

Zhaital Bonegnasher

NAME

d20E1 d12E2

CLASS

3

Character Level

3000

EXPERIENCE

6000

NEXT LEVEL

Sean Lujan

PLAYERNAME

Human

RACE

Medium

SIZE

16

AGE

Male

GENDER

DEITY

6' 1"

HEIGHT

215 lbs.

WEIGHT

Hazel

EYES

Brown,

HAIR

Neutral Good

ALIGNMENT

VISION

0

POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	16	+3	16	+3	16	+3
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	16	+3	16	+3	16	+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

66

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC  
armor class

16

TOTAL

FLAT

14

TOUCH

12

BASE

10

ARMOR BONUS

4

SHIELD BONUS

0

STAT

2

SIZE

0

NATURAL ARMOR

0

DEFLECTION

0

MISC

0

SPEED

Walk 30 ft.

MISS CHANCE

20

ARCANE SPELL FAILURE

-2

ARMOR CHECK PENALTY

0

SPELL RESIST

INITIATIVE

modifier

+2

TOTAL

+2

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+6/+1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE  
(constitution)

+5

=

+2

+

+3

+

+0

+

+0

+

+0

+

REFLEX  
(dexterity)

+4

=

+2

+

+2

+

+0

+

+0

+

+0

+

WILL  
(wisdom)

+2

=

+1

+

+1

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE  
attack bonus

+7

=

+6

+

+3

+

+0

+

-2

+

+0

+

RANGED  
attack bonus

+6

=

+6

+

+2

+

+0

+

-2

+

+0

+

GRAPPLE  
attack bonus

+7

=

+6

+

+3

+

+0

+

-2

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+7/+7

1d3+3

20/x2

5 ft.

\*Greatsword

HAND

TYPE

SIZE

CRITICAL

REACH

Both

S

M

19-20/x2

5 ft.

To Hit

Dam

2H

+7/+7

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

\*Chain Shirt

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

Light

+4

+4

-2

20

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	6/3
					RANKS	MISC MODIFIER
✓ Acrobatics	DEX	0	=	2	+	-2
✓ Appraise	INT	1	=	1	+	+
✓ Athletics	STR	2	=	3	+ 1.0	-2
✓ Athletics (Swim)	STR	0	=	3	+ 1.0	-4
✓ Craft (Untrained)	INT	1	=	1	+	+
✓ Deception	CHA	2	=	2	+	+
✓ Endurance	CON	1	=	3	+	-2
✓ Gather Information	CHA	2	=	2	+	+
✓ Heal	WIS	1	=	1	+	+
✓ Perception	WIS	7	=	1	+ 6.0	+
✓ 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	5	=	1	+ 4.0	+
✓ Survival (Find or follow tracks)	WIS	7	=	1	+ 4.0	2
✓ Thievery	DEX	2	=	2	+	+
✓ Use Rope	DEX	2	=	2	+	+
			=	+	+	+
			=	+	+	+

✓: can be used untrained. ✕: 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	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

Special Attacks	
Warcraft	[Eclipse, p.10]
+6 BAB	

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

Feats	
Feat Conversion to CP ~ 6 (4x)	[Eclipse, p.9]
Covert regular feat to six Character Points	

PROFICIENCIES
Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), 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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## Recurring Bonuses

### 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.

## DISADVANTAGES

### Healing Resistant

[Eclipse, p.19]

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.

### Illiterate (All)

[Eclipse, p.19]

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.

### Uncivilized

[Eclipse, p.20]

You do not fit into anything beyond a small tribe. Complex social situations, the sheer 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.

### Vows (Vow to hunt the killer of your village)

[Eclipse, p.20]

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 Abilities

### Berserker

[Eclipse, p.25]

(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).

### Berserker - Odinpowers

[Eclipse, p.26]

(+3 CP) usually increases the bonuses to +6, +6 and +3 respectively. The total increases to +13.

### Damage Reduction 2/- (Physical Only (2 CP))

[Eclipse, p.29]

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.

### Expertise

[Eclipse, p.32]

(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 an equal amount to the other bonus. Usually, characters take this for Warcraft (BAB) and AC or damage, but many other combinations exist.

### Expertise - Improved

[Eclipse, p.32]

(+6 CP) increases the upper limit to + and -20.

### Immunity ( to All non-beneficial 1st Level Spells)

[Eclipse, p.34]

See immunity

## Notes:

Character Sheet Notes: