

Dunixi

CHARACTER NAME

d8E 2

CLASS

Trista W.

PLAYER NAME

Human

RACE

Medium

SIZE

DEITY

5' 3"

HEIGHT

None

REGION

135 lbs.

WEIGHT

ALIGNMENT

Normal

VISION

2

Character Level

1000 / 3000

EXP / NEXT LEVEL

16

AGE

Male

GENDER

Green

EYES

Olive Black, 1" below earlobes

HAIR

POINTS

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	10		+0		
DEX Dexterity	14		+2		
CON Constitution	12		+1		
INT Intelligence	18		+4		
WIS Wisdom	18		+4		
CHA Charisma	16		+3		

HP

hit points

20

WOUNDS/CURRENT HP

AC

armor class

18

TOTAL

16

:

12

:

10

+

4

+

2

+

2

+

0

+

0

+

0

+

0

+

0

+

0

INITIATIVE

modifier

+2

TOTAL

+2

:

+2

:

+0

BASE ATTACK

bonus

+4

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

MISS CHANCE

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

SAVING THROWS

FORTITUDE

(constitution)

REFLEX

(dexterity)

WILL

(wisdom)

TOTAL

+2

=

+1

+

+1

+

+0

+

+0

+

+0

+

BASE SAVE

+1

=

+0

+

+2

+

+0

+

+0

+

ABILITY

+1

=

+4

+

+0

+

+0

+

MAGIC

+0

=

+0

+

+0

+

MISC

+0

=

+0

+

+0

+

EPIC

+0

=

+0

+

+0

+

TEMP

=

+

+

Conditional Modifiers

MELEE

attack bonus

RANGED

attack bonus

GRAPPLE

attack bonus

TOTAL

+1

=

+4

+

+0

+

+0

+

-3

+

+0

+

BASE ATTACK BONUS

+4

=

+2

+

+0

+

+0

+

-3

+

+0

+

STAT

+0

=

+0

+

+0

+

SIZE

+0

=

+0

+

-3

+

+0

+

MISC

-3

=

+0

+

+0

+

EPIC

+0

=

+0

+

TEMP

=

+

*Spear with Martial Arts				HAND	TYPE	SIZE	CRITICAL	REACH
				Both	P	M	20/x3	10 ft.
To Hit		Dam		To Hit			Dam	
2H	+6	1d10+2	2W-OH	N/A			N/A	
20 ft.		30 ft.	40 ft.	60 ft.			80 ft.	
TH	+8	+6	+6	+4			+2	
Dam	1d10+2	1d10+2	1d10+2	1d10+2			1d10+2	
Special Properties		+1 Die and +2 Damage, (Spear)						

*: 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
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TOTAL SKILLPOINTS: 64		SKILLS			MAX RANKS: 5/2.5		
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓	Acrobatics	DEX	7	=	2	+ 5	
✓	Appraise	INT	4	=	4		
✓	Athletics	STR	0	=	0		
✓	Craft (Untrained)	INT	4	=	4		
✓	Deception	CHA	8	=	3	+ 5	
✓	Deception (Act in character)	CHA	10	=	3	+ [5] + 2	
✓	Endurance	CON	1	=	1		
✓	Gather Information	CHA	3	=	3		
✓	Heal	WIS	4	=	4		
✓	Insight	WIS	9	=	4	+ 5	
	Knowledge (Lore)	INT	9	=	4	+ 5	
	Knowledge (Theology and Philosophy)	INT	9	=	4	+ 5	
	Martial Arts (Mystic Insight)	INT	9	=	4	+ 5	
✓	Perception	WIS	9	=	4	+ 5	
	Perform (Act)	CHA	8	=	3	+ 5	
✓	Persuasion	CHA	10	=	3	+ 5 + 2	
✓	Persuasion (Diplomacy)	CHA	12	=	3	+ [5] + 4	
✓ X	Psychic (Empathy)	WIS	9	=	4	+ 5	
✓ X	Psychic (Mental Contact)	CHA	3	=	3		
✓ X	Psychic (Precognition)	WIS	11	=	4	+ 5 + 2	
✓ X	Psychic (Psychic Sense)	WIS	4	=	4		
✓ X	Psychic (Psychic Shield)	WIS	9	=	4	+ 5	
X	Psychic (Psychometry)	WIS	9	=	4	+ 5	
✓	Ride	DEX	2	=	2		
	Rune Casting (Biological Energies)		9	=	0	+ 5 + 4	
	Rune Mastery (Biological Energies)		9	=	0	+ 5 + 4	
✓	Stealth	DEX	7	=	2	+ 5	
✓	Survival	WIS	8	=	4	+ 4	
✓	Survival (Find or follow tracks)	WIS	10	=	4	+ [4] + 2	
✓	Thievery	DEX	2	=	2		
✓	Thievery (Sleight of Hand)	DEX	4	=	2	+ 2	
✓	Use Rope	DEX	2	=	2		
					=	+ +	
					=	+ +	
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.							

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Spear with Martial Arts	Equipped	1	6.0	2.0
+1 Die and +2 Damage, (Spear)				
TOTAL WEIGHT CARRIED/VALUE			6 lbs.	2.0 gp

WEIGHT ALLOWANCE			
Light	33	Medium	66
Lift over head	100	Lift off ground	200
		Push / Drag	500

LANGUAGES	
Celestial, Common, Druidic, Low Common, Sylvan	

Special Attacks	
Warcraft	[Eclipse, p.10]
+1 BAB	
Warcraft / Weapon Focus (Spear)	[Eclipse, p.10]
Increase selected weapon to hit by +1	
Warcraft / Weapon Focus, Greater (Spear)	[Eclipse, p.10]
Increase selected weapon to hit by +1	

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -1, Dying -2 and Dead -13	
Wealth Level / 03 Common	[dhg_tpe, p.186]
You live decently, and can even afford a bit of education, a few books, a larger family, and good tools. If you decide to "go adventuring" you can afford basic equipment, although usually not an especially wide assortment of it. This is the most common default starting point for characters from the lower classes, implying a reasonably successful career as a craftsman, lesser crook, farmer, guard, or whatever.	
Wealth Level Perk / Armor, Shields, and Weaponry	[dhg_tpe, p.186]
You can afford light armor, shields, common, inexpensive, weapons (shortswords, short bows, javelins, etc) and equipment of ordinary quality.	
Wealth Level Perk / Magical Items	[dhg_tpe, p.186]
Normally three minor "charms." At least at first, these will usually be utilitarian, but the definition of "utilitarian" can vary a good deal depending on the character's background.	
Wealth Level Perk / Mounts, Pets, and Familiars	[dhg_tpe, p.186]
You can obtain common animals, a light riding horse (likely a bit long in the tooth, but serviceable) and a healthy mutt to act as a guard dog. "Noble" animals, including hawks, purebred hounds, hunting cats, warhorses and exotic imports, are still out of reach.	
Wealth Level Perk / Retainers	[dhg_tpe, p.186]
You may have a house- or errand-boy and know an old woman or man who purports to be a witch. For the most part you won't know anyone the least bit important.	
Wealth Level Perk / Training	[dhg_tpe, p.186]
Any character who levels while at this wealth level gains no special benefits, and suffers no unusual penalties.	
Weapon Proficiency (All Simple Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple weapons.	

Recurring Bonuses	
Duties (Venerate the Gods and maintain the ways)	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+4 total CP].	
Fast Learner (Focused on Skills /Human) (Child)	[Eclipse, p.17]
+2 CP towards Skills per level. [+10 total Skill Points Granted].	

DISADVANTAGES	
History	[Eclipse, p.19]
You have a written history for the GM.	
Hunted (The group Dunixi ran from)	[Eclipse, p.19]
Something powerful is hunting you.	
Secret (Runawaw [Bestows Valuable and Outcast])	[Eclipse, p.19]
You have a secret.	

Spell Caster Information	
Rune Casting	[Eclipse]
Your caster level is your Rune Casting Skill/2, your Spell Level is based upon your Rune Mastery Skill/4. Each Spell Level costs 1 mana to cast.	
Rune Casting (Biological Energies)	[Eclipse, p.97]
Your caster level is 5 [Rune Casting Skill/2], your Spell Level is 2 [Rune Mastery Skill/4]. Each Spell Level costs 1 mana to cast.	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 98, Bonus Feats have added 12 CP, Disadvantages have added 10 CP, Duties adds 4 CP, HD 8 deducts 8 CP	
Adept (Deception, Knowledge (Lore), Knowledge (Theology and Philosophy), Martial Arts (Mystic Insight), Psychic (Empathy), Psychic (Precognition), Rune Casting (Biological Energies), Rune Mastery (Biological Energies))	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Fast Learner /Specialized in Skills	[Eclipse]
+2 SP/Level (6 CP). [Granted 10]	
Grant of Aid / Specialized (requires several hours)	[Eclipse]
[1/day] May heal 1d8+5 damage OR 1d3 points of attribute damage OR one negative level once per three levels per day or part thereof, [3 CP], with the Regenerative option/Corrupted - requires lots of food and rest, 2 CP, allowing them to slowly regrow lost limbs and organs.	
Immunity / Aging	[Eclipse]
(uncommon/minor/minor, 2 CP). They can expect to live for several centuries without much of any signs of aging.	
Innate Enchantment / Corrupted	[Drew, p.34]
adds innate power that may duplicate the effects of a magical item or items valued at up to 5000 GP [Currently at 6600 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.	
Innate Enchantment / Expertise (Weapon Mastery) (Spear)	[Eclipse]
You gain a +3 BAB with a particular weapon.	
Innate Enchantment / Force Shield	[Eclipse]
[At Will] As Shield Spell, grants +2 Shield AC.	
Innate Enchantment / Disguise Self	[Eclipse]
(2000 GP) You make yourself-including clothing, armor, weapons, and equipment-look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your body type. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person. The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment. If you use this spell to create a disguise, you get a +10 bonus on the Disguise check. A creature that interacts with the glamer gets a Will save to recognize it as an illusion.	
Innate Enchantment / Enhanced Attribute (+2 Wisdom)	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Wisdom	
Innate Enchantment / Force Armor I	[Eclipse]
[At Will] As Armor Spell, grants +4 Armor AC.	
Luck	[Eclipse, p.36]
A lucky character may either "Take 20" in advance, without taking extra time and whether or not this would usually be allowed, or reroll after the primary roll once per day. Most characters also get Bonus Uses.	
Mana / Mana	[Eclipse, p.36]
Grants 1d6 Mana; Mana can help with spellcasting. Unfortunately, while Mana is extremely flexible, it recovers at a mere one point per day, two with rest and meditation.	
Reality Editing	[Eclipse, p.36]
You may spend Mana to add details to the setting the GM has described. A minor detail consistent with the setting (say, a convenient tapestry or chandelier in the castle hall) costs 1-3 Mana. Notable, but plausible, additions (say a weak link in the chains or a handy display of weapons on a castle wall) cost 3-5. Major, unlikely, additions (a handy secret passage in your palace, a rescue party showing up two days early) cost 5-10 if the GM opts to allow them at all. Reality editing is always subject to GM approval. GM's who are quick-thinking and extremely flexible may opt to allow Grandiose additions. Be warned; even at a cost of 9-15 Mana this has the effect of turning over much of the plot and mood of the game to the players.	
Occult Skill ~ Psychic Ability	[Drew]
You have the potential to acquire psychic feats and skills.	
Occult Skill ~ Psychic Ability ~ Clairsentience	[Drew]
You have the potential to learn clairsentience skills.	
Occult Skill ~ Psychic Ability ~ Telepathy	[Drew]
You have the potential to learn telepathy skills.	
Rite of Chi / Corrupted	[Drew]
Corrupted, may only regain mana after 4 hours of rest; Usuable 1/day	

Martial Arts

Martial Art (Mystic Insight) [Is This It]

The art of knowing what you're opponent is going to do and exploiting it. [Attack I, Defense IIII, Power IIII, Instant Stand, Reach]

Martial Arts Basic / Power (3x) [Eclipse, p.81]

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.

Martial Arts Basic / Power / Improve Die Size [Eclipse, p.81]

Increase your weapon die type by 1 step, up to a d12 maximum. Weapons that cause multiple dice of damage increase them independently.

Martial Arts Basic / Power / Increase Damage (2x) [Eclipse, p.81]

Increase your unarmed damage by +1. [Currently +2]

Martial Arts Basic / Synergy (Psychic (Precognition)) [Eclipse, p.81]

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.

Martial Arts Advanced / Reach [Eclipse, p.81]

You add 5' to your Reach in combat. This usually represents lunging and darting in and out, but could be a mystical ability.

PROFICIENCIES

Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Giant Rock, Grapple, 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

TEMPLATES

Pureblooded

01 - World Law ~ Self Development Half Cost

04 - Dunixi