

Barrett Lightning

NAME

d20E1 d10E8

CLASS

9

Character Level

36000

EXPERIENCE

45000

NEXT LEVEL

Calvin

PLAYERNAME

Human

RACE

20

AGE

Medium

SIZE

Male

GENDER

5' 6"

HEIGHT

Brown

EYES

144 lbs.

WEIGHT

Brown, Braided

HAIR

Neutral Good

ALIGNMENT

Darkvision (60 ft.),

Low-light

VISION

0

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	20	+5	20	+5	20	+5
DEX Dexterity	18	+4	18	+4	18	+4
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	14	+2	14	+2	14	+2
WIS Wisdom	14	+2	14	+2	14	+2
CHA Charisma	14	+2	14	+2	14	+2

WOUNDS/CURRENT HP

HP

124

hit points

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 80 ft.

AC

30

armor class

TOTAL

26

FLAT

22

TOUCH

10

BASE

6

ARMOR BONUS

0

SHIELD BONUS

4

STAT

0

SIZE

2

NATURAL ARMOR

2

DEFLCTION

6

MISC

MISS CHANCE

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

0

INITIATIVE

modifier

+4

=

+4

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+8/+3

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE
(constitution)

+9

=

+6

+

+2

+

+1

+

+0

+

+0

+

REFLEX
(dexterity)

+14

=

+9

+

+4

+

+1

+

+0

+

+0

+

WILL
(wisdom)

+10

=

+7

+

+2

+

+1

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE
attack bonus

+15

=

+8

+

+5

+

+0

+

+2

+

+0

+

RANGED
attack bonus

+14

=

+8

+

+4

+

+0

+

+2

+

+0

+

GRAPPLE
attack bonus

+15

=

+8

+

+5

+

+0

+

+2

+

+0

+

Martial Arts	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+19/+19	2d10+6	20/x2	5 ft.

*Claw	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+15/+15	1d3+5				
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
*Faerie Garb	Light	+6		+0	0

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	RANKS	12/6
✓ Acrobatics	DEX	18	=	4	+12.0	+	2
✓ Appraise	INT	2	=	2	+	+	
✓ Athletics	STR	17	=	5	+12.0	+	
✓ Athletics (Jump)	STR	37	=	5	+12.0	+	20
✓ Craft (Untrained)	INT	2	=	2	+	+	
✓ Deception	CHA	7	=	2	+5.0	+	
✓ Deception (Act in character)	CHA	9	=	2	+5.0	+	2
✓ Endurance	CON	9	=	2	+7.0	+	
✓ Gather Information	CHA	2	=	2	+	+	
✓ Heal	WIS	11	=	2	+9.0	+	
✓ Insight	WIS	6	=	2	+4.0	+	
✓ Martial Arts (Dexterity Based)	DEX	16	=	4	+12.0	+	
✓ Perception	WIS	15	=	2	+11.0	+	2
✓ Persuasion	CHA	16	=	2	+12.0	+	2
✓ Ride	DEX	4	=	4	+	+	
✓ Stealth	DEX	4	=	4	+	+	
✓ Survival	WIS	2	=	2	+	+	
✓ Survival (Find or follow tracks)	WIS	4	=	2	+	+	2
✓ Thievery	DEX	4	=	4	+	+	
✓ Thievery (Sleight of Hand)	DEX	6	=	4	+	+	2
✓ Use Rope	DEX	4	=	4	+	+	
			=	+	+	+	
			=	+	+	+	

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

EQUIPMENT					
	ITEM	LOCATION	QTY	WT	COST
Claw		Equipped	1	0.0	0.0
Faerie Garb		Equipped	1	0.5	1.0
Sentient Rod of Any Weapon		Equipped	1	0.0	0.0
Special Backpack of Holding		Equipped	1	0.0	0.0
0 lbs.					
Special Boots		Equipped	1	0.0	0.0
Wrappings of Mighty Fists +1		Equipped	1	0.0	0.0
Increase your unarmed attacks and damage by +1.					
Manual of Quickness of Action +1		Equipped	1	5.0	27500.0
☐					
Vest of Resistance +1		Equipped	1	0.0	1000.0
+1 Resistance bonus to all Saves.					
TOTAL WEIGHT CARRIED/VALUE				5.5 lbs.	28501.0
					gp

WEIGHT ALLOWANCE					
Light	133	Medium	266	Heavy	400
Lift over head	400	Lift off ground	800	Push / Drag	2000

Special Attacks	
Any Weapon Rod	[Drew]
Becomes non-complex weapon as a free action.	
Natural Weapon (Claw)	[DS, web]
You can use your sharp claws to deal lethal (slashing) damage instead of nonlethal damage with an unarmed attack. Attacks made with natural weapons do not provide attacks of opportunity.	
Imbuement / Unarmed	[Eclipse, p.53]
Once taken, the user defines this for a specific weapon type or for unarmed attacks. Weapons gain a +(level/4) enhancement bonus to hit and damage. This does not stack with a magic weapon's bonuses.	
Imbuement / Unarmed Improved	[Eclipse, p.53]
(+6 CP) reduces the divisor for the weapon formula to 3 and to the unarmed formula to 5. The weapon formula becomes +(level/3) and the unarmed formula +(level/5).	
Imbuement / Unarmed Superior	[Eclipse, p.53]
(+6 CP requires Improved) reduces the divisor for the weapon formula to 2 and to the unarmed formula to 3. The weapon formula becomes +(level/2) and the unarmed formula +(level/3).	
Imbuement / Unarmed Focused	[Eclipse, p.53]
(+6 CP) allow the user to change "plusses" into specific magic weapon powers. Once spent on a specific power (such as Holy or Shocking Burst), the user may not reclaim the "plusses." You may also count your weapon as any given special material for a plus.	
Imbuement Bonus	[Eclipse]
+1 Attack and Damage Bonus, +1d6 Fire Damage, +1d6 Electricity Damage	
Martial Arts (5x)	[Eclipse, p.53]
[Damage 2d10]	
Warcraft	[Eclipse, p.10]
+8 BAB	
Warcraft / Weapon Focus (Unarmed Strike)	[Eclipse, p.10]
Increase selected weapon to hit by +1	
Warcraft / Weapon Focus, Greater (Unarmed Strike)	[Eclipse, p.10]
Increase selected weapon to hit by +1	

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -2, Dying -3 and Dead -15	

Recurring Bonuses	
Duties (Chosen Ones Duties)	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+18 total CP].	
Fast Learner (Focused on Skills)	[Eclipse, p.17]
+2 CP towards Skills per level. [+18 total Skill Points Granted].	
Restrictions (Unable to Eat Meat / Drink Alcohol / Procreate)	[Eclipse, p.17]
You have specified restrictions. Gain 1 CP per level per restriction. [+9 total CP].	

DISADVANTAGES	
Broke	[Eclipse, p.18]
You start with less starting money.	
History	[Eclipse, p.19]
You have a written history for the GM.	
Hunted (Tabarath Cult)	[Eclipse, p.19]
Something powerful is hunting you.	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 343, Bonus Feats have added 42 CP, Disadvantages have added 10 CP, Duties adds 18 CP, Restrictions adds 9 CP, HD 10 deducts 48 CP, HD 20 deducts 16 CP, Companions adds 6 CP	
Acrobatics	[Eclipse, p.23]
Combine several physical stunts into one roll at the highest DC by any one of the actions.	
Acrobatics / Light Foot	[Eclipse, p.23]
Allows impractical maneuver with normal movement.	
Adept (Acrobatics, Athletics, Martial Arts, Persuasion)	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Augmented Bonus (WIS adds to AC)	[Eclipse, p.25]
(+2 CP) Adds INT bonus to AC.	
Block / Melee	[Eclipse, p.50]
Block lets a character counter an incoming melee attack with DC 15 Reflex save once per round. In general, each Block attempt uses up an Attack of Opportunity and provides Great Immunity to the attack. Attackers may give up part of their BAB to increase the Block save DC on a 1-to-1 basis.	
Block / Melee / Master	[Eclipse, p.50]
(+6 CP) upgrades the roll, so that it requires only a DC 15 save.	
Celerity (Walk)	[Eclipse, p.27]
Add +10' to a movement mode	
Celerity / Improved (Walk, Walk)	[Eclipse, p.27]
Adds additional +10' to selected movement modes	
Companion	[Eclipse, p.27]
Gain a companion creature of your choice.	
Companion / Template	[Eclipse, p.27]
adds a single template of up to +2 ECL to a max of +6 to the companion.	
Familiar	[Eclipse, p.27]
You have a familiar companion	
Defender / Natural Armor	[Eclipse, p.51]
+1 to Natural AC Bonus [Total +1].	
+4 racial bonus on saves against sleep and paralysis	[DS, web]
Fortune / Evasion	[Eclipse, p.53]
On Successful Reflex Save, ignore effect of Reflex Half/Partial.	
Legionary	[Eclipse, p.53]
Gain +1/2/3 bonus to AC, Attacks and Reflex Saves when with 1-2/3-4/5+ others who have this feat.	
Mental Link	[Drew, Custom]
You are automatically in Mental Contact with your companions	

Martial Arts	
Martial Arts Basic / Attack (4x)	[Eclipse, p.81]
Gain additional +1 each time taken [currently +4] bonus on rolls to Attack, Throw, Grapple, and Trip opponents.	
Martial Arts Basic / Defenses (4x)	[Eclipse, p.81]
Gain additional +1 each time taken [currently +4] bonus to AC when you are unarmored or lightly armored.	

PROFICIENCIES	
Claw, Gauntlet, Grapple, Spells(Ray), Unarmed Strike	

LANGUAGES	
Common, Draconic, Sylvan, Terran	

TEMPLATES	
Buy Off ECL Penalty ~ Level 1	

Familiar: Dyne (Companion (Weasel))					
HP:	62	AC:	24	INIT:	+6
FORT:	+8	REF:	+15	WILL:	+11
*Bite (Natural/Primary)	+5/+5	DAM:	1d3-3	CRIT:	20/x2
Special:					