Yon Yonsin
NAME

Mike Mason
PLAYERNAME

DEITY

Lawful Good
ALIGNMENT

Point3	3000	Human	Medium	6' 1"	165 lbs.	
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
3	6000	16	Male	Blue	Blonde,	-1
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

Abilities

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	16	+3	16	+3	16	+3
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	16	+3	16	+3	16	+3

HP hit points: 30

AC armor class: 21 TOTAL : 20 FLAT : 11 TOUCH = 10 BASE + 8 ARMOR BONUS + 2 SHIELD BONUS + 1 STAT + 0 SIZE + 0 NATURAL ARMOR + 0 DEFLECTION + 0 MISC

WOUNDS/CURRENT HP | SUBDUAL DAMAGE | DAMAGE REDUCTION

SPEED: Walk 20 ft.

MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST
50	-7	0	

INITIATIVE modifier: +2 TOTAL = +2 DEX MODIFIER + +0 MISC MODIFIER

BASE ATTACK bonus: +3

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+9	= +4	+ +2	+ +0	+ +3	+ +0	+
REFLEX (dexterity)	+5	= +0	+ +2	+ +0	+ +3	+ +0	+
WILL (wisdom)	+5	= +1	+ +1	+ +0	+ +3	+ +0	+

Attacks

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+6	= +3	+ +3	+ +0	+ +0	+ +0	+
RANGED attack bonus	+5	= +3	+ +2	+ +0	+ +0	+ +0	+
GRAPPLE attack bonus	+6	= +3	+ +3	+ +0	+ +0	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+6	1d3+3	20/x2	5 ft.

*Sword of the Fey

	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	19-20/x2	5 ft.

	To Hit	Dam		To Hit	Dam
1H-P	+10	1d8+7	2W-P-(OH)	+4	1d8+7
1H-O	+6	1d8+5	2W-P-(OL)	+6	1d8+7
2H	+10	1d8+8	2W-OH	+0	1d8+5

Special Properties: Can store Spell Points to fuel a spell. Fey Affinity., 30hp/inch and 15 hardness

Sword, Bastard

	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	M	19-20/x2	5 ft.

	To Hit	Dam		To Hit	Dam
1H-P	+6	1d10+3	2W-P-(OH)	+0	1d10+3
1H-O	+2	1d10+1	2W-P-(OL)	+2	1d10+3
2H	+6	1d10+4	2W-OH	-4	1d10+1

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
*Masterwork Full Plate	Heavy	+8	+1	-5	35
*Shield, Heavy	Heavy	+2		-2	15

SKILLS

MAX RANKS 6/3

	SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	-5	=	2	+	+ -7
✓	Appraise	INT	1	=	1	+	+
✓	Athletics	STR	-3	=	3	+ 1.0	+ -7
	Athletics (Climb)	STR	-10	=	3	+ 1.0	+ -14
	Athletics (Jump)	STR	-16	=	3	+ 1.0	+ -20
	Athletics (Swim)	STR	-17	=	3	+ 1.0	+ -21
✓	Craft (Untrained)	INT	1	=	1	+	+
✓	Deception	CHA	3	=	3	+	+
✓	Endurance	CON	-5	=	2	+	+ -7
✓	Gather Information	CHA	3	=	3	+	+
✓	Heal	WIS	5	=	1	+ 4.0	+
	Knowledge (Nobility and Royalty)	INT	2	=	1	+ 1.0	+
	Knowledge (Religion)	INT	2	=	1	+ 1.0	+
✓	Perception	WIS	4	=	1	+ 3.0	+
✓	Persuasion	CHA	8	=	3	+ 5.0	+
✓	Ride	DEX	2	=	2	+	+
✓	Sense Motive	WIS	6	=	1	+ 5.0	+
✓	Stealth	DEX	-5	=	2	+	+ -7
✓	Survival	WIS	1	=	1	+	+
✓	Thievery	DEX	2	=	2	+	+
✓	Use Rope	DEX	2	=	2	+	+
				=		+	+
				=		+	+

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

Character: Yon Yonsin
Player: Mike Mason
Created using PCGen 5.17.0 on Nov 8, 2009 at 12:26:24 PM

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.
For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

Page 1

EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Masterwork Full Plate	Equipped	1	50.0	1650.0
Shield, Heavy	Equipped	1	15.0	20.0
Sword of the Fey	Equipped	1	2.0	10015.0
Can store Spell Points to fuel a spell. Fey Affinity., 30hp/inch and 15 hardness				
Sword, Bastard	Carried	1	6.0	35.0
TOTAL WEIGHT CARRIED/VALUE			73 lbs.	11720.0 gp

WEIGHT ALLOWANCE

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

SPECIAL ATTACKS

Augment Attack ~ +1 Damage ~ very common (6x)   [Eclipse, p.50]
  increase damage by +1 per time taken

Smite   [Eclipse, p.54]
  The character adds his or her Charisma Modifier [+3] to Hit, and level [+3] to damage, against a chosen type of foe 1/day. Most characters take this with Bonus Uses. See page 52 for some possible enemy types.

Warcraft   [Eclipse, p.10]
  +3 BAB

SPECIAL QUALITIES

Armor Proficiency (Heavy)   [Eclipse, p.49]
  Proficient with Heavy Armors

Armor Proficiency (Light)   [Eclipse, p.49]
  Proficient with Light Armors

Armor Proficiency (Medium)   [Eclipse, p.49]
  Proficient with Medium Armors

Armor Proficiency (Shields)   [Eclipse, p.49]
  Proficient with Shields

Weapon Prof ~ All Simple and Martial plus any one Exotic Weapon   [Eclipse, p.49]
  Grants Proficiency with all simple and martial weapons and selected weapons.

FEATS

Exotic Weapon Proficiency (Sword (Bastard))   [PHB, p.94]
  You understand how to use an exotic weapon in combat.

Feat Conversion to CP ~ 6 (4x)   [Eclipse, p.9]
  Covert regular feat to six Character Points

PROFICIENCIES

Axe (Throwing), Battleaxe, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), 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

LANGUAGES

Common, Goblin

TEMPLATES

Character: Yon Yonsin
Player: Mike Mason
Created using PCGen 5.17.0 on Nov 8, 2009 at 12:26:24 PM

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.
For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

Page 2

Recurring Bonuses

Duties **[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.

Fast Learner **[Eclipse, p.17]**

(+1) Actually purchased as a feat for 6 CP, this ability grants extra CP as the character rises in level. Specialized versions are available and encouraged. No one may take Fast Learner more than once unless it's been built into a template, race, or class by the Game Master.

DISADVANTAGES

Compulsive () **[Eclipse, p.18]**

You have some particular mania or "code of conduct" which influences everything you do. Likely compulsions include the classic manias (like Pyro- or Klepto-), an overwhelming love or hatred, greed, dedication to some peculiar goal, truthfulness, extravagent spending, or even virtue. Codes include things like Hippocratic Oaths or Chivalry. Characters that ignore their compulsions take a 20% experience penalty.

History **[Eclipse, p.19]**

The player has a few pages of notes for the GM about the character's history, personality, and goals. This should include some mention of friends and family, old enemies or allies, and where the character got his or her training or equipment. The GM should to allow the player several sessions to come up with it all.

Vows **[Eclipse, p.20]**

While closely related to Compulsive, Vows are generally more restrictive. They're also far more dangerous; those who fail to live up to their vows face some form of retribution. On the other hand, they also get some support; characters gain a +/- 3 bonus (as needed) against attempts to make them break their vows.

Eclipse Abilities

Augment Bonus ~ Paladin Grace **[Eclipse, web]**

+ Cha bonus to all saves

Corrupted for Decreased Cost (Healing Touch) **[Eclipse, p.22]**

Healing Touch **[Eclipse, p.33]**

(6 CP). Healing Touch allows characters to heal themselves or another by touch for ([Cha Mod] x [character level]) points per day. The healing may be split up rather than used all at once.

Occult Sense ~ Detect Evil **[Eclipse, p.38]**

Detect the presence of evil, as the spell at will, within 60 ft.

Character: Yon Yonsin
Player: Mike Mason
Created using PCGen 5.17.0 on Nov 8, 2009 at 12:26:24 PM

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.
For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

Page 3

Notes:

Character Sheet Notes: