

NAME

d8E6

CLASS

15000

EXPERIENCE

PLAYERNAME

Human

RACE

Medium

SIZE

DEITY

5' 8"

HEIGHT

156 lbs.

WEIGHT

ALIGNMENT

Raven Black,

Loose

HAIR

VISION

0

POINTS

6

Character Level

21000

NEXT LEVEL

22

AGE

Male

GENDER

Blue

EYES

Blue

HAIR

0

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

12

+1

12

+1

12

+1

DEX

14

+2

14

+2

14

+2

CON

13

+1

13

+1

13

+1

INT

17

+3

17

+3

17

+3

WIS

16

+3

16

+3

16

+3

CHA

14

+2

14

+2

14

+2

HP

37

hit points

AC

12

armor class

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

INITIATIVE

+2

modifier

BASE ATTACK

+4

bonus

WALK

30

ft.

MISS CHANCE

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

0

SPELL RESIST

0

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

+4

=

+3

+

+1

+

+0

+

+0

+

+0

+

TEMP

conditional modifiers

REFLEX

+5

=

+3

+

+2

+

+0

+

+0

+

+0

+

TEMP

conditional modifiers

WILL

+9

=

+6

+

+3

+

+0

+

+0

+

+0

+

TEMP

conditional modifiers

MELEE

+5

=

+4

+

+1

+

+0

+

+0

+

+0

+

TEMP

conditional modifiers

RANGED

+6

=

+4

+

+2

+

+0

+

+0

+

+0

+

TEMP

conditional modifiers

GRAPPLE

+5

=

+4

+

+1

+

+0

+

+0

+

+0

+

TEMP

conditional modifiers

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

Spirit Weapon - Ranged

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

RANGE

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

RANKS

9/4.5

MISC MODIFIER

Acrobatics

DEX

2

=

2

+

+

Appraise

INT

3

=

3

+

+

Athletics

STR

1

=

1

+

+

Craft (Untrained)

INT

3

=

3

+

+

Deception

CHA

2

=

2

+

+

Endurance

CON

10

=

1

+

9.0

+

Gather Information

CHA

2

=

2

+

+

Heal

WIS

3

=

3

+

+

Knowledge (Arcana)

INT

12

=

3

+

9.0

+

Mystic Artist Skill

INT

0

=

0

+

+

Perception

WIS

7

=

3

+

4.0

+

Persuasion

CHA

7

=

2

+

5.0

+

Ride

DEX

2

=

2

+

+

Rune Casting (Force)

INT

16

=

0

+

9.0

+

7

Rune Casting (Time)

INT

16

=

0

+

9.0

+

7

Rune Mastery (Force)

INT

16

=

0

+

9.0

+

7

Rune Mastery (Time)

INT

16

=

0

+

9.0

+

7

Sense Motive

WIS

3

=

3

+

+

Spellcraft

INT

14

=

3

+

9.0

+

2

Stealth

DEX

2

=

2

+

+

Survival

WIS

3

=

3

+

+

Thievery

DEX

2

=

2

+

+

Use Rope

DEX

2

=

2

+

+

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

CHARACTER SUMMARY

NAME

CLASS

LEVEL

AGE

GENDER

EYES

HAIR

ALIGNMENT

VISION

POINTS

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.

Character:

Player: Conor

Created using PCGen 5.17.2 on May 29, 2010 at 2:30:33 PM

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

WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

+7/+2

Special Attacks	
Warcraft +4 BAB	[Eclipse, p.10]

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

Recurring Bonuses	
Fast Learner/ Specialized for increased effect (Skills)	[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 (Enjoys toying with Time)	[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.	
Hunted (Tabarath Cult)	[Eclipse, p.19]
Someone's out to get you. You may be an outlaw, have personal enemies, or have been marked by some mystical entity. The nature of your foes should be decided in consultation with the GM. As a rule, you cannot simply confront your hunters and fight it out with them. They're either numerous, powerful, or secretive.	
Showman	[Eclipse, p.20]
You compulsively posture, show off, gloat, and brag - giving away your plans and wasting time even in combat. You take a -3 Initiative penalty, while others get a +3 bonus on any checks that involve finding out what you're planning to do or are doing at the moment.	

Eclipse Abilities

Adept (Rune Casting (Time), Rune Casting (Force), [Eclipse, p.24]

Rune Mastery (Force), Rune Mastery (Time))

(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.

Berserker [Eclipse, p.25]

(6 CP). The Berserker ability grants extreme but short-lived bonuses. The user normally gains +4 to two attributes, +2 to a saving throw or AC, and -2 to another attribute, save, or AC for (3+Con Mod) rounds 1/day. The user gains another berserk session per day per 3 character levels or part thereof. The user becomes fatigued after using Berserker. GM's should note that the character may not generally do anything else but a specified, focused task or similar stunt. For the classic barbarian rage, the character can do little except immediate, physical skills and tasks, mostly meaning combat. Note that the guidelines on where the bonuses should go are not meant as absolute rules; let a character pick something appropriate. AC, damage bonuses, to-hit bonuses, Caster Level, or even turning might all be acceptable choices depending on the character. The bonuses must simply total +8 (the character may apply a -2 penalty somewhere to add an additional +2).

Eldritch [Eclipse, p.31]

(0 CP). You may call upon exotic forces to power your magic rather than relying on the usual sources. In other words, your magic may have strange special effects for free. This has no direct game effect, but gives you more style. Eldritch abilities that cost spell levels do not extend the casting time., Characters using advanced Eldritch feats must select and describe the source of their powers. Other characters with the Eldritch feat and the same source receive no penalties or advantages when facing the user. All three effects may be taken as a set for only 6 CP, but this cannot then be "turned off." It also limits use of magic items to items made by a character with at least one of these modifiers. Many settings have spells usable only with Eldritch magic, and others not usable at all with Eldritch magic.

Mana (24x) [Eclipse, p.36]

Every level of this ability taken grants an extra 1d6 points of personal Mana, 2d4 generic spell levels, or 3d6 Power. Characters without other psychic abilities do not become vulnerable to psychic attack modes if the game's current rules make psychics more vulnerable to each other. Mana can help with spellcasting, while Power often fuels meditative or martial arts abilities aside from psychic powers. Unfortunately, while Mana is extremely flexible, it recovers at a mere one point per day, two with rest and meditation. Power and generic spell levels recover each day, as usual. As a general rule, 1 point of Mana equates to 2 spell levels or 4 Psionic Power - or one charge from a magic item. Mana is commonly used to power exotic abilities. Abilities which would normally be uses-per-day may be designated as using personal Mana instead at 1 use for 2 Mana. If Mana is required as an extra limitation, such powers usually count as Corrupted. Any character with Mana may select one of the forms of Natural Magic described below at no cost. Adding additional forms costs +6 CP each.

Mana (4x) [Eclipse, p.36]

Grants 0d6 Mana

Spell Enhancement [Eclipse, p.36]

You may spend up to three points of personal Mana to enhance a spell. Each point may be used to reduce the effective level of a spell (for casting purposes only) by 1, to add 1 level's worth of known metamagic to it, or to increase the effective Caster Level by +2.

Rite of Chi [Eclipse, p.42]

(6 CP). Given a few minutes of rest, one with the knowledge of Chi may regain 4d6 power, 2d6 spell levels (the user allocates where these go), or 1d6 Mana once per day. Characters may use this more often, but incur a cumulative -1 negative level each time (these go away in 24 hours). Characters with Bonus Uses do not suffer this as long as their Bonus Uses hold out.

Skill Emphasis (Rune Casting (Force), Rune Casting (Time), Rune Mastery (Force), Rune Mastery (Time)) [Eclipse, p.44]

This grants a +2 bonus on any single skill.

Skill Focus / Mastery (Rune Casting (Force), Rune Casting (Time), Rune Mastery (Force), Rune Mastery (Time)) [Eclipse, p.44]

+1 to existing choices

Skill Focus / Mastery x2 (Rune Casting (Force), Rune Casting (Time), Rune Mastery (Force), Rune Mastery (Time)) [Eclipse, p.44]

additional +1 to existing choices

Skill Focus +3 (Rune Casting (Force), Rune Casting (Time), Rune Mastery (Force), Rune Mastery (Time)) [Eclipse, p.44]

+3 bonus to any single skill. Skill Focus stacks with Skill Emphasis.

Spirit Weapon / Exotic Appearance [Eclipse, p.55]

(+3 CP) upgrades the Spirit Weapon to look like almost anything the user desires, such as "Bolts of Black Lighting" rather than a short bow.

Spirit Weapon (Ranged) (Longbow) [Eclipse, p.55]

(9 CP). With Spirit Weapon, the character may manifest a personal-use weapon which does subdual or lethal damage. The character picks either subdual or physical, not both, and the user also chooses slashing, piercing, crushing, a magical energy type, or a non-magical energy for the damage type. Most characters who take this also purchase Imbuement (page 53). The weapon may be any the user is proficient with including unarmed strikes. Unarmed strikes bought with the Spirit Weapon power are considered armed attacks. Spirit Weapon damage may be upgraded as per Martial Arts., Damage dealt 0d0

+7/+2+7/+2

Feats	
Feat Conversion to CP ~ 6 (2x)	[Eclipse, p.9]

<p>PROFICIENCIES</p> <p>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</p>

<p>LANGUAGES</p> <p>Celestial, Common, Draconic, Sylvan</p>
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<p>TEMPLATES</p>

Notes:

Character Sheet Notes: