

Silas 'Sil'

NAME

d10E1

0

CLASS

1

Character Level

PLAYERNAME

Human

Medium

RACE

16

Male

AGE

GENDER

DEITY

5' 4"

150 lbs.

HEIGHT

WEIGHT

EYES

HAIR

ALIGNMENT

VISION

0

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

14

+2

14

+2

14

+2

DEX

Dexterity

16

+3

16

+3

16

+3

CON

Constitution

12

+1

12

+1

12

+1

INT

Intelligence

16

+3

16

+3

16

+3

WIS

Wisdom

12

+1

12

+1

12

+1

CHA

Charisma

14

+2

14

+2

14

+2

HP

hit points

11

AC

armor class

16

INITIATIVE

modifier

+7

BASE ATTACK

bonus

+0

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+1

=

+0

+

+1

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+5

=

+2

+

+3

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+1

=

+0

+

+1

+

+0

+

+0

+

+0

+

MELEE

attack bonus

+2

=

+0

+

+2

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+3

=

+0

+

+3

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+2

=

+0

+

+2

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+2

1d3+2

20/x2

5 ft.

*Rapier

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

P

M

18-20/x2

5 ft.

To Hit

Dam

To Hit

Dam

1H-P

+2

1d6+2

2W-P-(OH)

-4

1d6+2

1H-O

-2

1d6+1

2W-P-(OL)

-2

1d6+2

2H

+2

1d6+2

2W-OH

-8

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

*Studded Leather

Light

+3

+5

-1

15

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

RANKS

4/2

MISC MODIFIER

✓

Acrobatics

DEX

6

=

3

+

4.0

+

-1

✓

Appraise

INT

3

=

3

+

+

✓

Athletics

STR

3

=

2

+

2.0

+

-1

✓

Athletics (Swim)

STR

2

=

2

+

2.0

+

-2

✓

Craft (Untrained)

INT

3

=

3

+

+

✓

Deception

CHA

6

=

2

+

4.0

+

✓

Endurance

CON

0

=

1

+

+

-1

✓

Gather Information

CHA

6

=

2

+

4.0

+

✓

Heal

WIS

2

=

1

+

1.0

+

✓

Perception

WIS

5

=

1

+

4.0

+

✓

Persuasion

CHA

4

=

2

+

2.0

+

✓

Ride

DEX

4

=

3

+

1.0

+

✓

Sense Motive

WIS

2

=

1

+

1.0

+

✓

Stealth

DEX

6

=

3

+

4.0

+

-1

✓

Survival

WIS

1

=

1

+

+

✓

Thievery

DEX

7

=

3

+

4.0

+

✓

Use Rope

DEX

4

=

3

+

1.0

+

=

+

+

=

+

+

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

Character: Silas 'Sil'

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

Player:

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	
Rapier	Equipped	1	2.0	20.0	
Studded Leather	Equipped	1	20.0	25.0	
TOTAL WEIGHT CARRIED/VALUE			22 lbs.	45.0 gp	

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

Special Attacks	
Augment Attack / Continuing	[Eclipse]
(+6 CP) lets an attack cause +1 point/ round of damage until treated with an easy (DC 13) Heal check. It otherwise lasts up to twice the attacking character's level in rounds.	
Augment Attack / Crippling	[Eclipse]
(+6 CP) makes attacks cause one point of ability damage. Characters must select the target ability when this ability is taken.	
Augment Attack (Sneak Damage d6) (6x)	[Eclipse, p.50]
Sneak attack +2d6	
Warcraft	[Eclipse, p.10]
+0 BAB	

Special Qualities	
Armor Proficiency (Light)	[Eclipse, p.49]
Proficient with Light Armors	
Weapon Proficiency (All Simple Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple weapons.	
Weapon Proficiency (One Martial Weapon) (Rapier)	[Eclipse, p.49]
Grants Proficiency with selected weapons.	

Feats	
Feat Conversion to CP ~ 6 (3x)	[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, Rapier, Scourge, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike

LANGUAGES
Common

TEMPLATES
Josh's Military Life Package

Recurring Bonuses

Duties

[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.

DISADVANTAGES

Hunted (Thieves' Guild)

[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.

Obligations (Military Service)

[Eclipse, p.19]

You have responsibilities which you cannot easily discharge. You may have dependents, debts, a geas, massive tithes, oaths to fulfill, a job which you cannot readily leave, be sworn to the service of a lord or ruler, or just have friends who need looking after. This is a wonderful way to get dragged into adventures.

Outcast (Former Thieves' Guild Member)

[Eclipse, p.19]

You are socially unacceptable in a large area or with a large and important group. You might be noted as an oathbreaker, an "untouchable," a kinslayer, or an ex-slave, belong to a despised ethnic group, believe in a heretical faith, or simply have numerous obnoxious habits. In any case, a sizable segment of the people in the campaign setting will have nothing to do with you.

Eclipse Abilities

Adept (Deception, Gather Information, Thievery, Stealth)

[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.

Contacts (Underground Contact)

[Eclipse, p.28]

(1 CP each). Contacts are simply (reasonably) reliable individuals in particular businesses, or with a particular set of skills, which the character knows. For example, a character might know a reliable fence, a poison merchant, a skillful alchemist, and an expert appraiser. Another might know a wise old priest, a good scribe, and a translator of rare languages and inscriptions. A contact can be discarded and replaced (or regained later) in 1d4 weeks.

Fortune (Evasion)

[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.

Immunity (Large crowds or city setting not slowed (able to evade))

[Eclipse, p.34]

See immunity

Improved Initiative (6x)

[Eclipse, p.53]

The character gains +2 to Initiative per 3 CP invested, up to a maximum +8 bonus.

Legionary

[Eclipse, p.53]

(6 CP). A Legionary has great coordination when fighting in a team. The character gains +1/2/3 bonus to AC, Attacks and Reflex Saves when teamed with 1-2/3-4/5+ others with who also possess this feat.

Manuever

[Eclipse, p.53]

(6 CP). You may use the Tumble skill in combat to try to evade an Attack of Opportunity 1/round, with a DC equal to the attack roll.

Split Movement

[Eclipse, p.55]

(6 CP). The user selects a specific type of action (like attacking or spellcasting) He or she may then split his or her movement up into sections before and after that type of action. Consider each move separately. He or she does not gain any bonus for using Move-Equivalent Actions and may not use more of them than he or she normally could. The Game Master may want to draw a distinction between ranged and melee attacks, schools of magic, or disciplines, making this ability much more specific.

Notes:

Character Sheet Notes:

Augment Attack - Crippling [Dex] - 6 CP