

Character Name

d12E 5

CLASS

5 (5)

10000 / 15000

Character Level (CR)

EXP / NEXT LEVEL

ABILITY NAME

STR

Strength

ABILITY SCORE

12

EQUIPPED SCORE

ABILITY MODIFIER

+1

ABILITY DAMAGE

PENALTY

ABILITY NAME

DEX

Dexterity

ABILITY SCORE

10

EQUIPPED SCORE

ABILITY MODIFIER

+0

ABILITY DAMAGE

PENALTY

ABILITY NAME

CON

Constitution

ABILITY SCORE

12

EQUIPPED SCORE

ABILITY MODIFIER

+1

ABILITY DAMAGE

PENALTY

ABILITY NAME

INT

Intelligence

ABILITY SCORE

12

EQUIPPED SCORE

ABILITY MODIFIER

+1

ABILITY DAMAGE

PENALTY

ABILITY NAME

WIS

Wisdom

ABILITY SCORE

16

EQUIPPED SCORE

ABILITY MODIFIER

+3

ABILITY DAMAGE

PENALTY

ABILITY NAME

CHA

Charisma

ABILITY SCORE

15

EQUIPPED SCORE

ABILITY MODIFIER

+2

ABILITY DAMAGE

PENALTY

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

Conditional Modifiers

FORTITUDE

(constitution)

+2

=

+1

+

+1

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+3

=

+3

+

+0

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+4

=

+1

+

+3

+

+0

+

+0

+

+0

+

MELEE

attack bonus

TOTAL

+4

=

BASE ATTACK BONUS

+3

+

STAT

+1

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

RANGED

attack bonus

TOTAL

+3

=

BASE ATTACK BONUS

+3

+

STAT

+0

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

GRAPPLE

attack bonus

TOTAL

+4

=

BASE ATTACK BONUS

+3

+

STAT

+1

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

Spirit Weapon - Melee

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+4

1d8+1

20/x2

5 ft.

*Mace, Heavy

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

B

M

20/x2

5 ft.

To Hit

Dam

To Hit

Dam

1H-P

+4

1d8+1

2W-P-(OH)

-2

1d8+1

1H-O

+0

1d8

2W-P-(OL)

+0

1d8+1

2H

+4

1d8+1

2W-OH

-6

1d8

*: 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

*Elven Half-Plate

Medium

+7

+2

-4

30

*Shield, Heavy Metal

Heavy

+2

-2

15

Player Name

Faye

RACE

Human / Humanoid

AGE

14

GENDER

Female

WOUNDS/CURRENT HP

HP

hit points

57

SUBDUAL DAMAGE

AC

armor class

19

DAMAGE REDUCTION

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

REFLEC-TION

DODGE

Morale

Insight

Sacred

Profane

MISC

INITIATIVE

modifier

TOTAL

DEX MODIFIER

MISC MODIFIER

ENCUMBERANCE

Medium

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

TOTAL SKILLPOINTS: 40

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓

Acrobatics

DEX

-6

=

0

+

-6

✓

Appraise

INT

1

=

1

Arcana

INT

11

=

1

+

8

+

2

✓

Athletics

STR

-5

=

1

+

-6

✓

Athletics (Jump)

STR

-11

=

1

+

-12

✓

Athletics (Swim)

STR

-11

=

1

+

-12

✓

Craft (Untrained)

INT

1

=

1

✓

Deception

CHA

2

=

2

✓

Deception (Act in character)

CHA

4

=

2

+

2

✓

Endurance

CON

-5

=

1

+

-6

✓

Gather Information

CHA

12

=

2

+

8

+

2

✓

Heal

WIS

3

=

3

✓

Insight

WIS

11

=

3

+

8

Knowledge (Local)

INT

9

=

1

+

8

Knowledge (Theology and Philosophy)

INT

9

=

1

+

8

✓

Perception

WIS

11

=

3

+

8

✓

Persuasion

CHA

10

=

2

+

8

✓

Persuasion (Diplomacy)

CHA

12

=

2

+

[8]

+

2

✓

Ride

DEX

0

=

0

✓

Stealth

DEX

-6

=

0

+

-6

✓

Survival

WIS

3

=

3

✓

Survival (Find or follow tracks)

WIS

5

=

3

+

2

✓

Thievery

DEX

0

=

0

✓

Use Rope

DEX

0

=

0

=

+

+

=

+

+

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

POSITIVE ENERGY

INTENSITY CHECK RESULT

ENERGY Intensity (Level)

Intensity Check

1d20+2

Up to 0

3

Channeling level

5

1 - 3

4

4 - 6

5

7 - 9

6

Magnitude Range

3d6 +760

10 - 12

7

13 - 15

8

16 - 18

9

19 - 21

10

22 - 25

11

26+

12

You can channel positive energy effects

POSITIVE/DAY

□□□□□□

Character: Prier

Player: Faye

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill, Dekker & Andrew Maitland (LegacyKing). Created using PCGen 5.17.20-dev on Oct 12, 2012 at 7:15:24 PM

Level:5 (CR:5)Page 1

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Elven Half-Plate	Equipped	1	25	4600
Mace, Heavy	Equipped	1	8	12
Shield, Heavy Metal	Equipped	1	15	20
TOTAL WEIGHT CARRIED/VALUE			48 lbs.	4632.0 9P

WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

LANGUAGES	
Celestial, Common	

Special Attacks	
Warcraft +3 BAB	[Eclipse, p.10]

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

Recurring Bonuses	
Duties (Church) You have duties. Grants 2 CP per level. [+10 total CP].	[Eclipse, p.17]
Fast Learner (Focused on Skills / L-2) +2 CP towards Skills per level. [+16 total Skill Points Granted].	[Eclipse, p.17]
Upgrade Human Racial Fast Learner Upgrades the Fast Learner Human Racial to Double Points	[Eclipse]

DISADVANTAGES	
Compulsive (Demon Hunter) You have the listed compulsions.	[Eclipse, p.18]
History You have a written history for the GM.	[Eclipse, p.19]
Unluck 2's become 1's due to unluck.	[Eclipse, p.20]

Eclipse Abilities	
Character Points Total Character Points Total 188, Bonus Feats have added 24 CP, Disadvantages have added 10 CP, Duties adds 10 CP, HD 12 deducts 40 CP	[Eclipse]
Adept (Knowledge (Local), Knowledge (Theology and Philosophy), Perception, Persuasion) Choose four related skills that only cost 1/2 a Character Point for each skill rank.	[Eclipse, p.24]
Power Grants 3d6 Power	[Eclipse, p.36]
Spirit Weapon / Melee (Mace) (6 CP). With Spirit Weapon, the character may manifest a personal-use weapon which does subdual or lethal damage. The character picks either subdual or physical, not both, and the user also chooses slashing, piercing, crushing, a magical energy type, or a non-magical energy for the damage type. Most characters who take this also purchase Imbuement (page 53). The weapon may be any the user is proficient with including unarmed strikes. Unarmed strikes bought with the Spirit Weapon power are considered armed attacks. Spirit Weapon damage may be upgraded as per Martial Arts.	[Eclipse, p.55]
Witchcraft (3x) 26 Power Points, Save DC Will 15	[Eclipse, p.109]

Witchcraft Abilities	
Witchcraft / The Adamant Will This talent allows users to spend 2 Power to resist Fear, Possession, Charm, Hold effects, and other forms of mind control. The user may spend the Power each time he or she is affected by such an ability. Ongoing powers, such as Fear auras, are resisted for 10 rounds. The user may make an extra save against mindreading or "truth" effects by spending a like amount, and may present a false aura to detection spells or ignore pain for 3 power. He or she may pay the Power without spending an action when the effect takes hold.	[Eclipse, p.110]
Witchcraft / Glamour This projective telepathy works much like the Path of the Dragon ability of the same name. It grants a +6 bonus on relevant social skills (1 Power per 10 minutes), the sending of brief messages, emotional influence and hypnotic effects (approximate relevant L0 or L1 spells for 1 or 2 Power respectively). Glamour is at its best combined with Disguise skill and Shadowweave to alter how people see the user. It's often used with the Inner Eye, below, to allow rapid communications, teaching, and mental probes.	[Eclipse, p.110]
Witchcraft / The Hand of Shadows The Hand of Shadows covers basic telekinesis. Minor tricks (like bending spoons) cost no power. Exerting a force equal to what you could physically handle costs 1 Power per minute. Light but rapid work (like sorting wheat from chaff) costs 1 Power per hour's worth of work done. Minor animations (Entangle, Animate Rope) approximate the relevant spells at a cost of 2 power, +2 if excessive force or fine control is required.	[Eclipse, p.110]
Witchcraft / Healing This accomplishes a full day's worth of healing in a mere hour at a cost of 1 Power and grants a +5 bonus on any relevant checks (against disease or toxins). This is also used to throw off the effects of drugs and intoxicants with a flat duration. In emergencies, Witches may simply heal 1d4 hit points per Power spent up to a maximum of 3d4 hit points per round.	[Eclipse, p.110]
Witchcraft / Infliction Often manifested as phantom force-claws, heart attacks, inexplicable bleeding, and agonizing pain, Infliction causes injury through psychic force. This can include spectacular attacks - throwing fiery balls or thunderbolts or such - but is usually subtle. In any case, it deals 1d4 hit points of damage per character level, to a maximum of 3/5/7 d4 damage for 1/2/3 power. Targets may make a save for half damage, but the save used depends on the form of the attack. Infliction normally affects a single target, but may be expanded to a fivefoot radius for +3 power.	[Eclipse, p.110]
Witchcraft / Shadowweave Shadowweave manipulates light and darkness to craft minor illusions. Normally 1 Power grants 10 minutes of activity. Effects include will-o-the wisps, cloaking (+6 to stealth and disguise rolls), various apparitions, spheres of darkness, blinding rays of light and hiding small actions - such as slipping out a dagger, picking a pocket, or a strike in combat (offers a +3 circumstance bonus to the user's roll).	[Eclipse, p.110]
Witchcraft / Witchesight Sharpening or expanding the user's senses is a simple trick. In general, this affects one sense at a time, providing either a +6 bonus on relevant checks or some special capability (Darksight, Scent, etc). As a rule this costs 1 Power and lasts for about an hour. Witches may triple the effect by reducing the duration to a single round, allowing effects such as checking a meal for poison with the slightest taste.	[Eclipse, p.110]
Pact of Vow / Duties (Must uphold the Faith Strictly) means the character has an obligation to act in some specific circumstance. For example, a character might be required to follow a Healer's Oath, slay anyone who fells a tree in the Sacred Wood, aid all members of the coven who need it, teach the faith to children, or spread plagues in large cities.	[Eclipse, p.112]
Pact of Vow / Exclusion (May not associate nor accept help from Evil beings.) means the character must not willingly draw upon any other source of power, including items enchanted by those following other patrons or none at all. While not very popular for adventurers, it is often a good boost for settled Witches.	[Eclipse, p.112]
Pact of Infusion / Corruption (Celestial Archon) gradually transforms the Witch into a fitting host as he or she goes up in level. Aside from the physical transformation, the GM gets 2 CP out of the character's pool every level to spend on whatever he or she pleases. Fortunately, the GM actually spends 3 CP, meaning the player gets a small bonus overall. Of course, gradually transforming into an alien being makes you stand out a bit.	[Eclipse, p.112]
Path of Spirits / Ridden by the Loa (3x) Dismissal disrupts and erases extradimensional energies. For 1 Power, the user may erase lingering traces of spellcasting or outsiders. For 2, they may deal 3d8 damage a specified class of extradimensional being ~ i.e., all evil outsiders in a 15' radius or Dispel Magic. At 3 Power, the character deals 5d8 damage. For 7 Power, the character may send all such beings within range back to their native plane if they fail their saving throw or attempt to disrupt a dimensional gateway as per Greater Dispel Magic.	[Eclipse, p.117]
Path of Fire / Leaping Fire A master of Leaping Fire may enhance his or her metabolism. This means the user may add a Move-Equivalent Action in any given round by spending 2 Power or gain a +4 bonus to Initiative for the same price. For 3 Power they may Haste themselves for 3d4 rounds. On a lesser level, it can induce rapid healing, allowing the user to heal 1d4 + ~ Con Mod hit points per round for 5 rounds for 1 Power. Eliminating fatigue costs 1 Power and eliminating exhaustion costs 3.	[Eclipse, p.120]

Channeling	
Channeling / Positive	[Eclipse, p.66]
Channel Positive Energy 7/day, Channeling Check 1d20+2 [Intensity Base=11], Magnitude 3d6+7 with a Range of 60 feet, Channeling Level=5	
Basic Upgrade / Censure	[Eclipse, p.66]
(6 CP). You may lace your Channeling effects with additional energies, allowing you to affect an additional category of targets. Common categories include good and evil outsiders, elemental pairs, animals, or plants. In the case of elementals or outsiders, you bolster an allied type while rebuking its opposite (for example, rebuking fire elementals while bolstering water). Animals and plants are Bolstered through positive energy and Rebuked by negative. You may take Censure multiple times to affect multiple groups. Such creatures are considered to have a base Turn Resistance equal to one-half their Spell Resistance, if any. Characters who opt to buy Channeling which only affects creatures of a specific type may apply the Specialized modifier.	
Basic Upgrade / Censure Rebuke Evil Outsiders, Bolster Good Outsiders	[Eclipse, p.66]
(6 CP). You may lace your Channeling effects with additional energies, allowing you to affect an additional category of targets. Such creatures are considered to have a base Turn Resistance equal to one-half their Spell Resistance, if any. Characters who opt to buy Channeling which only affects creatures of a specific type may apply the Specialized modifier.	
Basic Upgrade / Divine Command	[Eclipse, p.68]
(6 CP). You may momentarily imbue objects with life or unlife force, creating up to (Magnitude) hit dice worth of Animated Objects up to a limit of (Intensity) hit dice in size and lasting for (Intensity) rounds.	
Basic Upgrade / Damaging	[Eclipse, p.68]
(6 CP). In place of the usual turn/destroy result you may distribute (Magnitude) d6 of damage among any targets within range you would normally harm up to a limit of (Intensity) d6 against any one target. This is considered Divine-type damage. Game masters may opt to make this the default system for Channeling.ChannelingOutput. In this case characters may buy access to the usual turn/destroy results for +6 CP.	
The Glorious Touch / Empower	[Eclipse, p.68]
(6 CP). You expend a Channeling attempt to imbue a weapon, shield, or tool, with (Cha Mod) "plusses," whether in the form of enhancement bonuses or special functions, for (Magnitude) rounds. The combination of abilities may be varied from use to use, but no single special ability may have a value of more than (Intensity/3) "plusses."	

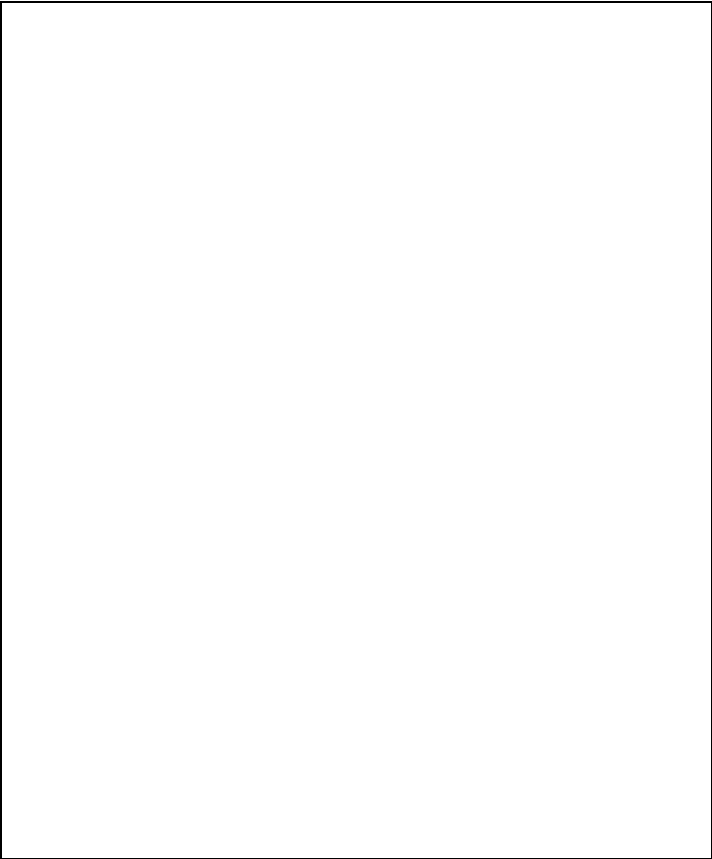
Feats	
Adept (Knowledge (Local), Knowledge (Theology and Philosophy), Perception, Persuasion)	[Eclipse]

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, 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

Prier

HUMAN	
RACE	
14	
AGE	
Vision Test: Normal	
FEMALE	
GENDER	
VISION	
None	
ALIGNMENT	
Right	
DOMINANT HAND	
4' 11"	
HEIGHT	
112 lbs.	
WEIGHT	
Brown	
EYE COLOUR	
SKIN COLOUR	
Platinum Blonde,	
HAIR / HAIR STYLE	
PHOBIAS	
,	
PERSONALITY TRAITS	
INTERESTS	
,	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	
None	
REGION	
DEITY	
Humanoid	
Race Type	
Race Sub Type	
Favored Class	
EXP Factor: 100%; EXP Penalty: 0%	
Normal	



Description:

Channeling: (3 + 2 x Cha Mod) daily uses (15 CP) at +6 Intensity (12 CP), +3d6 Magnitude (9 CP).
Censure (Evil Outsiders, 6 CP), Divine Command (6 CP), Damaging (6 CP), Empower (6 CP).
Specialized; must have no friendly dealings with evil outsiders, must assist freely when people are troubled by evil outsiders, may never use negative energy, must pursue reports of undead and evil outsiders and deal with them. (Net 30 CP).

Witchcraft, I, II, III (18 CP), +3d6 Power (6 CP), Dismissal (6 CP), Leaping Fire (6 CP), Ridden by the Loa I, II, III (Specialized for half cost only one specific creature 9 CP, Corrupted for increased power/channels a hound archon).

Biography: