

Quick Hand

NAME

d10E5

CLASS

5

Character Level

10000

EXPERIENCE

15000

NEXT LEVEL

George

PLAYERNAME

Halfling

RACE

35

AGE

Small

SIZE

Male

GENDER

DEITY

2' 11"

HEIGHT

Brown

EYES

33 lbs.

WEIGHT

Brown,

HAIR

True Neutral

ALIGNMENT

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

10

+0

10

+0

10

+0

DEX

Dexterity

22

+6

22

+6

22

+6

CON

Constitution

14

+2

14

+2

14

+2

INT

Intelligence

10

+0

10

+0

10

+0

WIS

Wisdom

18

+4

18

+4

18

+4

CHA

Charisma

8

-1

8

-1

8

-1

HP

hit points

43

AC

armor class

25

TOTAL

19

FLAT

25

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

6

STAT

1

SIZE

0

NATURAL ARMOR

0

DEPLETION

8

MISC

INITIATIVE

modifier

+8

TOTAL

+6

DEX MODIFIER

+2

MISC MODIFIER

BASE ATTACK

bonus

+8/+3

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+5

=

+2

+

+2

+

+0

+

+1

+

+0

+

REFLEX

(dexterity)

+9

=

+2

+

+6

+

+0

+

+1

+

+0

+

WILL

(wisdom)

+7

=

+2

+

+4

+

+0

+

+1

+

+0

+

MELEE

attack bonus

+11

=

+8

+

+0

+

+1

+

+2

+

+0

+

RANGED

attack bonus

+17

=

+8

+

+6

+

+1

+

+2

+

+0

+

GRAPPLE

attack bonus

+6

=

+8

+

+0

+

-4

+

+2

+

+0

+

Martial Arts

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+11/+11

2d10+0

20/x2

5 ft.

\*: 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

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

8/4

MISC MODIFIER

✓ Acrobatics

DEX

14

=

6

+

8.0

+

✓ Appraise

INT

0

=

0

+

+

✓ Athletics

STR

8

=

0

+

8.0

+

✓ Craft (Untrained)

INT

0

=

0

+

+

✓ Deception

CHA

-1

=

-1

+

+

✓ Endurance

CON

2

=

2

+

+

✓ Gather Information

CHA

-1

=

-1

+

+

✓ Heal

WIS

4

=

4

+

+

Martial Arts (Dexterity Based)

DEX

19

=

6

+

8.0

+

5

✓ Mystic Artist Skill

DEX

0

=

0

+

+

✓ Perception

WIS

4

=

4

+

+

✓ Persuasion

CHA

-1

=

-1

+

+

✓ Ride

DEX

6

=

6

+

+

✓ Sense Motive

WIS

4

=

4

+

+

✓ Stealth

DEX

14

=

6

+

8.0

+

✓ Survival

WIS

4

=

4

+

+

✓ Thievery

DEX

6

=

6

+

+

✓ Use Rope

DEX

6

=

6

+

+

=

+

+

=

+

+

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

Character: Quick Hand  
Player: George  
Created using PCGen 5.17.2 on Apr 10, 2010 at 7:39:03 PM

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.  
For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

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EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp

WEIGHT ALLOWANCE					
Light 25		Medium 50		Heavy 75	
Lift over head 75		Lift off ground 150		Push / Drag 375	

+7/+2

Special Attacks	
<b>Martial Arts (15x)</b>	[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., [Damage 2d10]	
<b>Warcraft</b>	[Eclipse, p.10]
+8 BAB	

Special Qualities	
<b>+2 morale bonus on saving throws against fear</b>	[PHB, p.20]
<b>Weapon Proficiency (All Simple Weapons)</b>	[Eclipse, p.49]
Grants Proficiency with all simple weapons.	

Recurring Bonuses	
<b>Duties</b>	[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.	
<b>Fast Learner/ Specialized for increased effect (HD)</b>	[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	
<b>Compulsive (Curious)</b>	[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.	
<b>Illiterate (All)</b>	[Eclipse, p.19]
An Illiterate character either cannot read or write all of the languages he or she knows. This disadvantage has a flat cost and does not refer back to the starting disadvantages price table. The character gains +2 CP for all languages.	
<b>Poor Reputation (Known Thief)</b>	[Eclipse, p.19]
You're widely and unfavorably known. This results in a -6 penalty on "friendly" social skill and Charisma rolls throughout a major portion of the setting. This may be combined with "Outcast" in which case there's not much use in trying to talk to anybody. Even your companions will suffer penalties if it becomes known that they associate with you.	
<b>Unarmored</b>	[Eclipse, p.20]
You refuse to use armor for some reason. Characters who already suffer major penalties for wearing armor can't take this disadvantage.	

Eclipse Abilities	
<b>Adept (Acrobatics, Athletics, Martial Arts, Stealth)</b>	[Eclipse, p.24]
(6 CP). Select four related (i.e., get your GM's permission) skills, which you learn for half price. Each rank of a relevant skill now costs only 1/2 CP. Each rank of an irrelevant one now costs only 1 CP. ! You may take this ability twice, affecting two groups of skills, if your Game Master gives you permission. Adept is actually one of the most powerful abilities in the system. It provides a huge skill bonus in exchange for simply deciding on what you're good at. The Game Master should keep a careful eye this. It's most common in Prestige Class conversion.	
<b>Augment Bonus / Improved ~ Wis applies to AC</b>	[Eclipse]
<b>Celerity (Walk)</b>	[Eclipse, p.27]
(6 CP). Celerity adds +10 feet per round to one of your movement modes. This is considered bonus movement for the purposes of skills; it does not apply when calculating movement penalties on skill use.	
<b>Celerity / Improved (6x)</b>	[Eclipse, p.27]
adds +10' more movement per 3 CP invested.	
<b>Fortune (Evasion)</b>	[Eclipse, p.53]
The ever-useful Fortune feat gives the character the ability to entirely ignore certain effects on a successful save. If a spell or effect has an entry such as "Fort Partial" or "Ref half," this feat works.	
<b>Fortune (Evasion Improved)</b>	[Eclipse, p.53]
upgrades the ability so that the character takes half damage or effect even on an unsuccessful save. Alternatively, for many Will or Fort saves, half duration may be appropriate.	
<b>Improved Initiative</b>	[Eclipse, p.53]
The character gains +2 to Initiative per 3 CP invested, up to a maximum +8 bonus.	
<b>Innate Enchantment</b>	[Eclipse, p.34]
With Innate Enchantment, a character has two options - His or her innate power may duplicate the effects of a magical item or items valued at up to 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.	
<b>Innate Enchantment / Enhanced Attribute (+2 Dexterity)</b>	[Eclipse]
<b>Innate Enchantment / Enhanced Attribute (+2 Wisdom)</b>	[Eclipse]
<b>Innate Enchantment / Skill Mastery (Martial Arts ~ Dex Based)</b>	[Eclipse, p.x]
+5 to selected skills	
<b>Self Development / Improved (12x)</b>	[Eclipse, p.42]
Improved (+6 CP) improves the attribute permanently for all purposes, instead of only for a specific purpose. You may take this ability multiple times to boost your attribute(s) to any desired level.	

Martial Arts	
<b>Attack (4x)</b>	[Eclipse, p.81]
You get a +1 bonus on rolls to Attack, Throw, Grapple, and Trip opponents.	
<b>Combat Reflexes</b>	[Eclipse, p.82]
See feat of same name	
<b>Defenses (4x)</b>	[Eclipse, p.81]
You gain +1 bonus to AC when you are unarmored or lightly armored.	
<b>Instant Stand</b>	[Eclipse, p.81]
You may stand up as a Free Action if unarmored or in light armor.	

+7/+2+7/+2

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

PROFICIENCIES	
Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Halbspear, Hoopak, Javelin, Keyblade, Laser, Longspear, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Scourge, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike	

LANGUAGES	
Common, Halfling	

TEMPLATES	
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