

Liam Archon

NAME

Point3 Buy1

CLASS

4/3

Character Level/ECL

3000

EXPERIENCE

6000

NEXT LEVEL

Nick Fuller

PLAYERNAME

Human

RACE

Medium

SIZE

6' 0"

HEIGHT

190 lbs.

WEIGHT

Brown

EYES

Blonde,

HAIR

Neutral Good

ALIGNMENT

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

14

+2

14

+2

14

+2

DEX

Dexterity

16

+3

16

+3

16

+3

CON

Constitution

14

+2

14

+2

14

+2

INT

Intelligence

12

+1

12

+1

12

+1

WIS

Wisdom

16

+3

16

+3

16

+3

CHA

Charisma

12

+1

12

+1

12

+1

HP

hit points

34

AC

armor class

17

WOUNDS/CURRENT HP

14

FLAT

15

TOUCH

10

BASE

SUBDUAL DAMAGE

2

ARMOR BONUS

0

SHIELD BONUS

3

STAT

0

SIZE

0

NATURAL ARMOR

0

DEFLECTION

0

MISC

2

DAMAGE REDUCTION

MISS CHANCE

10

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

SPEED

Walk 30 ft.

INITIATIVE

modifier

+3

TOTAL

+3

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+2

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+4

=

+2

+

+2

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+6

=

+3

+

+3

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+5

=

+2

+

+3

+

+0

+

+0

+

+0

+

MELEE

attack bonus

TOTAL

+5

=

BASE ATTACK BONUS

+2

+

STAT

+2

+

SIZE

+0

+

MISC

+1

+

EPIC

+0

+

TEMP

RANGED

attack bonus

TOTAL

+6

=

BASE ATTACK BONUS

+2

+

STAT

+3

+

SIZE

+0

+

MISC

+1

+

EPIC

+0

+

TEMP

GRAPPLE

attack bonus

TOTAL

+5

=

BASE ATTACK BONUS

+2

+

STAT

+2

+

SIZE

+0

+

MISC

+1

+

EPIC

+0

+

TEMP

Martial Arts

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+7

2d10+2

20/x2

5 ft.

Dagger of Red Beard One Eye

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

PS

M

19-20/x3

5 ft.

To Hit

Dam

2W-P-(OH)

To Hit

Dam

1H-P

+3

1d6+4

-3

1d6+4

1H-O

-1

1d6+3

-1

1d6+4

2H

+3

1d6+5

-7

1d6+3

30 ft.

60 ft.

120 ft.

180 ft.

240 ft.

TH

+4

+4

+2

+0

-2

Dam

1d6+4

1d6+4

1d6+4

1d6+4

1d6+4

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

*Leather

Light

+2

+6

+0

10

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

7/3.5

MISC MODIFIER

✓ Acrobatics

DEX

9

=

3

+

6.0

+

✓ Appraise

INT

1

=

1

+

+

✓ Athletics

STR

2

=

2

+

+

✓ Craft (Untrained)

INT

1

=

1

+

+

✓ Deception

CHA

1

=

1

+

+

✓ Endurance

CON

2

=

2

+

+

✓ Gather Information

CHA

1

=

1

+

+

✓ Heal

WIS

3

=

3

+

+

✓ Martial Arts

6

=

0

+

6.0

+

✓ Perception

WIS

9

=

3

+

6.0

+

✓ Persuasion

CHA

1

=

1

+

+

✓ Ride

DEX

3

=

3

+

+

✓ Sense Motive

WIS

3

=

3

+

+

✓ Spellcraft

INT

4

=

1

+

3.0

+

✓ Stealth

DEX

9

=

3

+

6.0

+

✓ Survival

WIS

3

=

3

+

+

Survival (Find or follow tracks)

WIS

5

=

3

+

1.0

+

1

✓ Thievery

DEX

3

=

3

+

+

✓ Use Rope

DEX

3

=

3

+

+

=

+

+

=

+

+

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

Character: Liam Archon

Player: Nick Fuller

Created using PCGen 5.17.0 on Oct 28, 2009 at 9:41:14 PM

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

For suggestions please post to pccgen@yahoo.com with "OS Suggestion" in the subject line.

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EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Dagger of Red Beard One Eye	Carried	1	0.0	0.0
Leather	Equipped	1	15.0	10.0
Wrappings of Unarmed Precision +2	Equipped	1	0.0	0.0
Increase your unarmed attacks by +2 to hit.				
TOTAL WEIGHT CARRIED/VALUE			15 lbs. 10.0 gp	

WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

SPECIAL ATTACKS	
Martial Arts (15x)	[Eclipse, p.53]
(3 CP). A character is considered armed when using unarmed combat so long as he or she places at least 3 CP in this ability. He or she gains a base damage of 1d4 with unarmed attacks. Each +3 CP invested after that increases the damage by one die type (d6/d8/d10/d12), up to a maximum of 1d12 at 15 CP.	
Martial Arts ~ Martial Arts Damage Cap (2d10)	[Eclipse, p.53]
Warcraft	[Eclipse, p.10]
+2 BAB	

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

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

PROFICIENCIES	
Gauntlet, Grapple, Spells(Ray), Unarmed Strike	

LANGUAGES	
Common, Sylvan	

TEMPLATES	

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.

DISADVANTAGES

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.

Irreverent

[Eclipse, p.19]

You are fundamentally unable to accept the "divinity" of gods. You recognize their might and may even see one as a patron, but worship just isn't part of your nature' they're just really powerful people to you. While gods generally forego directly smiting you, none of them will grant you divine magic and many clerics have a problem with you.

Secret

[Eclipse, p.19]

There is something buried in your past which you must keep hidden. Your dark secret may range from your unpopular ancestry to being a mass murderer, but bad things happen if it is revealed (i.e., you will get two shiny new disadvantages). Characters most commonly get two from: Hunted, Outcast, Poor Reputation, or Valuable, but things like Accursed, Insane, Obligations, or Unluck may fit in some cases.

Eclipse Abilities

Defender ~ Improved ~ Specialized vs Melee (6x)

[Eclipse, p.51]

AC Bonus vs. Melee Attack +2

Martial Arts

Attack

[Eclipse, p.81]

You get a +1 bonus on rolls to Attack, Throw, Grapple, and Trip opponents.

Defenses (2x)

[Eclipse, p.81]

You gain +1 bonus to AC when you are unarmored or lightly armored.

Notes:

Character Sheet Notes: