

Saltharion Vorton

CHARACTER NAME

d10E 4

CLASS

4 / 4

6000 / 10000

Character Level / CR

EXP / NEXT LEVEL

ABILITY NAME

ABILITY SCORE

EQUIPPED SCORE

ABILITY MODIFIER

ABILITY DAMAGE

PENALTY

STR

Strength

14

+2

DEX

Dexterity

16

+3

CON

Constitution

16

+3

INT

Intelligence

16

+3

WIS

Wisdom

12

+1

CHA

Charisma

16

+3

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

Conditional Modifiers

FORTITUDE

(constitution)

+6

=

+3

+

+3

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+6

=

+3

+

+3

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

MELEE

attack bonus

TOTAL

+5

=

BASE ATTACK BONUS

+6

+

STAT

+2

+

SIZE

+0

+

MISC

-3

+

EPIC

+0

+

TEMP

RANGED

attack bonus

TOTAL

+8

=

BASE ATTACK BONUS

+6

+

STAT

+3

+

SIZE

+0

+

MISC

-1

+

EPIC

+0

+

TEMP

GRAPPLE

attack bonus

TOTAL

+7

=

BASE ATTACK BONUS

+6

+

STAT

+2

+

SIZE

+0

+

MISC

-1

+

EPIC

+0

+

TEMP

Martial Arts

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+6

1d6+2

20/x2

5 ft.

*Keyblade

HAND

TYPE

SIZE

CRITICAL

REACH

Both

S

M

19-20/x2

5 ft.

To Hit

Dam

2W-P-(OH)

To Hit

Dam

1H-P

null

null

null

null

1H-O

null

null

null

null

2H

+6

1d10+4

null

null

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

*Chosen One Robe

Light

+4

+0

0

CONOR RHONE

PLAYER NAME

Human

RACE

Medium / 5 ft.

SIZE / FACE

6' 0"

HEIGHT

Green

EYES

None

REGION

170 lbs.

WEIGHT

Green

HAIR

Chaotic Good

ALIGNMENT

Darkvision (60 ft.)

VISION

HP

hit points

46

WOUNDS/CURRENT HP

AC

armor class

18

FLAT

15

TOUCH

14

BASE

10

ARMOR BONUS

4

SHIELD BONUS

0

STAT

3

SIZE

0

NATURAL ARMOR

0

DEFLEC-TION

1

DODGE

0

MISC

0

INITIATIVE

modifier

+7

TOTAL

DEX MODIFIER

+3

MISC MODIFIER

+4

BASE ATTACK

bonus

+6/+1

TOTAL SKILLPOINTS: 28

SKILLS

MAX RANKS: 7/3.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Acrobatics

DEX

13

=

3

+

7

+

3

✓ Appraise

INT

3

=

3

Arcana

INT

12

=

3

+

7

+

2

✓ Athletics

STR

2

=

2

✓ Craft (Untrained)

INT

3

=

3

✓ Deception

CHA

3

=

3

✓ Deception (Act in character)

CHA

5

=

3

+

2

✓ Endurance

CON

3

=

3

✓ Gather Information

CHA

3

=

3

✓ Heal

WIS

1

=

1

✓ Insight

WIS

8

=

1

+

7

✓ Knowledge (Untrained)

INT

3

=

3

Martial Arts

7

=

0

+

7

✓ Perception

WIS

8

=

1

+

7

✓ Persuasion

CHA

10

=

3

+

7

✓ Persuasion (Diplomacy)

CHA

12

=

3

+

[7]

+

2

✓ Ride

DEX

6

=

3

+

3

✓ Stealth

DEX

6

=

3

+

3

✓ Survival

WIS

1

=

1

✓ Survival (Find or follow tracks)

WIS

3

=

1

+

2

✓ Thievery

DEX

6

=

3

+

3

✓ Use Rope

DEX

6

=

3

+

3

✓ Use Rope (Bind someone)

DEX

9

=

3

+

6

=

+

+

=

+

+

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

Character: Saltharion Vorton

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill, Dekker & Andrew Maitland (LegacyKing).

Level:4 (CR:4)

Player: Conor Rhone

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EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Boots of the New Chosen Ones	Equipped	1	0	0
Chosen One Backpack of Holding	Equipped	1	0	0
Chosen One Orb	Equipped	1	0	0
Chosen One Robe	Equipped	1	0.5	1
Keyblade	Equipped	1	6	7,300
TOTAL WEIGHT CARRIED/VALUE			6.5 lbs. / 7,301	gp

LANGUAGES	
Abyssal, Celestial, Common, Draconic	
Special Attacks	
Imbuement	[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.	
Imbuement Bonus	[Eclipse]
+0 Attack and Damage Bonus	
Keyblade	[KH]
Atk Penalty -0, Level Penalty -0, MP Loss -0, HP Loss -0	
Martial Arts (2x)	[Eclipse, p.53]
[Damage 1d6]	
Warcraft	[Eclipse, p.10]
+4 BAB	
Warcraft / +1 to Weapon, with bab (Keyblade, Keyblade)	[Eclipse, p.10]

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -3, Dying -4 and Dead -17	
Feat Bonus	[PH, p.13]
1 extra feat at 1st level.	
Humanoid Type	[MM]
Humanoids eat/sleep/breathe	
Mental Link with other Chosen Ones	[Eclipse]
Automatic Mental Link with Chosen Ones - This allows direct telepathy to any Chosen One, or multiple Chosen Ones, including images.	
Weapon Proficiency (All Simple and Martial Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple and martial weapons.	

Recurring Bonuses	
Duties (Chosen Ones)	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+8 total CP].	

DISADVANTAGES	
Dependent (Vella's keychain charm; becomes reckless and angry if it is lost or stolen; will attempt to retrieve at any cost)	[Eclipse, p.18]
You require the listed items to function.	
Hallucinations, Flashbacks, and Visions (Hometown ransacked by Tabarath; causes Sal to go temporarily insane)	[Eclipse, p.19]
You have visions or flashbacks.	
Hunted (Torrick)	[Eclipse, p.19]
Something powerful is hunting you.	
Obligations (Rescue Vella from Tabarath cult)	[Eclipse, p.19]
You have the listed obligations.	
Secret (Torrick (Tabarath cultist) has taken sister Vella prisoner)	[Eclipse, p.19]
You have a secret.	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 162, Bonus Feats have added 24 CP, Disadvantages have added 10 CP, Duties adds 8 CP, HD 10 deducts 18 CP Companions adds 0 CP	
Adept (Acrobatics, Insight, Perception, Persuasion)	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Augment Bonus / Improved ~ Dex applies to Attack	[Eclipse]
Companion	[Eclipse, p.27]
Gain a companion creature of your choice.	
Evasive / Common Actions (Casting in melee; specialized keyblade, Moving through threatened square; specialized keyblade)	[Eclipse, p.52]
Evasive characters may take an action (select one) that usually provokes an Attack of Opportunity without being so exposed. You may take this multiple times, selecting a different action each time.	
Grant of Aid	[Eclipse, p.32]
2/day Free Action - Heal 1d8+5 hp 1d3 attribute damage or 1 negative level.	
Grant of Aid / Regenerative / Slow Regrowth	[Eclipse, p.32]
(+3 CP) allows the slow (1d4 weeks) regrowth of lost limbs and organs.	
Improved Initiative (2x)	[Eclipse, p.53]
+2 to initiative each time taken [+4 Bonus]	
Legionary	[Is This It, p.53]
(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.	
Legionary ~ Chosen One	[Eclipse, p.53]
Gain +1/2/3 bonus to AC, Attacks and Reflex Saves when with 1-2/3-4/5+ others who have this feat.	
Metamagic / Elemental Manipulation	[Eclipse, p.58]
Alter [+0 SL] changes the elemental effect to another. Subdual [+1 SL] deal lethal or subdual. SFX [+1 SL, +2 or 3 for Obvious Spells] changes the look and/or sound. Ether	

[+1 SL] affect single coexistent plane. [+2 SL] affect all planes. Infliction [+1 SL] Blown Away, Dazed (1 round), Dazzled, Deafened, Fatigued, Knocked Down, or Sickened. [+2 SL] Blinded, Confused, Energy Drained (1 level, lasts 1 hour per Caster Level, max 20), Entangled, Exhausted, Frightened, or Shaken. [+3 SL] Cowering, Nauseated, Panicked, or Stunned. [+4 SL] Paralyzed or Unconscious. [+5 SL] Dead, Petrified. Concussive [+2 SL] creature pushed out of the area of effect or 10 feet per level of the spell, knocking them prone and inflicting damage as if they had fallen an equal distance. Holy/Unholy [+2 SL] makes half the damage Sacred or Profane. Twining [+2 SL] adds secondary elemental effects at half of a base elemental effect. Improved Twining [+4 SL] adds a secondary elemental effect at full power. Sacred/Profane [+4 SL] damage as Sacred or Profane damage.

Metamagic Upgrade / Fast **[Eclipse, p.60]**
(6 CP) For spontaneous spellcasters, Fast allows the use all known metamagic feats without increasing the casting time. In general, this replaces any special preparation feats.

CLASSFEATURE POWERS

Uncanny Dodge ~ Base

PROFICIENCIES
Axe (Throwing), Battleaxe, Chakram, Chisa-Katana, 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, Martial Weapon, Maul, Morningstar, Nodachi, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scourge, Scythe, Shieldbash, Shortbow, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Strike (Unarmed), Sword (Bastard), Sword (Short), Sword Staff, Trident, Unarmed, Unarmed Strike, Warhammer, Yari

TEMPLATES
Chosen One Template

Saltharion Vorton

RACE	Human
AGE	24
GENDER	Male
VISION	Darkvision (60 ft.)
ALIGNMENT	Chaotic Good
DOMINANT HAND	Right
HEIGHT	6' 0"
WEIGHT	170 lbs.
EYE COLOUR	Green
SKIN COLOUR	Green,
HAIR	
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	None
REGION	

Description:
Biography: