

Danalaus

CHARACTER NAME

d10E 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	25		+7		
DEX Dexterity	15		+2		
CON Constitution	17		+3		
INT Intelligence	6		-2		
WIS Wisdom	8		-1		
CHA Charisma	10		+0		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+4	= +0	+3	+0	+1	+0		
REFLEX (dexterity)	+3	= +0	+2	+0	+1	+0		
WILL (wisdom)	+0	= +0	-1	+0	+1	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+6	= +4	+7	-1	-4	+0	
RANGED attack bonus	+1	= +4	+2	-1	-4	+0	
GRAPPLE attack bonus	+11	= +4	+7	+4	-4	+0	

*Gore	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	P	L	20/x2	10 ft.
TOTAL ATTACK BONUS				DAMAGE	
+6				1d8+7	
Special Properties					

Greataxe (Large)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	L	20/x3	10 ft.
	To Hit	Dam		To Hit	Dam
2H	+6	3d6+10	2W-OH	N/A	N/A
Special Properties					

*Longbow (Large/Strength Bow)	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	P	L	20/x3	10 ft.
	30 ft.	100 ft.	200 ft.	300 ft.	400 ft.
TH	+6	+6	+4	+2	+0
Dam	2d6+7	2d6+7	2d6+7	2d6+7	2d6+7
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
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Sean L.

PLAYER NAME

Minotaur

RACE

25

AGE

Large

SIZE

Male

GENDER

11' 0"

HEIGHT

Brown

EYES

HP hit points	37	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	Walk 30 ft.
AC armor class	16	TOTAL	14	FLAT	11	TOUCH	10	BASE	0
								ARMOR BONUS	0
								SHIELD BONUS	2
								STAT	-1
								SIZE	5
								NATURAL ARMOR	0
								REFLEC-TION	0
								DODGE	0
								MISC	0
								MISS CHANCE	0
								ARCANE SPELL FAILURE	0
								ARMOR CHECK PENALTY	0
								SPELL RESIST	0

INITIATIVE modifier	+2	TOTAL	+2	DEX MODIFIER	+0	MISC MODIFIER
BASE ATTACK bonus			+4			

None

REGION

Neutral Good

ALIGNMENT

600 lbs.

WEIGHT

Darkvision

VISION

Brown/Red











HAIR

32

POINTS

TOTAL SKILLPOINTS: 0		SKILLS		MAX RANKS: 4/2	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	4	=	2	+ 2
✓ Appraise	INT	0	=	-2	+ 2
✓ Athletics	STR	9	=	7	+ 2
✓ Craft (Untrained)	INT	-2	=	-2	
✓ Deception	CHA	2	=	0	+ 2
✓ Endurance	CON	5	=	3	+ 2
✓ Gather Information	CHA	2	=	0	+ 2
✓ Heal	WIS	1	=	-1	+ 2
✓ Insight	WIS	1	=	-1	+ 2
✓ Perception	WIS	5	=	-1	+ 6
✓ Persuasion	CHA	2	=	0	+ 2
✓ Ride	DEX	4	=	2	+ 2
✓ Stealth	DEX	4	=	2	+ 2
✓ Stealth (Hide)	DEX	0	=	2	+ -2
✓ Survival	WIS	1	=	-1	+ 2
✓ Thievery	DEX	4	=	2	+ 2
✓ Use Rope	DEX	4	=	2	+ 2
			=	+	+
			=	+	+

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

EQUIPMENT					
	ITEM	LOCATION	QTY	WT	COST
Gore		Equipped	1	0.0	0.0
Arrows (50/Large)		Carried	1	15.0	5.0
	    				
	    				
Greataxe (Large)		Carried	1	24.0	40.0
Longbow (Large/Strength Bow)		Equipped	1	6.0	150.0
0 lbs.					
TOTAL WEIGHT CARRIED/VALUE				45 lbs.	195.0 gp

TEMPLATES

WEIGHT ALLOWANCE			
Light	533	Medium	1066
Lift over head	1600	Lift off ground	3200
		Heavy	1600
		Push / Drag	8000

LANGUAGES	
Common	
English	100%
Spanish	90%
French	80%
German	70%
Italian	60%
Portuguese	50%
Russian	40%
Chinese	30%
Japanese	20%
Hindi	10%
Arabic	5%
Other	5%

Special Attacks	
Warcraft +0 BAB	[Eclipse, p.10]
Warcraft / Weapon Focus (Longbow) Increase selected weapon to hit by +1	[Eclipse, p.10]

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -3, Dying -4 and Dead -18	
Weapon Proficiency (All Simple and Martial Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple and martial weapons.	
Weapon Proficiency (All Simple Weapons and One Martial Weapon) (Greataxe)	[Eclipse, p.49]
Grants Proficiency with all simple weapons and selected weapons.	

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 70, Bonus Feats have added 12 CP, Disadvantages have added 10 CP, HD 10 deducts 6 CP	
Doubled Damage (Powerful Charge)	[Eclipse, p.51]
(6 CP) The character must choose a very specific situation (this is difficult to specialize further), in which he or she deals double damage from physical attacks. This situation must be so specific as to make the ability rare and difficult to use.	
Immunity / being caught flat-footed	[Eclipse]
Can't be caught Flat-footed (6 CP).	
Immunity to Mazes / getting lost	[Eclipse]
Can't get lost in a Maze, and is immune to Maze effects (Common, Minor, Major, 6 CP).	
Immunity / XP Cost Initial Innate Enchantment	[Eclipse]
(2 CP) Handles initial Innate Enchantment, L1 only.	
Innate Enchantment	[Eclipse, p.34]
adds innate power that could 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 / Immortal Vigor I	[Eclipse]
[At Will] As grants 12 + CON*2 HP.	
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.	