

Bion

CHARACTER NAME

d20E 1

CLASS

1/2

Character Level/ECL

1000 / 3000

EXP / NEXT LEVEL

ABILITY NAME

STR

Strength

10

+0

DEX

Dexterity

16

+3

CON

Constitution

10

+0

INT

Intelligence

12

+1

WIS

Wisdom

12

+1

CHA

Charisma

16

+3

SAVING THROWS

FORTITUDE

(constitution)

+0

=

+0

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+3

=

+0

+

+3

+

+0

+

+0

+

WILL

(wisdom)

+2

=

+1

+

+1

+

+0

+

+0

+

TOTAL

MELEE

attack bonus

+3

BASE ATTACK BONUS

+0

STAT

+0

SIZE

+0

MISC

+3

EPIC

+0

TEMP

TOTAL

RANGED

attack bonus

+3

BASE ATTACK BONUS

+0

STAT

+3

SIZE

+0

MISC

+0

EPIC

+0

TEMP

TOTAL

GRAPPLE

attack bonus

+0

BASE ATTACK BONUS

+0

STAT

+0

SIZE

+0

MISC

+0

EPIC

+0

TEMP

WOUNDS/CURRENT HP

HP

hit points

20

AC

armor class

15

TOTAL

12

FLAT

13

TOUCH

10

BASE

2

ARMOR BONUS

0

SHIELD BONUS

3

STAT

0

SIZE

0

NATURAL ARMOR

0

REFLEC-TION

0

DODGE

0

MISC

0

INITIATIVE

modifier

+3

TOTAL

+3

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+0

DEITY

None

REGION

216 lbs.

WEIGHT

Blond

HAIR

None

ALIGNMENT

Neutral Good

VISION

32

POINTS

SPEED

Walk 30 ft.

MISS CHANCE

10

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

0

TOTAL SKILLPOINTS: 16

SKILLS

MAX RANKS: 4/2

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	3		= 3	
✓ Appraise	INT	1		= 1	
✓ Athletics	STR	0		= 0	
✓ Craft (Untrained)	INT	1		= 1	
Craft (Woodworking)	INT	3		= 1 + 2	
✓ Deception	CHA	7		= 3 + 4	
✓ Endurance	CON	0		= 0	
✓ Gather Information	CHA	7		= 3 + 4	
✓ Heal	WIS	1		= 1	
✓ Insight	WIS	1		= 1	
Martial Arts (Charisma Based)	CHA	7		= 3 + 4	
✓ Perception	WIS	5		= 1 + 4	
✓ Persuasion	CHA	3		= 3	
✓ Profession (Fisher)	WIS	3		= 1 + 2	
✓ Ride	DEX	3		= 3	
✓ Stealth	DEX	3		= 3	
✓ Survival	WIS	1		= 1	
✓ Thievery	DEX	3		= 3	
✓ Use Rope	DEX	3		= 3	
				= + +	
				= + +	

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

PLAYER NAME

Calvin B.

RACE

Human

SIZE

Medium

AGE

28

GENDER

Male

DEITY

None

REGION

216 lbs.

WEIGHT

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HAIR

None

ALIGNMENT

Neutral Good

VISION

32

POINTS

ABILITY

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+0

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+3

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+0

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+1

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CHA

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+3

SAVING THROWS

FORTITUDE

(constitution)

+0

=

+0

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+3

=

+0

+

+3

+

+0

+

+0

+

WILL

(wisdom)

+2

=

+1

+

+1

+

+0

+

+0

+

TOTAL

MELEE

attack bonus

+3

BASE ATTACK BONUS

+0

STAT

+0

SIZE

+0

MISC

+3

EPIC

+0

TEMP

TOTAL

RANGED

attack bonus

+3

BASE ATTACK BONUS

+0

STAT

+3

SIZE

+0

MISC

+0

EPIC

+0

TEMP

TOTAL

GRAPPLE

attack bonus

+0

BASE ATTACK BONUS

+0

STAT

+0

SIZE

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TEMP

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FLAT

13

TOUCH

10

BASE

2

ARMOR BONUS

0

SHIELD BONUS

3

STAT

0

SIZE

0

NATURAL ARMOR

0

REFLEC-TION

0

DODGE

0

MISC

0

INITIATIVE

modifier

+3

TOTAL

+3

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+0

MISC MODIFIER

BASE ATTACK

bonus

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✓ Use Rope	DEX	3		= 3	
				= + +	
				= + +	

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ARMOR

*Leather

TYPE

Light

AC

+2

MAXDEX

+6

CHECK

+0

SPELL FAILURE

10

Character: Bion

Player: Calvin B.

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.

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EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Leather	Equipped	1	15.0	10.0
Spear	Equipped	1	6.0	2.0
TOTAL WEIGHT CARRIED/VALUE			21 lbs.	12.0 gp

WEIGHT ALLOWANCE					
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

LANGUAGES	
Common	

Special Attacks	
Warcraft	[Eclipse, p.10]
+0 BAB	

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -0, Dying -1 and Dead -11	
Armor Proficiency (Light)	[Eclipse, p.49]
Proficient with Light Armors	
Starting Wealth / Common Skills (Profession (Fisher), Craft (Woodworking), Craft (Woodworking), Profession (Fisher))	[dhg_tpe, p.186]
+4 SP to be spent on background skills (usually Craft or Profession skills).	
Wealth Level / 03 Common	[dhg_tpe, p.186]
You live decently, and can even afford a bit of education, a few books, a larger family, and good tools. If you decide to "go adventuring" you can afford basic equipment, although usually not an especially wide assortment of it. This is the most common default starting point for characters from the lower classes, implying a reasonably successful career as a craftsman, lesser crook, farmer, guard, or whatever.	
Wealth Level Perk / Armor, Shields, and Weaponry	[dhg_tpe, p.186]
You can afford light armor, shields, common, inexpensive, weapons (shortswords, short bows, javelins, etc) and equipment of ordinary quality.	
Wealth Level Perk / Magical Items	[dhg_tpe, p.186]
Normally three minor "charms." At least at first, these will usually be utilitarian, but the definition of "utilitarian" can vary a good deal depending on the character's background.	
Wealth Level Perk / Mounts, Pets, and Familiars	[dhg_tpe, p.186]
You can obtain common animals, a light riding horse (likely a bit long in the tooth, but serviceable) and a healthy mutt to act as a guard dog. "Noble" animals, including hawks, purebred hounds, hunting cats, warhorses and exotic imports, are still out of reach.	
Wealth Level Perk / Retainers	[dhg_tpe, p.186]
You may have a house- or errand-boy and know an old woman or man who purports to be a witch. For the most part you won't know anyone the least bit important.	
Wealth Level Perk / Training	[dhg_tpe, p.186]
Any character who levels while at this wealth level gains no special benefits, and suffers no unusual penalties.	
Weapon Proficiency (All Simple Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple weapons.	

Recurring Bonuses	
Duties (To help his home town when ever he knows there is a danger to it.)	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+2 total CP].	
Fast Learner (Focused on Skills /Human) (Child)	[Eclipse, p.17]
+2 CP towards Skills per level. [+8 total Skill Points Granted].	

DISADVANTAGES	
Broke	[Eclipse, p.18]
You start with less starting money.	
Hunted (Background)	[Eclipse, p.19]
Something powerful is hunting you.	
Valuable	[Eclipse, p.20]
You have value to others.	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 72, Bonus Feats have added 12 CP, Disadvantages have added 10 CP, Duties adds 2 CP, HD 20 deducts 16 CP	
Adept (Deception, Gather Information, Martial Arts, Perception)	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Bonus Uses +4 (CATEGORY=Special Ability Rite of Chi)	[Eclipse, p.22]
(+6 CP). Bonus Uses increases the number of times the user may indulge in a times-per-day (or other appropriate period) ability by +4. At GMO, the character may add a relevant attribute modifier to the number of uses instead. Bonus Uses may be purchased repeatedly.	
Elemental Bending	[Eclipse]
Shaping (6 CP), Pulse of the Dragon (6 CP), and Heart of the Dragon II (18 CP), Specialized and Corrupted for Triple Effect (produces effects of up to level three)/strictly limited to a particular element as shown above, requires gestures, requires training (at least one martial art technique in a relevant martial art per level of effect which can be produced). That's 30 CP - in general, a +1 ECL template.	
Finesse / CHA to Hit	[Eclipse]
Mana / Mana (2x)	[Eclipse, p.36]
Grants 2d6 Mana; Mana can help with spellcasting. Unfortunately, while Mana is extremely flexible, it recovers at a mere one point per day, two with rest and meditation.	
Spell Enhancement	[Eclipse, p.36]
You may spend up to three points of personal Mana to enhance a spell. Each point may be used to reduce the effective level of a spell (for casting purposes only) by 1, to add 1 level's worth of known metamagic to it, or to increase the effective Caster Level by +2.	
Rite of Chi	[Eclipse, p.42]
(6 CP). Given a few minutes of rest, one with the knowledge of Chi may regain 4d6 power, 2d6 spell levels (the user allocates where these go), or 1d6 Mana once per day. Characters may use this more often, but incur a cumulative -1 negative level each time (these go away in 24 hours). Characters with Bonus Uses do not suffer this as long as their Bonus Uses hold out.	

PROFICIENCIES	
Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Giant Rock, Grapple, Halfspear, 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 Staff, Unarmed, Unarmed Strike	

TEMPLATES	
04 - Bion	
03 - World Law ~ Feat Progression 1 - Gain Bonus Feat every Even Level	
01 - World Law ~ Self Development Half Cost	