

Zhaital Bonegnasher

NAME	
d20E2 d12E2	6000
CLASS	EXPERIENCE
4	10000
Character Level	NEXT LEVEL

Sean Lujan

PLAYERNAME	
Human	Medium
RACE	SIZE
16	Male
AGE	GENDER

DEITY	
6' 1"	215 lbs.
HEIGHT	WEIGHT
Hazel	Brown,
EYES	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	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION	
AC armor class	16	:	14	:	12	=	10
TOTAL		FLAT		TOUCH		BASE	
		+ 4		+ 0		+ 2	
		+ 0		+ 0		+ 0	
		+ 0		+ 0		+ 0	
		+ 0		+ 0		+ 0	

SPEED			
Walk 30 ft.			
	20	-2	0
MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST

INITIATIVE modifier	+2	=	+2	+	+0
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+7/+2				

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	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	+ +
✓	Perception	WIS	8	=	1	+ 7.0 +
✓	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	6	=	1	+ 5.0 +
✓	Survival (Find or follow tracks)	WIS	8	=	1	+ 5.0 + 2
✓	Thievery	DEX	2	=	2	+ +
✓	Use Rope	DEX	2	=	2	+ +
				=		+ +
				=		+ +

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+7	= +4	+ +3	+ +0	+ +0	+ +0	+ <div></div>	
REFLEX (dexterity)	+4	= +2	+ +2	+ +0	+ +0	+ +0	+ <div></div>	
WILL (wisdom)	+2	= +1	+ +1	+ +0	+ +0	+ +0	+ <div></div>	

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

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+8/+8	1d3+3	20/x2	5 ft.

*Greatsword		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	S	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit		Dam	
2H	+8/+8	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	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Chain Shirt	Light	+4	+4	-2	20

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

Special Attacks	
Warcraft +7 BAB	[Eclipse, p.10]

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

+7/+2+7/+2

Feats	
Feat Conversion to CP ~ 6 (5x) Covert regular feat to six Character Points	[Eclipse, p.9]

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, Shortsphear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike

LANGUAGES
Common, Elven

TEMPLATES

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 3/- (Physical Only)

[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 a 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: