

Edge

CHARACTER NAME

d12E 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

16

+3

DEX

Dexterity

19

+4

CON

Constitution

19

+4

INT

Intelligence

14

+2

WIS

Wisdom

12

+1

CHA

Charisma

14

+2

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

Conditional Modifiers

FORTITUDE

(constitution)

+7

=

+3

+

+4

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+7

=

+3

+

+4

+

+0

+

+0

+

WILL

(wisdom)

+4

=

+3

+

+1

+

+0

+

+0

+

MELEE

attack bonus

+5

=

BASE ATTACK BONUS

+5

+

STAT

+3

+

SIZE

+0

+

MISC

-3

+

EPIC

+0

+

TEMP

RANGED

attack bonus

+7

=

+5

+

+4

+

+0

+

-2

+

+0

+

GRAPPLE

attack bonus

+8

=

+5

+

+3

+

+0

+

+0

+

+0

+

Martial Arts

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+5

1d6+3

20/x2

15 ft.

*Greatsword +2

(Growth Item / Chosen One)

HAND

TYPE

SIZE

CRITICAL

REACH

Both

S

M

19-20/x2

15 ft.

To Hit

Dam

1H-P

null

null

2W-P-(OH)

null

1H-O

null

null

2W-P-(OL)

null

2H

+8

3d6+7

2W-OH

null

Special Properties

Grants Anime Master, Sentient Any Weapon Growth [+1]

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

*Chosen One Robe

Light

+4

+0

0

Kole Rhone

PLAYER NAME

Human

Medium / 5 ft.

RACE

SIZE / FACE

18

Male

AGE

GENDER

DEITY

6' 1"

HEIGHT

Green

EYES

None

REGION

150 lbs.

WEIGHT

White, Long

HAIR

None

ALIGNMENT

Darkvision (60 ft.)

VISION

WOUNDS/CURRENT HP

HP

hit points

78

Subdual Damage

DAMAGE REDUCTION

AC

armor class

29

FLAT

21

TOUCH

21

BASE

10

ARMOR BONUS

4

SHIELD BONUS

4

STAT

8

SIZE

0

NATURAL ARMOR

0

DEFLECTION

1

DODGE

0

MISC

0

TOTAL

INITIATIVE

modifier

+10

TOTAL

DEX MODIFIER

+4

MISC MODIFIER

+6

BASE ATTACK

bonus

+5

TOTAL SKILLPOINTS: 42

SKILLS

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

MAX RANKS: 7/3.5

Acrobatics

DEX

14

=

4

+

7

+

3

Appraise

INT

2

=

2

Athletics

STR

10

=

3

+

7

Craft (Untrained)

INT

2

=

2

Deception

CHA

2

=

2

Deception (Act in character)

CHA

4

=

2

+

2

Endurance

CON

4

=

4

Gather Information

CHA

2

=

2

Heal

WIS

1

=

1

Insight

WIS

1

=

1

Knowledge (Untrained)

INT

2

=

2

Martial Arts (Dexterity Based)

DEX

14

=

4

+

7

+

3

Perception

WIS

8

=

1

+

7

Persuasion

CHA

9

=

2

+

7

Ride

DEX

7

=

4

+

3

Stealth

DEX

14

=

4

+

7

+

3

Survival

WIS

8

=

1

+

7

Survival (Find or follow tracks)

WIS

10

=

1

+

[7]

+

2

Thievery

DEX

14

=

4

+

7

+

3

Use Rope

DEX

7

=

4

+

3

Use Rope (Bind someone)

DEX

10

=

4

+

6

=

+

+

=

+

+

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

Character: Edge

Player: Kole Rhone

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

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Level:4 (CR:4)

Page 1

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Greatsword +2 (Growth Item / Chosen One)	Equipped	1	8	8,350
Grants Anime Master, Sentient Any Weapon Growth [+1]				
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
TOTAL WEIGHT CARRIED/VALUE			8.5 lbs. / 8,351 gp	

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

LANGUAGES	
Common, Draconic, Elven, Sylvan	

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	
Martial Arts (2x)	[Eclipse, p.53]
[Damage 1d6]	
Warcraft	[Eclipse, p.10]
+3 BAB	
Warcraft / Spec for Melee (2x)	[Eclipse]
Warcraft / Weapon Focus (Scythe)	[Eclipse, p.10]
Increase selected weapon to hit by +1	

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -4, Dying -5 and Dead -20	
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.	
Weapon Proficiency (All Simple Weapons and One Martial Weapon) (Scythe)	[Eclipse, p.49]
Grants Proficiency with all simple weapons and selected weapons.	

Recurring Bonuses	
Duties (Chosen Ones)	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+8 total CP].	
Fast Learner (Focused on Skills / L-2)	[Eclipse, p.17]
+2 CP towards Skills per level. [+14 total Skill Points Granted].	
Upgrade Human Racial Fast Learner	[Eclipse]
Upgrades the Fast Learner Human Racial to Double Points	

DISADVANTAGES	
Broke	[Eclipse, p.18]
You start with less starting money.	
Hunted (Tabarath Cult)	[Eclipse, p.19]
Something powerful is hunting you.	
Obligations (TBD)	[Eclipse, p.19]
You have the listed obligations.	

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 12 deducts 32 CP Companions adds 0 CP	
Adept (Acrobatics, Athletics, Martial Arts ~ Dex Based, Perception)	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Augmented Bonus (Con adds to Dex for AC)	[Eclipse, p.25]
(6 CP). You may add a second attribute bonus to the usual one in some specific situation, such as with a skill or set of linked skills, with a specified type of weapon, or against a type of foe.	
Augmented Bonus / Con to Dex for AC	[Eclipse, p.25]
Adds CON bonus to AC.	
Block / Melee	[Eclipse, p.50]
Block lets a character counter an incoming melee attack with DC 20 Reflex save once per round. In general, each Block attempt uses up an Attack of Opportunity and provides Great Immunity to the attack (Stops 60 Points of Damage). Attackers may give up part of their BAB to increase the Block save DC on a 1-to-1 basis.	
Companion	[Eclipse, p.27]
Gain a companion creature of your choice.	
Companion / Great Form	[Eclipse, p.27]
(+6 CP) 3/day apply Righteous Might 4 to a companion as a Free Action.	
Companion / Might (Positive Levels)	[Eclipse, p.27]
(+6 CP) Companion gets +2 Positive Levels (p.86)	
Expertise	[Eclipse, p.32]
(6 CP). A character with Expertise selects two related abilities, attributes, or other scores. He or she may reduce one of the selected abilities' bonuses at any time by	

up to -5 to add a equal amount to the other bonus. Usually, characters take this for Warcraft (BAB) and AC or damage, but many other combinations exist.

Fortune / Evasion [Eclipse, p.53]

On Successful Reflex Save, ignore effect of Reflex Half/Partial.

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 Critical (Scythe) [Eclipse, p.53]

(6 CP). Improved Critical doubles a specific weapon's critical threat range.

Improved Initiative (3x) [Eclipse, p.53]

+2 to initiative each time taken [+6 Bonus]

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 / Enhanced Attribute (+2 Dexterity) [Eclipse]

[At Will] Grants +2 Enhancement Bonus to Dexterity

Innate Enchantment / Force Shield I [Eclipse]

[At Will] As Shield Spell, grants +4 Shield AC.

Innate Enchantment / Immortal Vigor I [Eclipse]

[At Will] As grants 12 + CON*2 HP.

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.

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.

Lunge [Eclipse, p.53]

Adds +5 feet to your reach

Martial Arts

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 / Defenses (2x) [Eclipse, p.81]

Gain additional +1 each time taken [currently +2] bonus to AC when you are unarmored or lightly armored.

Martial Arts Basic / Power (2x) [Eclipse, p.81]

Increase your unarmed damage by +1 or increase your weapon die type by 1 step, up to a d12 maximum. Weapons that cause multiple dice of damage increase them independently.

Martial Arts Basic / Power / Improve Die Size (2x) [Eclipse, p.81]

Increase your weapon die type by 1 step, up to a d12 maximum. Weapons that cause multiple dice of damage increase them independently.

Martial Arts Advanced / Reach [Eclipse, p.81]

You add 5' to your Reach in combat. This usually represents lunging and darting in and out, but could be a mystical ability.

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

03 - World Law ~ Feat Progression 1 - Gain Bonus Feat every Even Level

Chosen One Template

Edge

RACE

18

AGE

Male

GENDER

Darkvision (60 ft.)

VISION

None

ALIGNMENT

Right

DOMINANT HAND

6' 1"

HEIGHT

150 lbs.

WEIGHT

Green

EYE COLOUR

Caucasian

SKIN COLOUR

White, Long

HAIR

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Description:

Biography: