

Edge

Character Name

d12E 3

CLASS

3 (3)

3000 / 6000

Character Level (CR)

EXP / NEXT LEVEL

Kole Rhone

Player Name

Human / Humanoid

RACE

18

Male

AGE

GENDER

None

Deity

Medium / 5 ft.

SIZE / FACE

Green

EYES

None

Region

6' 1" / 150 lbs.

HEIGHT / WEIGHT

White, Long

HAIR

None

Alignment

Darkvision (60 ft.)

VISION

ABILITY NAME

ABILITY SCORE

EQUIPPED SCORE

ABILITY MODIFIER

ABILITY DAMAGE

PENALTY

STR

Strength

16

+3

DEX

Dexterity

16

+3

CON

Constitution

18

+4

INT

Intelligence

14

+2

WIS

Wisdom

12

+1

CHA

Charisma

14

+2

WOUNDS/CURRENT HP

HP

hit points

44

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

REFLEC-TION

DODGE

Morale

Insight

Sacred

Profane

MISC

INITIATIVE

modifier

+5

=

+3

+

+2

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

Conditional Modifiers

FORTITUDE

(constitution)

+7

=

+3

+

+4

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+6

=

+3

+

+3

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+4

=

+3

+

+1

+

+0

+

+0

+

+0

+

MELEE

attack bonus

+7

=

+3

+

+3

+

+0

+

+1

+

+0

+

RANGED

attack bonus

+6

=

+3

+

+3

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+6

=

+3

+

+3

+

+0

+

+0

+

+0

+

Martial Arts

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+8

1d6+3

20/x2

5 ft.

\*Scythe

HAND

TYPE

SIZE

CRITICAL

REACH

Both

PS

M

19-20/x4

5 ft.

To Hit

Dam

To Hit

Dam

1H-P

n/a

n/a

2W-P-(OH)

n/a

n/a

1H-O

n/a

n/a

2W-P-(OL)

n/a

n/a

2H

+8

2d4+4

2W-OH

n/a

n/a

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

\*Chosen One Robe

Light

+4

+0

0

TOTAL SKILLPOINTS: 36

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

MAX RANKS: 6/3

✓

Acrobatics

DEX

12

=

3

+

6

+

3

✓

Appraise

INT

2

=

2

✓

Athletics

STR

9

=

3

+

6

✓

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

✓

Martial Arts (Dexterity Based)

DEX

12

=

3

+

6

+

3

✓

Perception

WIS

7

=

1

+

6

✓

Persuasion

CHA

8

=

2

+

6

✓

Ride

DEX

6

=

3

+

3

✓

Stealth

DEX

12

=

3

+

6

+

3

✓

Survival

WIS

7

=

1

+

6

✓

Survival (Find or follow tracks)

WIS

9

=

1

+

[6]

+

2

✓

Thievery

DEX

12

=

3

+

6

+

3

✓

Use Rope

DEX

6

=

3

+

3

=

+

+

=

+

+

✓

:

can be used untrained.

X

: exclusive skills.

\*

: Skill Mastery.

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Scythe	Equipped	1	10.0	18.0	
Boots of the New Chosen Ones	Equipped	1	0.0	0.0	
Chosen One Backpack of Holding	Equipped	1	0.0	0.0	
Chosen One Orb	Equipped	1	0.0	0.0	
Chosen One Robe	Equipped	1	0.5	1.0	
TOTAL WEIGHT CARRIED/VALUE			10.5	19.0 gp lbs.	

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

LANGUAGES	
Common, Draconic, Elven, Sylvan	

Special Attacks	
Martial Arts	[Eclipse, p.53]
[Damage 1d6]	
Warcraft	[Eclipse, p.10]
+3 BAB	
Warcraft / Spec for Melee	[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 -19	
Humanoid Traits	[PHB, TypesSubtypesAbilities.rtf]
Humanoids eat/sleep/breathe	
Mental Link with other Chosen Ones	[Drew]
Automatic Mental Link with Chosen Ones - This allows direct telepathy to any Chosen One, or multiple Chosen Ones, including images.	
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. [+6 total CP].	
Fast Learner (Focused on Skills / L-2)	[Eclipse, p.17]
+2 CP towards Skills per level. [+12 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 130, Bonus Feats have added 18 CP, Disadvantages have added 10 CP, Duties adds 6 CP, HD 12 deducts 24 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.	
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]
1/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	[Eclipse, p.53]
+2 to initiative each time taken [+2 Bonus]	
Legionary ~ Chosen One	[Drew, 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.	

Feats	
Adept (Acrobatics, Athletics, Martial Arts ~ Dex Based, Perception)	[Eclipse]

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, Scythe, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike

TEMPLATES
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Edge

Human

RACE

18

AGE

Vision Test: Darkvision (60 ft.)

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 / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

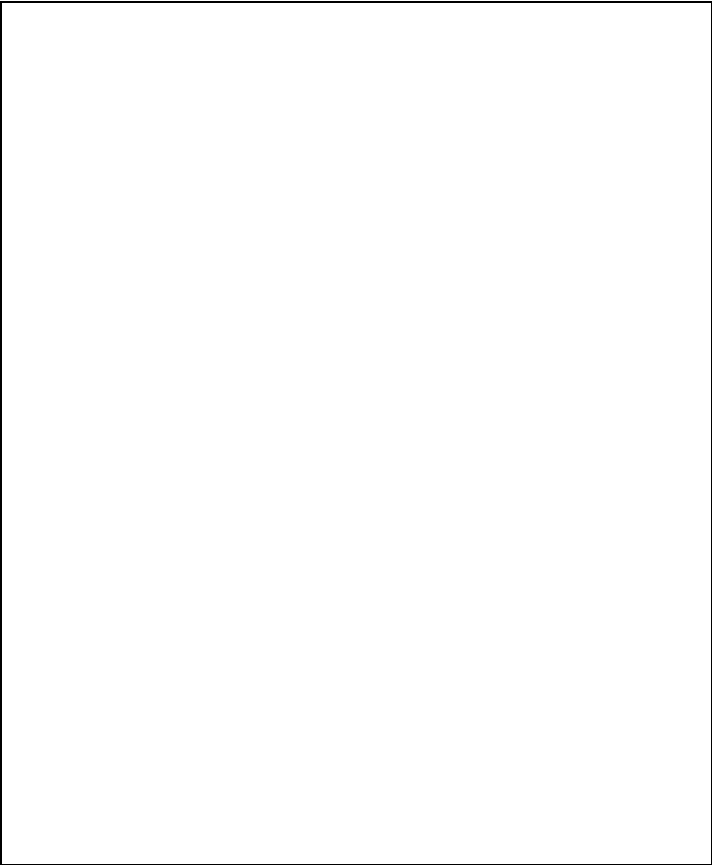
Race Type

Race Sub Type

Favored Class

EXP Factor: 100%; EXP Penalty: 0%

Darkvision (60 ft.)



Description:  
Biography: