

Hagar

CHARACTER NAME	
d12E 5	
CLASS	
5	10000 / 15000
Character Level	EXP / NEXT LEVEL

George Cool

PLAYER NAME	
Human	Medium
RACE	SIZE
16	Male
AGE	GENDER

None	Neutral Good
REGION	ALIGNMENT
5' 7"	Normal
HEIGHT	VISION
156 lbs.	2
WEIGHT	POINTS
HAIR	



ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	19		+4		
DEX Dexterity	14		+2		
CON Constitution	17		+3		
INT Intelligence	12		+1		
WIS Wisdom	14		+2		
CHA Charisma	12		+1		

HP		WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
hit points	67							Walk 30 ft.	
AC armor class	17	15	12	10	5	0	2	0	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR

INITIATIVE modifier	+2	=	+2	=	+0
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+8/+3				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+6	=	+2	+3	+0	+1	+0	
REFLEX (dexterity)	+5	=	+2	+2	+0	+1	+0	
WILL (wisdom)	+5	=	+2	+2	+0	+1	+0	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+10	=	+8	+4	+0	-2	+0
RANGED attack bonus	+8	=	+8	+2	+0	-2	+0
GRAPPLE attack bonus	+10	=	+8	+4	+0	-2	+0

Martial Arts	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+10/+10	1d4+4	20/x2	5 ft.

*Greataxe +1				HAND	TYPE	SIZE	CRITICAL	REACH
				Both	S	M	20/x3	5 ft.
	To Hit	Dam		To Hit			Dam	
2H	+11/+11	1d12+7	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
*Breastplate	Medium	+5	+3	-4	25

TOTAL SKILLPOINTS: 32		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS: 8/4	MISC MODIFIER
✓	Acrobatics	DEX	6	=	2	+ 8	+ -4	
✓	Appraise	INT	1	=	1			
✓	Athletics	STR	0	=	4		+ -4	
✓	Athletics (Swim)	STR	-4	=	4		+ -8	
✓	Craft (Untrained)	INT	1	=	1			
✓	Deception	CHA	1	=	1			
✓	Endurance	CON	-1	=	3		+ -4	
✓	Gather Information	CHA	1	=	1			
✓	Heal	WIS	2	=	2			
✓	Insight	WIS	2	=	2			
✓	Martial Arts (Strength Based)	STR	12	=	4	+ 8		
✓	Perception	WIS	10	=	2	+ 8		
✓	Persuasion	CHA	1	=	1			
✓	Ride	DEX	2	=	2			
✓	Stealth	DEX	-2	=	2		+ -4	
✓	Survival	WIS	12	=	2	+ 8	+ 2	
✓	Survival (Find or follow tracks)	WIS	18	=	2	+ [8]	+ 8	
✓	Thievery	DEX	2	=	2			
✓	Use Rope	DEX	2	=	2			

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Breastplate	Equipped	1	30.0	200.0
Greataxe +1	Equipped	1	12.0	2320.0
TOTAL WEIGHT CARRIED/VALUE			42 lbs.	2520.0 gp

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

LANGUAGES	
Common	

Special Attacks	
Warcraft +8 BAB	[Eclipse, p.10]

Special Qualities	
Death and Dying Disabled 0 HP till -3, Dying -4 and Dead -18	[Eclipse]
Armor Proficiency (Light) Proficient with Light Armors	[Eclipse, p.49]
Armor Proficiency (Medium) Proficient with Medium Armors	[Eclipse, p.49]
Scent (Ex) Detect creatures within 30 feet by scent. Grants +4 to Survival checks when tracking creatures by scent.	[MM]
Weapon Proficiency (All Simple and Martial Weapons) Grants Proficiency with all simple and martial weapons.	[Eclipse, p.49]

Recurring Bonuses	
Duties (Merrick) You have duties. Grants 2 CP per level. [+10 total CP].	[Eclipse, p.17]
Fast Learner (Focused on Skills /Human) (Child) +2 CP towards Skills per level. [+16 total Skill Points Granted].	[Eclipse, p.17]

DISADVANTAGES	
History You have a written history for the GM.	[Eclipse, p.19]
Showman You go slower as you broadcast your actions.	[Eclipse, p.20]
Uncivilized You are not civilised.	[Eclipse, p.20]

Eclipse Abilities	
Character Points Total Character Points Total 188, Bonus Feats have added 24 CP, Disadvantages have added 10 CP, Duties adds 10 CP, HD 12 deducts 40 CP	[Eclipse]
Awareness Retain your Dex bonus when flat-footed or attacked by an invisible assailant and save without penalty against surprises.	[Eclipse, p.25]
Awareness / Flankless (+6 CP) You can no longer be flanked. This is usually Specialized so that it does not function against opponents with a 4-level or better advantage over you.	[Eclipse, p.25]
Berserker Gains a Total of +8 in temp bonuses. Normally +4 to two attributes, +2 to a saving throw or AC, and -2 to something else.	[Eclipse, p.25]
Berserker / Controlled DC 18 Will save to do something outside of the focus while berserk.	[Eclipse, p.26]
Berserker / Odinpowers Total Increases to +13. Normally increasing the bonuses to +6, +6 and +3 respectively.	[Eclipse, p.26]
Berserker / Odinmight Total increases to +18. Normally increases the bonuses to +8, +8 and +4 respectively.	[Eclipse, p.26]
Berserker / Enduring Removes the fatigue after the berserker session.	[Eclipse, p.26]
Celerity (Walk) Add +10' to a movement mode	[Eclipse, p.27]
Deep Sleep You only require 4 hours of sleep instead of 8 hours to be fully refreshed.	[Eclipse, p.30]
Damage Reduction 3/- (All) 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]
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 / Resistance +1 Resistance bonus to Saves.	[Eclipse]
Innate Enchantment / Enhanced Attribute (+2 Strength) [At Will] Grants +2 Enhancement Bonus to Strength	[Eclipse]
Innate Enchantment / Scent The user gets the Scent ability.	[Eclipse]
Innate Enchantment / Sustenance (has only one-quarter the usual need to eat, sleep, drink, and breathe, 1400 GP)	[Eclipse]

Martial Arts	
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 / Strike You may deal lethal or nonlethal damage at will without penalty. Your base damage is at least 1d4. This may only be taken once.	[Eclipse, p.81]
Martial Arts Basic / Synergy (Survival) 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.	[Eclipse, p.81]
Martial Arts Advanced / Blinding Strike You may attempt to partially blind or otherwise disorient an opponent on a critical hit. The effect, whether ringing ears, blood in the eyes, or vertigo from a head wound, persists for 2d4 rounds. It imposes a 20% spell failure chance and a -2 circumstance penalty on attack rolls, AC, and saving throws. It does not affect opponents immune to critical hits or who are two size categories or more larger than you, or who make a Fort save at DC 15 +(Str Mod). The critical hit deals damage as normal.	[Eclipse, p.81]
Martial Arts Advanced / Instant Stand You may stand up as a Free Action if unarmored or in light armor.	[Eclipse, p.81]
Martial Arts Advanced / Mind Like Moon You reflexively come on guard when attacked. With a DC 15 Reflex save, you avoid being surprised or flat-footed at the beginning of combat.	[Eclipse, p.81]

PROFICIENCIES	
Axe (Throwing), Battleaxe, Chakram, 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 1 - Gain Bonus Feat every Even Level