

Argos

CHARACTER NAME

d10E 2

CLASS

2

1000 / 3000

Character Level

EXP / NEXT LEVEL

ABILITY NAME

STR

Strength

ABILITY SCORE

14

EQUIPPED SCORE

ABILITY MODIFIER

+2

ABILITY DAMAGE

PENALTY

DEX

Dexterity

18

+4

CON

Constitution

14

+2

INT

Intelligence

12

+1

WIS

Wisdom

10

+0

CHA

Charisma

8

-1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

Conditional Modifiers

FORTITUDE

(constitution)

+6

=

+4

+

+2

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+8

=

+4

+

+4

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+2

=

+2

+

+0

+

+0

+

+0

+

+0

+

MELEE

attack bonus

TOTAL

+7

=

BASE ATTACK BONUS

+3

+

STAT

+2

+

SIZE

+0

+

MISC

+2

+

EPIC

+0

+

TEMP

RANGED

attack bonus

+9

=

+3

+

+4

+

+0

+

+2

+

+0

+

GRAPPLE

attack bonus

+7

=

+3

+

+2

+

+0

+

+2

+

+0

+

* Javelin (+1 Dmg MA)

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

P

M

19-20/x2

5 ft.

30 ft.

60 ft.

120 ft.

180 ft.

240 ft.

TH

+11

+11

+9

+7

+5

Dam

1d6+3

1d6+3

1d6+3

1d6+3

1d6+3

Special Properties

(Javelin)

Sword, Short

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

P

M

19-20/x2

5 ft.

To Hit

Dam

To Hit

Dam

1H-P

+7

1d6+2

2W-P-(OH)

+1

1d6+2

1H-O

+3

1d6+1

2W-P-(OL)

+3

1d6+2

2H

+7

1d6+2

2W-OH

-1

1d6+1

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

Robert

PLAYER NAME

Human

Medium

5' 10"

165 lbs.

Normal

None

Neutral Good

RACE

SIZE

HEIGHT

WEIGHT

VISION

20

Male

Brown

Black

HAIR

POINTS

AGE

GENDER

EYES

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

HP

hit points

22

AC

armor class

19

TOTAL

FLAT

15

TOUCH

15

BASE

10

ARMOR BONUS

4

SHIELD BONUS

0

STAT

4

SIZE

0

NATURAL ARMOR

0

REFLEC-TION

0

DODGE

0

MISC

1

MISS CHANCE

20

ARCANE SPELL FAILURE

-2

ARMOR CHECK PENALTY

0

SPELL RESIST

0

INITIATIVE

modifier

+4

TOTAL

DEX MODIFIER

+4

MISC MODIFIER

+0

BASE ATTACK

bonus

+3

TOTAL SKILLPOINTS: 20

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

MAX RANKS: 5/2.5

✓

Acrobatics

DEX

7

=

4

+

5

+

-2

✓

Appraise

INT

1

=

1

✓

Athletics

STR

5

=

2

+

5

+

-2

✓

Athletics (Swim)

STR

3

=

2

+

[5]

+

-4

✓

Craft (Carpentry)

INT

5

=

1

+

4

✓

Craft (Untrained)

INT

1

=

1

✓

Deception

CHA

-1

=

-1

✓

Endurance

CON

0

=

2

+

-2

✓

Gather Information

CHA

-1

=

-1

✓

Heal

WIS

0

=

0

✓

Insight

WIS

0

=

0

✓

Martial Arts (Dexterity Based)

DEX

9

=

4

+

5

✓

Perception

WIS

0

=

0

✓

Persuasion

CHA

-1

=

-1

✓

Ride

DEX

4

=

4

✓

Stealth

DEX

2

=

4

+

-2

✓

Survival

WIS

5

=

0

+

5

✓

Thievery

DEX

4

=

4

✓

Use Rope

DEX

4

=

4

=

+

+

+

=

+

+

+

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

Character: Argos

Player: Robert

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

Created using PCGen 5.17.8-dev on Aug 12, 2011 at 1:58:37 PM

Page 1

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Chain Shirt	Equipped	1	25.0	100.0
Javelin (+1 Dmg MA) (Javelin)	Equipped	11	2.0 (22.0)	1.0 (11.0)
Sword, Short	Carried	1	2.0	10.0
Vial Poison Posion DC 12, 1d4 STR, Sec 1d4 STR	Carried	1	0.0	150.0
TOTAL WEIGHT CARRIED/VALUE			49 lbs.271.0 gp	

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

LANGUAGES	
Common	

Special Attacks	
Warcraft	[Eclipse, p.10]
+3 BAB	
Warcraft / Weapon Focus (Javelin)	[Eclipse, p.10]
Increase selected weapon to hit by +1	
Warcraft / Weapon Focus, Greater (Javelin)	[Eclipse, p.10]
Increase selected weapon to hit by +1	

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -2, Dying -3 and Dead -15	
Armor Proficiency (Light)	[Eclipse, p.49]
Proficient with Light Armors	
Starting Wealth / Common Skills (Craft (Carpentry), Craft (Carpentry), Craft (Carpentry), Craft (Carpentry))	[dhg_tpe, p.186]
+4 SP to be spent on background skills (usually Craft or Profession skills).	
Wealth Level / 03 Common	[dhg_tpe, p.186]
You live decently, and can even afford a bit of education, a few books, a larger family, and good tools. If you decide to "go adventuring" you can afford basic equipment, although usually not an especially wide assortment of it. This is the most common default starting point for characters from the lower classes, implying a reasonably successful career as a craftsman, lesser crook, farmer, guard, or whatever.	
Wealth Level Perk / Armor, Shields, and Weaponry	[dhg_tpe, p.186]
You can afford light armor, shields, common, inexpensive, weapons (shortswords, short bows, javelins, etc) and equipment of ordinary quality.	
Wealth Level Perk / Magical Items	[dhg_tpe, p.186]
Normally three minor "charms." At least at first, these will usually be utilitarian, but the definition of "utilitarian" can vary a good deal depending on the character's background.	
Wealth Level Perk / Mounts, Pets, and Familiars	[dhg_tpe, p.186]
You can obtain common animals, a light riding horse (likely a bit long in the tooth, but serviceable) and a healthy mutt to act as a guard dog. "Noble" animals, including hawks, purebred hounds, hunting cats, warhorses and exotic imports, are still out of reach.	
Wealth Level Perk / Retainers	[dhg_tpe, p.186]
You may have a house- or errand-boy and know an old woman or man who purports to be a witch. For the most part you won't know anyone the least bit important.	
Wealth Level Perk / Training	[dhg_tpe, p.186]
Any character who levels while at this wealth level gains no special benefits, and suffers no unusual penalties.	
Weapon Proficiency (All Simple and Martial Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple and martial weapons.	

Recurring Bonuses	
Duties (TBD)	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+4 total CP].	
Fast Learner (Focused on Skills /Human) (Child)	[Eclipse, p.17]
+2 CP towards Skills per level. [+10 total Skill Points Granted].	

DISADVANTAGES	
Hallucinations, Flashbacks, and Visions (War flashbacks)	[Eclipse, p.19]
You have visions or flashbacks.	
History	[Eclipse, p.19]
You have a written history for the GM.	
Unluck	[Eclipse, p.20]
2's become 1's due to unluck.	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 104, Bonus Feats have added 18 CP, Disadvantages have added 10 CP, Duties adds 4 CP, HD 10 deducts 12 CP	
Far Shot	[Eclipse, p.52]
(6 CP). Far Shot multiplies projectile weapon ranges by x1.5 and thrown weapon ranges by x2. This may be taken multiple times.	
Improved Critical (Javelin)	[Eclipse, p.53]
(6 CP). Improved Critical doubles a specific weapon's critical threat range.	
Legionary	[Eclipse, 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.	
Poison Use	[Eclipse, p.39]
(6 CP). Characters with Poison Use no longer risk self-poisoning when using poison and may make various toxins using Alchemy, assuming that is not considered a normal part of the skill.	

Martial Arts	
Martial Arts Basic / Attack (2x)	[Eclipse, p.81]
Gain additional +1 each time taken [currently +2] bonus on rolls to Attack, Throw, Grapple, and Trip opponents.	
Martial Arts Basic / Defenses	[Eclipse, p.81]
Gain additional +1 each time taken [currently +1] bonus to AC when you are unarmored or lightly armored.	
Martial Arts Basic / Power	[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.	
Martial Arts Basic / Power / Increase Damage	[Eclipse, p.81]
Increase your unarmed damage by +1. [Currently +1]	
Martial Arts Master / Quick Draw	[Eclipse, p.82]
As Quick Draw feat - You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).	

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	

TEMPLATES
