

NAME		PLAYERNAME		DEITY		ALIGNMENT
d20E1 d12E4	10000	Fedyra	Medium	5' 8"	180 lbs.	
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
5	15000	130	Male	Hazel	Golden Wheat, Braided	0
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	21	+5	21	+5	21	+5
<b>DEX</b> Dexterity	14	+2	14	+2	14	+2
<b>CON</b> Constitution	17	+3	17	+3	17	+3
<b>INT</b> Intelligence	14	+2	14	+2	14	+2
<b>WIS</b> Wisdom	12	+1	12	+1	12	+1
<b>CHA</b> Charisma	14	+2	14	+2	14	+2

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graph LR
    subgraph HP [HP hit points]
        HP_Value[88]
    end
    subgraph AC [armor class]
        AC_Value[24]
    end
    subgraph Wounds [WOUNDS/CURRENT HP]
        Wounds_Value[ ]
    end
    subgraph Subdual [SUBDUAL DAMAGE]
        Subdual_Value[ ]
    end
    subgraph DamageReduction [DAMAGE REDUCTION]
        DR_Value[2/-]
    end
    subgraph Speed [SPEED]
        Speed_Value[Walk 30 ft.]
    end

    AC_Value --> Wounds_Value
    Wounds_Value --> Subdual_Value
    Subdual_Value --> DR_Value
    DR_Value --> Speed_Value
    
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The diagram illustrates the combat resolution process flowchart. It starts with the HP (hit points) and AC (armor class) values. The AC value is subtracted from the HP value to determine the current HP. The current HP is then compared to the WOUNDS/CURRENT HP value. If the current HP is less than or equal to the WOUNDS/CURRENT HP value, the character is killed. If the current HP is greater than the WOUNDS/CURRENT HP value, the character is wounded. The WOUNDS/CURRENT HP value is then compared to the SUBDUAL DAMAGE value. If the WOUNDS/CURRENT HP value is less than or equal to the SUBDUAL DAMAGE value, the character is killed. If the WOUNDS/CURRENT HP value is greater than the SUBDUAL DAMAGE value, the character is wounded. The SUBDUAL DAMAGE value is then compared to the DAMAGE REDUCTION value. If the SUBDUAL DAMAGE value is less than or equal to the DAMAGE REDUCTION value, the character is killed. If the SUBDUAL DAMAGE value is greater than the DAMAGE REDUCTION value, the character is wounded. The DAMAGE REDUCTION value is then compared to the SPEED value. If the DAMAGE REDUCTION value is less than or equal to the SPEED value, the character is killed. If the DAMAGE REDUCTION value is greater than the SPEED value, the character is wounded.

$$\begin{array}{|c|} \hline \text{INITIATIVE} \\ \hline \text{modifier} \\ \hline \end{array} \quad \begin{array}{|c|} \hline +10 \\ \hline \text{TOTAL} \\ \hline \end{array} = \begin{array}{|c|} \hline +2 \\ \hline \text{DEX} \\ \text{MODIFIER} \\ \hline \end{array} + \begin{array}{|c|} \hline +8 \\ \hline \text{MISC} \\ \text{MODIFIER} \\ \hline \end{array}$$

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MSC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+6	= +2	+ +3	+ +0	+ +1	+ +0		
<b>REFLEX</b> (dexterity)	+4	= +1	+ +2	+ +0	+ +1	+ +0		
<b>WILL</b> (wisdom)	+4	= +2	+ +1	+ +0	+ +1	+ +0		

	TOTAL		BASE ATTACK BONUS		STAT		SIZE		MISC		EPIC		TEMP
<b>MELEE</b> attack bonus	+13	=	+5	+	+5	+	+0	+	+3	+	+0	+	
<b>RANGED</b> attack bonus	+10	=	+5	+	+2	+	+0	+	+3	+	+0	+	
<b>GRAPPLE</b> attack bonus	+13	=	+5	+	+5	+	+0	+	+3	+	+0	+	

<b>UNARMED</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+13	1d3+5	20/x2	5 ft.

*Greatsword				HAND	TYPE	SIZE	CRITICAL	REACH
				Both	S	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit			Dam	
2H	+15	2d6+12	2W-OH	N/A			N/A	
Special Properties								

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
*Elven Chain +3 30hp/inch and 15 hardness	Light	+8	+4	-2	20

SKILL NAME		KEY ABILITY	SKILLS				8/4
			SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	MISC MODIFIER	
✓	Acrobatics	DEX	1	= 2	+	+	-1
✓	Appraise	INT	4	= 2	+	+	2
✓	Athletics	STR	7	= 5	+	3.0	-1
	Athletics (Climb)	STR	5	= 5	+	3.0	-3
	Athletics (Jump)	STR	5	= 5	+	3.0	-3
	Athletics (Swim)	STR	3	= 5	+	3.0	-5
✓	Craft (Untrained)	INT	4	= 2	+	+	2
✓	Deception	CHA	3	= 2	+	+	1
✓	Endurance	CON	2	= 3	+	+	-1
✓	Gather Information	CHA	4	= 2	+	+	2
✓	Heal	WIS	8	= 1	+	5.0	2
	Martial Arts		9	= 0	+	8.0	1
✓	Perception	WIS	7	= 1	+	5.0	1
	Perform (Sing)	CHA	5	= 2	+	1.0	2
✓	Persuasion	CHA	3	= 2	+	+	1
✓	Ride	DEX	4	= 2	+	+	2
✓	Sense Motive	WIS	3	= 1	+	+	2
✓	Stealth	DEX	1	= 2	+	+	-1
✓	Survival	WIS	8	= 1	+	5.0	2
	Survival (Find or follow tracks)	WIS	10	= 1	+	5.0	4
✓	Thievery	DEX	3	= 2	+	+	1
✓	Use Rope	DEX	5	= 2	+	+	3
				=	+	+	
				=	+	+	

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
<b>Elven Chain +3</b> 30hp/inch and 15 hardness	Equipped	1	20.0	13150.0
<b>Greatsword</b>	Equipped	1	8.0	50.0
TOTAL WEIGHT CARRIED/VALUE			28 lbs.	13200.0 gp

WEIGHT ALLOWANCE					
Light	153	Medium	306	Heavy	460
Lift over head	460	Lift off ground	920	Push / Drag	2300

Special Attacks	
<b>Augment Attack ~ +1 Damage ~ very common (15x)</b> increase damage by +1 per time taken	[Eclipse, p.50]
<b>Enhanced Strike, Hammer</b> allows the attack to deal maximum damage while gaining a +5 bonus to hit.	[Eclipse, p.51]
<b>Warcraft</b> +5 BAB	[Eclipse, p.10]

Special Qualities	
<b>Armor Proficiency (Light)</b> Proficient with Light Armors	[Eclipse, p.49]
<b>Weapon Prof ~ All Simple and Martial Weapons</b> Grants Proficiency with all simple and martial weapons.	[Eclipse, p.49]

Feats	
<b>Feat Conversion to CP ~ 6 (4x)</b> Covert regular feat to six Character Points	[Eclipse, p.9]

PROFICIENCIES
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, Shortsword, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Sword Staff, Trident, Unarmed, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Draconic, Elven, Sylvan, Terran

TEMPLATES
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## DISADVANTAGES

### Accursed (Uniquely striking appearance)

[Is This It]

Cannot effectively disguise themselves without actual masks and physical coverings, even their animal forms are easily uniquely identified by witnesses.

### Dependent (Power Source)

[Is This It]

Every Fedyra is mystically dependent on a link with a particular natural feature - a grove, outcropping of stone, stream, or whatever. If it is damaged or despoiled, they will lose access to their Fey Ancestry abilities, cannot reproduce, and will age more quickly.

### Obligations (Must participate in Cultural Rituals)

[Is This It]

If they fail to do so, they will - once again - lose access to their fey ancestry package.

## Eclipse Abilities

### Damage Reduction 2 ~ Fedyra

[Is This It]

Specialized in energy for double effect, Corrupted for reduced cost (reduces a particular type of energy damage by four points [to a minimum of zero] per exposure, 2 CP).

### Defender (Deflection)

[Eclipse, p.51]

Grants +1 to AC in the form of the choice

### Enhanced Attribute (+2 Charisma)

[Is This It]

(Unlimited Use, L1 at CL1, Personal-Only, 1400 GP)

### Gold ~ Cure Light Wounds (5/day)

[Is This It]

### Immortal Vigor I

[Is This It]

adds 2d6 - effectively 12 due to at-will use, +2x Con Mod HP (Unlimited Use-Activated, L1 at CL1, Personal Only, 1400 GP).

### Immunity (Fedyra Aging)

[Is This It]

(Uncommon, Major, Trivial, 2 CP). The Fedyra can expect to live for hundreds of years without serious aging problems.

### Immunity (XP cost of Innate Enchantments)

[Is This It]

the normal XP cost of Innate Enchantments (Uncommon, Minor, Trivial [only covers first level effects at caster level one], Specialized/only to cover initial racial abilities, 1 CP).

### Improved Initiative (12x)

[Eclipse, p.53]

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

### Inherent Spell ~ Fedyra

[Is This It]

Elemental Bolt (L2, 1d6/level to a single target up to a maximum of 10d6, the type is chosen to suit the draconic ancestor, usable twice per day), Corrupted/provokes attacks of opportunity (4 CP).

### Innate Enchantment ~ Fedyra

[Is This It]

(8000 GP total value, 9 CP, all abilities Use-Activated).

### Inspiring Word

[Is This It]

provides a +1 Morale Bonus on saves, attacks, checks, and damage (Unlimited Use-Activated, L1 at CL1, Personal Only, 1400 GP). Dragons are always pretty self-confident.

### Lunge

[Eclipse, p.53]

(6 CP). Add +5 feet to your effective reach. Creatures with tentacles, stretching powers, or very long limbs may take this more than once.

### Mystic Link (The Scout)

[Eclipse, p.38]

A character with Mystic Link has an occult bond with someone or something. He or she may sense the target or the direction it lies in.

### Oread

[Is This It]

+2 Enhancement Bonus to Strength (Unlimited Use, L1 at CL1, Personal-Only, 1400 GP). Identify Minerals 3/Day (L0 at CL1, 600 GP), Hide Like Ox/+1 Natural Armor (Unlimited Use, L1 at CL1, Personal-Only, 1400 GP), Shillelagh (Unlimited Use, L1 at CL1, 2000 GP), Detect Snares and Pits (Unlimited Use, L1 at CL1, 2000 GP).

## Martial Arts

### Attack (2x)

[Eclipse, p.81]

You get a +1 bonus on rolls to Attack, Throw, Grapple, and Trip opponents.

### Defenses (2x)

[Eclipse, p.81]

You gain +1 bonus to AC when you are unarmored or lightly armored.

## Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
At Will	Shillelagh	10	Will negates (object)	Standard Action	1 minute/level	Touch	V,S, DF	Yes (object)	Transmutation	PHB: p.278
<i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon dealing damage as if two size categories larger for 1 minutes/level.						<i>Target:</i> One touched nonmagical oak club or quarterstaff			<i>Caster Level:</i> 1	
At Will	Detect Snares and Pits		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: p.220
<i>Effect:</i> Reveals natural or primitive traps.						<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 1	
□□□	Identify Minerals			Standard Action	1 rounds		V,S		Divination	Is This : null
<i>Effect:</i> You can determine the elements you are examining						<i>Target:</i>			<i>Caster Level:</i> 1	
□□□□□	Cure Light Wounds	10	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.215
<i>Effect:</i> Cures 1d8 +1/level (max +5) damage.						<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	

\* =Domain/Speciality Spell

## Innate

At Will Shillelagh (DC:10)

At Will Detect Snares and Pits  
(DC:)

Identify Minerals (DC:)

Cure Light Wounds  
(DC:10)

## Notes:

Character Sheet Notes: