

Danalaus

CHARACTER NAME

d20E 1

CLASS

1/2

Character Level/ECL

1000 / 3000

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	17		+3		
DEX Dexterity	17		+3		
CON Constitution	13		+1		
INT Intelligence	8		-1		
WIS Wisdom	8		-1		
CHA Charisma	10		+0		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+3	= +1	+ +1	+ +0	+ +1	+ +0		
REFLEX (dexterity)	+4	= +0	+ +3	+ +0	+ +1	+ +0		
WILL (wisdom)	+1	= +1	+ -1	+ +0	+ +1	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+4	= +5	+ +3	+ +0	+ -4	+ +0	
RANGED attack bonus	+4	= +5	+ +3	+ +0	+ -4	+ +0	
GRAPPLE attack bonus	+4	= +5	+ +3	+ +0	+ -4	+ +0	

*Gore	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	P	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+4	1d8+3				
Special Properties					

*Longbow (Strength)	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	P	M	20/x3	5 ft.
	30 ft.	100 ft.	200 ft.	300 ft.	400 ft.
TH	+9	+9	+7	+5	+3
Dam	1d8+3	1d8+3	1d8+3	1d8+3	1d8+3
Special Properties					

Longsword	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam
1H-P	+4	1d8+3	2W-P-(OH)	-2	1d8+3
1H-O	+0	1d8+1	2W-P-(OL)	+0	1d8+3
2H	+4	1d8+4	2W-OH	-6	1d8+1
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
-------	------	----	--------	-------	---------------

Sean L.

PLAYER NAME

Human

RACE

Medium

SIZE

6' 5"

HEIGHT

Brown

EYES

25

AGE

Male

GENDER

HP hit points	23	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED			
AC armor class	18	15	13	10	0	0	3	0	5	0	0	0		Walk 30 ft.		0	0
TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL ARMOR	
INITIATIVE		+3		+3		+0		TOTAL		DEX MODIFIER		MISC MODIFIER				MISS CHANCE	
BASE ATTACK		bonus		+5												ARCANE SPELL FAILURE	
																ARMOR CHECK PENALTY	
																SPELL RESIST	

INITIATIVE modifier	+3	=	+3	+	+0
	TOTAL		DEX MODIFIER		MISC MODIFIER
BASE ATTACK bonus					
	+5				

DEITY

None

REGION

215 lbs.

WEIGHT

Brown/Red

HAIR

Neutral Good

ALIGNMENT

Darkvision

VISION

32

POINTS

TOTAL SKILLPOINTS: 24		SKILLS		MAX RANKS: 4/2	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Acrobatics	DEX	7	=	3	+ 4
✓ Appraise	INT	3	=	-1	+ 4
✓ Athletics	STR	11	=	3	+ 4 + 4
✓ Craft (Untrained)	INT	-1	=	-1	
✓ Deception	CHA	4	=	0	+ 4
✓ Endurance	CON	5	=	1	+ 4
✓ Gather Information	CHA	4	=	0	+ 4
✓ Heal	WIS	3	=	-1	+ 4
✓ Insight	WIS	3	=	-1	+ 4
✓ Perception	WIS	7	=	-1	+ 4 + 4
✓ Persuasion	CHA	8	=	0	+ 4 + 4
✓ Ride	DEX	11	=	3	+ 4 + 4
✓ Stealth	DEX	11	=	3	+ 4 + 4
✓ Survival	WIS	7	=	-1	+ 4 + 4
✓ Thievery	DEX	11	=	3	+ 4 + 4
✓ Use Rope	DEX	11	=	3	+ 4 + 4
			=	+	+
			=	+	+
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.					

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Gore	Equipped	1	0.0	0.0	
Longbow (Strength)	Equipped	1	3.0	75.0	
0 lbs.					
Longsword	Carried	1	4.0	15.0	
TOTAL WEIGHT CARRIED/VALUE			7 lbs.	90.0 gp	

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

LANGUAGES					
Common					

Special Attacks					
Warcraft	[Eclipse, p.10]				
+1 BAB					
Warcraft / Weapon Focus (Longbow)	[Eclipse, p.10]				
Increase selected weapon to hit by +1					

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -1, Dying -2 and Dead -14	
Wealth Level / 02 Poor	[dhg_tpe, p.185]
It's no feast - but you usually get enough to eat, sleep relatively warm, and can feed the kids. There isn't much to spare, and sadly enough, the vast majority of humanity has subsisted at this level throughout history. Almost any kind of job, or acting as casual labor, supports this level of wealth, as will minor criminal activities	
Wealth Level Perk / Acquaintances	[dhg_tpe, p.185]
Guildmembers, past employers, and possibly a few members of the local underworld. If you really need an assistant, you may be able to manage an apprentice, impressionable kid, or one of your relatives.	
Wealth Level Perk / Armor, Shields, and Weapons	[dhg_tpe, p.185]
There really isn't any money to spare for this; staves, slings, clubs, improvised spears, and work knives, are about the limit. You can usually get someone to make up a crude suit of padded armor for you. Your best bet is to try to join the militia; that'll get you some basic gear, such as leather armor, spear, shortsword, small wooden shield, and a few javelins along with the training to use them effectively.	
Wealth Level Perk / Magical Items	[dhg_tpe, p.185]
One minor, and usually utilitarian, charm. Fire- and light- stones, healing charms, minor enhanced tools, and other handy items are the most common.	
Wealth Level Perk / Mounts, Pets And Familiars	[dhg_tpe, p.185]
Any animals you have are going to either be common, inexpensive working beasts or sources of food. Ferrets are useful, if a bit pungent. A pack-ox or horse is possible, a real mount is unlikely.	
Wealth Level Perk / Training	[dhg_tpe, p.185]
Any character who levels while at this wealth level gains +2 SP to be spent on Profession, Craft, Bluff, or Gather Information, but it's rare for an adventurer to spend much time at this level.	
Weapon Proficiency (All Simple and Martial Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple and martial weapons.	

Recurring Bonuses	
Fast Learner (Focused on Skills /Human) (Child) +2 CP towards Skills per level. [+8 total Skill Points Granted].	[Eclipse, p.17]

DISADVANTAGES	
Accursed (He's become a Minotaur) You have an affliction or curse.	[Eclipse, p.18]
History You have a written history for the GM.	[Eclipse, p.19]
Vows (To Remove the curse at all costs) You have vows.	[Eclipse, p.20]

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 76, Bonus Feats have added 18 CP, Disadvantages have added 10 CP, HD 20 deducts 16 CP	
Adept (Perception, Persuasion, Stealth, Survival)	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Far Shot	[Eclipse, p.52]
(6 CP). Far Shot multiplies projectile weapon ranges by x1.5 and thrown weapon ranges by x2. This may be taken multiple times.	
Immunity / XP Cost Initial Innate Enchantment	[Eclipse]
(2 CP) Handles initial Innate Enchantment, L1 only.	
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.	
Innate Enchantment / Resistance	[Eclipse]
+1 Resistance bonus to Saves.	
Innate Enchantment / Expertise	[Eclipse]
+2 Competence bonus to skills and checks.	
Innate Enchantment / Fortune's Favor	[Eclipse]
+2 Luck bonus to skills and checks.	
Innate Enchantment / Martial Mastery (Longbow)	[Eclipse]
+4 Competence Bonus to BAB with Unarmed Strikes (or with another specific weapon).	
Track (Wilderness)	[Eclipse, p.47]
(3 CP). Characters with this feat select Urban, Wilderness, or Dimensional tracking. Tracking requires a Survival (for wilderness) or Gather Information (for urban) check every mile to follow the target. This is DC 15 for favorable conditions, DC 20 for unfavorable ones. Size bonuses on Hide checks apply, and unfavorable lighting may inflict penalties. Dimensional tracking relies on Spellcraft and can trace Gates or teleportation and dimensional travel.	

PROFICIENCIES					
Axe (Throwing), Battleaxe, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Giant Rock, Glaive, Gore, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Hoopak, Javelin, Keyblade, Kukri, Lance, Laser, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scourge, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Sword Staff, Trident, Unarmed, Unarmed Strike, Waraxe (Dwarven), Warhammer					

TEMPLATES					
Accursed Minotaur					