

Milan Mbese

Character Name

d10E 2, d8E 2, d4E 1, d20E 1

CLASS

6 (6)

Character Level (CR)

15000 / 21000

EXP / NEXT LEVEL

Michael

Player Name

Human / Humanoid

RACE

20

AGE

Male

GENDER

None

Deity

Region

Neutral Good

Alignment

5' 7" / 165 lbs.

HEIGHT / WEIGHT

Normal

VISION

ABILITY NAME

ABILITY SCORE

EQUIPPED SCORE

ABILITY MODIFIER

ABILITY DAMAGE

PENALTY

STR

Strength

13

+1

DEX

Dexterity

21

+5

CON

Constitution

12

+1

INT

Intelligence

16

+3

WIS

Wisdom

10

+0

CHA

Charisma

8

-1

WOUNDS/CURRENT HP

HP

44

hit points

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

REFLECTION

DODGE

Morale

Insight

Sacred

Profane

MISC

INITIATIVE

modifier

+5

TOTAL

+5

DEX MODIFIER

+0

MISC MODIFIER

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 40 ft.

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

Conditional Modifiers

FORTITUDE

(constitution)

+4

=

+2

+

+1

+

+0

+

+1

+

+0

+

REFLEX

(dexterity)

+9

=

+3

+

+5

+

+0

+

+1

+

+0

+

WILL

(wisdom)

+3

=

+2

+

+0

+

+0

+

+1

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+4

=

+8

+

+1

+

+0

+

-5

+

+0

+

RANGED

attack bonus

+8

=

+8

+

+5

+

+0

+

-5

+

+0

+

GRAPPLE

attack bonus

+4

=

+8

+

+1

+

+0

+

-5

+

+0

+

Martial Arts

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+8

1d6+2

20/x2

5 ft.

*Mournblade

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

P

M

17-20/x2

5 ft.

To Hit

Dam

To Hit

Dam

1H-P

+12

1d8+6

2W-P-(OH)

+6

1d8+6

1H-O

+8

1d8+5

2W-P-(OL)

+8

1d8+6

2H

+12

1d8+6

2W-OH

+2

1d8+5

Special Properties

[Relic 3 Pt] Improved Critical [2 CP], Augment Bonus Dex Mod to damage [4 CP], Base Attack Bonus +1 [2 CP], Mentor [4 CP] Note these number are based on the inherent limitation of Corrupted; the user must invest his or her own CP in the weapon to activate it. Used Mentor to make it intelligent since there is usually no cost in D20 for intelligent items: Alignment: True Neutral Int 14, Wis 10, Cha 14; Languages: Common, Draconic, XXXX, Speech, Telepathy Welder, Knowledge X 10 ranks

Jian +1 (Mornblade)

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

P

M

17-20/x2

5 ft.

To Hit

Dam

To Hit

Dam

1H-P

+13

1d8+2

2W-P-(OH)

+7

1d8+2

1H-O

+9

1d8+1

2W-P-(OL)

+9

1d8+2

2H

+13

1d8+2

2W-OH

+3

1d8+1

Special Properties

(Jian +1)

*: 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

*Leather +1

Light

+3

+6

+0

10

The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by boiling in oil. The rest of the armor is made of softer and more flexible leather.

TOTAL SKILLPOINTS: 66

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

MAX RANKS: 9/4.5

✓ Acrobatics

DEX

16

=

5

+

9

+

2

✓ Appraise

INT

12

=

3

+

9

✓ Athletics

STR

10

=

1

+

9

✓ Athletics (Jump)

STR

14

=

1

+

[9]

+

4

✓ Craft (Alchemy)

INT

12

=

3

+

9

✓ Craft (Untrained)

INT

3

=

3

✓ Craft (Weaponsmithing)

INT

17

=

3

+

9

+

5

✓ Deception

CHA

-1

=

-1

✓ Endurance

CON

1

=

1

✓ Gather Information

CHA

-1

=

-1

✓ Heal

WIS

0

=

0

✓ Insight

WIS

0

=

0

✓ Knowledge (Architecture and Engineering)

INT

12

=

3

+

9

✓ Martial Arts (Dexterity Based)

DEX

14

=

5

+

9

✓ Perception

WIS

9

=

0

+

9

✓ Persuasion

CHA

-1

=

-1

✓ Profession (Siege Engineer)

WIS

9

=

0

+

9

✓ Ride

DEX

5

=

5

✓ Stealth

DEX

14

=

5

+

9

✓ Survival

WIS

0

=

0

✓ Survival (Find or follow tracks)

WIS

2

=

0

+

2

✓ Thievery

DEX

14

=

5

+

9

✓ Use Rope

DEX

5

=

5

=

+

+

=

+

+

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

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Mournblade	Equipped	1	2 / 20
[Relic 3 Pt] Improved Critical [2 CP], Augment Bonus Dex Mod to damage [4 CP], Base Attack Bonus +1 [2 CP], Mentor [4 CP] Note these number are based on the inherent limitation of Corrupted; the user must invest his or her own CP in the weapon to activate it. Used Mentor to make it intelligent since there is usually no cost in D20 for intelligent items: Alignment: True Neutral Int 14, Wis 10, Cha 14; Languages: Common, Draconic, XXXX, Speech, Telepathy Wielder, Knowledge X 10 ranks			
Leather +1	Equipped	1	15 / 1,160
The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by boiling in oil. The rest of the armor is made of softer and more flexible leather.			
Jian +1 (Mornblade)	Carried	1	2 / 2,320
(Jian +1)			
TOTAL WEIGHT CARRIED/VALUE		19 lbs.	3,500gp

WEIGHT ALLOWANCE			
Light	50	Medium	100
Lift over head	150	Lift off ground	300
		Heavy	150
		Push / Drag	750

LANGUAGES	
Common, Dwarven	

Special Attacks	
Martial Arts (2x)	[Eclipse, p.53]
[Damage 1d6]	
Warcraft	[Eclipse, p.10]
+3 BAB	

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -1, Dying -2 and Dead -13	
Armor Proficiency (Light)	[Eclipse, p.49]
Proficient with Light Armors	
Feat Bonus	[PH, p.13]
1 extra feat at 1st level.	
Humanoid Type	
Humanoids eat/sleep/breathe	
Weapon Proficiency (All Simple Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple weapons.	
Weapon Proficiency (One Exotic Weapon) (Jian)	[Eclipse, p.49]
Grants Proficiency with selected weapons.	

Recurring Bonuses	
Fast Learner (Focused on Skills / L-2)	[Eclipse, p.17]
+2 CP towards Skills per level. [+18 total Skill Points Granted].	
Restrictions (Cannot Cast Spells or Psionics, Cannot Possess Offensive Magic Items)	[Eclipse, p.17]
You have specified restrictions. Gain 1 CP per level per restriction. [+6 total CP].	
Upgrade Human Racial Fast Learner	[Eclipse]
Upgrades the Fast Learner Human Racial to Double Points	

DISADVANTAGES	
Compulsive (The path to the One)	[Eclipse, p.18]
You have the listed compulsions.	
Hunted (Other Followers of the Path)	[Eclipse, p.19]
Something powerful is hunting you.	
Vows (Vow of Poverty)	[Eclipse, p.20]
You have vows.	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 220, Bonus Feats have added 30 CP, Disadvantages have added 10 CP, Restrictions adds 12 CP, HD 4 is 0 CP HD 8 deducts 8 CP HD 10 deducts 12 CP HD 20 deducts 16 CP	
Adept (Martial Arts ~ Dex Based, Acrobatics, Athletics, Appraise, Craft (Alchemy), Craft (Weaponsmithing), Stealth, Profession (Siege Engineer))	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Block / Missile	[Eclipse, p.50]
Block lets a character counter an incoming missile attack with DC 20 Reflex save once per round. In general, each Block attempt uses up an Attack of Opportunity and provides Great Immunity to the attack (Stops 60 Points of Damage). Attackers may give up part of their BAB to increase the Block save DC on a 1-to-1 basis.	
Block / Melee	[Eclipse, p.50]
Block lets a character counter an incoming melee attack with DC 20 Reflex save once per round. In general, each Block attempt uses up an Attack of Opportunity and provides Great Immunity to the attack (Stops 60 Points of Damage). Attackers may give up part of their BAB to increase the Block save DC on a 1-to-1 basis.	
Block / Arcane	[Eclipse, p.50]
Block lets a character counter an incoming arcane attack with DC 20 Reflex save once per round. In general, each Block attempt uses up an Attack of Opportunity and provides Great Immunity to the attack (Stops 60 Points of Damage). Attackers may give up part of their BAB to increase the Block save DC on a 1-to-1 basis.	
Celerity (Walk)	[Eclipse, p.27]
Add +10' to a movement mode	
Defender	[Eclipse, p.51]
Grants +1 to AC in the form of the choice	
Defender / Natural Armor	[Eclipse, p.51]
+2 to Natural AC Bonus [Total +2].	
Finesse (Dexterity replaces Strength for Attack)	[Drew, 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.	
Fortune / Evasion	[Eclipse, p.53]
On Successful Reflex Save, ignore effect of Reflex Half/Partial.	
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 5000 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 0]	
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 Intelligence)	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Intelligence	
Innate Enchantment / Martial Mastery (Jian)	[Eclipse]
+4 Competence Bonus to BAB with Unarmed Strikes (or with another specific weapon).	
Professional (Craft (Weaponsmithing))	[Eclipse, p.40]
(6 CP). Professional grants a +(level/2) (rounded down, +10 Max) bonus on a particular skill. Only levels gained after taking this ability count. You may take this ability multiple times. Each time it applies to a new skill.	
Reflex Training / 3x/day (Combat Reflexes Variant)	[Eclipse, p.40]
Gain immediate standard action from listed circumstances 3/day	
Relic Purchase / First Relic (3x)	[Eclipse]
You have spent CP for a Relic. [Total CP Spent on First Relic = 3]	
Resist	[Eclipse, p.41]
(3 CP). This is the basic improved-savingthrow effect. Each level of Resist grants a +1 bonus in a saving throw category OR a +2 bonus on all saving throws against some specialized group of effects (poison, energy and ability drain, charm and mind control, etc.). You may take this ability multiple times, although the Game Master should question huge specialized bonuses.	
Witchcraft (3x)	[Eclipse, p.109]
15 Power Points, Save DC Will 12	

Martial Arts	
Martial Arts Basic / Attack	[Eclipse, p.81]
Gain additional +1 each time taken [currently +1] bonus on rolls to Attack, Throw, Grapple, and Trip opponents.	
Martial Arts Basic / Defenses	[Eclipse, p.81]
Gain additional +1 each time taken [currently +1] bonus to AC when you are unarmored or lightly armored.	
Martial Arts Basic / Power (2x)	[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	[Eclipse, p.81]
Increase your unarmed damage by +1. [Currently +1]	
Martial Arts Occult / Inner Strength	[Eclipse, p.82]
You gain six phantom Con points with which to power your Occult Techniques. These do not add to your hit points. This can be taken twice. Phantom points regenerate like normal Con points.	
Martial Arts Occult / Light Foot	[Eclipse, p.82]
(-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).	
Martial Arts Occult / Vanishing	[Eclipse, p.82]
(-4 Con) You may use a momentary burst of incredible speed, taking an instant one-round Move Action as if you had cast a Timestop spell.	

Witchcraft Abilities	
Witchcraft / The Adamant Will	[Eclipse, p.110]
This talent allows users to spend 2 Power to resist Fear, Possession, Charm, Hold effects, and other forms of mind control. The user may spend the Power each time he or she is affected by such an ability. Ongoing powers, such as Fear auras, are resisted for 10 rounds. The user may make an extra save against mindreading or "truth" effects by spending a like amount, and may present a false aura to detection spells or ignore pain for 3 power. He or she may pay the Power without spending an action when the effect takes hold.	
Witchcraft / Dreamfaring	[Eclipse, p.110]
Dreamfaring allows users to enter a trance and project their spirits into the Ethereal and near Astral planes. They may detect and communicate with beings in nearby dimensions without paying power. For 2 Power they may enter the dreams of others to torment or communicate with them wherever they may be, possibly causing them to lose sleep or worse. Traveling about costs 3 Power plus 1 for every three hours and allows for covert meetings with other Witches or for clairvoyance-like effects via astral or ethereal spying.	
Witchcraft / Healing	[Eclipse, p.110]
This accomplishes a full day's worth of healing in a mere hour at a cost of 1 Power and grants a +5 bonus on any relevant checks (against disease or toxins). This is also used to throw off the effects of drugs and intoxicants with a flat duration. In emergencies, Witches may simply heal 1d4 hit points per Power spent up to a maximum of 3d4 hit points per round.	
Witchcraft / Hyloka	[Eclipse, p.110]
The manipulation of biophysical processes is a rare gift. This can be used to briefly move physical attribute points around (up to 6 points for 1 Power per hour), slip into hibernation (1 power; lasts up to a week), help resist heat or cold (1 Power per hour, this grants 5 points of fire or cold resistance), stop bleeding, delay poison (one hour per power), grow hair or make it fall out (1 power), and to inflict or ease ailments like arthritis (spend 1 power/week to inflict, 1 power/day to ease).	
Witchcraft / The Inner Eye	[Eclipse, p.110]
Thought-sensing can be used to see surface thoughts, to detect the presence of a hidden being, to share a target's senses, or to read any psychic impressions left behind on an object by strong emotion. This provides a +6 on any relevant Spot, Sense Motive, or Listen checks for 1 Power per 10 minutes.	
Witchcraft / Shadowweave	[Eclipse, p.110]
Shadowweave manipulates light and darkness to craft minor illusions. Normally 1 Power grants 10 minutes of activity. Effects include will-o-the wisps, cloaking (+6 to stealth and disguise rolls), various apparitions, spheres of darkness, blinding rays of light and hiding small actions - such as slipping out a dagger, picking a pocket, or a strike in combat (offers a +3 circumstance bonus to the user's roll).	
Witchcraft / Witchesight	[Eclipse, p.110]
Sharpening or expanding the user's senses is a simple trick. In general, this affects one sense at a time, providing either a +6 bonus on relevant checks or some special capability (Darksight, Scent, etc). As a rule this costs 1 Power and lasts for about an hour. Witches may triple the effect by reducing the duration to a single round, allowing effects such as checking a meal for poison with the slightest taste.	
Pact of Infusion / Gateway (Chaos Entity for Web of Shadows)	[Eclipse, p.112]
makes you a living nexus for your patron's power. Whenever you use your power it or its minions may project their powers through you or even use you as an actual gateway to visit the material plane. It's even possible that other creatures may be pulled through. While this can be both helpful and harmful, it's probably a good thing that the scale of the gateway is limited by how much power you use.	
Path of Darkness / Web of Shadows	[Eclipse, p.117]
Some Witches devote their magic to gaining mundane influence, spinning a Web of Shadows. This allows the character to gain influence in a region or city and support a network of minions or like-minded individuals. Normally evil, subversive, or criminal, these groups always have something to hide and something to hide from. The Witch has general connections with the underworld and may specify 2d4 + ~ Cha Mod specific contacts, though the GM can veto any with unbalancing power or utility. Theoretically there's no reason why a good or neutral Witch can't take this to set up an "underground railroad" or group of revolutionaries, found a secretive church or guild, or otherwise put together a conspiracy. It's just that darkness magic always seems to work better for the bad guys.	

Feats	
Master Craftsman (Craft (Weaponsmithing))	[Is This It]
Choose one Craft or Profession skill in which you possess at least 5 ranks. You receive a +2 bonus on your chosen Craft or Profession skill. Ranks in your chosen skill count as your caster level for the purposes of qualifying for the Craft Magic Arms and Armor and Craft Wondrous Item feats. You can create magic items using these feats, substituting your ranks in the chosen skill for your total caster level. You must use the chosen skill for the check to create the item.	
Craft Magic Arms and Armor	[PH, p.92]
You can create any magic weapon, armor, or shield whose prerequisites you meet (see the Dungeon Master's Guide for prerequisites and other information on these items). Enhancing a weapon, suit of armor, or shield takes one day for each 1,000 gp in the price of its magical features. to enhance a weapon, suit of armor, or shield, you must spend 1/25 of its features' total price in XP and use up raw materials costing one-half of this total price. The weapon, armor, or shield to be enhanced must be a masterwork item that you provide. Its cost is not included in the above cost. You can also mend a broken magic weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.	

PROFICIENCIES

Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Halfspear, Hoopak, Javelin, Jian, Keyblade, Laser, Longspear, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Scourge, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells (Ray), Spells (Touch), Strike (Unarmed), Sword Staff, Unarmed, Unarmed Strike

TEMPLATES

Base Race Type

Milan Mbese

Human

RACE

20

AGE

Vision Test: Normal

Male

GENDER

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

5' 7"

HEIGHT

165 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

'

HAIR / HAIR STYLE

PHOBIAS

'

PERSONALITY TRAITS

INTERESTS

'

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

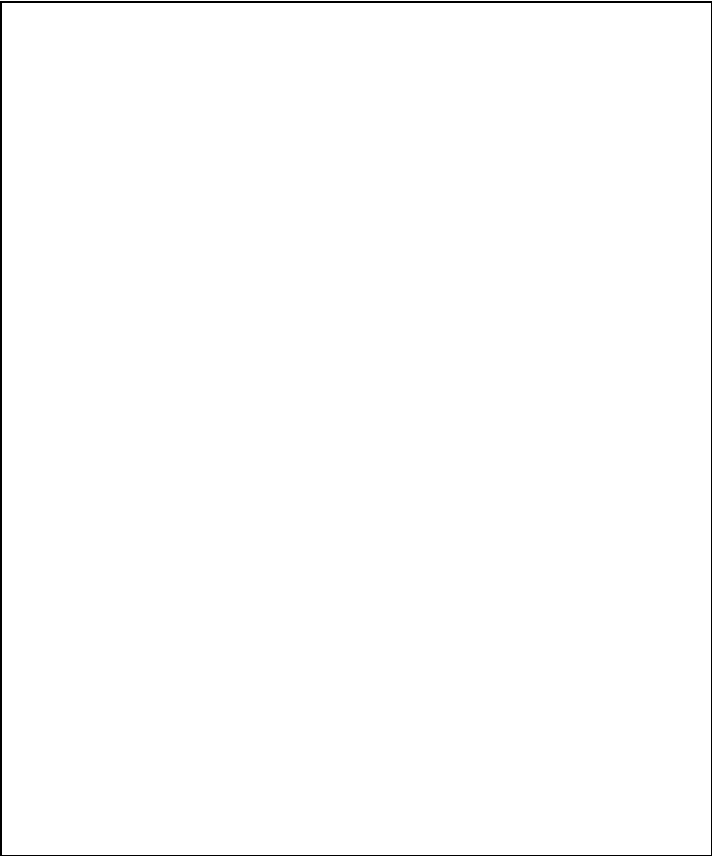
DEITY

Humanoid

Race Type

Race Sub Type

Normal



Description:
Resist (+2 vs. Enchantment spells and effects)

Biography: