

Barret Lightning

NAME

d20E2 d10E5

CLASS

7/6

Character Level/ECL

21000

EXPERIENCE

21000

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	19	+4	19	+4	19	+4
DEX Dexterity	17	+3	17	+3	17	+3
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

hit points

72

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 75 ft., %list 30 ft.

MISS CHANCE

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

AC

armor class

25

TOTAL

22

FLAT

20

TOUCH

10

BASE

4

ARMOR BONUS

0

SHIELD BONUS

3

STAT

0

SIZE

1

NATURAL ARMOR

0

DEFLEC-TION

7

MISC

INITIATIVE

modifier

+3

TOTAL

+3

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+5

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+5

=

+3

+

+2

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+9

=

+6

+

+3

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+8

=

+6

+

+2

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+12

=

+5

+

+4

+

+0

+

+3

+

+0

+

RANGED

attack bonus

+11

=

+5

+

+3

+

+0

+

+3

+

+0

+

GRAPPLE

attack bonus

+12

=

+5

+

+4

+

+0

+

+3

+

+0

+

Martial Arts	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+15	2d10+4	20/x2	5 ft.

*Claw	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+12	1d3+4				
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 Armor	Light	+4	+8	+0	0

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	10/5 MISC MODIFIER
✓ Acrobatics	DEX	12	=	3	+	9.0
✓ Appraise	INT	2	=	2	+	
✓ Athletics	STR	13	=	4	+	9.0
✓ Athletics (Jump)	STR	29	=	4	+	9.0 + 16
✓ Craft (Untrained)	INT	2	=	2	+	
✓ Deception	CHA	7	=	2	+	5.0
✓ Endurance	CON	9	=	2	+	7.0
✓ Gather Information	CHA	2	=	2	+	
✓ Heal	WIS	11	=	2	+	9.0
✓ Martial Arts (Dexterity Based)	DEX	12	=	3	+	9.0
✓ Mystic Artist Skill		0	=	0	+	
✓ Perception	WIS	13	=	2	+	9.0 + 2
✓ Persuasion	CHA	11	=	2	+	9.0
✓ Ride	DEX	3	=	3	+	
✓ Sense Motive	WIS	2	=	2	+	
✓ Stealth	DEX	3	=	3	+	
✓ Survival	WIS	2	=	2	+	
✓ Survival (Find or follow tracks)	WIS	4	=	2	+	1.0 + 1
✓ Thievery	DEX	3	=	3	+	
✓ Use Rope	DEX	3	=	3	+	
			=		+	
			=		+	
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.						

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Faerie Armor	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	
Claw	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			0.5 lbs.	1.0 gp	

WEIGHT ALLOWANCE					
Light	116	Medium	233	Heavy	350
Lift over head	350	Lift off ground	700	Push / Drag	1750

Special Attacks	
Any Weapon Rod	[Is This It]
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.	
Martial Arts (15x)	[Eclipse, p.53]
[Damage 2d10]	
Warcraft	[Eclipse, p.10]
+5 BAB	

Special Qualities	
Faerie Armor	[KH]

Recurring Bonuses	
Duties (Chosen Ones Duties)	[Eclipse, p.17]
You have duties. Grants 2 CP per level.	
Fast Learner/ Specialized for increased effect (Skills)	[Eclipse, p.17]
+2 CP a level towards selected item.	

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	
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.	
Celerity (Walk)	[Eclipse, p.27]
Add +10' to a movement mode	
Celerity / Improved (6x)	[Eclipse, p.27]
Adds additional +10' to selected movement modes	
Defender / Improved	[Eclipse, p.51]
+1 to AC Bonus Type.	
+4 racial bonus on saves against sleep and paralysis	[DS, web]
Fortune (Evasion)	[Eclipse, p.53]
On Success Reflex Save ignore effect of Reflex Half/Partial.	

Martial Arts	
Martial Arts Basic / Attack (3x)	[Eclipse, p.81]
You get a +1 bonus on rolls to Attack, Throw, Grapple, and Trip opponents.	
Martial Arts Basic / Defenses (4x)	[Eclipse, p.81]
You gain +1 bonus to AC when you are unarmored or lightly armored.	

Feats	
Feat Conversion to CP ~ 6 (2x)	[Eclipse, p.9]
Covert regular feat to six Character Points	

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

LANGUAGES	
Common, Draconic, Sylvan, Terran	

TEMPLATES	
Buy Off ECL Penalty ~ Level 2	

Notes:

Character Sheet Notes: