

Qixxu Zhao'da

CHARACTER NAME

d10E 2

CLASS

2

1000 / 3000

Character Level

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
<b>STR</b> Strength	16		+3		
<b>DEX</b> Dexterity	20		+5		
<b>CON</b> Constitution	16		+3		
<b>INT</b> Intelligence	14		+2		
<b>WIS</b> Wisdom	12		+1		
<b>CHA</b> Charisma	14		+2		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
<b>FORTITUDE</b> (constitution)	+4	= +1	+3	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+7	= +2	+5	+0	+0	+0		
<b>WILL</b> (wisdom)	+2	= +1	+1	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+4	= +6	+3	+0	-5	+0	
<b>RANGED</b> attack bonus	+6	= +6	+5	+0	-5	+0	
<b>GRAPPLE</b> attack bonus	+8	= +6	+3	+0	-1	+0	

Martial Arts	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+5/+5	1d6+3	20/x2	5 ft.

*Longsword (Growth Item / Chosen One)		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	S	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+11/+11	1d8+4	2W-P-(OH)	+7/+7	1d8+4	
1H-O	+11/+11	1d8+2	2W-P-(OL)	+9/+9	1d8+4	
2H	+11/+11	1d8+5	2W-OH	+7	1d8+2	
Special Properties		Sentient Any Weapon Growth [+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
*Chosen One Robe	Light	+3		+0	0

Azireal

PLAYER NAME

Human

Medium

5' 8"

170 lbs.

Darkvision (60 ft.)

RACE

SIZE

HEIGHT

WEIGHT

VISION

0

Male

EYES

HAIR

POINTS

HP		WOUNDS/CURRENT HP					SUBDUAL DAMAGE				DAMAGE REDUCTION			SPEED				
hit points		56													Walk 30 ft.			
AC		19	14	16	= 10	+ 3	+ 0	+ 5	+ 0	+ 0	+ 0	+ 0	+ 1		0	+0	0	
armor class		TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST	

TOTAL SKILLPOINTS: 25		SKILLS		MAX RANKS: 5/2.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	10	=	5	+ 5
✓ Appraise	INT	2	=	2	
✓ Athletics	STR	8	=	3	+ 5
✓ Craft (Untrained)	INT	2	=	2	
✓ Deception	CHA	9	=	2	+ 5 + 2
✓ Endurance	CON	8	=	3	+ 5
✓ Gather Information	CHA	7	=	2	+ 5
✓ Heal	WIS	1	=	1	
✓ Insight	WIS	1	=	1	
Martial Arts (Dexterity Based)	DEX	10	=	5	+ 5
✓ Perception	WIS	1	=	1	
✓ Persuasion	CHA	4	=	2	+ 2
✓ Ride	DEX	5	=	5	
✓ Stealth	DEX	10	=	5	+ 5
✓ Survival	WIS	1	=	1	
✓ Thievery	DEX	5	=	5	
✓ Thievery (Sleight of Hand)	DEX	7	=	5	+ 2
✓ Use Rope	DEX	5	=	5	
			=	+	+
			=	+	+
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.					

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
<b>Chosen One Backpack of Holding</b>	Equipped	1	0.0	0.0
<b>Chosen One Orb</b>	Equipped	1	0.0	0.0
<b>Chosen One Robe</b>	Equipped	1	0.5	1.0
Longsword (Growth Item / Chosen One)	Equipped	1	4.0	15.0
<small>Sentient Any Weapon Growth [+1]</small>				
TOTAL WEIGHT CARRIED/VALUE			4.5 lbs.	16.0 gp

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

LANGUAGES	
Common, Draconic	

Special Attacks	
<b>Imbuement</b>	[Eclipse, p.53]
Once taken, the user defines this for a specific weapon type or for unarmed attacks. Weapons gain a +(level/4) enhancement bonus to hit and damage. This does not stack with a magic weapon's bonuses.	
<b>Imbuement Bonus</b>	[Eclipse]
+0 Attack and Damage Bonus	
<b>Martial Arts</b>	[Eclipse, p.53]
Unarmed Damage 1d6+3, lethal or non-lethal as desired without penalty, (3 CP). A character is considered armed when using unarmed combat so long as he or she places at least 3 CP in this ability. He or she gains a base damage of 1d4 with unarmed attacks. Each +3 CP invested after that increases the damage by one die type (d6/d8/d10/d12), up to a maximum of 1d12 at 15 CP.	
<b>Warcraft</b>	[Eclipse, p.10]
+2 BAB	
<b>Warcraft / Weapon Focus (Longsword)</b>	[Eclipse, p.10]
Increase selected weapon to hit by +1	
<b>Warcraft / Weapon Focus, Greater (Longsword)</b>	[Eclipse, p.10]
Increase selected weapon to hit by +1	

Special Qualities	
<b>Death and Dying</b>	[Eclipse]
Disabled 0 HP till -3, Dying -4 and Dead -17	
<b>Mental Link with other Chosen Ones</b>	[Drew]
Automatic Mental Link with Chosen Ones - This allows direct telepathy to any Chosen One, or multiple Chosen Ones, including images.	
<b>Weapon Proficiency (All Simple and Martial Weapons)</b>	[Eclipse, p.49]
Grants Proficiency with all simple and martial weapons.	

Recurring Bonuses	
<b>Duties (Chosen Ones)</b>	[Eclipse, p.17]
(+2) A character with Duties has extensive obligations. These restrict his or her time and freedom of action, as well as draining his or her resources, but also mean getting a lot of practice or extra training. This typically includes Druids, Clerics, and Paladins. Ignoring your duties brings on various penalties. Strangely, this continues until the GM feels you have enough penalties to equal the points you got from Duties.	
<b>Fast Learner (Focused on Skills /Human) (Child)</b>	[Eclipse, p.17]
(+2) This ability grants 2 Skills per eclipse character level.	

DISADVANTAGES	
<b>Accursed (Spark Driven Issues)</b>	[Eclipse, p.18]
The universe is out to get you. This covers literal curses, such as dooming those you love, terrible fates, bleeding fire instead of blood, or uncontrollable lycanthropy, as well as lesser, persistent annoyances. The latter might include being a preferred target for attacks (you count as two people if random targeting is used), unpleasant disabilities such as epilepsy, allergies and so on. Your curse can be lifted, but it requires a great deal of work or truly major magic.	
<b>Dependent (Bonded Chosen Ones)</b>	[Eclipse, p.18]
There is something you just have to have to function effectively. You could be addicted to a drug, rely on a special talisman, require constant support and encouragement, or simply be so confused that you need someone to tell you what to do. Unless there's a specific effect involved this defaults to a -3 penalty on your rolls.	
<b>Hunted (Tabarath Cult)</b>	[Eclipse, p.19]
Someone's out to get you. You may be an outlaw, have personal enemies, or have been marked by some mystical entity. The nature of your foes should be decided in consultation with the GM. As a rule, you cannot simply confront your hunters and fight it out with them. They're either numerous, powerful, or secretive.	

Eclipse Abilities	
<b>Character Points Total</b>	[Eclipse]
Character Points Total 116	
<b>Adept (Acrobatics, Deception, Martial Arts ~ Dex Based, Stealth)</b>	[Eclipse, p.24]
(6 CP). Select four related (i.e., get your GM's permission) skills, which you learn for half price. Each rank of a relevant skill now costs only 1/2 CP. Each rank of an irrelevant one now costs only 1 CP. ! You may take this ability twice, affecting two groups of skills, if your Game Master gives you permission. Adept is actually one of the most powerful abilities in the system. It provides a huge skill bonus in exchange for simply deciding on what you're good at. The Game Master should keep a careful eye this. It's most common in Prestige Class conversion.	
<b>Anime Master</b>	[Eclipse, p.50]
Anime Master allows the user to grapple, overbear, and wield weapons, as if he or she was one size category larger.	
<b>Block / Melee</b>	[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. Attackers may give up part of their BAB to increase the Block save DC on a 1-to-1 basis.	
<b>Bonus Attack / Off-Hand Attack</b>	[Eclipse, p.51]
Grants an Additional Attack for an Off-Hand	
<b>Companion</b>	[Eclipse, p.27]
(6 CP). Used to gain familiars, psicrystals, animal companions, and sometimes mounts. Companion empowers a sidekick - usually an animal. You may choose to apply the standard d20 Druid's Animal Companion bonuses, Wizard's Familiar bonuses, Paladin's Mount bonuses, get a Psi-Crystal, or use any similar progression. The base creature may not have an ECL of more than 1/3 your character level.	
<b>Companion / Template</b>	[Eclipse, p.27]
(+6 CP) adds a template of up to +2 ECL to the companion. Only one Template can be applied to a given companion, but you may pay the cost multiple times to add a more powerful template. The ECL addition is cumulative up to a maximum of +6.	
<b>Companion / Might (Positive Levels)</b>	[Eclipse, p.27]
(+6 CP) allows you to grant your companion the benefits of two Positive Levels (see page 86).	
<b>Familiar</b>	[Eclipse, p.27]
You have a familiar companion	
<b>Grant of Aid</b>	[Eclipse, p.32]
(6 CP). You are automatically healed of 1d8+5 points of damage or 1d3 points of attribute damage or 1 negative level (select as needed) once per day per three levels or part thereof. This does not require an action; the player simply decides when it happens.	
<b>Grant of Aid / Regenerative (Slow Regrowth)</b>	[Eclipse, p.32]
(+3 CP) allows either slow (1d4 weeks) regrowth of lost limbs and organs or the rapid reattachment of any bits that get chopped off. Regenerative may be taken twice to get both effects.	
<b>Grant of Aid / Regenerative / Slow Regrowth</b>	[Eclipse, p.32]
(+3 CP) allows the rapid reattachment of any bits that get chopped off.	
<b>Improved Initiative (4x)</b>	[Eclipse, p.53]
The character gains +2 to Initiative per 3 CP invested, up to a maximum +8 bonus.	
<b>Innate Enchantment</b>	[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.	
<b>Innate Enchantment / Sensitive Nose (Detect Poison)</b>	[Eclipse]
You can easily determine if someone has poisoned your food or drink - or it a suspicious substance is poisonous.	
<b>Innate Enchantment / Enhanced Attribute (+2 Dexterity)</b>	[Eclipse]
<b>Innate Enchantment / Immortal Vigor I</b>	[Eclipse]
Gain 2d6 + (Con Bonus x2) worth of HP. In this case 12+CON.	
<b>Innate Enchantment / Martial Mastery (Longsword)</b>	[Eclipse]
+4 Competence Bonus to BAB with Unarmed Strikes (or with another specific weapon).	
<b>Legionary ~ Chosen One</b>	[Drew, p.53]
Only Works with Chosen Ones., A Legionary has great coordination when fighting in a team. The character gains +1/2/3 bonus to AC, Attacks and Reflex Saves when teamed with 1-2/3-4/5+ others with who also possess this feat.	
<b>Borrowed Time</b>	[Is This It]
Reflex Action - Dex Bonus Based Free Standard Actions a day / Corrupted Only activates when under stress or duress/ Specialized (Double effect) GM determines when it will activate. 8 Uses/day	
<b>Mana</b>	[Is This It]
+1d6 Mana (5) / Specialized only for GM approved powers / Corrupted only activates at GM direction	
<b>Mana Choice (Reality Editing)</b>	[Is This It]
Reality Editing // Under above stipulations - GM chooses outcome	
<b>Template Disadvantages</b>	[Is This It]
Valuable and Outcast (Powerful forces seek to collect on his divine spark, though his curse is his skin is flayed for a week as it continually re-grows and sloughs off)	

## 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 / Synergy (Deception)

[Eclipse, p.81]

You gain +2 on any related skill. Each time this is taken it applies to a different skill. Common synergies include Tumble, Heal, and Move Silently, but others are possible.

### Martial Arts Advanced / Sneak Attack (2x)

[Eclipse, p.81]

Add +1d6, as per a Rogue's ability [unlike many point-buy abilities, this does not affect creatures immune to critical hits]. This may be taken more than once, up to a maximum of +4d6.

## 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, 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

03 - World Law ~ Feat Progression 0 - Gain Additional Bonus Feat at First Level

03 - World Law ~ Feat Progression 1 - Gain Bonus Feat every Even Level

### Familiar: Spider (Companion (Spider))

HP:	28	AC:	23	INIT:	+8
FORT:	+0	REF:	+10	WILL:	+1
*Bite (Natural/Primary)	+4/+4	DAM:	1d1-4	CRIT:	20/x2
Special:					