

Griffin Ironfist

NAME

d20E2 d10E1

CLASS

3

Character Level

3000

EXPERIENCE

6000

NEXT LEVEL

Human

RACE

24

AGE

Medium

SIZE

Male

GENDER

5' 10"

HEIGHT

Brown

EYES

190 lbs.

WEIGHT

Black, Short

HAIR

Lawful Neutral

ALIGNMENT

VISION

0

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

15

+2

15

+2

15

+2

DEX

Dexterity

14

+2

14

+2

14

+2

CON

Constitution

14

+2

14

+2

14

+2

INT

Intelligence

12

+1

12

+1

12

+1

WIS

Wisdom

12

+1

12

+1

12

+1

CHA

Charisma

12

+1

12

+1

12

+1

HP

hit points

48

AC

armor class

18

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

INITIATIVE

modifier

+8

TOTAL

DEX MODIFIER

+2

MISC MODIFIER

+6

BASE ATTACK

bonus

+4

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+4

=

+2

+

+2

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+3

=

+1

+

+2

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+1

=

+0

+

+1

+

+0

+

+0

+

+0

+

MELEE

attack bonus

+6

RANGED

attack bonus

+6

GRAPPLE

attack bonus

+6

TOTAL

=

BASE ATTACK BONUS

+

STAT

+

SIZE

+

MISC

+

EPIC

+

TEMP

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+6

1d3+2

20/x2

5 ft.

*Manhandler

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

S

M

19-20/x2

5 ft.

To Hit

Dam

1H-P

1H-O

2H

+8

1d8+6

1d8+5

1d8+7

2W-P-(OH)

2W-P-(OL)

2W-OH

+2

+4

-2

1d8+6

1d8+6

1d8+5

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

*Chain Shirt

Light

+4

+4

-2

20

*Shield, Heavy

Heavy

+2

-2

15

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

6/3

MISC MODIFIER

✓

Acrobatics

DEX

-2

=

2

+

+

-4

✓

Appraise

INT

1

=

1

+

+

✓

Athletics

STR

1

=

2

+

3.0

+

-4

✓

Athletics (Swim)

STR

-3

=

2

+

3.0

+

-8

✓

Craft (Untrained)

INT

1

=

1

+

+

✓

Deception

CHA

1

=

1

+

+

✓

Endurance

CON

-2

=

2

+

+

-4

✓

Gather Information

CHA

3

=

1

+

2.0

+

✓

Heal

WIS

1

=

1

+

2.0

+

-2

✓

Perception

WIS

2

=

1

+

3.0

+

-2

✓

Persuasion

CHA

4

=

1

+

3.0

+

✓

Ride

DEX

4

=

2

+

2.0

+

✓

Sense Motive

WIS

3

=

1

+

4.0

+

-2

✓

Stealth

DEX

-2

=

2

+

+

-4

✓

Survival

WIS

-1

=

1

+

+

-2

✓

Thievery

DEX

2

=

2

+

+

Use Magic Device

CHA

3

=

1

+

2.0

+

✓

Use Rope

DEX

2

=

2

+

+

=

+

+

=

+

+

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

Character: Griffin Ironfist

Player: Randy Rogge

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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.

Page 1

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Acid (Flask)	Backpack	2	1.0 (2.0)	10.0 (20.0)	
Alchemist's Fire (Flask)	Backpack	4	1.0 (4.0)	20.0 (80.0)	
Backpack		1	2.0	2.0	
49.5 lbs., 2 Acid (Flask), 2 Oil (1 Pt. Flask), 1 Rope (Silk/50 Ft.), 5 Smokestick, 5 Sunrod, 10 Tindertwig, 4 Alchemist's Fire (Flask), 4 Caltrops, 1 Crowbar, 1 Everburning Torch, 1 Flint and Steel, 1 Grappling Hook, 1 Hammer, 4 Holy Water (Flask), 1 Bullets, Sling (10)					
Bullet, Sling	Carried	1	0.5	0.01	
Bullets, Sling (10)	Backpack	1	5.0	0.1	
Caltrops	Backpack	4	2.0 (8.0)	1.0 (4.0)	
Chain Shirt	Equipped	1	25.0	100.0	
Crowbar	Backpack	1	5.0	2.0	
Everburning Torch	Backpack	1	1.0	110.0	
Flint and Steel	Backpack	1	0.0	1.0	
Grappling Hook	Backpack	1	4.0	1.0	
Hammer	Backpack	1	2.0	0.5	
Holy Water (Flask)	Backpack	4	1.0 (4.0)	25.0 (100.0)	
Manhandler	Equipped	1	4.0	2315.0	
Oil (1 Pt. Flask)	Backpack	2	1.0 (2.0)	0.1 (0.2)	
Explorer's Outfit	Equipped	1	8.0	10.0	
Pouch (Belt)	Equipped	1	0.5	1.0	
2.42 lbs., 101 Coin (Gold), 20 Coin (Copper)					
Rope (Silk/50 Ft.)	Backpack	1	5.0	10.0	
Sack	Equipped	1	0.5	0.1	
0 lbs.					
Shield, Heavy	Equipped	1	15.0	20.0	
Smokestick	Backpack	5	0.5 (2.5)	20.0 (100.0)	
Sunrod	Backpack	5	1.0 (5.0)	2.0 (10.0)	
Tindertwig	Backpack	10	0.0 (0.0)	1.0 (10.0)	
TOTAL WEIGHT CARRIED/VALUE			47.92 lbs.	2896.91 gp	

WEIGHT ALLOWANCE					
Light	66	Medium	133	Heavy	200
Lift over head	200	Lift off ground	400	Push / Drag	1000

MONEY	
Coin (Gold): 101[Pouch (Belt)]	
Coin (Copper): 20[Pouch (Belt)]	
Total = 101.2 gp	

Special Attacks	
Enhanced Strike, Whirlwind	[Eclipse, p.51]
allows the user to make a single full-BAB attack against every target within reach.	
Warcraft	[Eclipse, p.10]
+4 BAB	

Special Qualities	
Armor Proficiency (Light)	[Eclipse, p.49]
Proficient with Light Armors	
Armor Proficiency (Shields)	[Eclipse, p.49]
Proficient with Shields	
Weapon Proficiency (All Simple and Martial Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple and martial weapons.	

+7/+2+7/+2

Feats	
Feat Conversion to CP ~ 6 (3x)	[Eclipse, p.9]
Covert regular feat to six Character Points	

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, 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

LANGUAGES
Common, Elven

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.

Fast Learner/ Specialized for increased effect (HD)

[Eclipse, p.17]

(+1) Actually purchased as a feat for 6 CP, this ability grants extra CP as the character rises in level. Specialized versions are available and encouraged. No one may take Fast Learner more than once unless it's been built into a template, race, or class by the Game Master.

DISADVANTAGES

Compulsive (Gambling)

[Eclipse, p.18]

You have some particular mania or "code of conduct" which influences everything you do. Likely compulsions include the classic manias (like Pyro- or Klepto-), an overwhelming love or hatred, greed, dedication to some peculiar goal, truthfulness, extravagant spending, or even virtue. Codes include things like Hippocratic Oaths or Chivalry. Characters that ignore their compulsions take a 20% experience penalty.

Inept (Wisdom)

[Eclipse, p.19]

You suffer from a -2 modifier on all skills linked to the chosen Attribute.

Obligations (Must pay off a Debt)

[Eclipse, p.19]

You have responsibilities which you cannot easily discharge. You may have dependents, debts, a geas, massive tithes, oaths to fulfill, a job which you cannot readily leave, be sworn to the service of a lord or ruler, or just have friends who need looking after. This is a wonderful way to get dragged into adventures.

Eclipse Abilities

Augment Attack (Plus 3 to Damage (Longsword), (CP total =3))

[Eclipse, p.50]

(3 CP). Augment Attack grants +1d6 damage or +1 to hit in some specific situation (essentially, this feat is already "Specialized"), per 3 CP invested (a mere +1 damage costs 1 CP and +1d8 costs 4 CP). Characters may double the cost to make the situation relatively common or triple it to make it very common (e.g., with a particular type of weapon which you almost always use). No character may possess more than 36 CP worth of basic augmentations.

Block (Melee) (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. Attackers may give up part of their BAB to increase the Block save DC on a 1-to-1 basis.

Improved Initiative (9x)

[Eclipse, p.53]

The character gains +2 to Initiative per 3 CP invested, up to a maximum +8 bonus.

Stoic

[Eclipse, p.45]

(6 CP). Characters with Stoic are not subject to death by massive damage and may make a Fortitude save (DC 15) each round to self-stabilize if below 0 HP.

Notes:

Character Sheet Notes: