

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
STR Strength	17	+3	17	+3	17	+3
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	17	+3	17	+3	17	+3
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	14	+2	14	+2	14	+2

HP  
hit points  
85

AC  
armor class  
18

INITIATIVE  
modifier  
+2

BASE ATTACK  
bonus  
+7/+2

WOUNDS/CURRENT HP  
16

SUBDUAL DAMAGE  
14

DAMAGE REDUCTION  
10

SPEED  
Walk 30 ft.

MISS CHANCE  
20

ARCANE SPELL FAILURE  
-2

ARMOR CHECK PENALTY  
0

SPELL RESIST  
0

SAVING THROWS

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

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+9	+7	+3	+0	-1	+0	
RANGED attack bonus	+8	+7	+2	+0	-1	+0	
GRAPPLE attack bonus	+9	+7	+3	+0	-1	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+9/+9	1d3+3	20/x2	5 ft.

*Masterwork Greatsword				HAND	TYPE	SIZE	CRITICAL	REACH
				Both	S	M	19-20/x2	5 ft.
2H	To Hit	Dam	2W-OH	To Hit		Dam		
	+10/+10	2d6+4		N/A		N/A		

\*: 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	RANKS	MISC MODIFIER	7/3.5
✓ 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	+			
✓ Insight	WIS	1	=	1	+			
Martial Arts (Strength Based)	STR	5	=	3	+	2.0		
✓ Perception	WIS	8	=	1	+	7.0		
✓ Persuasion	CHA	6	=	2	+	4.0		
✓ Ride	DEX	3	=	2	+	1.0		
✓ Stealth	DEX	2	=	2	+	2.0		-2
✓ Survival	WIS	6	=	1	+	5.0		
Survival (Find or follow tracks)	WIS	6	=	1	+	3.5		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	
Masterwork Greatsword	Equipped	1	8.0	350.0	
TOTAL WEIGHT CARRIED/VALUE			33 lbs.450.0 gp		

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

Special Attacks	
<b>Warcraft</b> +7 BAB	[Eclipse, p.10]

Special Qualities	
<b>Armor Proficiency (Light)</b> Proficient with Light Armors	[Eclipse, p.49]
<b>Weapon Proficiency (All Simple Weapons)</b> Grants Proficiency with all simple weapons.	[Eclipse, p.49]
<b>Weapon Proficiency (One Martial Weapon) (Greatsword)</b> Grants Proficiency with selected weapons.	[Eclipse, p.49]

Recurring Bonuses	
<b>Duties</b> You have duties. Grants 2 CP per level. [+8 total CP].	[Eclipse, p.17]
<b>Fast Learner/ Specialized for increased effect (HD)</b> +2 CP a level towards selected item. [+8 total CP].	[Eclipse, p.17]

DISADVANTAGES	
<b>Healing Resistant</b> You are healing resistant.	[Eclipse, p.19]
<b>Illiterate (All)</b> You are illiterate.	[Eclipse, p.19]
<b>Uncivilized</b> You are not civilised.	[Eclipse, p.20]
<b>Vows (Vow to hunt the killer of your village)</b> You have vows.	[Eclipse, p.20]

Eclipse Abilities	
<b>Berserker</b> 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]
<b>Berserker / Odinpowers</b> Total Increases to +13. Normally increasing the bonuses to +6, +6 and +3 respectively.	[Eclipse, p.26]
<b>Damage Reduction 3/- (Physical Only)</b> 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]
<b>Expertise</b> (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]
<b>Expertise / Improved</b> (+6 CP) increases the upper limit to + and -20.	[Eclipse, p.32]
<b>Immunity ( to All non-beneficial 1st Level Spells)</b> See immunity	[Eclipse, p.34]

Martial Arts	
<b>Martial Arts Basic / Attack</b> Gain additional +1 each time taken [currently +1] bonus on rolls to Attack, Throw, Grapple, and Trip opponents.	[Eclipse, p.81]
<b>Martial Arts Basic / Defenses (2x)</b> Gain additional +1 each time taken [currently +2] bonus to AC when you are unarmored or lightly armored.	[Eclipse, p.81]

PROFICIENCIES
Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Giant Rock, Grapple, Greatsword, Halfspear, Hoopak, Javelin, Keyblade, Laser, Longspear, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Scourge, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike

LANGUAGES
Common, Elven

TEMPLATES
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