

Estanna

CHARACTER NAME

d8E 1

CLASS

1

Character Level

0 / 1000

EXP / NEXT LEVEL

Abalux84

PLAYER NAME

Half-Elf (Aasimar)

RACE

Medium

SIZE

5' 10"

HEIGHT

150 lbs.

WEIGHT

20

AGE

Female

GENDER

Dark Blue

EYES

None

REGION

Golden, Cropped

HAIR

Neutral Good

ALIGNMENT

Darkvision (60 ft.), Low-light

VISION

42

POINTS



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		

WOUNDS/CURRENT HP

HP

hit points

29

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

AC

armor class

16

TOTAL

13

FLAT

14

TOUCH

10

BASE

2

ARMOR BONUS

0

SHIELD BONUS

3

STAT

0

SIZE

0

NATURAL ARMOR

0

DEFLECTION

0

DODGE

0

MISC

1

MISS CHANCE

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

INITIATIVE

modifier

+3

TOTAL

+3

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+7/+2

SAVING THROWS

FORTITUDE

(constitution)

TOTAL

+4

=

+0

BASE SAVE

+3

ABILITY

+0

MAGIC

+1

MISC

+0

EPIC

TEMP

REFLEX

(dexterity)

TOTAL

+5

=

+1

BASE SAVE

+3

ABILITY

+0

MAGIC

+1

MISC

+0

EPIC

TEMP

WILL

(wisdom)

TOTAL

+5

=

+0

BASE SAVE

+4

ABILITY

+0

MAGIC

+1

MISC

+0

EPIC

TEMP

Conditional Modifiers

MELEE

attack bonus

TOTAL

+4

=

+7

BASE ATTACK BONUS

+3

STAT

+0

SIZE

-6

MISC

+0

EPIC

TEMP

RANGED

attack bonus

TOTAL

+5

=

+7

BASE ATTACK BONUS

+3

STAT

+0

SIZE

-5

MISC

+0

EPIC

TEMP

GRAPPLE

attack bonus

TOTAL

+4

=

+7

BASE ATTACK BONUS

+3

STAT

+0

SIZE

-6

MISC

+0

EPIC

TEMP

Martial Arts

TOTAL ATTACK BONUS

+4/+4

DAMAGE

1d6+3

CRITICAL

20/x2

REACH

5 ft.

*Claws

HAND

Primary

TYPE

S

SIZE

M

CRITICAL

20/x2

REACH

5 ft.

TOTAL ATTACK BONUS

+4/+4/+4

DAMAGE

1d6+3

Special Properties

*Shortbow (Growth Item / Chosen One)

HAND

Both

TYPE

P

SIZE

M

CRITICAL

20/x3

REACH

5 ft.

TH

+10/+10

60 ft.

+10/+10

120 ft.

+8/+8

180 ft.

+4/+4

240 ft.

Dam

1d8

1d8

1d8

1d8

1d8

Special Properties

+1 Die Size from Power

Spear (Growth Item / Chosen One)

HAND

Carried

TYPE

P

SIZE

M

CRITICAL

20/x3

REACH

5 ft.

To Hit

Dam

2H

+8/+8

1d8+4

2W-OH

N/A

N/A

TH

+9/+9

+7/+7

+7/+7

+5/+5

+3/+3

Dam

1d8+3

1d8+3

1d8+3

1d8+3

1d8+3

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

*Chosen One Robe

TYPE

Light

AC

+2

MAXDEX

0

CHECK

+0

SPELL FAILURE

0

TOTAL SKILLPOINTS: 14		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	MAX RANKS: 4/2
✓	Acrobatics	DEX	7	=	3	+	3	+	1
✓	Appraise	INT	3	=	2			+	1
✓	Athletics	STR	7	=	3	+	3	+	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
	Martial Arts (Dexterity Based)	DEX	8	=	3	+	4	+	1
✓	Perception	WIS	12	=	4	+	4	+	4
✓	Persuasion	CHA	4	=	3			+	1
✓	Ride	DEX	4	=	3			+	1
✓	Stealth	DEX	8	=	3	+	4	+	1
✓	Survival	WIS	9	=	4	+	4	+	1
✓	Thievery	DEX	4	=	3			+	1
✓	Use Rope	DEX	4	=	3			+	1
				=		+		+	
				=		+		+	

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Claws	Equipped	1	0.0	0.0	
Shortbow (Growth Item / Chosen One)	Equipped	1	2.0	30.0	
0 lbs. +1 Die Size from Power					
Spear (Growth Item / Chosen One)	Carried	1	6.0	2.0	
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 [Damage 1d6]	[Eclipse, p.53]
Warcraft +0 BAB	[Eclipse, p.10]
Warcraft / Spec for Ranged	[Eclipse]

Special Qualities	
Death and Dying Disabled 0 HP till -3, Dying -4 and Dead -17	[Eclipse]
Immunity to magic sleep effects	[PHB, p.16]
+2 racial saving throw bonus against enchantment spells or effects	[PHB, p.16]
Elven Blood For all effects related to race, a half-elf is considered an elf.	[PHB, p.18]
Mental Link with other Chosen Ones Automatic Mental Link with Chosen Ones - This allows direct telepathy to any Chosen One, or multiple Chosen Ones, including images.	[Drew]
Resistance To Acid (Ex) You may ignore 5 points of Acid damage each time you take Acid damage	[MM]
Resistance To Cold (Ex) You may ignore 5 points of Cold damage each time you take Cold damage	[MM]
Resistance To Electricity (Ex) You may ignore 5 points of Electricity damage each time you take Electricity damage	[MM]
Weapon Proficiency (All Simple and Martial Weapons) Grants Proficiency with all simple and martial weapons.	[Eclipse, p.49]

Recurring Bonuses	
Duties (Chosen Ones) You have duties. Grants 2 CP per level. [+2 total CP].	[Eclipse, p.17]

DISADVANTAGES	
Compulsive (Wariness - is careful and wary in all things-especially social relationships) You have the listed compulsions.	[Eclipse, p.18]
Dependent (Bonded Chosen Ones) You require the listed items to function.	[Eclipse, p.18]
Hunted (Tabarath Cult) Something powerful is hunting you.	[Eclipse, p.19]

Eclipse Abilities	
Character Points Total Character Points Total 78, Bonus Feats have added 18 CP, Disadvantages have added 10 CP, Duties adds 2 CP, HD 8 deducts 4 CP	[Eclipse]
Adept (Martial Arts ~ Wis Based, Perception, Stealth, Survival) Choose four related skills that only cost 1/2 a Character Point for each skill rank.	[Eclipse, p.24]
Evasive / Very Common Actions (Using ranged weapons in melee) 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.	[Eclipse, p.52]
Fortune / Evasion On Successful Reflex Save, ignore effect of Reflex Half/Partial.	[Eclipse, p.53]
Grant of Aid 1/day Free Action - Heal 1d8+5 hp, 1d3 attribute damage or 1 negative level.	[Eclipse, p.32]
Grant of Aid / Regenerative (Slow Regrowth) (+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.	[Eclipse, p.32]
Innate Enchantment 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.	[Eclipse, p.34]
Innate Enchantment / Expertise (Weapon Mastery) (Spear) You gain a +3 BAB with a particular weapon.	[Eclipse]
Innate Enchantment / Immortal Vigor I [At Will] As grants 12 + CON*2 HP.	[Eclipse]
Innate Enchantment / Inspiring Word provides a +1 Morale Bonus on saves, attacks, checks, and damage (Unlimited Use-Activated, L1 at CL1, Personal Only, 1400 GP).	[Eclipse]
Innate Enchantment / Martial Mastery (Shortbow) +4 Competence Bonus to BAB with Unarmed Strikes (or with another specific weapon).	[Eclipse]
Legionary ~ Chosen One Gain +1/2/3 bonus to AC, Attacks and Reflex Saves when with 1-2/3-4/5+ others who have this feat.	[Drew, p.53]
Track (Wilderness) (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.	[Eclipse, p.47]

Martial Arts	
Martial Arts Basic / Attack (2x) Gain additional +1 each time taken [currently +2] bonus on rolls to Attack, Throw, Grapple, and Trip opponents.	[Eclipse, p.81]
Martial Arts Basic / Defenses Gain additional +1 each time taken [currently +1] bonus to AC when you are unarmored or lightly armored.	[Eclipse, p.81]
Martial Arts Basic / Power 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.	[Eclipse, p.81]
Martial Arts Basic / Power / Improve Die Size Increase your weapon die type by 1 step, up to a d12 maximum. Weapons that cause multiple dice of damage increase them independently.	[Eclipse, p.81]

PROFICIENCIES	
Axe (Throwing), Battleaxe, Chakram, Claws, 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	

Innate Racial Spells

Name	Save Information	Time	Duration	Range	Comp.	Source
<input type="checkbox"/> Daylight		Standard Action	10 minutes/level [D]	Touch	V,S	PHB: p.216
School: Evocation [Light]	SR: No	Target: Object touched			Caster Level: 1	
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/Specialty Spell						

Innate

☐ Daylight (DC:)