

Yasmin Trameris

Character Name

d20E 1, d12E 4

CLASS

5 (5)

10000 / 15000

Character Level (CR)

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	21		+5		
DEX Dexterity	14		+2		
CON Constitution	14		+2		
INT Intelligence	12		+1		
WIS Wisdom	12		+1		
CHA Charisma	10		+0		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+7	= +4	+ +2	+ +0	+ +1	+ +0		
REFLEX (dexterity)	+8	= +5	+ +2	+ +0	+ +1	+ +0		
WILL (wisdom)	+6	= +4	+ +1	+ +0	+ +1	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+10	= +6	+ +5	+ +0	+ -1	+ +0	
RANGED attack bonus	+3	= +6	+ +2	+ +0	+ -5	+ +0	
GRAPPLE attack bonus	+14	= +6	+ +5	+ +0	+ +3	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+10/+10	1d3+5	20/x2	5 ft.

*Greatsword +1 (Bonded/Keen/Speed)			HAND	TYPE	SIZE	CRITICAL	REACH
			Both	S	M	17-20/x2	5 ft.
	To Hit	Dam	To Hit		Dam		
2H	+13/+13/+13	2d6+12	2W-OH	N/A		N/A	
Special Properties	Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed., threat range doubled, grants 1 extra attack when full attacking at highest bonus,does not stack with other speed effects						

Greatsword		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	S	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit		Dam	
2H	+10/+10	2d6+9	2W-OH	N/A	N/A	

*: 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
*Breastplate	Medium	+5	+3	-4	25

Rebekah

Player Name

Human / Humanoid

RACE

22

Female

AGE

GENDER

HP
hit points

70

WOUNDS/CURRENT HP

AC
armor class

17

TOTAL

15

FLAT

12

TOUCH

10

BASE

5

ARMOR BONUS

0

SHIELD BONUS

2

STAT

0

SIZE

0

NATURAL ARMOR

0

REFLEC-TION

0

DODGE

0

Morale

0

Insight

0

Sacred

0

Profane

0

MISC

INITIATIVE
modifier

+2

TOTAL

+2

DEX MODIFIER

+0

MISC MODIFIER

MISS CHANCE

10

Arcane Spell Failure

-2

ARMOR CHECK PENALTY

0

SPELL RESIST

TOTAL SKILLPOINTS: 32		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
						MAX RANKS: 8/4		
✓	Acrobatics	DEX	9	=	2	+	8	+ -1
✓	Appraise	INT	2	=	1			+ 1
✓	Athletics	STR	4	=	5			+ -1
✓	Athletics (Swim)	STR	2	=	5			+ -3
✓	Craft (Untrained)	INT	1	=	1			
✓	Deception	CHA	1	=	0			+ 1
✓	Endurance	CON	1	=	2			+ -1
✓	Gather Information	CHA	9	=	0	+	8	+ 1
✓	Heal	WIS	2	=	1			+ 1
✓	Insight	WIS	10	=	1	+	8	+ 1
✓	Perception	WIS	10	=	1	+	8	+ 1
✓	Persuasion	CHA	1	=	0			+ 1
✓	Persuasion (Diplomacy)	CHA	3	=	0			+ 3
✓	Ride	DEX	3	=	2			+ 1
✓	Stealth	DEX	1	=	2			+ -1
✓	Survival	WIS	2	=	1			+ 1
✓	Survival (Find or follow tracks)	WIS	3	=	1			+ 2
✓	Thievery	DEX	3	=	2			+ 1
✓	Use Rope	DEX	3	=	2			+ 1
				=		+		+
				=		+		+
✓/: can be used untrained. X: exclusive skills. *: Skill Mastery.								

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Greatsword +1 (Bonded/Keen/Speed)	Equipped	1	8	50,350
Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed., threat range doubled, grants 1 extra attack when full attacking at highest bonus,does not stack with other speed effects				
Breastplate	Equipped	1	30	200
Greatsword	Carried	1	8	50
TOTAL WEIGHT CARRIED/VALUE			46 lbs. / 50,600	gp

WEIGHT ALLOWANCE					
Light	153	Medium	306	Heavy	460
Lift over head	460	Lift off ground	920	Push / Drag	2300

LANGUAGES	
Common, Elven	

Special Attacks	
Augment Attack / Sneak Attack d8 (2x)	[Eclipse, p.50]
Sneak attack +2d8	
Augment Attack / Weapon Specialization (Greatsword)	[Eclipse, p.50]
increase damage by +2 to selected weapon	
Bonded Weapon	[Drew]
Bonded Weapon has a +2 to Hit and Damage, Alarm on the Weapon, Sunder damage redirected to self	
Warcraft	[Eclipse, p.10]
+2 BAB	
Warcraft / Spec for Melee (4x)	[Eclipse]

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -2, Dying -3 and Dead -15	
1 extra feat at 1st level.	[Is This It]
1 extra feat at 1st level.	
Armor Proficiency (Light)	[Eclipse, p.49]
Proficient with Light Armors	
Armor Proficiency (Medium)	[Eclipse, p.49]
Proficient with Medium Armors	
Humanoid Traits	[Is This It, TypesSubtypesAbilities.rtf]
Humanoids eat/sleep/breathe	
Weapon Proficiency (All Simple and Martial Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple and martial weapons.	

Recurring Bonuses	
Duties (Code of Ethics)	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+10 total CP].	
Fast Learner (Focused on Skills / L-2)	[Eclipse, p.17]
+2 CP towards Skills per level. [+16 total Skill Points Granted].	

DISADVANTAGES	
History	[Eclipse, p.19]
You have a written history for the GM.	
Unluck	[Eclipse, p.20]
2's become 1's due to unluck.	
Valuable	[Eclipse, p.20]
You have value to others.	

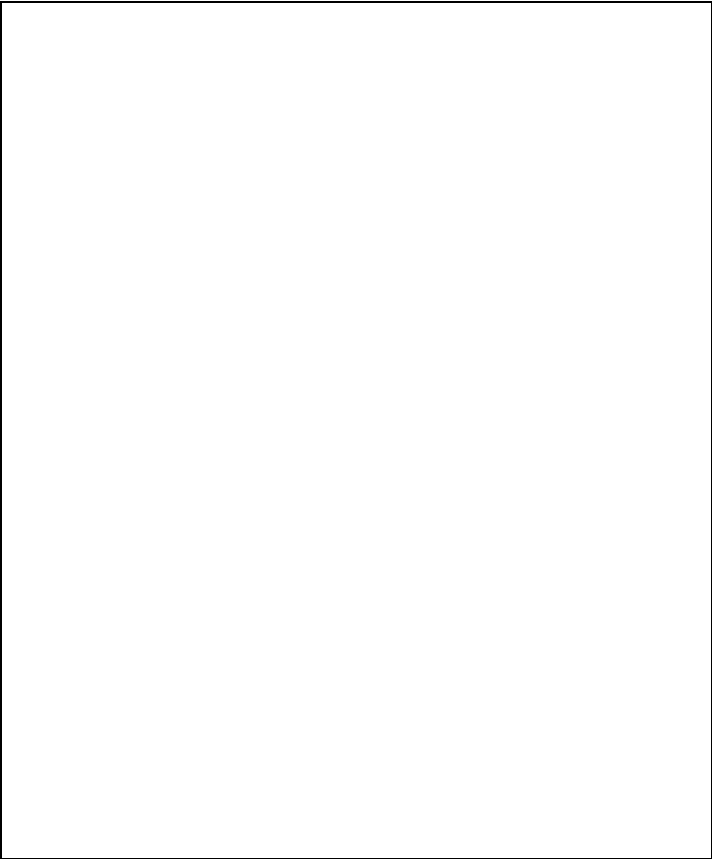
Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 194, Bonus Feats have added 30 CP, Disadvantages have added 10 CP, Duties adds 10 CP, HD 12 deducts 32 CP HD 20 deducts 16 CP	
Anime Master	[Eclipse, p.50]
Anime Master allows the user to grapple, overbear, and wield weapons, as if he or she was one size category larger.	
Anime Master / Specialized Weapon Only	[Eclipse, p.50]
Anime Master allows the user to wield weapons, as if he or she was one size category larger.	
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 / Chitin Mail	[Eclipse]
L1 Transmutation. For one minute per level of the caster whatever armor the user is wearing is treated as being one armor category lighter. The maximum dexterity bonus increases by two, the armor check penalty is reduced by two, arcane spell failure goes down by 15% (to a minimum of 5%), and the speed penalty is eliminated (1400 GP).	
Innate Enchantment / Enhanced Attribute (+2 Strength)	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Strength	
Innate Enchantment / Inspiring Word	[Eclipse]
provides a +1 Morale Bonus on saves, attacks, checks, and damage (Unlimited Use-Activated, L1 at CL1, Personal Only, 1400 GP).	

PROFICIENCIES
Axe (Throwing), Battleaxe, Chakram, Chisa-Katana, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, 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, Martial Weapon, Maul, Morningstar, Nodachi, 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, Yari

TEMPLATES

Yasmin Trameris

Human
RACE
22
AGE
Vision Test: Normal
Female
GENDER
VISION
None
ALIGNMENT
Right
DOMINANT HAND
6' 1"
HEIGHT
190 lbs.
WEIGHT
Hazel
EYE COLOUR
SKIN COLOUR
Brown, Short
HAIR / HAIR STYLE
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION
DEITY
Humanoid
Race Type
Race Sub Type
Any
Favored Class
EXP Factor: 100%; EXP Penalty: 0%
Normal



Description:
Biography: