

Daitashi Mioko

Character Name

d12E 4

CLASS

SunRuanEr

Player Name

Human (Elemental) / Humanoid

RACE

Deity

Medium / 5 ft.

SIZE / FACE

Elemental

Region

5' 8" / 137 lbs.

HEIGHT / WEIGHT

Lawful Neutral

Alignment

Normal

VISION

4 (4)

Character Level (CR)

6000 / 10000

EXP / NEXT LEVEL

22

AGE

Female

GENDER

Brown

EYES

Blue-black, hiplength, straight

HAIR

ABILITY NAME

ABILITY SCORE

EQUIPPED SCORE

ABILITY MODIFIER

ABILITY DAMAGE

PENALTY

STR

Strength

10

+0

DEX

Dexterity

20

+5

CON

Constitution

16

+3

INT

Intelligence

11

+0

WIS

Wisdom

10

+0

CHA

Charisma

12

+1

HP

hit points

54

AC

armor class

24

WOUNDS/CURRENT HP

INITIATIVE

modifier

+5

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

DODGE

Morale

Insight

Sacred

Profane

MISC

MISS CHANCE

Arcane Spell Failure

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

SPEED

Walk 30 ft.

SAVING THROWS

FORTITUDE

(constitution)

TOTAL

+6

BASE SAVE

+2

ABILITY

+3

MAGIC

+0

MISC

+1

EPIC

+0

TEMP

Conditional Modifiers

REFLEX

(dexterity)

TOTAL

+10

BASE SAVE

+4

ABILITY

+5

MAGIC

+0

MISC

+1

EPIC

+0

TEMP

Conditional Modifiers

WILL

(wisdom)

TOTAL

+4

BASE SAVE

+3

ABILITY

+0

MAGIC

+0

MISC

+1

EPIC

+0

TEMP

Conditional Modifiers

MELEE

attack bonus

TOTAL

+9

BASE ATTACK BONUS

+4

STAT

+0

SIZE

+0

MISC

+5

EPIC

+0

TEMP

RANGED

attack bonus

TOTAL

+9

BASE ATTACK BONUS

+4

STAT

+5

SIZE

+0

MISC

+0

EPIC

+0

TEMP

GRAPPLE

attack bonus

TOTAL

+4

BASE ATTACK BONUS

+4

STAT

+0

SIZE

+0

MISC

+0

EPIC

+0

TEMP

Martial Arts	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+9	1d4+1	20/x2	10 ft.

*Yari

HAND

TYPE

SIZE

CRITICAL

REACH

Both

PS

M

20/x3

10 ft.

To Hit

Dam

To Hit

Dam

2H

+13

1d10+1

2W-OH

N/A

N/A

Special Properties

+1 Warcraft, Specialized and Corrupted for Triple Effect (+3) / only for melee, only with Yari (Halbard), only when wielding the relic itself (6 CP) - Inherent Spell (Eldritch Weapon, +1 Shocking for L2), with +5 Bonus Uses (for a total of seven, for no good reason except that it's a traditional magical number), Specialized/uses may only be regained by praying at a (not readily portable) family shrine. (7 CP), +1d6 electricity damage

Katana

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

S

M

19-20/x2

10 ft.

To Hit

Dam

To Hit

Dam

2H

+9

1d10

2W-OH

N/A

N/A

Wakizashi

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

P

M

19-20/x2

10 ft.

To Hit

Dam

To Hit

Dam

1H-P

+9

1d6

2W-P-(OH)

+3

1d6

1H-O

+5

1d6

2W-P-(OL)

+5

1d6

2H

+9

1d6

2W-OH

-1

1d6

*: 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

*Shimmer Mail

+4

+0

0

This mail is as light as normal clothing. It has no armor check penalty, max Dex bonus, or arcane failure, but has a +4 armor bonus.

TOTAL SKILLPOINTS: 46

SKILLS

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS: 7/3.5

RANKS

MISC MODIFIER

✓ Appraise

INT

2

=

0

+

2

✓ Balance

DEX

7

=

5

+

2

✓ Bluff

CHA

3

=

1

+

2

✓ Climb

STR

2

=

0

+

2

✓ Concentration

CON

5

=

3

+

2

✓ Craft (Untrained)

INT

0

=

0

✓ Diplomacy

CHA

5

=

1

+

4

✓ Disguise

CHA

3

=

1

+

2

✓ Escape Artist

DEX

7

=

5

+

2

✓ Forgery

INT

2

=

0

+

2

✓ Gather Information

CHA

3

=

1

+

2

✓ Heal

WIS

5

=

0

+

5

✓ Hide

DEX

7

=

5

+

2

✓ Intimidate

CHA

10

=

1

+

7

+

2

✓ Jump

STR

2

=

0

+

2

✓ Listen

WIS

12

=

0

+

7

+

5

Martial Arts (Mizu-do)

DEX

14

=

5

+

7

+

2

Martial Arts (Yarijutsu)

DEX

14

=

5

+

7

+

2

✓ Move Silently

DEX

11

=

5

+

4

+

2

✓ Ride

DEX

16

=

5

+

7

+

4

✓ Search

INT

2

=

0

+

2

✓ Sense Motive

WIS

12

=

0

+

7

+

5

Speak Language

5

=

0

+

1

+

4

✓ Spot

WIS

12

=

0

+

7

+

5

✓ Survival

WIS

9

=

0

+

4

+

5

✓ Swim

STR

2

=

0

+

2

✓ Use Rope

DEX

7

=

5

+

2

=

+

+

=

+

+

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Yari	Equipped	1	12	8,310
+1 Warcraft, Specialized and Corrupted for Triple Effect (+3) / only for melee, only with Yari (Halbard), only when wielding the relic itself (6 CP) - Inherent Spell (Eldritch Weapon, +1 Shocking for L2), with +5 Bonus Uses (for a total of seven, for no good reason except that it's a traditional magical number), Specialized/uses may only be regained by praying at a (not readily portable) family shrine. (7 CP), +1d6 electricity damage				
Elfinstone	Equipped	1	0	0
This amulet works as a skill-12 healer (roll independently of any other healer on the spot), when dealing with problems of fertility, pregnancy or childbirth.				
Hidden Pocket (Charm)	Equipped	1	0	0
These warp space slightly, allowing them to hold about 2 pounds worth of gear without any noticeable weight - or bulk. The access point can be a mere slit, and is usually concealed in a sleeve, fold of cloth, belt, or similar location.				
Shimmer Mail	Equipped	1	0	0
This mail is as light as normal clothing. It has no armor check penalty, max Dex bonus, or arcane failure, but has a +4 armor bonus.				
Stone of Purity	Equipped	1	0	0
This simple carved stone purifies water as it passes around it. While this generally is not enough to neutralize serious poisons, it's enough to make ordinarily contaminated or polluted water safe and pleasant to drink.				
Katana	Carried	1	0	0
Wakizashi	Carried	1	0	0
TOTAL WEIGHT CARRIED/VALUE			12 lbs. /	8,310 gp

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

LANGUAGES	
Common	

Special Attacks	
Warcraft	[Eclipse, p.10]
+4 BAB	

Special Qualities	
Armor Proficiency (Light)	[Eclipse, p.49]
Proficient with Light Armors	
Charms and Talismans	[TPE]
You own 3 charms & 1 talismans	
Humanoid Traits	[RSRD, TypesSubtypesAbilities.rtf]
Humanoids eat/sleep/breathe	
Wealth Level / 04 Well Off	[TPE, p.186]
You're doing pretty well, at least for a normal crafter or small businessman, younger son, petty noble, very prosperous farmer, minor trader, caravan master, or minor governmental official. You're quite unlikely to be especially influential, but you probably know people who are. A reasonably successful mercenary, minor specialist, respectable priest, or starting-off upper class adventurer, will usually fall into this category.	
Wealth Level Perk / Armor, Shields, and Weapons	[TPE, p.186]
Wealth Level Perk / Magical Items	[TPE, p.186]
Wealth Level Perk / Mounts, Pets, and Familiars	[TPE, p.186]
Wealth Level Perk / Retainers	[TPE, p.186]
Wealth Level Perk / Training	[TPE, p.186]
Weapon Proficiency (All Simple and Martial Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple and martial weapons.	

Recurring Bonuses	
Duties (TBD)	[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.	
Fast Learner (Focused on Skills / L-2)	[Eclipse, p.17]
(+2) This ability grants 2 Skills per eclipse character level.	

DISADVANTAGES	
Blocked (Thurgy is Blocked)	[Eclipse, p.18]
You cannot use some type of ability to which you'd normally have access. This is commonly a magical school, but this may include racial abilities or class abilities in games which use classes.	
Obligations (TBD)	[Eclipse, p.19]
You have responsibilities which you cannot easily discharge. You may have dependents, debts, a geas, massive tithes, oaths to fulfill, a job which you cannot readily leave, be sworn to the service of a lord or ruler, or just have friends who need looking after. This is a wonderful way to get dragged into adventures.	
Secret (TBD)	[Eclipse, p.19]
There is something buried in your past which you must keep hidden. Your dark secret may range from your unpopular ancestry to being a mass murderer, but bad things happen if it is revealed (i.e., you will get two shiny new disadvantages). Characters most commonly get two from: Hunted, Outcast, Poor Reputation, or Valuable, but things like Accursed, Insane, Obligations, or Unluck may fit in some cases.	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 156	
Adept (Listen, Spot, Sense Motive, Martial Arts ~ Yarijutsu)	[Eclipse, p.24]
(6 CP). Select four related (i.e., get your GM's permission) skills, which you learn for half price. Each rank of a relevant skill now costs only 1/2 CP. Each rank of an irrelevant one now costs only 1 CP. ! You may take this ability twice, affecting two groups of skills, if your Game Master gives you permission. Adept is actually one of the most powerful abilities in the system. It provides a huge skill bonus in exchange for simply deciding on what you're good at. The Game Master should keep a careful eye this. It's most common in Prestige Class conversion.	
Finesse / Dex replaces Str for To Hit	[Eclipse, p.32]
(6 CP). A character with Finesse may replace one attribute modifier with another in some fairly common situation, such as for a particular saving throw.	
Innate Enchantment	[Eclipse, p.34]
adds innate power that may duplicate the effects of a magical item or items valued at up to 5000 GP [Currently at 11000 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. [Additional Total Granted 6000]	
Innate Enchantment / Sensitive Nose (Detect Poison)	[Eclipse]
You can easily determine if someone has poisoned your food or drink - or it a suspicious substance is poisonous.	
Innate Enchantment / Resistance	[Eclipse]
+1 Resistance bonus to Saves.	
Innate Enchantment / Enhanced Attribute (+2 Dexterity)	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Dexterity	
Innate Enchantment / Enhanced Attribute (+2 Constitution)	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Constitution	
Innate Enchantment / Force Shield I	[Eclipse]
Grants +4 Shield Bonus to AC at will.	
Innate Enchantment / Fortune's Favor	[Eclipse]
Fortune's Favor grants the recipient a (Spell Level +1) luck bonus on skill and attribute checks for its duration.	
Innate Enchantment / Rugged Metabolism	[Eclipse]
Fast Healing I for 18 Rounds 2/Day, Relieve Illness 1/Day, Relieve Poison 1/Day, and Lesser Restoration 1/Day.	
Innate Enchantment / Skill Mastery/+3 to all Wisdom-Linked Skills	[Eclipse]
+3 Competence bonus to Wisdom Skills.	
Lunge	[Eclipse, p.53]
(6 CP). Add +5 feet to your effective reach. Creatures with tentacles, stretching powers, or very long limbs may take this more than once.	
Occult Sense / Danger	[EWB]
(picks up ambushes, assassins, and incoming attacks - although that last one is usually a bit late to do much).	
Relic Purchase / First Relic (2x)	[Eclipse]
Buy a relic, taking this multiple times increases the CP spent in the relic.	
Wealth Template Purchase ~ Well-Off	[EWB]

Martial Arts	
Mizu-do (Dex)	[ewb, web]
<p>This unarmed style is a favorite of bodyguards, a master is hardly ever caught of guard and is able to deal rapidly with any immediate threat even when they have no available weapon at hand.</p> <p>[Requires] Improved Unarmed Strike or equivalent point buy</p> <p>Basic Techniques: Strike 1, Power 2, Defense 2 and Attack 4</p> <p>*Advanced/Master Techniques: Prone Combat, Breaking, Mind Like Moon and Improved Disarm</p> <p>*Occult Techniques: Ki Block, Inner Strength and Light Foot</p> <p>[Known Basic Techniques] Strike, Power 1, Defenses 1,</p> <p>[Known Advanced Techniques] Breaking, Prone Combat,</p> <p>[Known Occult Techniques] Light Foot,</p>	
Yarijutsu (Dex)	[ewb, web]
<p>A style based around the use of the Yari.</p> <p>[Requires] Improved Unarmed Strike or equivalent point buy</p> <p>*Basic Techniques: Attack 3, Defense 2 and Power 4</p> <p>*Advanced/Master Techniques: Reach, Prone Combat, Versatility and Whirlwind Attack</p> <p>Occult Techniques: Iron Skin, Inner Strength and Vanishing</p> <p>[Known Basic Techniques] Attack 1, Attack 2, Defense 1, Defense 2</p> <p>[Known Advanced Techniques] Reach, Reach,</p> <p>[Known Occult Techniques] Vanishing</p>	
Martial Arts Basic / Defenses	[Eclipse, p.81]
<p>Gain additional +1 each time taken [currently +1] bonus to AC when you are unarmored or lightly armored.</p>	
Martial Arts Basic / Power	[Eclipse, p.81]
<p>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.</p>	
Martial Arts Basic / Power / Increase Damage	[Eclipse, p.81]
<p>Increase your unarmed damage by +1. [Currently +1]</p>	
Martial Arts Basic / Strike	[Eclipse, p.81]
<p>You may deal lethal or nonlethal damage at will without penalty. Your base damage is at least 1d4. This may only be taken once.</p>	
Martial Arts Advanced / Breaking	[Eclipse, p.81]
<p>When attempting to destroy objects, you may add your Martial Arts skill to the Strength check.</p>	
Martial Arts Advanced / Mind Like Moon	[Eclipse, p.81]
<p>You reflexively come on guard when attacked. With a DC 15 Reflex save, you avoid being surprised or flat-footed at the beginning of combat.</p>	
Martial Arts Advanced / Prone Combat	[Eclipse, p.81]
<p>You take no penalties and opponents gain no bonuses when you lie on the ground.</p>	
Martial Arts Occult / Light Foot	[Eclipse, p.82]
<p>(-2 Con) You gain +20' movement and takes half damage from falls for 1d6 minutes. You may expend a single Con point at any time to power an incredible leap (+30 bonus) or a very brief run across an unsuitable surface (such as water or grease).</p>	

PROFICIENCIES
<p>Axe (Throwing), Battleaxe, Boulder, Chisa-Katana, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Katana, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Martial Weapon, Morningstar, Nodachi, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Wakizashi, Waraxe (Dwarven), Warhammer, Yari</p>

TEMPLATES
<p>Elemental Birthright</p>

Daitashi Mioko

Human (Elemental)

RACE

22

AGE

Vision Test: Normal

Female

GENDER

VISION

Lawful Neutral

ALIGNMENT

Right

DOMINANT HAND

5' 8"

HEIGHT

137 lbs.

WEIGHT

Brown

EYE COLOUR

SKIN COLOUR

Blue-black, hiplength, straight

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Elemental

REGION

DEITY

Humanoid

Race Type

Human

Race Sub Type

Any

Favored Class

EXP Factor: 100%; EXP Penalty: 0%

Normal

Description:
Biography: