

Hawkeye

Character Name

Calvin B.

Player Name

Deity

None

Region

Neutral Good

Alignment

d20E 1, d10E 3

CLASS

Human / Humanoid

RACE

Medium / 5 ft.

SIZE / FACE

5' 8" / 120 lbs.

HEIGHT / WEIGHT

Darkvision (60 ft.)

VISION

4 (4)

Character Level (CR)

6000 / 10000

EXP / NEXT LEVEL

23

AGE

Male

GENDER

Blue

EYES

White, Long

HAIR



ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	12		+1		
DEX Dexterity	10		+0		
CON Constitution	14		+2		
INT Intelligence	19		+4		
WIS Wisdom	21		+5		
CHA Charisma	16		+3		

WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION			SPEED				
<div>HP</div> <div>hit points</div>	55												Walk 30 ft.				
<div>AC</div> <div>armor class</div>	24	24	16	= 10	+ 4	+ 4	+ 0	+ 0	+ 0	+ 1	+ 0	+ 0	+ 0	+ 0	+ 0	+ 0	
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	Morale	Insight	Sacred	Profane	MISC	
<div>INITIATIVE</div> <div>modifier</div>	+0	= +0	+ +0			0	+0	0									
TOTAL		DEX MODIFIER	MISC MODIFIER			MISS CHANCE	Arcane Spell Failure	ARMOR CHECK PENALTY									

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+5	+2	+2	+0	+1	+0		
REFLEX (dexterity)	+2	+1	+0	+0	+1	+0		
WILL (wisdom)	+7	+1	+5	+0	+1	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+5	+2	+1	+0	+2	+0	
RANGED attack bonus	+5	+2	+0	+0	+3	+0	
GRAPPLE attack bonus	+6	+2	+1	+0	+3	+0	

Martial Arts	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+5	1d6+1	20/x2	5 ft.

*Quarterstaff (Growth Item / Chosen One;Growth Item / Chosen One)	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+6		1d6+2			
Special Properties	Head1: Sentient Any Weapon Growth [+1], Head2: Sentient Any Weapon Growth [+1]				

Bowblade +1 (Longsword)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	20/x2	5 ft.
To Hit		Dam		To Hit		Dam
1H-P	+6	1d8+2	2W-P-(OH)	+0		1d8+2
1H-O	+2	1d8+1	2W-P-(OL)	+2		1d8+2
2H	+6	1d8+2	2W-OH	-4		1d8+1
Range: 30 ft.		To Hit: +6		Damage: 1d8+2		
100 ft.		200 ft.		300 ft.		400 ft.
500 ft.						
TH	+6	+4	+2	+0		-2
Dam	1d8+2	1d8+2	1d8+2	1d8+2		1d8+2

*: 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
*Chosen One Robe	Light	+4	+0	0	

TOTAL SKILLPOINTS: 66		SKILLS		MAX RANKS: 7/3.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	5	= 0	+ 5	
✓ Appraise	INT	6	= 4	+ 2	
✓ Athletics	STR	3	= 1	+ 2	
✓ Craft (Untrained)	INT	4	= 4		
✓ Deception	CHA	5	= 3	+ 2	
✓ Endurance	CON	4	= 2	+ 2	
✓ Gather Information	CHA	5	= 3	+ 2	
✓ Heal	WIS	7	= 5	+ 2	
✓ Insight	WIS	7	= 5	+ 2	
✓ Perception	WIS	14	= 5	+ 7	+ 2
✓ Persuasion	CHA	5	= 3	+ 2	
✗ Psychic (Apport)	INT	13	= 4	+ 7	+ 2
✗ Psychic (Blink Teleport)		6	= 0	+ 4	+ 2
✗ X Psychic (Body Control)	WIS	7	= 5	+ 2	
✗ X Psychic (Empathy)	WIS	7	= 5	+ 2	
✗ X Psychic (Mental Contact)	CHA	5	= 3	+ 2	
✗ X Psychic (Mind Reading)	CHA	12	= 3	+ 7	+ 2
✗ X Psychic (Precognition)	WIS	14	= 5	+ 7	+ 2
✗ X Psychic (Psychic Healing)	WIS	14	= 5	+ 7	+ 2
✗ X Psychic (Psychic Sense)	WIS	7	= 5	+ 2	
✗ X Psychic (Psychic Shield)	WIS	7	= 5	+ 2	
✗ X Psychic (Psychic Surgery)	WIS	14	= 5	+ 7	+ 2
✗ X Psychic (Psychometry)	WIS	14	= 5	+ 7	+ 2
✗ X Psychic (Sense Minds)	WIS	14	= 5	+ 7	+ 2
✗ X Psychic (Telekinesis)	INT	12	= 4	+ 6	+ 2
✗ X Psychic (Telekinetic Blast)	INT	13	= 4	+ 7	+ 2
✗ X Psychic (Telekinetic Grip)	INT	13	= 4	+ 7	+ 2
✗ X Psychic (Telekinetic Shield)	INT	13	= 4	+ 7	+ 2
✗ X Psychic (Teleport)	INT	13	= 4	+ 7	+ 2
✓ Ride	DEX	5	= 0	+ 5	
✓ Stealth	DEX	5	= 0	+ 5	
✓ Survival	WIS	7	= 5	+ 2	
✓ Thievery	DEX	5	= 0	+ 5	
✓ Use Rope	DEX	5	= 0	+ 5	
			=	+	+
			=	+	+
✓: can be used untrained. ✗: exclusive skills. *: Skill Mastery.					

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Quarterstaff (Growth Item / Chosen One;Growth Item / Chosen One)	Equipped	1	4 / 0
Head1: Sentient Any Weapon Growth [+1], Head2: Sentient Any Weapon Growth [+1]			
Chosen One Robe	Equipped	1	0.5 / 1
Boots of the New Chosen Ones	Equipped	1	0 / 0
Chalice (Con +2)	Equipped	1	0 / 0
Added +2 to Constitution, (Art (Chalice (Silver with Lapis Lazuli Gems))			
Chosen One Orb	Equipped	1	0 / 0
Chosen One Backpack of Holding	Equipped	1	0 / 0
Bowblade +1 (Longsword)	Carried	1	0 / 2,300
TOTAL WEIGHT CARRIED/VALUE	4.5 lbs.	2,301gp	

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

LANGUAGES	
Celestial, Common, Draconic, Elven, Giant	

Special Attacks	
Martial Arts (2x)	[Eclipse, p.53]
Unarmed Damage 1d6+1, lethal or non-lethal as desired without penalty (3 CP). A character is considered armed when using unarmed combat so long as he or she places at least 3 CP in this ability. He or she gains a base damage of 1d4 with unarmed attacks. Each +3 CP invested after that increases the damage by one die type (d6/d8/d10/d12), up to a maximum of 1d12 at 15 CP.	
Warcraft	[Eclipse, p.10]
+1 BAB	
Warcraft / Spec for Ranged	[Eclipse]

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -2, Dying -3 and Dead -15	
1 extra feat at 1st level.	[Is This It]
1 extra feat at 1st level.	
Humanoid Traits	[Is This It, TypesSubtypesAbilities.rtf]
Humanoids eat/sleep/breathe	
Mental Link with other Chosen Ones	[Drew]
Automatic Mental Link with Chosen Ones - This allows direct telepathy to any Chosen One, or multiple Chosen Ones, including images.	
Psychic (Apport)	[Is This It, 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, apporting 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 apporting an opponent's weapon into your hand, is DC 10. Apporting 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 apporting an adult human is +10 for mass, plus familia rity modifiers. Unwilling creatures get a Reflex saving throw to resist apportation of themselves or any object they are wearing, carrying, or holding. A successful save means there is no effect. You must apport an entire object, not simply part of it, although unattached materials may be left behind. For example, you can apport a rope or p air of manacles without affecting the creature bound by them. Targets cannot be apported inside other solid objects: attempts to do so Simply fail, although the Gamemaster may permit the apported 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)	[Is This It, 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 (Body Control)	[Is This It]
Incomplete	
Psychic (Empathy)	[Is This It, 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)	[Is This It, p.31]
You can make psychic contact with another mind. The base DC is 10, modified by fami liarity. 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)	[Is This It, 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, Spontenous Visions & Danger Sense].	
Psychic (Psychic Sense)	[Is This It, 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)	[Is This It, 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.

Psychic (Psychometry) [Is This It, p.36]
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.

Psychic (Telekinesis) [Is This It, p.39]
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.
DC / Damage Dealt / Strain / Mass Moved
[10 / 1d6 / 1 / up to 10 lb.]
[15 / 2d6 / 2 / up to 100 lb.]
[20 / 4d6 / 4 / up to 1,000 lb.]
[25 / 8d6 / 8 / up to 10,000 lb.]
[30 / 16d6 / 16 / up to 100,000 lb.]
[35 / 32d6 / 32 / up to 1,000,000 lb.]
[40 / 64d6 / 64 / up to 10,000,000 lb.]

Psychic (Telekinetic Blast) [Is This It, p.40]
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.
Strain 4

Psychic (Telekinetic Grip) [Is This It, p.40]
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 18. Success halves the damage. Damage reduction does not protect against this attack, which is considered a force effect.
Time - telekinetic Grip is a standard action.
Strain - 4

Psychic (Telekinetic Shield) [Is This It, p.40]
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.
[15 / +2]
[20 / +4]
[25 / +6]
[30 / +8]
[35 / +10]
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.
[Time] Telekinetic Shield is a move action. The deflection bonus lasts for 10 rounds (1 minute).
Strain 2

Psychic (Teleport) [Is This It, p.41]
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.
[Special] You can take 10 on a Teleport check, but you can't take 20.
[Time] Teleport is a move action.
Strain 1 plus familiarity and mass modifiers.

Weapon Proficiency (All Simple Weapons and One Martial Weapon) (Longsword) [Eclipse, p.49]
Grants Proficiency with all simple weapons and selected weapons.

DISADVANTAGES

Hunted (Deadeyes) [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.

Unarmored [Eclipse, p.20]
You refuse to use armor for some reason. Characters who already suffer major penalties for wearing armor can't take this disadvantage.

Vows (Avenge the murder of his parents) [Eclipse, p.20]
While closely related to Compulsive, Vows are generally more restrictive. They're also far more dangerous; those who fail to live up to their vows face some form of retribution. On the other hand, they also get some support; characters gain a +/- 3 bonus (as needed) against attempts to make them break their vows.

Recurring Bonuses

Duties (Chosen Ones) [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.

Fast Learner (Focused on Skills /Human) (Child) [Eclipse, p.17]
(+2) This ability grants 2 Skills per eclipse character level.

Upgrade Human Racial Fast Learner [Eclipse]
Upgrades the Fast Learner Human Racial to Double Points

Eclipse Abilities		Witchcraft Abilities	
Character Points Total	[Eclipse]	Witchcraft / The Adamant Will	[Eclipse, p.110]
Character Points Total 174		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.	
Adept (Psychic (Precognition), Psychic (Psychic Surgery), Psychic (Psychic Healing), Psychic (Sense Minds), Psychic (Telekinetic Blast), Psychic (Telekinetic Shield), Psychic (Teleport), Psychic (Telekinetic Grip))	[Eclipse, p.24]	Witchcraft / Glamour	[Eclipse, p.110]
(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.		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.	
Companion	[Eclipse, p.27]	Witchcraft / Healing	[Eclipse, p.110]
(6 CP). Used to gain familiars, psicrystals, animal companions, and sometimes mounts. Companion empowers a sidekick - usually an animal. You may choose to apply the standard d20 Druid's Animal Companion bonuses, Wizard's Familiar bonuses, Paladin's Mount bonuses, get a Psi-Crystal, or use any similar progression. The base creature may not have an ECL of more than 1/3 your character level.		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.	
Finesse / Int for AC	[Drew]	Witchcraft / Infliction	[Eclipse, p.110]
Finesse / Int for Attack	[Drew]	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.	
Finesse / Wis for HP	[Drew]	Witchcraft / The Inner Eye	[Eclipse, p.110]
Grant of Aid	[Eclipse, p.32]	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.	
(6 CP). You are automatically healed of 1d8+5 points of damage or 1d3 points of attribute damage or 1 negative level (select as needed) once per day per three levels or part thereof. This does not require an action; the player simply decides when it happens.		Witchcraft / Shadowweave	[Eclipse, p.110]
Grant of Aid / Regenerative / Slow Regrowth	[Eclipse, p.32]	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).	
(+3 CP) allows the slow (1d4 weeks) regrowth of lost limbs and organs.		Witchcraft / Witchfire	[Eclipse, p.110]
Innate Enchantment	[Eclipse, p.34]	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.	
adds innate power that may duplicate the effects of a magical item or items valued at up to 5000 GP [Currently at 9000 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 4000]		Witchcraft / Wightsight	[Eclipse, p.110]
Innate Enchantment / Enhanced Attribute (+2 Intelligence)	[Eclipse]	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.	
[At Will] Grants +2 Enhancement Bonus to Intelligence		Pact of Service / Guardianship (Amulet to be guarded)	[Eclipse, p.111]
Innate Enchantment / Enhanced Attribute (+2 Wisdom)	[Eclipse]	the classic duty, involves watching over some relic, making sure that no one opens some mystic gate, educating and guiding some young ruler-to-be, protecting forests, or any other part-time but relatively straightforward and perpetual task.	
[At Will] Grants +2 Enhancement Bonus to Wisdom		Pact of Infusion / Possession (LOA)	[Eclipse, p.112]
Innate Enchantment / Force Armor I	[Eclipse]	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.	
Grants +4 Armor Bonus to AC At Will		Pact of Infusion / Hunted (Another LOA)	[Eclipse, p.112]
Innate Enchantment / Force Shield I	[Eclipse]	means the character is being stalked by an enemy of his or her patron. The Witch has become a prime target in a feud that may be older than his or her species. On the bright side, he or she has a handy party for protection - or the party is the foe and the GM doesn't have to worry about complications.	
Grants +4 Shield Bonus to AC at will.		Path of Coven Mastery / Familiar	[Eclipse, p.115]
Innate Enchantment / Skill Mastery I [Group]	[Eclipse]	The Witch gains a Companion, usually a familiar or spirit guide. Aside from the normal Companion benefits, one gained from this feat adds 6 points to the Witch's Power pool. If a Witch already has this feat or a Companion, the bonus rises to 9 Power.	
+2 Competence to all skills		Path of Coven Mastery / The Secret Order	[Eclipse, p.115]
Innate Enchantment / Ward of Heaven	[Eclipse]	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.	
+1 Luck Bonus on Armor Class and Saving Throws.		Path of Water / Dismissal	[Eclipse, p.118]
Legionary	[Drew, p.53]	Dismissal disrupts and erases extradimensional energies. For 1 Power, the user may erase lingering traces of spellcasting or outsiders. For 2, they may deal 3d8 damage a specified class of extradimensional being - i.e., all evil outsiders in a 15' radius or Dispel Magic. At 3 Power, the character deals 5d8 damage. For 7 Power, the character may send all such beings within range back to their native plane if they fail their saving throw or attempt to disrupt a dimensional gateway as per Greater Dispel Magic.	
(2 CP) Only for bonded ones. 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.			
Legionary ~ Chosen One	[Drew, p.53]		
Only Works with Chosen Ones. 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.			
Maximize Talent (metapsychic)	[Eclipse, p.46]		
You can choose to maximize the variables of a psychic skill when you use it. A variable is any die roll other than the skill check itself. If you maximize your Psychic Healing skill, for example, you automatically heal the maximum amount of damage based on your skill check. If you maximize your Psychic Blast skill, you automatically deal the maximum amount of damage, and so forth.			
[Strain] The maximized skill costs double the normal amount of strain (or 1 if the normal strain is 0).			
Occult Skill ~ Psychic Ability	[Drew]		
You have the potential to acquire psychic feats and skills.			
Occult Skill ~ Psychic Ability ~ Clairsentience	[Drew]		
You have the potential to learn clairsentience skills.			
Occult Skill ~ Psychic Ability ~ Psychokinesis	[Drew]		
You have the potential to learn psychokinesis skills.			
Occult Skill ~ Psychic Ability ~ Psychometabolism	[Drew]		
You have the potential to learn psychometabolism skills.			
Occult Skill ~ Psychic Ability ~ Psychoportation	[Drew]		
You have the potential to learn psychoportation skills.			
Occult Skill ~ Psychic Ability ~ Telepathy	[Drew]		
You have the potential to learn telepathy skills.			
Truth Reading (Psychic)	[Eclipse, p.49]		
When interacting with a creature of Intelligence 4 or greater you automatically sense when the creature tells you a deliberate lie. You can do this a number of times equal to your Wisdom bonus in any given conversation, detecting further lies causes a point of strain for each statement that you check. You do not detect half-truths, lies of omission, or things the creature believes are true (even if they are not), only deliberate falsehoods.			
Witchcraft (2x)	[Eclipse, p.109]		
16 Power Points, Save DC Will 16			

PROFICIENCIES

Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Halfspear, Hoopak, Javelin, Keyblade, Laser, Longspear, Longsword, 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

03 - World Law ~ Feat Progression 0 - Gain Additional Bonus Feat at First Level

03 - World Law ~ Feat Progression 2 - Gain Bonus Feat every Odd Level

Chosen One Template

Hawkeye

Human

RACE

23

AGE

Vision Test: Darkvision (60 ft.)

Male

GENDER

Darkvision (60 ft.)

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

5' 8"

HEIGHT

120 lbs.

WEIGHT

Blue

EYE COLOUR

SKIN COLOUR

White, Long

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Any

Favored Class

EXP Factor: 100%; EXP Penalty: 0%

Darkvision (60 ft.)



Description: Biography: