

Rigel 'Rih-Gell' "Wyrmspawn"

NAME

d20E1

CLASS

1/4

Character Level/ECL

6000

EXPERIENCE

10000

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	24	+7	24	+7	24	+7
<b>DEX</b> Dexterity	14	+2	14	+2	14	+2
<b>CON</b> Constitution	17	+3	17	+3	17	+3
<b>INT</b> Intelligence	14	+2	14	+2	14	+2
<b>WIS</b> Wisdom	8	-1	8	-1	8	-1
<b>CHA</b> Charisma	14	+2	14	+2	14	+2

SAVING THROWS

**FORTITUDE**  
(constitution)

**REFLEX**  
(dexterity)

**WILL**  
(wisdom)

TOTAL

+4

=

+1

+

+3

+

+0

+

+0

+

+0

+

BASE SAVE

+1

ABILITY

+3

MAGIC

+0

MISC

+0

EPIC

+0

TEMP

conditional modifiers

48

MELEE

attack bonus

7

=

0

+

7

+

0

+

0

+

0

+

48

RANGED

attack bonus

2

=

0

+

2

+

0

+

0

+

0

+

48

GRAPPLE

attack bonus

7

=

0

+

7

+

0

+

0

+

0

+

48

Martial Arts

TOTAL ATTACK BONUS

7

DAMAGE

1d6+7

CRITICAL

20/x2

REACH

10 ft.

48

\*Rigel's Greatsword

HAND

Both

TYPE

S

SIZE

M

CRITICAL

19-20/x2

REACH

10 ft.

48

To Hit

7

Dam

2d8+10

2W-OH

N/A

Dam

N/A

48

Special Properties

(Greatsword)

48

Bite

HAND

Carried

TYPE

M

SIZE

20/x2

CRITICAL

10 ft.

48

TOTAL ATTACK BONUS

7

DAMAGE

1d6+7

48

Special Properties

48

\*: 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.

48

ARMOR

\*Chain Shirt

TYPE

Light

AC

4

MAXDEX

4

CHECK

-2

SPELL FAILURE

20

312

Bryce

PLAYERNAME

DEITY

Chaotic Good

ALIGNMENT

Darkvision (60 ft.), Low-light

VISION

32

POINTS

312

HP

hit points

76

WOUNDS/CURRENT HP

AC

armor class

20

TOTAL

18

FLAT

12

TOUCH

10

BASE

4

ARMOR BONUS

0

SHIELD BONUS

2

STAT

0

SIZE

4

NATURAL ARMOR

0

DEFLC-TION

0

MISC

WALK

30 ft.

20

MISS CHANCE

-2

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

0

SPELL RESIST

312

INITIATIVE

modifier

2

=

2

+

0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

0

544

SKILL NAME

KEY ABILITY

SKILL MODIFIER

MAX RANKS

ABILITY MODIFIER

RANKS

4/2

MISC MODIFIER

Acrobatics

DEX

0

=

2

+

-2

Appraise

INT

2

=

2

+

+

Athletics

STR

9

=

7

+

4.0

+

-2

Athletics (Swim)

STR

7

=

7

+

4.0

+

-4

Craft (Untrained)

INT

2

=

2

+

+

Deception

CHA

2

=

2

+

+

Endurance

CON

1

=

3

+

-2

Gather Information

CHA

2

=

2

+

+

Heal

WIS

0

=

-1

+

1.0

+

Insight

WIS

-1

=

-1

+

+

Martial Arts (Morituri Te Salutant)

STR

11

=

7

+

4.0

+

Perception

WIS

0

=

-1

+

1.0

+

Persuasion

CHA

8

=

2

+

4.0

+

2

Ride

DEX

2

=

2

+

+

Stealth

DEX

0

=

2

+

+

-2

Survival

WIS

-1

=

-1

+

+

Thievery

DEX

2

=

2

+

+

Use Rope

DEX

2

=

2

+

+

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

48

Character: Rigel 'Rih-Gell' "Wyrmspawn"

Player: Bryce

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker. Created using PCGen 5.17.6-dev on Feb 5, 2011 at 7:38:28 PM

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EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Rigel's Greatsword (Greatsword)	Equipped	1	8.0	50.0
Bite	Carried	1	0.0	0.0
Chain Shirt	Equipped	1	25.0	100.0
TOTAL WEIGHT CARRIED/VALUE			33 lbs.	150.0 gp

WEIGHT ALLOWANCE					
Light	233	Medium	466	Heavy	700
Lift over head	700	Lift off ground	1400	Push / Drag	3500

Special Attacks	
<b>Breath Weapon (Su)</b> [Eclipse]	
You gain the use of a 60-ft.-line breath weapon 3/day that deals 3d6 points of electricity damage. Those caught in the breath receive a Reflex save for half damage (DC 15).	
<b>Martial Arts</b> [Eclipse, p.53]	
[Damage 1d6]	
<b>Warcraft</b> [Eclipse, p.10]	
+0 BAB	

Special Qualities	
<b>Armor Proficiency (Light)</b> [Eclipse, p.49]	
Proficient with Light Armors	
<b>Dragon Resistances (Ex)</b> [Eclipse]	
+4 natural armor bonus	
<b>Immunity To Electricity (Ex)</b> [MM]	
You never take Electricity damage	
<b>Immunity To Paralysis (Ex)</b> [MM]	
You can never be paralysed	
<b>Immunity To Sleep (Ex)</b> [MM]	
You are never subject to sleep effects	
<b>Weapon Proficiency (All Simple and Martial Weapons)</b> [Eclipse, p.49]	
Grants Proficiency with all simple and martial weapons.	

Recurring Bonuses	
<b>Duties (Higher Purpose)</b> [Eclipse, p.17]	
You have duties. Grants 2 CP per level. [+2 total CP].	

DISADVANTAGES	
<b>Broke</b> [Eclipse, p.18]	
You start with less starting money.	
<b>Compulsive (Obeys those in Authority especially women)</b> [Eclipse, p.18]	
You have the listed compulsions.	
<b>Illiterate (All)</b> [Eclipse, p.19]	
You are illiterate.	
<b>Insane (Has no respect for life)</b> [Eclipse, p.19]	
You have the listed insanities.	

Eclipse Abilities	
<b>Character Points Total</b> [Eclipse]	
Character Points Total 78, Bonus Feats have added 18 CP, Disadvantages have added 10 CP, Duties adds 2 CP, HD 20 deducts 16 CP	
<b>Augmented Bonus (Str adds HP)</b> [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.	
<b>Advanced Improved Augmented Bonus / add (Str Mod) to (Con Mod) for HP Purposes</b> [Eclipse]	
Specialized and Corrupted/only applies to the characters level one hit die or dice (6 CP).	
<b>Bonus Uses +2 (Half-Dragon Breath Weapon)</b> [Eclipse]	
+2 Bonus Uses with his racial Innate Spell/"Breath Weapon" (3 CP).	
<b>Immunity / Martial Art Requirement</b> [Eclipse]	
the requirement that his gladiatorial martial art - Morituri Te Salutant - be learned for specific weapons (Common, Minor, Major, 6 CP).	
<b>Occult Sense / Darkvision</b> [Eclipse, p.38]	
You have Darkvision	
<b>Occult Sense / Low light</b> [Eclipse, p.38]	
You have Low-light vision	
<b>Stoic</b> [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.	
<b>Half-Dragon (Blue)</b> [Eclipse, p.63]	
You have the Half-Dragon Template	

Martial Arts	
<b>Martial Arts Basic / Power (2x)</b> [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.	
<b>Martial Arts Basic / Power / Improve Die Size (2x)</b> [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.	
<b>Martial Arts Basic / Strike</b> [Eclipse, p.81]	
You may deal lethal or nonlethal damage at will without penalty. Your base damage is at least 1d4. This may only be taken once.	
<b>Martial Arts Basic / Synergy (Persuasion)</b> [Eclipse, p.81]	
You gain +2 on any related skill. Each time this is taken it applies to a different skill. Common synergies include Tumble, Heal, and Move Silently, but others are possible.	
<b>Martial Arts Advanced / Mind Like Moon</b> [Eclipse, p.81]	
You reflexively come on guard when attacked. With a DC 15 Reflex save, you avoid being surprised or flat-footed at the beginning of combat.	
<b>Martial Arts Advanced / Reach</b> [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.	

PROFICIENCIES	
Axe (Throwing), Battleaxe, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Giant Rock, 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, Draconic, Undercommon	

TEMPLATES	
Eclipse ~ Template Level +3	