

Boran Nong

NAME

d20E1 d10E3

6000

CLASS

EXPERIENCE

4

10000

Character Level

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	17	+3	17	+3	17	+3
DEX Dexterity	10	+0	10	+0	10	+0
CON Constitution	10	+0	10	+0	10	+0
INT Intelligence	10	+0	10	+0	10	+0
WIS Wisdom	10	+0	10	+0	10	+0
CHA Charisma	17	+3	17	+3	17	+3

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+3	= +3	+ +0	+ +0	+ +0	+ +0		
REFLEX (dexterity)	+3	= +3	+ +0	+ +0	+ +0	+ +0		
WILL (wisdom)	+3	= +3	+ +0	+ +0	+ +0	+ +0		

	TOTAL	=	BASE ATTACK BONUS	+ STAT	+ SIZE	+ MISC	+ EPIC	+ TEMP
MELEE attack bonus	+5	=	+7	+ +3	+ +0	+ -5	+ +0	
RANGED attack bonus	+2	=	+7	+ +0	+ +0	+ -5	+ +0	
GRAPPLE attack bonus	+5	=	+7	+ +3	+ +0	+ -5	+ +0	

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

*Boran's Battleaxe				HAND	TYPE	SIZE	CRITICAL	REACH
				Both	S	M	20/x3	5 ft.
	To Hit	Dam		To Hit		Dam		
1H-P	+8/+8	2d6+5	2W-P-(OH)	+2/+2		2d6+5		
1H-O	+4/+4	2d6+3	2W-P-(OL)	+4/+4		2d6+5		
2H	+8/+8	2d6+6	2W-OH	-2		2d6+3		
Special Properties		(Battleaxe)						

*: 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
*Chainmail	Medium	+5	+2	-5	30

Sean L.

PLAYERNAME

Half-Orc

Medium

RACE

SIZE

23

Male

AGE

GENDER

HP
hit points

44

WOUNDS/CURRENT HP

AC
armor class

15

TOTAL

FLAT

TOUCH

BASE

INITIATIVE
modifier

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK
bonus

+7/+2

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+3	= +3	+ +0	+ +0	+ +0	+ +0		
REFLEX (dexterity)	+3	= +3	+ +0	+ +0	+ +0	+ +0		
WILL (wisdom)	+3	= +3	+ +0	+ +0	+ +0	+ +0		

	TOTAL	=	BASE ATTACK BONUS	+ STAT	+ SIZE	+ MISC	+ EPIC	+ TEMP
MELEE attack bonus	+5	=	+7	+ +3	+ +0	+ -5	+ +0	
RANGED attack bonus	+2	=	+7	+ +0	+ +0	+ -5	+ +0	
GRAPPLE attack bonus	+5	=	+7	+ +3	+ +0	+ -5	+ +0	

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

HAND	TYPE	SIZE	CRITICAL	REACH
Both	S	M	20/x3	5 ft.
	To Hit			Dam
(OH)	+2/+2			2d6+5
(OL)	+4/+4			2d6+5
OH	-2			2d6+3
(Battleaxe)				

*: 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
*Chainmail	Medium	+5	+2	-5	30

DEITY

6' 8"

230 lbs.

HEIGHT

WEIGHT

Red

Green,

EYES

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

MISC

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	RANKS	MISC MODIFIER	7/3.5
✓	Acrobatics	DEX	-3	=	0	+	+	-3
✓	Appraise	INT	0	=	0	+	+	
✓	Athletics	STR	5	=	3	+	+7.0	-5
✓	Athletics (Jump)	STR	-1	=	3	+	+7.0	-11
✓	Athletics (Swim)	STR	0	=	3	+	+7.0	-10
✓	Craft (Untrained)	INT	0	=	0	+	+	
✓	Deception	CHA	10	=	3	+	+7.0	
✓	Deception (Act in character)	CHA	12	=	3	+	+7.0	2
✓	Endurance	CON	-5	=	0	+	+	-5
✓	Gather Information	CHA	3	=	3	+	+	
✓	Heal	WIS	0	=	0	+	+	
✓	Insight	WIS	7	=	0	+	+7.0	
✓	Perception	WIS	7	=	0	+	+7.0	
✓	Persuasion	CHA	19	=	3	+	+7.0	9
✓	Ride	DEX	0	=	0	+	+	
✓	Stealth	DEX	-5	=	0	+	+	-5
✓	Survival	WIS	7	=	0	+	+7.0	
✓	Survival (Find or follow tracks)	WIS	9	=	0	+	+7.0	2
✓	Thievery	DEX	2	=	0	+	+	2
✓	Use Rope	DEX	0	=	0	+	+	
				=	+	+	+	
				=	+	+	+	

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

Neutral Good

ALIGNMENT

Darkvision (60 ft.)

VISION

0

POINTS

SPEED

Walk 20 ft.

MISS CHANCE

30

ARCANE SPELL FAILURE

-5

ARMOR CHECK PENALTY

0

EQUIPMENT					
ITEM		LOCATION	QTY	WT	COST
Chainmail		Equipped	1	40.0	150.0
Boran's Battleaxe		Equipped	1	6.0	10.0
(Battleaxe)					
TOTAL WEIGHT CARRIED/VALUE				46 lbs. 160.0 gp	

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

Special Attacks	
Augment Attack / Weapon Specialization (Battleaxe)	[Eclipse, p.50]
increase damage by +2 to selected weapon	
Enhanced Strike / Whirlwind	[Eclipse, p.51]
allows the user to make a single full-BAB attack against every target within reach.	
Warcraft	[Eclipse, p.10]
+4 BAB	
Warcraft / +1 to Weapon, with bab (Battleaxe, Battleaxe, Battleaxe)	[Eclipse, p.10]

Special Qualities	
Armor Proficiency (Light)	[Eclipse, p.49]
Proficient with Light Armors	
Armor Proficiency (Medium)	[Eclipse, p.49]
Proficient with Medium Armors	
Orc Blood	[PHB, p.19]
For all effects related to race, a half-orc is considered an orc.	
Weapon Proficiency (All Simple and Martial Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple and martial weapons.	

Recurring Bonuses	
Duties (to the local feudal lords)	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+8 total CP].	

DISADVANTAGES	
Broke	[Eclipse, p.18]
You start with less starting money.	
Obligations (Chivalry)	[Eclipse, p.19]
You have the listed obligations.	
Uncivilized	[Eclipse, p.20]
You are not civilised.	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 156, Bonus Feats have added 18 CP, Disadvantages have added 10 CP, Duties adds 8 CP, HD 10 deducts 18 CP, HD 20 deducts 16 CP	
Adept (Perception, Persuasion, Athletics, Deception)	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Anime Master	[Eclipse, p.50]
Anime Master allows the user to grapple, overbear, and wield weapons, as if he or she was one size category larger.	
Skill Emphasis (Persuasion)	[Eclipse, p.44]
This grants a +2 bonus on any single skill.	
Skill Focus +3 (Persuasion)	[Eclipse, p.44]
+3 bonus to any single skill. Skill Focus stacks with Skill Emphasis.	

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	

LANGUAGES	
Common, Orc	

TEMPLATES	
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