	3	+	9.0
✓ Mystic Artist Skill		0	=	0	+	
✓ Perception	WIS	13	=	2	+	9.0 + 2
✓ Persuasion	CHA	11	=	2	+	9.0
✓ Ride	DEX	3	=	3	+	
✓ Sense Motive	WIS	2	=	2	+	
✓ Stealth	DEX	3	=	3	+	
✓ Survival	WIS	2	=	2	+	
✓ Survival (Find or follow tracks)	WIS	4	=	2	+	1.0 + 1
✓ Thievery	DEX	3	=	3	+	
✓ Use Rope	DEX	3	=	3	+	
			=		+	
			=		+	

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Claw	Equipped	1	0.0	0.0	
Faerie Armor	Equipped	1	0.5	1.0	
Sentient Rod of Any Weapon	Equipped	1	0.0	0.0	
Special Backpack of Holding 0 lbs.	Equipped	1	0.0	0.0	
Special Boots	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			0.5 lbs.	1.0 gp	

WEIGHT ALLOWANCE					
Light	116	Medium	233	Heavy	350
Lift over head	350	Lift off ground	700	Push / Drag	1750

+7/+2

Special Attacks	
Any Weapon Rod	[Is This It]
Quicksilver metal rod can become any weapon of a non-complex nature, up to a crossbow. It will form the desired weapon as a Free Action. May have other properties that as of yet are undiscovered.	
Natural Weapon (Claw)	[DS, web]
You can use your sharp claws to deal lethal (slashing) damage instead of nonlethal damage with an unarmed attack. Attacks made with natural weapons do not provide attacks of opportunity. The damage of this attack is the base creature's normal unarmed combat damage.	
Martial Arts (15x)	[Eclipse, p.53]
Unarmed Damage 2d10, (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]
+5 BAB	

Recurring Bonuses	
Duties (Chosen Ones Duties)	[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.	
Fast Learner/ Specialized for increased effect (Skills)	[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	
Broke	[Eclipse, p.18]
You start with only a third of the usual cash and equipment you would be entitled to by your level. You may have continuing money problems as well if you add Obligations, Compulsive, or a similar flaw.	
History	[Eclipse, p.19]
The player has a few pages of notes for the GM about the character's history, personality, and goals. This should include some mention of friends and family, old enemies or allies, and where the character got his or her training or equipment. The GM should to allow the player several sessions to come up with it all.	
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	
Adept (Acrobatics, Athletics, Martial Arts, Persuasion)	[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)	[Eclipse, p.25]
Celerity (Walk)	[Eclipse, p.27]
(6 CP). Celerity adds +10 feet per round to one of your movement modes. This is considered bonus movement for the purposes of skills; it does not apply when calculating movement penalties on skill use.	
Celerity / Improved (6x)	[Eclipse, p.27]
adds +10' more movement per 3 CP invested.	
Defender / Improved	[Eclipse, p.51]
(+6 CP) adds +1 AC and may be taken multiple times. Characters don't actually have to take Defender first, although it is recommended. Many characters take a Corrupted version: not cumulative with armor and shield bonuses	
+4 racial bonus on saves against sleep and paralysis	[DS, web]
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.	

Martial Arts	
Martial Arts Basic / Attack (3x)	[Eclipse, p.81]
You get a +1 bonus on rolls to Attack, Throw, Grapple, and Trip opponents.	
Martial Arts Basic / Defenses (4x)	[Eclipse, p.81]
You gain +1 bonus to AC when you are unarmored or lightly armored.	
+7/+2+7/+2	

Feats	
Feat Conversion to CP ~ 6 (2x)	[Eclipse, p.9]

PROFICIENCIES	
Claw, Gauntlet, Grapple, Spells(Ray), Unarmed Strike	

LANGUAGES	
Common, Draconic, Sylvan, Terran	

TEMPLATES	
Buy Off ECL Penalty ~ Level 2	

Notes:

Character Sheet Notes: