

Rykos

CHARACTER NAME

d12E 3

CLASS

3 / 3

Character Level / CR

3000 / 6000

EXP / NEXT LEVEL

Will

PLAYER NAME

Human

RACE

Medium / 5 ft.

SIZE / FACE

100

Male

GENDER

AGE

None

DEITY

REGION

150 lbs.

WEIGHT

Black, Tied Back

HAIR

Neutral Good

ALIGNMENT

Normal

VISION

32

POINTS

ABILITY NAME

ABILITY SCORE

EQUIPPED SCORE

ABILITY MODIFIER

ABILITY DAMAGE

PENALTY

STR

Strength

16

+3

DEX

Dexterity

14

+2

CON

Constitution

12

+1

INT

Intelligence

20

+5

WIS

Wisdom

12

+1

CHA

Charisma

12

+1

WOUNDS/CURRENT HP

HP

hit points

45

AC

armor class

17

TOTAL

15

FLAT

15

TOUCH

10

BASE

2

ARMOR BONUS

0

SHIELD BONUS

2

STAT

0

SIZE

0

NATURAL ARMOR

0

REFLECTION

0

DODGE

0

MISC

3

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

10

MISS CHANCE

+0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

INITIATIVE

modifier

+2

TOTAL

+2

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+3

TOTAL SKILLPOINTS: 54

SKILLS

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

MAX RANKS: 6/3

✓

Acrobatics

DEX

8

=

2

+

6

✓

Appraise

INT

11

=

5

+

6

✓

Athletics

STR

9

=

3

+

6

✓

Craft (Untrained)

INT

5

=

5

✓

Deception

CHA

1

=

1

✓

Endurance

CON

1

=

1

✓

Gather Information

CHA

1

=

1

✓

Heal

WIS

1

=

1

✓

Insight

WIS

7

=

1

+

6

Martial Arts (Dexterity Based)

DEX

8

=

2

+

6

✓

Perception

WIS

7

=

1

+

6

Perform (Sing)

CHA

7

=

1

+

6

✓

Persuasion

CHA

1

=

1

✓

Persuasion (Diplomacy)

CHA

3

=

1

+

2

✓

Ride

DEX

2

=

2

Rune Casting (Weather)

11

=

0

+

6

+

5

Rune Mastery (Weather)

11

=

0

+

6

+

5

✓

Stealth

DEX

8

=

2

+

6

✓

Survival

WIS

7

=

1

+

6

✓

Survival (Find or follow tracks)

WIS

9

=

1

+

[6]

+

2

✓

Thievery

DEX

2

=

2

✓

Use Rope

DEX

2

=

2

=

+

+

=

+

+

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

Conditional Modifiers

FORTITUDE

(constitution)

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+3

=

+1

+

+2

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+2

=

+1

+

+1

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+10

=

+3

+

+3

+

+0

+

+4

+

+0

+

RANGED

attack bonus

+6

=

+3

+

+2

+

+0

+

+1

+

+0

+

GRAPPLE

attack bonus

+7

=

+3

+

+3

+

+0

+

+1

+

+0

+

*Shortbow					HAND	TYPE	SIZE	CRITICAL	REACH		
					Both	P	M	20/x3	5 ft.		
Range: 30 ft.		To Hit: +6		Damage: 1d6							
60 ft.		120 ft.		180 ft.		240 ft.		300 ft.			
TH	+6	+4	+2	+0	-2						
Dam	1d6	1d6	1d6	1d6	1d6						
360 ft.		420 ft.		480 ft.		540 ft.		600 ft.			
TH	-4	-6	-8	-10	-12						
Dam	1d6	1d6	1d6	1d6	1d6						

*Shortspear					HAND	TYPE	SIZE	CRITICAL	REACH		
					Not Carried	P	M	20/x3	5 ft.		
To Hit		Dam		To Hit		Dam					
1H-P	+10	1d6+3	2W-P-(OH)	+4	1d6+3						
1H-O	+6	1d6+1	2W-P-(OL)	+6	1d6+3						
2H	+10	1d6+4	2W-OH	+0	1d6+1						
20 ft.		30 ft.		40 ft.		60 ft.		80 ft.			
TH	+6	+4	+4	+2	+0						
Dam	1d6+3	1d6+3	1d6+3	1d6+3	1d6+3						

*Sword, Short					HAND	TYPE	SIZE	CRITICAL	REACH		
					Not Carried	P	M	19-20/x2	5 ft.		
To Hit		Dam		To Hit		Dam					
1H-P	+10	1d6+3	2W-P-(OH)	+4	1d6+3						
1H-O	+6	1d6+1	2W-P-(OL)	+6	1d6+3						
2H	+10	1d6+3	2W-OH	+2	1d6+1						

*: 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
*Leather		Light	+2	+6	+0	10

Character: Rykos
Player: Will

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill, Dekker & Andrew Maitland (LegacyKing).
Created using PCGen 5.17.13 on May 11, 2012 at 6:33:09 PM

Level:3 (CR:3)
Page 1

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Leather	Equipped	1	15.0	10.0	
Shortbow	Equipped	1	2.0	30.0	
0 lbs.					
Shortspear	Equipped	1	3.0	1.0	
Sword, Short	Equipped	1	2.0	10.0	
TOTAL WEIGHT CARRIED/VALUE			27 lbs. 51.0 gp		

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

LANGUAGES	
Common	

Special Attacks	
Warcraft +3 BAB Warcraft / Spec for Melee (3x)	[Eclipse, p.10] [Eclipse]

Special Qualities	
Death and Dying Disabled 0 HP till -1, Dying -2 and Dead -13 Armor Proficiency (Light) Proficient with Light Armors Humanoid Traits Humanoids eat/sleep/breathe Weapon Proficiency (All Simple and Martial Weapons) Grants Proficiency with all simple and martial weapons.	[Eclipse] [Eclipse, p.49] [PHB, TypesSubtypesAbilities.rtf] [Eclipse, p.49]

Recurring Bonuses	
Duties (Ideal) You have duties. Grants 2 CP per level. [+6 total CP]. Fast Learner (Focused on Skills / L-2) +2 CP towards Skills per level. [+10 total Skill Points Granted].	[Eclipse, p.17] [Eclipse, p.17]

DISADVANTAGES	
Aged You are older than normal adventurers. Valuable You have value to others. Vows (Blood Debt to Kyros) You have vows.	[Eclipse, p.18] [Eclipse, p.20] [Eclipse, p.20]

Spell Caster Information	
Rune Casting Your caster level is your Rune Casting Skill/2, your Spell Level is based upon your Rune Mastery Skill/4. Each Spell Level costs 1 mana to cast. Rune Casting (Weather) Your caster level is 6 [Rune Casting Skill/2], your Spell Level is 3 [Rune Mastery Skill/4]. Each Spell Level costs 1 mana to cast.	[Eclipse] [Eclipse, p.97]

Eclipse Abilities	
Character Points Total Character Points Total 124, Bonus Feats have added 12 CP, Disadvantages have added 10 CP, Duties adds 6 CP, HD 12 deducts 24 CP Adept (Martial Arts ~ Dex Based, Perception, Rune Casting (Weather), Rune Mastery (Weather)) Choose four related skills that only cost 1/2 a Character Point for each skill rank. Fast Learner /Specialized in Skills +2 SP/Level (6 CP). [Granted 12] Grant of Aid / Specialized (requires several hours) [1/day] May heal 1d8+5 damage OR 1d3 points of attribute damage OR one negative level once per three levels per day or part thereof, [3 CP], with the Regenerative option/Corrupted - requires lots of food and rest, 2 CP, allowing them to slowly regrow lost limbs and organs. Immunity / Aging (uncommon/minor/minor, 2 CP). They can expect to live for several centuries without much of any signs of aging. Mana / Mana (4x) Grants 4d6 Mana; Mana can help with spellcasting. Unfortunately, while Mana is extremely flexible, it recovers at a mere one point per day, two with rest and meditation. Unskilled Magic You may simply announce the spell effect you're trying to produce and dump Mana into it. Whatever-it-is you're trying to do will cost 2 Mana per level of the effect - half of which is wasted and a quarter of which goes into random side effects. The Casting Level equals the user's level or (Int/3 + the effect level), whichever is less. The maximum level of effect which can be produced equals the user's base Will save bonus or (Wis/3), whichever is less. Keeping the side effects down to displays and inconvenient effects (rather than dangerous ones) requires a Cha check at a DC of ([2x the Mana used] + 6). The side effects are always up to the Game Master. Effects with an extended duration usually require that the caster invest Mana in them; some or all of the Mana used to cast them cannot be recovered while they persist. This does make it easier to cast long-term spells. Unlike most spellcasting, unskilled magic works better under stress. Characters who are furiously angry, utterly outraged, or otherwise on an emotional peak, gain one free point of Mana, which may be spent in excess of the above limits or be used to reduce the cost. Characters who have just seen their lover or child die, are facing certain death, or who are otherwise in the throes of some great passion, get two. Characters who are dying, or who are willing to die in the casting, get four. Even a relatively unskilled dabbler may be able to manage a decent dying curse.	[Eclipse] [Eclipse, p.24] [Eclipse] [Eclipse] [Eclipse, p.36] [Eclipse, p.36]

Martial Arts	
Martial Arts Basic / Attack Gain additional +1 each time taken [currently +1] bonus on rolls to Attack, Throw, Grapple, and Trip opponents. Martial Arts Basic / Defenses (3x) Gain additional +1 each time taken [currently +3] bonus to AC when you are unarmored or lightly armored.	[Eclipse, p.81] [Eclipse, p.81]

Feats	
Adept (Martial Arts ~ Dex Based, Perception, Rune Casting (Weather), Rune Mastery (Weather))	[Eclipse]

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, Martial Weapon, 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	
Pureblooded	

Rykos



Human
RACE
100
AGE
Male
GENDER
VISION
Neutral Good
ALIGNMENT
Right
DOMINANT HAND
5' 10"
HEIGHT
150 lbs.
WEIGHT
Amber
EYE COLOUR
Bronze
SKIN COLOUR
Black, Tied Back
HAIR
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION

Description:
Biography: