

Danalaus

CHARACTER NAME

d20E 1, d10E 2

CLASS

3 (3)

Character Level / CR

5000 / 6000

EXP / NEXT LEVEL

Sean Lujan

PLAYER NAME

Human

Medium / 5 ft.

6' 5"

215 lbs.

Normal

RACE

SIZE / FACE

HEIGHT

WEIGHT

VISION

25

Male

Brown

Brown/Red

Character Level / CR

EXP / NEXT LEVEL

AGE

GENDER

EYES

HAIR

POINTS



ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	17		+3		
DEX Dexterity	19		+4		
CON Constitution	13		+1		
INT Intelligence	12		+1		
WIS Wisdom	8		-1		
CHA Charisma	12		+1		

WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED			
HP hit points	43							2/-				Walk 30 ft.			
AC armor class	18	14	14	10	4	0	4	0	0	0	0	0	0	0	
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	MISC	MISS CHANCE	ARCANE SPELL FAILURE	

INITIATIVE	modifier	TOTAL	DEX MODIFIER	MISC MODIFIER
+4	=	+4		+0

BASE ATTACK	bonus	TOTAL
+7/+2		

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

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+8	=	+7	+3	+0	-2	+0
RANGED attack bonus	+9	=	+7	+4	+0	-2	+0
GRAPPLE attack bonus	+8	=	+7	+3	+0	-2	+0

*Longbow (Strength)		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	P	M	20/x3	5 ft.
30 ft.	150 ft.	300 ft.		450 ft.		600 ft.
TH	+14/+14	+12/+12		+10/+10		+8/+8
Dam	1d8+3	1d8+3		1d8+3		1d8+3

Longsword		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	S	M	19-20/x2	5 ft.
To Hit	Dam	To Hit		Dam		
1H-P	+12/+12	1d8+3	2W-P-(OH)	+6/+6		
1H-O	+8/+8	1d8+1	2W-P-(OL)	+8/+8		
2H	+12/+12	1d8+4	2W-OH	+2		

*: 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
*Leather	Light	+2	+6	+0	10

TOTAL SKILLPOINTS: 40		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	8	=	4		+ 4	
✓	Appraise	INT	5	=	1		+ 4	
✓	Athletics	STR	13	=	3	+ 6	+ 4	
✓	Athletics (Climb (Using a rope))	STR	15	=	3	+ [6]	+ 6	
✓	Craft (Untrained)	INT	1	=	1			
✓	Deception	CHA	5	=	1		+ 4	
✓	Deception (Act in character)	CHA	7	=	1		+ 6	
✓	Endurance	CON	5	=	1		+ 4	
✓	Gather Information	CHA	9	=	1		+ 8	
✓	Heal	WIS	3	=	-1		+ 4	
✓	Insight	WIS	3	=	-1		+ 4	
✓	Martial Arts (Sardorian Archery Style)	DEX	14	=	4	+ 6	+ 4	
✓	Perception	WIS	9	=	-1	+ 6	+ 4	
✓	Persuasion	CHA	13	=	1	+ 6	+ 6	
✓	Ride	DEX	12	=	4	+ 4	+ 4	
✓	Stealth	DEX	14	=	4	+ 6	+ 4	
✓	Survival	WIS	9	=	-1	+ 6	+ 4	
✓	Survival (Find or follow tracks)	WIS	11	=	-1	+ [6]	+ 6	
✓	Thievery	DEX	14	=	4	+ 6	+ 4	
✓	Use Rope	DEX	14	=	4	+ 6	+ 4	
				=	+		+	
				=	+		+	

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Longbow (Strength)	Equipped	1	3.0	75.0
0 lbs.				
Longsword	Carried	1	4.0	15.0
Leather	Equipped	1	15.0	10.0
TOTAL WEIGHT CARRIED/VALUE			22 lbs.	100.0 gp

WEIGHT ALLOWANCE					
Light	86	Medium	173	Heavy	260
Lift over head	260	Lift off ground	520	Push / Drag	1300

LANGUAGES	
Common	

Special Attacks	
Enhanced Strike / Crushing	[Eclipse, p.51]
applies all damage from an entire attack sequence as a single attack.	
Enhanced Strike / Hammer	[Eclipse, p.51]
allows the attack to deal maximum damage while gaining a +5 bonus to hit.	
Warcraft	[Eclipse, p.10]
+3 BAB	
Warcraft / +1 to Weapon, no bab (Longsword, Longsword, Longsword, Longsword)	[Eclipse, p.10]
Warcraft / Weapon Focus (Longbow)	[Eclipse, p.10]
Increase selected weapon to hit by +1	

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -1, Dying -2 and Dead -14	
Humanoid Traits	[PHB, TypesSubtypesAbilities.rtf]
Humanoids eat/sleep/breathe	
Wealth Level / 06 Wealthy	[TPE, p.187]
You're filthy rich. You can afford hundreds of servants, field a private army, live in a palace or castle, and have a notable spellcaster on call. Similar benefits apply to those supported by dukes, minor kings, major organizations, and to those who loot the treasures of ancient empires.	
Wealth Level Perk / Armor/Shields	[TPE, p.187]
Treat armor as one category lighter for movement and special ability purposes. This applies to shields as far as proficiencies go. Add a +2 Wealth AC bonus to shields and armor and improve the Armor Check Penalty (if any) by 2.	
Wealth Level Perk / Legal Privileges	[TPE, p.187]
At this point you're virtually above the law; having the resources to fund private armies tends to have that effect. Those with grievances usually resort to outlaw tactics or even larger armies.	
Wealth Level Perk / Magical Items	[TPE, p.187]
Seven charms and three talismans.	
Wealth Level Perk / Mounts, Pets, and Familiars	[TPE, p.187]
Mounts gain 2d4 levels of Magical Beast, +1d3 to each attribute, and +5' to Move. Pets and Familiars gain 1d4 levels of Magical Beast, +1d2 to each attribute, and +5' to Move.	
Wealth Level Perk / Recognition	[TPE, p.187]
Anyone at this level of wealth will be widely known, influential in the community and often "on call." With power comes authority - and a great deal of responsibility unless the character opts to become a hermit.	
Wealth Level Perk / Retainers	[TPE, p.187]
You often have a hedge wizard or minor priest, a sage or scholar (if desired), some bodyguards and agents, and an assortment of craftsmen and ordinary employees numbering up to the hundreds at this level. Standard d20, you may have a dozen wizards.	
Wealth Level Perk / Skill Bonuses	[TPE, p.187]
+2 nameless bonus to Diplomacy, Gather Information, and Intimidate, thanks to the use of cash and high-quality gear. Masterwork tools and reference material (for knowledge-based skills) is presumed wherever it is useful.	
Wealth Level Perk / Training	[TPE, p.187]
Superb. You gain +2 SP and +1 HP per level gained while this template applies, and a +2 to any single attribute (total, not per level).	
Wealth Level Perk / Weapons	[TPE, p.187]
Your weaponry gains +2 built-in Wealth bonuses. It may be made of adamantine, silver, or of exotic materials as desired. Wealth bonuses stack with magical enhancement.	
Weapon Proficiency (All Simple and Martial Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple and martial weapons.	

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

DISADVANTAGES	
History	[Eclipse, p.19]
You have a written history for the GM.	
Obligations (You are a king...)	[Eclipse, p.19]
You have the listed obligations.	
Valuable	[Eclipse, p.20]
You have value to others.	

Eclipse Abilities	
Character Points Total	[Eclipse]
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 20 deducts 16 CP	
Adept (Perception, Persuasion, Stealth, Survival)	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Dominion	[Eclipse, p.31]
(6 CP). With Dominion, a character may draw power from those who acknowledge his or her leadership. With the GM's permission he or she may take the Dominion paths, presented on page 72, with the GM's permission.	
Far Shot	[Eclipse, p.52]
(6 CP). Far Shot multiplies projectile weapon ranges by x1.5 and thrown weapon ranges by x2. This may be taken multiple times.	
Immunity / XP Cost Initial Innate Enchantment	[Eclipse]
(2 CP) Handles initial Innate Enchantment, L1 only.	
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 / Resistance	[Eclipse]
+1 Resistance bonus to Saves.	
Innate Enchantment / Expertise	[Eclipse]
+2 Competence bonus to skills and checks.	
Innate Enchantment / Fortune's Favor	[Eclipse]
+2 Luck bonus to skills and checks.	
Innate Enchantment / Martial Mastery (Longbow)	[Eclipse]
+4 Competence Bonus to BAB with Unarmed Strikes (or with another specific weapon).	
Leadership	[Eclipse, p.35]
(6 CP). You have relatively obedient followers who are willing to follow your orders. By default they're of your general type, but with +3 CP and the Game Master's permission you may command an exotic race, undead, elementals, demons or other outsiders appropriate to your nature, or even (for another +3 CP) animated objects or other constructs. In any case, you gain followers with a total ECL of (2 x [your level + your Cha Mod]). While none of them can have an ECL greater than (your character level - 3) or less than 1, you may otherwise allocate levels, and describe their personality traits and areas of expertise, as desired. Their equipment is up to the GM, but is usually typical for NPCs. Their levels may be increased, or additional followers may be added, as you go up in level; the Game Master should make adjustments. While followers are not slavishly loyal unless the character truly deserves such loyalty, they are reliable within reason. Lost followers can be replaced as long as the character is making a reasonable effort to do so and isn't abusing his or her followers; this will usually require 2d6 months.	
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.	

Martial Arts	
Sardorian Archery Style	[EWB]
The Sardorian Style focuses on military discipline. Ignore distractions, remain calm, draw smoothly, focus on your target, release, and repeat. Trust your allies to keep the enemy troops off you and use volley fire to deal with major opponents. Unfortunately, since arrows have distinct limitations as weapons (at least for more-or-less normal people in a d20 universe), be prepared to fall back and switch to a different weapon. Basics; Attack 4, Power 2, Synergy/Craft (Bowyer), Synergy/Hide, and Toughness 2. Advanced and Master Techniques; Deflect Arrows, Rapid Shot, Mighty Blow, and +1d6 Sneak Attack. Occult Techniques; Inner Strength, Ki Focus, Serpent Strike, and Touch Strike.	
Martial Arts Basic / Attack (2x)	[Eclipse, p.81]
Gain additional +1 each time taken [currently +2] bonus on rolls to Attack, Throw, Grapple, and Trip opponents.	
Martial Arts Basic / Toughness (2x)	[Eclipse, p.81]
You gain DR 1/- each time you take this [Current DR 2/-]. This stacks with itself.	
Martial Arts Advanced / Sneak Attack	[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.	
Martial Arts Master / Deflect Arrows	[Eclipse, p.82]
As Deflect Arrows feat - Once per round when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it.	
Martial Arts Master / Rapid Shot	[Eclipse, p.82]
As Rapid Shot feat - You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round takes a -2 penalty. You must use the full attack action to use this feat.	

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, Martial Weapon, 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

+4 Divine Bonus to Dexterity

Danalaus

Human
RACE
25
AGE
Male
GENDER
VISION
Neutral Good
ALIGNMENT
Right
DOMINANT HAND
6' 5"
HEIGHT
215 lbs.
WEIGHT
Brown
EYE COLOUR
SKIN COLOUR
Brown/Red,
HAIR / HAIR STYLE
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION



Uranus
DEITY

Description:
Biography: