

Yasmin Trameris

Character Name

d20E 1, d12E 5

CLASS

6 (6)

15000 / 21000

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
FORTITUDE (constitution)	+7	= +4	+2	+0	+1	+0	
REFLEX (dexterity)	+8	= +5	+2	+0	+1	+0	
WILL (wisdom)	+7	= +5	+1	+0	+1	+0	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+13/+8	= +7/+2	+5	+0	+1	+0	
RANGED attack bonus	+6/+1	= +7/+2	+2	+0	-3	+0	
GRAPPLE attack bonus	+17/+12	= +7/+2	+5	+0	+5	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+13/+8	1d3+5	20/x2	5 ft.

*Excalibur (Superior Bonded/Keen/Speed)			HAND	TYPE	SIZE	CRITICAL	REACH
			Both	S	M	17-20/x2	5 ft.
	To Hit	Dam		To Hit		Dam	
2H	+19/+19/+14	2d6+15	2W-OH	null		null	
Special Properties	Adventurers recognize the greatsword as one of the best melee weapons available. It's reliable and powerful., (Greatsword +1 (Bonded (Superior)/Keen/Speed)), threat range doubled, grants 1 extra attack when full attacking at highest bonus,does not stack with other speed effects, Bonded Weapon:+5 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.						

*: 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
A breastplate covers your front and your back. It comes with a helmet and greaves (plates to cover your lower legs). A light suit or skirt of studded leather beneath the breastplate protects your limbs without restricting movement much.					
*Crimson Dragonhide Bracers		+1		+0	0
(+1 Natural Armor, Fire Resistance 5)					

Rebekah

Player Name

Human / Humanoid

RACE

22

Female

GENDER

AGE

HP
hit points

82

WOUNDS/CURRENT HP

AC
armor class

18

FLAT

16

TOUCH

12

BASE

10

ARMOR BONUS

5

SHIELD BONUS

0

STAT

2

SIZE

0

NATURAL ARMOR

1

REFLEC-TION

0

DODGE

0

Morale

0

Insight

0

Sacred

0

Profane

0

MISC

0

INITIATIVE
modifier

+2

DEX MODIFIER

+2

MISC MODIFIER

+0

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

Deity

Medium / 5 ft.

SIZE / FACE

Hazel

EYES

None

Region

6' 1" / 190 lbs.

HEIGHT / WEIGHT

Brown, Short

HAIR

None

Alignment

Normal

VISION

TOTAL SKILLPOINTS: 36		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	10	=	2	+	9	+ -1
✓	Appraise	INT	2	=	1			+ 1
✓	Athletics	STR	4	=	5			+ -1
✓	Craft (Untrained)	INT	1	=	1			
✓	Deception	CHA	1	=	0			+ 1
✓	Endurance	CON	1	=	2			+ -1
✓	Gather Information	CHA	10	=	0	+	9	+ 1
✓	Heal	WIS	2	=	1			+ 1
✓	Insight	WIS	11	=	1	+	9	+ 1
✓	Perception	WIS	11	=	1	+	9	+ 1
✓	Persuasion	CHA	1	=	0			+ 1
✓	Ride	DEX	3	=	2			+ 1
✓	Stealth	DEX	1	=	2			+ -1
✓	Survival	WIS	2	=	1			+ 1
✓	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
Excalibur (Superior Bonded/Keen/Speed)	Equipped	1	8 / 50,350
Adventurers recognize the greatsword as one of the best melee weapons available. It's reliable and powerful., (Greatsword +1 (Bonded (Superior)/Keen/Speed)), threat range doubled, grants 1 extra attack when full attacking at highest bonus, does not stack with other speed effects, Bonded Weapon +5 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed.			
Crimson Dragonhide Bracers	Equipped	1	0 / 0
(+1 Natural Armor, Fire Resistance 5)			
Breastplate	Equipped	1	30 / 200
A breastplate covers your front and your back. It comes with a helmet and greaves (plates to cover your lower legs). A light suit or skirt of studded leather beneath the breastplate protects your limbs without restricting movement much.			
TOTAL WEIGHT CARRIED/VALUE		38 lbs.	50,550gp

WEIGHT ALLOWANCE			
Light	153	Medium	306
Lift over head	460	Lift off ground	920
		Heavy	460
		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	[Mike]
Bonded Weapon has a +5 to Hit and Damage, Alarm on the Weapon, Redirect Half of Sunder damage to opponent, Hardness 10	
Warcraft	[Eclipse, p.10]
+3 BAB	
Warcraft / Spec for Melee (4x)	[Eclipse]

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -2, Dying -3 and Dead -15	
Armor Proficiency (Light)	[Eclipse, p.49]
Proficient with Light Armors	
Armor Proficiency (Medium)	[Eclipse, p.49]
Proficient with Medium Armors	
Feat Bonus	[PH, p.13]
1 extra feat at 1st level.	
Humanoid Type	[MM]
Humanoids eat/sleep/breathe	
Resistance to Fire (Ex)	[MM]
You may ignore 5 points of Fire damage each time you take Fire damage	
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. [+12 total CP].	
Fast Learner (Focused on Skills / L-2)	[Eclipse, p.17]
+2 CP towards Skills per level. [+18 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 220, Bonus Feats have added 30 CP, Disadvantages have added 10 CP, Duties adds 12 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).	

CLASSFEATURE POWERS

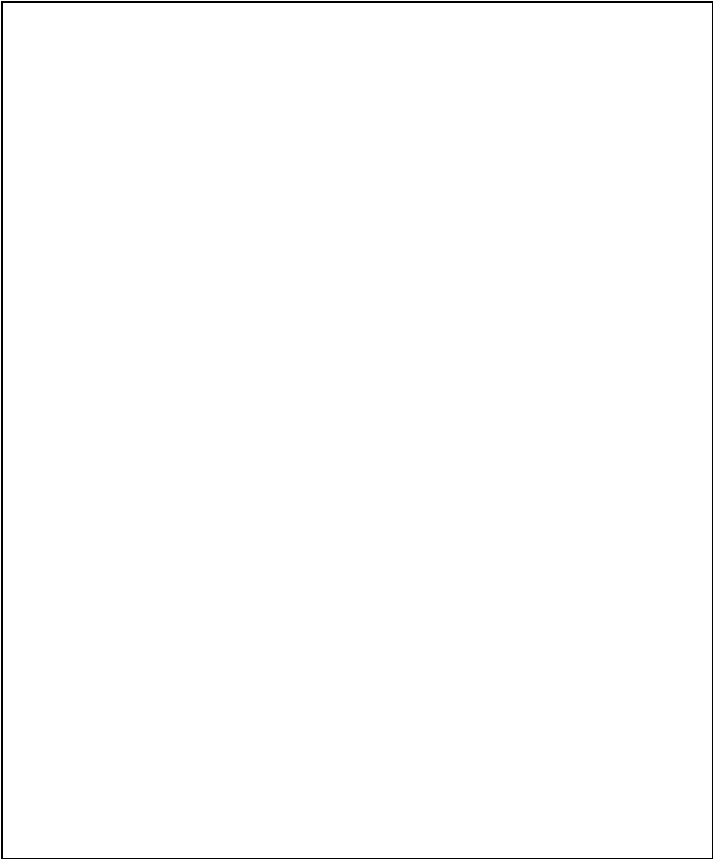
Uncanny Dodge ~ Base

PROFICIENCIES
Axe (Throwing), Battleaxe, 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, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Martial Weapon, Morningstar, Nodachi, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash, Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Strike (Unarmed), Sword (Bastard), Sword (Short), Trident, Unarmed Strike, 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
Normal



Description: Biography: