

Kenshin Himura

CHARACTER NAME
d12E 1, d10E 2
CLASS

Mike Mason

PLAYER NAME
Human
RACE
Medium / 5 ft.
SIZE / FACE

DEITY
5' 2"
HEIGHT
Lavender
EYES

None
REGION
106 lbs.
WEIGHT
Red, Ponytail to mid back
HAIR

Lawful Good
ALIGNMENT
Normal
VISION



3 / 3
Character Level / CR
3000 / 6000
EXP / NEXT LEVEL

18
AGE
Male
GENDER

POINTS

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	8		-1		
DEX Dexterity	22		+6		
CON Constitution	12		+1		
INT Intelligence	13		+1		
WIS Wisdom	13		+1		
CHA Charisma	10		+0		

HP		WOUNDS/CURRENT HP					SUBDUAL DAMAGE				DAMAGE REDUCTION			SPEED			
hit points	31													Walk 60 ft.			
AC	25	18	21	= 10	+ 4	+ 0	+ 6	+ 0	+ 0	+ 0	+ 1	+ 4		0	+0	0	
armor class	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	MISC	MISS CHANCE	ARCANE CHECK FAILURE	ARMOR CHECK PENALTY	SPELL RESIST	

INITIATIVE	TOTAL	DEX MODIFIER	MISC MODIFIER
modifier	+10	+6	+4
BASE ATTACK	+3		
bonus			

TOTAL SKILLPOINTS: 28		SKILLS		MAX RANKS: 6/3	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	17	= 6 + 6 + 5		
✓ Appraise	INT	1	= 1		
✓ Athletics	STR	5	= -1 + 6		
✓ Athletics (Jump)	STR	17	= -1 + [6] + 12		
✓ Craft (Untrained)	INT	1	= 1		
✓ Deception	CHA	3	= 0 + 3		
✓ Endurance	CON	5	= 1 + 4		
✓ Gather Information	CHA	0	= 0		
✓ Heal	WIS	1	= 1		
✓ Insight	WIS	7	= 1 + 6		
Martial Arts (Hiten Mitsurugi Ryuu)	DEX	16	= 6 + 6 + 4		
✓ Perception	WIS	4	= 1 + 3		
✓ Persuasion	CHA	2	= 0 + 2		
✓ Persuasion (Diplomacy)	CHA	4	= 0 + [2] + 2		
✓ Ride	DEX	9	= 6 + 3		
✓ Stealth	DEX	13	= 6 + 4 + 3		
✓ Survival	WIS	1	= 1		
✓ Thievery	DEX	9	= 6 + 3		
✓ Use Rope	DEX	9	= 6 + 3		
			= + +		
			= + +		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+3	= +1	+1	+0	+1	+0		
REFLEX (dexterity)	+9	= +2	+6	+0	+1	+0		
WILL (wisdom)	+4	= +2	+1	+0	+1	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+4	= +3	-1	+0	+2	+0	
RANGED attack bonus	+9	= +3	+6	+0	+0	+0	
GRAPPLE attack bonus	+2	= +3	-1	+0	+0	+0	

*Sakabatou (+1)		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	S	M	17-20/x2	5 ft.
	To Hit	Dam	To Hit		Dam	
2H	+12	1d10+7	2W-OH		N/A	N/A
Special Properties	(Sword (Bastard)), (Sword (Bastard/Growth Item / Chosen One)), (Sword (Bastard/Growth Item / Chosen One)), 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	+4		+0	0

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Boots of the New Chosen Ones	Equipped	1	0.0	0.0
Chosen One Backpack of Holding	Equipped	1	0.0	0.0
Chosen One Orb	Equipped	1	0.0	0.0
Chosen One Robe	Equipped	1	0.5	1.0
Sakabatou (+1) <small>(Sword (Bastard)), (Sword (Bastard/Growth Item / Chosen One)), (Sword (Bastard/Growth Item / Chosen One)), Sentient Any Weapon Growth [+1]</small>	Equipped	1	6.0	35.0
TOTAL WEIGHT CARRIED/VALUE			6.5 lbs. 36.0 gp	

WEIGHT ALLOWANCE			
Light	26	Medium	53
Lift over head	80	Lift off ground	160
		Heavy	80
		Push / Drag	400

LANGUAGES	
Common, Giant	

Special Attacks	
Warcraft +3 BAB	[Eclipse, p.10]
Warcraft / Spec for Melee (2x)	[Eclipse]

Special Qualities	
Death and Dying Disabled 0 HP till -1, Dying -2 and Dead -13	[Eclipse]
Humanoid Traits Humanoids eat/sleep/breathe	[PHB, TypesSubtypesAbilities.rtf]
Weapon Proficiency (All Simple Weapons and One Martial Weapon) (Sword (Bastard)) Grants Proficiency with all simple weapons and selected weapons.	[Eclipse, p.49]

Recurring Bonuses	
Duties (Chosen Ones) You have duties. Grants 2 CP per level. [+6 total CP].	[Eclipse, p.17]
Fast Learner (Focused on Skills /Human) (Child) +2 CP towards Skills per level. [+12 total Skill Points Granted].	[Eclipse, p.17]

DISADVANTAGES	
History You have a written history for the GM.	[Eclipse, p.19]
Irreverent (Gods don't exist) You do not believe in a higher power.	[Eclipse, p.19]
Recorder You record the game session.	[Eclipse, p.19]

Eclipse Abilities	
Character Points Total Character Points Total 136, Bonus Feats have added 24 CP, Disadvantages have added 10 CP, Duties adds 6 CP, HD 10 deducts 12 CP, HD 12 deducts 8 CP	[Eclipse]
Adept (Athletics, Acrobatics, Insight, Martial Arts ~ Dex Based) Choose four related skills that only cost 1/2 a Character Point for each skill rank.	[Eclipse, p.24]
Block (melee) and Master - only with Katana/Sakabatou	[Drew]
Finesse for dex to hit and for dex to damage/ specialized - only with Katana/Sakabatou	[Drew]
Immunity / XP Cost Innate Enchantment (2 CP) Handles initial Innate Enchantment, L1 only.	[Eclipse]
Improved Critical - Only for Katana/Sakabatou	[Drew]
Improved Defender (+1 dodge AC / corrupted - Only when not wearing armor or shield)	[Drew]
Improved Initiative - Corrupted - Only when not wearing armor or shield	[Drew]
Innate Enchantment 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.	[Eclipse, p.34]
Innate Enchantment / Resistance +1 Resistance bonus to Saves.	[Eclipse]
Innate Enchantment / Slayer (Human) You gain a +1d6 bonus to melee damage when fighting the selected type of opponent.	[Eclipse]
Innate Enchantment / Enhanced Attribute (+2 Dexterity) [At Will] Grants +2 Enhancement Bonus to Dexterity	[Eclipse]
Innate Enchantment / Expeditious Retreat (2000 GP). Gain a +30' bonus to their movement modes.	[Eclipse]
Legionary (2 CP) Only for bonded 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.	[Drew, p.53]
Luck A lucky character may either "Take 20" in advance, without taking extra time and whether or not this would usually be allowed, or reroll after the primary roll once per day. Most characters also get Bonus Uses.	[Eclipse, p.36]
Professional (Martial Arts ~ Hiten Mitsurugi Ryuu) (6 CP). Professional grants a +(level/2) (rounded down, +10 Max) bonus on a particular skill. Only levels gained after taking this ability count. You may take this ability multiple times. Each time it applies to a new skill.	[Eclipse, p.40]
Reflex Training (Quick Draw and Quick Sheathe) Specialized - only for Katana/Sakabatou	[Drew]

Martial Arts	
Hiten Mitsurugi Ryuu (Dex) This is the style made up with no cool description, hopefully this will prompt the player to make something nice and fancy instead of ugly. [Requires] Finesse, Reflex Training(Quick Draw/Quick Sheathe) [Basic Techniques] Attack IV, Defenses IV, Power [Advanced Techniques] Mighty Blow, Reach, Instant Stand, Versatility, Sneak Attack [Occult Techniques] Ki Block, Paralyze, Overburden, Touch Strike, Known Basic Techniques, Power 1, Defenses 1, Defenses 2, Defenses 3, Defenses 4, Known Advanced Techniques, Mighty Blow, Instant Stand, Known Occult Techniques, Touch Strike	[Eclipse]
Martial Arts Basic / Defenses (4x) Gain additional +1 each time taken [currently +4] bonus to AC when you are unarmored or lightly armored.	[Eclipse, p.81]
Martial Arts Basic / Power Increase your unarmed damage by +1 or increase your weapon die type by 1 step, up to a d12 maximum. Weapons that cause multiple dice of damage increase them independently.	[Eclipse, p.81]
Martial Arts Basic / Power / Improve Die Size Increase your weapon die type by 1 step, up to a d12 maximum. Weapons that cause multiple dice of damage increase them independently.	[Eclipse, p.81]
Martial Arts Advanced / Instant Stand You may stand up as a Free Action if unarmored or in light armor.	[Eclipse, p.81]
Martial Arts Advanced / Mighty Blow On a critical hit, you automatically trip your opponent.	[Eclipse, p.81]
Martial Arts Occult / Touch Strike (-1 Con) One attack you make this round is a touch attack.	[Eclipse, p.82]

PROFICIENCIES
Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Giant Rock, Grapple, Halbspear, Hoopak, Javelin, Keyblade, Laser, Longspear, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Scourge, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword (Bastard), Sword Staff, Unarmed, Unarmed Strike

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