

Orion Fowl

Character Name

d20E 1, d12E 4

CLASS

5 (5)

10000 / 15000

Character Level (CR)

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	8		-1		
DEX Dexterity	10		+0		
CON Constitution	13		+1		
INT Intelligence	20		+5		
WIS Wisdom	16		+3		
CHA Charisma	16		+3		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+3	= +1	+ +1	+ +0	+ +1	+ +0		
REFLEX (dexterity)	+4	= +3	+ +0	+ +0	+ +1	+ +0		
WILL (wisdom)	+10	= +6	+ +3	+ +0	+ +1	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+2	= +2	+ -1	+ +0	+ +1	+ +0	
RANGED attack bonus	+2	= +2	+ +0	+ +0	+ +0	+ +0	
GRAPPLE attack bonus	+2	= +2	+ -1	+ +0	+ +1	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+2	1d3-1	20/x2	5 ft.

*Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Not Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+2	1d4-1	2W-P-(OH)	-4		1d4-1
1H-O	-2	1d4-1	2W-P-(OL)	-2		1d4-1
2H	+2	1d4-1	2W-OH	-6		1d4-1
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+2	+0	-2	-4	-6	
Dam	1d4-1	1d4-1	1d4-1	1d4-1	1d4-1	

*Quarterstaff		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+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
-------	------	----	--------	-------	---------------

Andrew

Player Name

Illan / Humanoid

RACE

19

Male

AGE

GENDER

WOUNDS/CURRENT HP

HP

65

hit points

AC

armor class

14

TOTAL

14

FLAT

10

TOUCH

10

BASE

4

ARMOR BONUS

0

SHIELD BONUS

0

STAT

0

SIZE

0

NATURAL ARMOR

0

REFLECTION

0

DODGE

0

Morale

0

Insight

0

Sacred

0

Profane

0

MISC

INITIATIVE

modifier

+0

TOTAL

+0

DEX MODIFIER

+0

MISC MODIFIER

MISS CHANCE

0

Arcane Spell Failure

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

None

Deity

Region

5' 5" / 125 lbs.

5

5

HEIGHT / WEIGHT

Blonde

HAIR

None

Alignment

Normal

VISION

TOTAL SKILLPOINTS: 88		SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓	Acrobatics	DEX	3	=	0		+	3	
✓	Appraise	INT	10	=	5		+	5	
✓	Athletics	STR	2	=	-1		+	3	
✓	Craft (Untrained)	INT	7	=	5		+	2	
✓	Deception	CHA	8	=	3		+	5	
✓	Deception (Act in character)	CHA	10	=	3		+	7	
✓	Endurance	CON	4	=	1		+	3	
✓	Gather Information	CHA	8	=	3		+	5	
✓	Heal	WIS	8	=	3		+	5	
✓	Insight	WIS	8	=	3		+	5	
✓	Perception	WIS	16	=	3	+	8	+	5
✓	Persuasion	CHA	16	=	3	+	8	+	5
✗	Psychic (Apport)	INT	16	=	5	+	8	+	3
✗	Psychic (Blink Teleport)		11	=	0	+	8	+	3
✓ ✗	Psychic (Empathy)	WIS	6	=	3		+	3	
✓ ✗	Psychic (Mental Contact)	CHA	16	=	3	+	8	+	5
✓ ✗	Psychic (Precognition)	WIS	14	=	3	+	8	+	3
✓ ✗	Psychic (Psychic Sense)	WIS	6	=	3		+	3	
✓ ✗	Psychic (Psychic Shield)	WIS	8	=	3		+	5	
✗	Psychic (Psychometry)	WIS	14	=	3	+	8	+	3
✗	Psychic (Sleep)	CHA	14	=	3	+	8	+	3
✗	Psychic (Telekinesis)	INT	16	=	5	+	8	+	3
✗	Psychic (Telekinetic Blast)	INT	16	=	5	+	8	+	3
✗	Psychic (Telekinetic Grip)	INT	16	=	5	+	8	+	3
✗	Psychic (Telekinetic Shield)	INT	16	=	5	+	8	+	3
✗	Psychic (Teleport)	INT	16	=	5	+	8	+	3
✓	Ride	DEX	3	=	0		+	3	
✓	Stealth	DEX	11	=	0	+	8	+	3
✓	Survival	WIS	16	=	3	+	8	+	5
✓	Survival (Find or follow tracks)	WIS	13	=	3	+	[8]	+	2
✓	Thievery	DEX	3	=	0		+	3	
✓	Use Rope	DEX	3	=	0		+	3	
				=		+		+	
				=		+		+	
✓: can be used untrained. ✗: exclusive skills. *: Skill Mastery.									

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Dagger	Equipped	1	1	2
Quarterstaff	Equipped	1	4	0
TOTAL WEIGHT CARRIED/VALUE			9 lbs. / 2 gp	

WEIGHT ALLOWANCE			
Light	26	Medium	53
Lift over head	80	Lift off ground	160
		Heavy	80
		Push / Drag	400

LANGUAGES	
Celestial, Common, Draconic, Elven, Goblin, Sylvan	

Special Attacks	
Warcraft	[Eclipse, p.10]
+1 BAB	
Warcraft / Spec for Melee	[Eclipse]

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -1, Dying -2 and Dead -14	
Humanoid Traits	[Is This It, TypesSubtypesAbilities.rtf]
Humanoids eat/sleep/breathe	
Illian Racial	[Is This It]
+1 skill point per level for psychic abilities	
Psychic (Apport)	[psyHB, p.24]
You can teleport a target as a standard action. Distance is not a factor. The base DC is 10, modified by the object's mass, its familiarity to you, and the familiarity of the destination. For example, apportioning a 10-pound object (DC +0) that is in your line of sight (DC +0) to a destination in your line of sight (DC +0), such as apportioning an opponent's weapon into your hand, is DC 10. Apportioning the same object in your line of sight to a somewhat familiar destination (DC +15) is DC 25. If the object is out of your line of sight and only somewhat familiar, the DC is increased to 40, and so forth. Generally, the DC of apportioning an adult human is +10 for mass, plus familiar modifiers. Unwilling creatures get a Reflex saving throw to resist apportioning of themselves or any object they are wearing, carrying, or holding. A successful save means there is no effect. You must apportion an entire object, not simply part of it, although unattached materials may be left behind. For example, you can apportion a rope or pair of manacles without affecting the creature bound by them. Targets cannot be apportioned inside other solid objects: attempts to do so simply fail, although the Gamemaster may permit the apportioned target to appear in the nearest open space to the desired destination.	
[Special] You can take 10 on an Apport check, but you can't take 20.	
[Time] Apport is a standard action.	
[Strain] 1 plus familiarity and mass modifiers.	
Psychic (Blink Teleport)	[psyHB, p.24]
No Check. You can rapidly "blink" in and out of an area, appearing and disappearing from reality. Attacks have a 50% miss chance against you while you are blinking and you suffer only half damage from area attacks. You strike as an invisible creature, with a +2 attack bonus and deny your target his Dexterity bonus to AC.	
Time - Blink Teleport is a move action. You can blink for a number of rounds equal to half your Blink Teleport ranks (rounded up). To continue blinking, take an additional move action and pay the strain cost for the skill again.	
Strain 3	
Psychic (Empathy)	[psyHB, p.29]
An Empathy check allows you to determine the emotional state of the subject. The target gets to make a Will save to resist your attempt. Whether you succeed or fail, the subject does not know that you are reading his emotions. If the target's save fails, you get a general idea of his emotions and mood. This grants you a psychic bonus on the next skill check you make against the subject within the next 10 rounds (1 minute) using any of the following interaction skills - Bluff, Diplomacy, Handle Animal, Intimidate, Perform, or Sense Motive.	
Special - You can take 10 when making an Empathy check but you can't take 20.	
Time - Empathy is a free action. The bonus lasts 10 rounds (1 minute) or until you make an interaction skill check against the target.	
Strain 1	
[Up to 4 / +1]	
[5-14 / +2]	
[15-24 / +3]	
[25-34 / +4]	
[35+ / +5]	
Psychic (Mental Contact)	[psyHB, p.31]
You can make psychic contact with another mind. The base DC is 10, modified by familiarity. If the subject has a Psychic Shield, you have to make a Mental Contact check to overcome it. An unwilling subject gets a Will saving throw to avoid contact. If the save is successful, no contact is made. If you do not want the subject to know that you are making mental contact, you can make a Mental Contact check against the subject's Wisdom, Psychic Sense, or Psychic Shield check (whichever has the highest bonus). If you win, the subject is unaware of your attempt. If the subject wins, he is aware of your attempt (whether you succeed or fail). While you are in mental contact with another creature, the two of you can communicate at the rate of normal speech, "hearing" each other's transmitted thoughts. You can also send a single visual image each round instead of speaking. Both you and the subject can choose to lie or omit information; you're "speaking" to each other telepathically, not reading each other's thoughts. Mental contact is two-way, meaning that you are in mental contact with the subject for purposes of his psychic skills and vice versa. If a friendly mental contact turns hostile, the subject can make a Will saving throw or Psychic Shield check to break contact. Once the subject has failed a Will save to eject the intruder from his mind, he can't break the contact. The intruder is in his mind until he chooses to break contact or some outside force interferes, such as a distraction or another psychic skill such as Psychic Shield or Psychic Static. If your mental contact is broken, any other psychic skills you are maintaining that require mental contact are also broken.	
Psychic (Precognition)	[psyHB, p.33]
You can get glimpses into the future, as if you were actually present at a particular future event. The visions you receive are by no means assured - The future can be changed by the actions of those in the present. You can use this power in three ways [Active Precognition, Spontaneous Visions & Danger Sense].	
Psychic (Psychic Sense)	[psyHB, p.34]
Make a Psychic Sense check to sense a psychic skill in use in your vicinity, to sense an attempt at mental contact, to detect and read the psychic "signature" left behind by psychic skill use, or to trace the source of a psychic manifestation	
Psychic (Psychic Shield)	[psyHB, p.35]
When you are the target of any psychic skill that grants a Will saving throw, you can make a Psychic Shield skill check instead. The attacker must make a skill check using the attacking psychic skill. If your check result is higher, the attack fails. If the attacker's result is higher, the psychic skill affects you normally, but you still get a normal saving throw. You may choose to voluntarily lower your Psychic Shield as a free action (and can raise it again as a free action as well). Otherwise, your shield is assumed to always be active, even if you are unconscious or sleeping.	

<b>Psychic (Psychometry)</b>	<b>[psyHB, p.36]</b>
<p>You can get glimpses into the past, as if you were actually present at a particular event. You can use this power in two ways - [Active] You can attempt to see the past of a particular person, place, or object with which you are in contact. You must be able to see or touch the subject of your power. This requires a full-round action and a Psychometry skill check; [Spontaneous] Your ability may also spontaneously activate at the GM's discretion when you are in contact with a subject with particularly strong "vibes." This also requires a Psychometry check. The Gamemaster should make Psychometry skill checks secretly so the player doesn't necessarily know if a particular vision was accurate or not.</p>	
<b>Psychic (Sleep)</b>	<b>[psyHB, p.39]</b>
<p>You can attempt to psychically put a target into a deep sleep. The target gets a Will saving throw against your skill DC 0. Success negates the effect. If the Will save fails, the creature falls instantly asleep and remains so for 1 minute per skill rank. Sleeping creatures are helpless. Slapping or wounding awakens them, but normal noise does not. Awakening the creature requires a standard action (an application of the aid another action). Creatures that do not sleep are unaffected by this skill.</p> <p>[Special] You must be in mental contact with the subject. You can take 10 on Sleep checks, but you can't take 20.</p> <p>[Time] Sleep is a standard action. It lasts for 10 rounds (1 minute) per skill rank.</p> <p>Strain 4</p>	
<b>Psychic (Telekinesis)</b>	<b>[psyHB, p.39]</b>
<p>A Telekinesis check allows you to move an object in your line of sight. The DC of the Telekinesis check is based on the mass of the object you wish to move. Moving a 10-pound object is DC 10. For every factor of 10 that mass increases, the DC increases by 5 and the strain you suffer doubles.</p> <p>DC / Damage Dealt / Strain / Mass Moved</p> <p>[10 / 1d6 / 1 / up to 10 lb.]</p> <p>[15 / 2d6 / 2 / up to 100 lb.]</p> <p>[20 / 4d6 / 4 / up to 1,000 lb.]</p> <p>[25 / 8d6 / 8 / up to 10,000 lb.]</p> <p>[30 / 16d6 / 16 / up to 100,000 lb.]</p> <p>[35 / 32d6 / 32 / up to 1,000,000 lb.]</p> <p>[40 / 64d6 / 64 / up to 10,000,000 lb.]</p>	
<b>Psychic (Telekinetic Blast)</b>	<b>[psyHB, p.40]</b>
<p>Make a ranged touch attack against a target in your line of sight. If the attack is successful, your Telekinetic Blast rank sets the impact / Damage dealt is 1d6 plus an additional 1d6 per 5 skill ranks. You can score a critical hit with your Telekinetic Blast on a natural roll of 20, with a x2 critical multiplier. A Telekinetic Blast is a force effect. The target must also make a reflex saving throw against your skill DC or fly back 5 feet and be knocked prone. You can choose to do nonlethal damage with your Telekinetic Blast, but you suffer a -4 penalty on your attack roll. [Time] Telekinetic Blast is a standard action.</p> <p>Strain 4</p>	
<b>Psychic (Telekinetic Grip)</b>	<b>[psyHB, p.40]</b>
<p>You can affect any creature in your line of sight. Your Telekinetic Grip rank sets the damage dealt by the attack to 1d6, plus 1d6 per 5 skill ranks. The target makes a Will saving throw DC 19. Success halves the damage. Damage reduction does not protect against this attack, which is considered a force effect.</p> <p>Time - telekinetic Grip is a standard action.</p> <p>Strain - 4</p>	
<b>Psychic (Telekinetic Shield)</b>	<b>[psyHB, p.40]</b>
<p>You can create a telekinetic field around your body that provides a deflection bonus to AC. The telekinetic shield is considered a force effect. The telekinetic shield lasts for 1 minute (10 rounds) but requires no effort on your part to maintain once it's created. It lasts until you are rendered unconscious or the duration runs out. You can renew an existing telekinetic shield before it runs out as a move action, suffering the strain for invoking the skill again but with no additional skill check needed. The result of your Telekinetic Shield skill check determines the amount of the deflection bonus.</p> <p>[15 / +2]</p> <p>[20 / +4]</p> <p>[25 / +6]</p> <p>[30 / +8]</p> <p>[35 / +10]</p> <p>Special - You can take 10 or take 20 on a Telekinetic Shield check. If you take 20 when making this check, you spend 2 minutes and take 40 strain to attain the best result.</p> <p>[Time] Telekinetic Shield is a move action. The deflection bonus lasts for 10 rounds (1 minute).</p> <p>Strain 2</p>	
<b>Psychic (Teleport)</b>	<b>[psyHB, p.41]</b>
<p>You can make a Teleport check to transport yourself (and possibly additional material that you are touching) to another location. The base DC is 10, modified by the familiarity of the destination and the amount of additional mass you are carrying (apart from yourself). You choose whether objects you are touching are carried along or left behind (allowing you to teleport out of things such as ropes and manacles, or your clothes, for example). You cannot teleport only part of an object or creature. All the material must be touching you or another solid object that is touching you for it to be carried along. Creatures that do not wish to be taken along can make a Will saving throw. If the save is successful, they're left behind. A failed Teleport check means you don't go anywhere.</p> <p>[Special] You can take 10 on a Teleport check, but you can't take 20.</p> <p>[Time] Teleport is a move action.</p> <p>Strain 1 plus familiarity and mass modifiers.</p>	
<b>Weapon Proficiency (All Simple Weapons)</b>	<b>[Eclipse, p.49]</b>
<p>Grants Proficiency with all simple weapons.</p>	

Recurring Bonuses	
<b>Fast Learner (Focused on Skills / L-2)</b>	<b>[Eclipse, p.17]</b>
+2 CP towards Skills per level. [+16 total Skill Points Granted].	
<b>Upgrade Human Racial Fast Learner</b>	<b>[Eclipse]</b>
Upgrades the Fast Learner Human Racial to Double Points	

DISADVANTAGES	
<b>Broke</b>	<b>[Eclipse, p.18]</b>
You start with less starting money.	
<b>Compulsive (Code of Ethics)</b>	<b>[Eclipse, p.18]</b>
You have the listed compulsions.	
<b>Recorder</b>	<b>[Eclipse, p.19]</b>
You record the game session.	

Eclipse Abilities	
<b>Character Points Total</b>	<b>[Eclipse]</b>
<p>Character Points Total 178, Bonus Feats have added 24 CP, Disadvantages have added 10 CP,   HD 12 deducts 32 CP   HD 20 deducts 16 CP Companions adds 0 CP</p>	
<b>Companion</b>	<b>[Eclipse, p.27]</b>
Gain a companion creature of your choice.	
<b>Companion / Might (Positive Levels)</b>	<b>[Eclipse, p.27]</b>
(+6 CP) Companion gets +2 Positive Levels (p.86)	
<b>Immunity (xP cost of Innate Enchantments)</b>	<b>[Eclipse]</b>
<p>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).</p>	
<b>Immunity to Antimagic and Dispelling versus Innate Enchantments</b>	<b>[Eclipse]</b>
(Uncommon / Minor / Epic, 9 CP)*.	
<b>Innate Enchantment</b>	<b>[Eclipse, p.34]</b>
<p>adds innate power that may duplicate the effects of a magical item or items valued at up to 5000 GP [Currently at 11000 GP] (according to the standard d20 rules). The character must pay twice the normal experience point cost to create said item. For every +1 additional CP invested, these innate enchantments rise in value by 1000 GP. [Additional Total Granted 6000]</p>	
<b>Innate Enchantment / Stylish (Clean Clothing)</b>	<b>[Eclipse]</b>
Your clothing - and person - is always clean and well-tended.	
<b>Innate Enchantment / Enhanced Attribute (+2 Intelligence)</b>	<b>[Eclipse]</b>
[At Will] Grants +2 Enhancement Bonus to Intelligence	
<b>Innate Enchantment / Enhanced Attribute (+2 Wisdom)</b>	<b>[Eclipse]</b>
[At Will] Grants +2 Enhancement Bonus to Wisdom	
<b>Innate Enchantment / Enhanced Attribute (+2 Charisma)</b>	<b>[Eclipse]</b>
[At Will] Grants +2 Enhancement Bonus to Charisma	
<b>Innate Enchantment / Force Armor I</b>	<b>[Eclipse]</b>
[At Will] As Armor Spell, grants +4 Armor AC.	
<b>Innate Enchantment / Fortune's Favor</b>	<b>[Eclipse]</b>
+2 Luck bonus to skills and checks.	
<b>Innate Enchantment / Inspiring Word</b>	<b>[Eclipse]</b>
<p>provides a +1 Morale Bonus on saves, attacks, checks, and damage (Unlimited Use-Activated, L1 at CL1, Personal Only, 1400 GP).</p>	
<b>Innate Enchantment / Whispering Sage</b>	<b>[Eclipse]</b>
<p>(A spirit-summoning spell which provides a +2 "Aid Another" bonus to Checks based on Intelligence, Wisdom, or Charisma for one minute per level of the caster, 1400 GP).</p>	
<b>Occult Skill ~ Psychic Ability</b>	<b>[Drew]</b>
You have the potential to acquire psychic feats and skills.	
<b>Occult Skill ~ Psychic Ability ~ Clairsentience</b>	<b>[Drew]</b>
You have the potential to learn clairsentience skills.	
<b>Occult Skill ~ Psychic Ability ~ Psychokinesis</b>	<b>[Drew]</b>
You have the potential to learn psychokinesis skills.	
<b>Occult Skill ~ Psychic Ability ~ Psychoportation</b>	<b>[Drew]</b>
You have the potential to learn psychoportation skills.	
<b>Occult Skill ~ Psychic Ability ~ Telepathy</b>	<b>[Drew]</b>
You have the potential to learn telepathy skills.	
<b>Witchcraft (3x)</b>	<b>[Eclipse, p.109]</b>
14 Power Points, Save DC Will 16	

Witchcraft Abilities	
<b>Witchcraft / The Adamant Will</b>	<b>[Eclipse, p.110]</b>
This talent allows users to spend 2 Power to resist Fear, Possession, Charm, Hold effects, and other forms of mind control. The user may spend the Power each time he or she is affected by such an ability. Ongoing powers, such as Fear auras, are resisted for 10 rounds. The user may make an extra save against mindreading or "truth" effects by spending a like amount, and may present a false aura to detection spells or ignore pain for 3 power. He or she may pay the Power without spending an action when the effect takes hold.	
<b>Witchcraft / Dreamfaring</b>	<b>[Eclipse, p.110]</b>
Dreamfaring allows users to enter a trance and project their spirits into the Ethereal and near Astral planes. They may detect and communicate with beings in nearby dimensions without paying power. For 2 Power they may enter the dreams of others to torment or communicate with them wherever they may be, possibly causing them to lose sleep or worse. Traveling about costs 3 Power plus 1 for every three hours and allows for covert meetings with other Witches or for clairvoyance-like effects via astral or ethereal spying.	
<b>Witchcraft / Elfshot</b>	<b>[Eclipse, p.110]</b>
Elfshot allows the user to lay minor curses. Such curses may reduce an attribute by -2, cause some type of misfortune, penalize a group of checks by -6, hinder activity, induce sterility or miscarriages, and so on. Classic examples include causing cows to go dry, mules and horses to bolt, and pets to bite their owners. Such curses are generally either instant or last until they are countered. Lesser diseases may also be inflicted in this fashion. Curses usually cost 1 Power for quick effects, 2 for lingering curses, and 3 for permanent ones. The Remove Curse spell, or any effect which eliminates the symptoms or curse directly, heals the mystical injury.	
<b>Witchcraft / Glamour</b>	<b>[Eclipse, p.110]</b>
This projective telepathy works much like the Path of the Dragon ability of the same name. It grants a +6 bonus on relevant social skills (1 Power per 10 minutes), the sending of brief messages, emotional influence and hypnotic effects (approximate relevant L0 or L1 spells for 1 or 2 Power respectively). Glamour is at its best combined with Disguise skill and Shadowweave to alter how people see the user. It's often used with the Inner Eye, below, to allow rapid communications, teaching, and mental probes.	
<b>Witchcraft / The Hand of Shadows</b>	<b>[Eclipse, p.110]</b>
The Hand of Shadows covers basic telekinesis. Minor tricks (like bending spoons) cost no power. Exerting a force equal to what you could physically handle costs 1 Power per minute. Light but rapid work (like sorting wheat from chaff) costs 1 Power per hour's worth of work done. Minor animations (Entangle, Animate Rope) approximate the relevant spells at a cost of 2 power, +2 if excessive force or fine control is required.	
<b>Witchcraft / Healing</b>	<b>[Eclipse, p.110]</b>
This accomplishes a full day's worth of healing in a mere hour at a cost of 1 Power and grants a +5 bonus on any relevant checks (against disease or toxins). This is also used to throw off the effects of drugs and intoxicants with a flat duration. In emergencies, Witches may simply heal 1d4 hit points per Power spent up to a maximum of 3d4 hit points per round.	
<b>Witchcraft / Hyloka</b>	<b>[Eclipse, p.110]</b>
The manipulation of biophysical processes is a rare gift. This can be used to briefly move physical attribute points around (up to 6 points for 1 Power per hour), slip into hibernation (1 power; lasts up to a week), help resist heat or cold (1 Power per hour, this grants 5 points of fire or cold resistance), stop bleeding, delay poison (one hour per power), grow hair or make it fall out (1 power), and to inflict or ease ailments like arthritis (spend 1 power/week to inflict, 1 power/day to ease).	
<b>Witchcraft / Infliction</b>	<b>[Eclipse, p.110]</b>
Often manifested as phantom force-claws, heart attacks, inexplicable bleeding, and agonizing pain, Infliction causes injury through psychic force. This can include spectacular attacks - throwing fiery balls or thunderbolts or such - but is usually subtle. In any case, it deals 1d4 hit points of damage per character level, to a maximum of 3/5/7 d4 damage for 1/2/3 power. Targets may make a save for half damage, but the save used depends on the form of the attack. Infliction normally affects a single target, but may be expanded to a fivefoot radius for +3 power.	
<b>Witchcraft / The Inner Eye</b>	<b>[Eclipse, p.110]</b>
Thought-sensing can be used to see surface thoughts, to detect the presence of a hidden being, to share a target's senses, or to read any psychic impressions left behind on an object by strong emotion. This provides a +6 on any relevant Spot, Sense Motive, or Listen checks for 1 Power per 10 minutes.	
<b>Witchcraft / Shadowweave</b>	<b>[Eclipse, p.110]</b>
Shadowweave manipulates light and darkness to craft minor illusions. Normally 1 Power grants 10 minutes of activity. Effects include will-o-the wisps, cloaking (+6 to stealth and disguise rolls), various apparitions, spheres of darkness, blinding rays of light and hiding small actions - such as slipping out a dagger, picking a pocket, or a strike in combat (offers a +3 circumstance bonus to the user's roll).	
<b>Witchcraft / Witchfire</b>	<b>[Eclipse, p.110]</b>
Molecular-level telekinesis. At its simplest this can create and manipulate heat or cold (1d8/3d6 damage for 1/2 power, +1 if affecting a modest area, -1 if using pre-existing flame), create effects on the "prestidigitation" level (1 Power per turn), extract essences from herbs, and infuse drugs and toxins into objects. Talented Witches sometimes use this for creating mysterious sounds and voices.	
<b>Witchcraft / Wightsight</b>	<b>[Eclipse, p.110]</b>
Sharpening or expanding the user's senses is a simple trick. In general, this affects one sense at a time, providing either a +6 bonus on relevant checks or some special capability (Darksight, Scent, etc). As a rule this costs 1 Power and lasts for about an hour. Witches may triple the effect by reducing the duration to a single round, allowing effects such as checking a meal for poison with the slightest taste.	
<b>Pact of Service / Arcanum (TBD)</b>	<b>[Eclipse, p.111]</b>
allows the patron being to draw on your power and strength when it needs to, resulting in unpredictable periods of weakness. The GM gets to hit you with random bouts of nausea or any other problem whenever he or she feels like it.	
<b>Pact of Infusion / Corruption (Celestial Being)</b>	<b>[Eclipse, p.112]</b>
gradually transforms the Witch into a fitting host as he or she goes up in level. Aside from the physical transformation, the GM gets 2 CP out of the character's pool	

every level to spend on whatever he or she pleases. Fortunately, the GM actually spends 3 CP, meaning the player gets a small bonus overall. Of course, gradually transforming into an alien being makes you stand out a bit.	
<b>Pact of Infusion / Possession (Celestial)</b>	<b>[Eclipse, p.112]</b>
takes hold of the character at various intervals. On the bright side, the GM can sometimes take actions for the character when he or she's been rendered unconscious or stunned. On the downside, this causes the character to sometimes take actions he or she doesn't want to. NPC's sometimes go mad from the mental strain, but most PC's are made of tougher stuff.	
<b>Path of Coven Mastery / The Secret Order</b>	<b>[Eclipse, p.115]</b>
The character gains the remaining 5 basic abilities and an extra 4 Power points per day. As one might expect, this an extremely popular ability. Unlike other Witch abilities, this requires a teacher or, preferably, joining an actual secret order.	
<b>Path of Darkness / Nightforge</b>	<b>[Eclipse, p.118]</b>
Witches with this ability may create solid darkness for 1 Power per hour per 20 lbs. of material. It is treated as being Adamantine for the duration. This can be used as an attack, to trap someone in manacles or a cage, in which case the victim receives a Reflex save.	
<b>Path of Air / Kinetic Master</b>	<b>[Eclipse, p.120]</b>
Functionally identical to the Path of the Dragon ability, this mainstay of minor telekinetic talents grants the ability to move objects about like a Mage Hand spell, but with Line-of Sight range and an effective Strength score of ~ Int Score/3. Unlike the Path of the Dragon version, this costs 1 Power per minute of constant use; if the user takes frequent breaks, it costs no Power.	

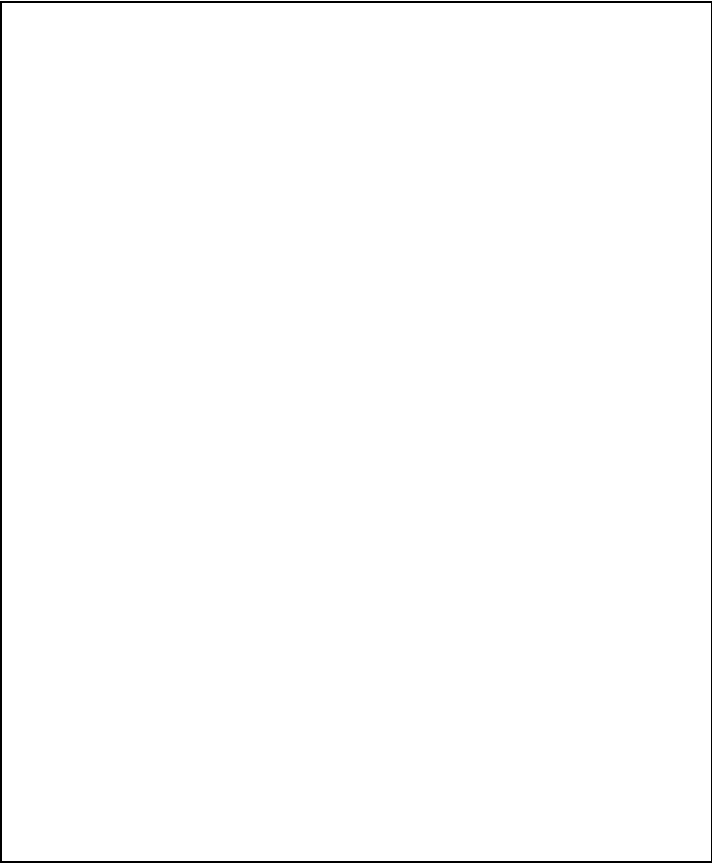
Feats	
<b>Psychic Ability</b>	<b>[Is This It]</b>
You have the potential to acquire psychic feats and skills.	
<b>Telepathy</b>	<b>[Is This It]</b>
You have the potential to learn telepathy skills.	

PROFICIENCIES	
Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Halfspear, Hoopak, Javelin, Keyblade, Laser, Longspear, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Scourge, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells (Ray), Sword Staff, Unarmed, Unarmed Strike	

TEMPLATES	
-----------	--

# Orion Fowl

Illan
RACE
19
AGE
Vision Test: Normal
Male
GENDER
VISION
None
ALIGNMENT
Right
DOMINANT HAND
5' 5"
HEIGHT
125 lbs.
WEIGHT
Amber
EYE COLOUR
Caucasian
SKIN COLOUR
Blonde,
HAIR / HAIR STYLE
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION
DEITY
Humanoid
Race Type
Race Sub Type
Psychic
Favored Class
EXP Factor: 80%; EXP Penalty: 20%
Normal



Description:  
Biography: