

NAME		PLAYERNAME		DEITY		ALIGNMENT
d20E1 d8E4	10000	Fedyra	Medium	5' 8"	156 lbs.	
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
5	15000	136	Male	Amber	Grey,	0
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP										SUBDUAL DAMAGE					DAMAGE REDUCTION					SPEED					
<b>STR</b> Strength	18	+4	18	+4	18	+4	<b>HP</b> hit points	62																					Walk 30 ft.			
<b>DEX</b> Dexterity	19	+4	19	+4	19	+4	<b>AC</b> armor class	22	18	:	15	=	10	+	6	+	0	+	4	+	0	+	1	+	0	+	1					
<b>CON</b> Constitution	12	+1	12	+1	12	+1	TOTAL								FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	MISC	MISS CHANCE	ARCANE SPELL FAILURE PENALTY	ARMOR CHECK FAILURE PENALTY	SPELLS				

[illegible]

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+4	= +2	+ +1	+ +0	+ +1	+ +0		
<b>REFLEX</b> (dexterity)	+12	= +7	+ +4	+ +0	+ +1	+ +0		
<b>WILL</b> (wisdom)	+5	= +2	+ +2	+ +0	+ +1	+ +0		

	TOTAL		BASE ATTACK BONUS		STAT		SIZE		MISC		EPIC		TEMP
<b>MELEE</b> attack bonus	+10	=	+6	+	+4	+	+0	+	+0	+	+0	+	
<b>RANGED</b> attack bonus	+10	=	+6	+	+4	+	+0	+	+0	+	+0	+	
<b>GRAPPLE</b> attack bonus	+10	=	+6	+	+4	+	+0	+	+0	+	+0	+	

<b>UNARMED</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+10/+10/+10/+10	1d3+6	20/x2	5 ft.

<b>Club +1</b>	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	B	M	20/x2	5 ft.

	To Hit		Dam		To Hit		Dam
1H-P	+11/+11/+11/+11		2d6+6	2W-P-(OH)	+5/+5/+5/+5		2d6+6
1H-O	+7/+7/+7/+7		2d6+4	2W-P-(OL)	+7/+7/+7/+7		2d6+6
2H	+11/+11/+11/+11		2d6+8	2W-OH	+1		2d6+4
	10 ft.		20 ft.	30 ft.		40 ft.	50 ft.
TH	+11/+11/+11/+11		+9/+9/+9/+9		+7/+7/+7/+7		+5/+5/+5/+5
Dam	2d6+6		2d6+6		2d6+6		2d6+6

	2017	2017	2017	2017	2017
Special Properties	Shillelah Club				

<b>*Twin Fey Blades</b> (+1 Longswords)	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	19-20/x2	5 ft.

	To Hit	Dam		To Hit	Dam
1H-P	+11/+11/+11/+11	1d8+6	2W-P-(OH)	+5/+5/+5/+5	1d8+6
1H-O	+7/+7/+7/+7	1d8+4	2W-P-(OL)	+7/+7/+7/+7	1d8+6
2H	+11/+11/+11/+11	1d8+8	2W-OH	+1	1d8+4

Special Properties	(Longsword +1)
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\*: 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
*Mithral Breastplate +1 30hp/inch and 15 hardness	Light	+6	+7	+0	5

Skill Name		Key Ability	SKILLS				MAX RANKS		8/4
			Skill Modifier	Ability Modifier	Ranks	Misc Modifier			
✓	Acrobatics	DEX	10	= 4	+ 5.0	+ 1			
✓	Appraise	INT	3	= 2	+	+ 1			
✓	Athletics	STR	5	= 4	+	+ 1			
	Athletics (Jump)	STR	5	= 4	+ 1.0	+			
✓	Craft (Untrained)	INT	3	= 2	+	+ 1			
✓	Deception	CHA	3	= 2	+	+ 1			
✓	Endurance	CON	2	= 1	+	+ 1			
✓	Gather Information	CHA	3	= 2	+	+ 1			
✓	Heal	WIS	3	= 2	+	+ 1			
	Martial Arts		9	= 0	+ 8.0	+ 1			
✓	Perception	WIS	8	= 2	+ 5.0	+ 1			
✓	Persuasion	CHA	3	= 2	+	+ 1			
✓	Ride	DEX	5	= 4	+	+ 1			
✓	Sense Motive	WIS	3	= 2	+	+ 1			
✓	Stealth	DEX	13	= 4	+ 8.0	+ 1			
✓	Survival	WIS	3	= 2	+	+ 1			
	Survival (Find or follow tracks)	WIS	5	= 2	+ 1.0	+ 2			
✓	Thievery	DEX	5	= 4	+	+ 1			
✓	Use Rope	DEX	5	= 4	+	+ 1			
				=	+	+			
				=	+	+			

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
<b>Club +1</b> Shillelah Club	Carried	1	3.0	2300.0	
<b>Gloves of Arrow Snaring</b>	Equipped	1	0.0	4000.0	
<b>Mithral Breastplate +1</b> 30hp/inch and 15 hardness	Equipped	1	7.5	6650.0	
<b>Twin Fey Blades (+1 Longswords)</b> (Longsword +1)	Equipped	1	4.0	2315.0	
TOTAL WEIGHT CARRIED/VALUE			14.5 lbs.	15265.0 gp	

WEIGHT ALLOWANCE					
Light	100	Medium	200	Heavy	300
Lift over head	300	Lift off ground	600	Push / Drag	1500

Special Attacks	
<b>Augment Attack (Sneak Damage d8) (8x)</b> Sneak attack +2d8	[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> +6 BAB	[Eclipse, p.10]

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

+7/+2+7/+2

Feats	
<b>Feat Conversion to CP ~ 6 (4x)</b> Covert regular feat to six Character Points	[Eclipse, p.9]
<b>Snatch Arrows</b> When using the Deflect Arrows feat you may catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back at the original attacker (even though it isn't your turn) or kept for later use. You must have at least one hand free to use this feat.	[PHB, p.100]

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

LANGUAGES
Abyssal, Draconic, Orc, Sylvan

TEMPLATES
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Recurring Bonuses	
<b>Duties</b>	[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.	
<b>Fast Learner/ Specialized for increased effect (Saves)</b>	[Eclipse, p.17]
(+1) Actually purchased as a feat for 6 CP, this ability grants extra CP as the character rises in level. Specialized versions are available and encouraged. No one may take Fast Learner more than once unless it's been built into a template, race, or class by the Game Master.	

DISADVANTAGES	
<b>Accursed (Uniquely striking appearance)</b>	[Is This It]
Cannot effectively disguise themselves without actual masks and physical coverings, even their animal forms are easily uniquely identified by witnesses.	
<b>Compulsive (Will stand in harms' way for allies)</b>	[Eclipse, p.18]
You have some particular mania or "code of conduct" which influences everything you do. Likely compulsions include the classic manias (like Pyro- or Klepto-), an overwhelming love or hatred, greed, dedication to some peculiar goal, truthfulness, extravagant spending, or even virtue. Codes include things like Hippocratic Oaths or Chivalry. Characters that ignore their compulsions take a 20% experience penalty.	
<b>Dependent (Power Source)</b>	[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.	
<b>Hunted (The Enemy)</b>	[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.	
<b>Obligations (Must participate in Cultural Rituals)</b>	[Is This It]
If they fail to do so, they will - once again - lose access to their fey ancestry package.	
<b>Valuable</b>	[Eclipse, p.20]
You are worth a lot of money. This usually means that there's a reward out on you, but it may mean that you will bring a vast price on the slave market, have some mystic quality about you which makes you priceless to a mage, or, for truly exotic character races, that your body parts are extremely valuable.	

Eclipse Abilities	
<b>Anime Master</b>	[Eclipse, p.50]
Anime Master allows the user to grapple, overbear, and wield weapons, as if he or she was one size category larger.	
<b>Block (Melee) (Melee)</b>	[Eclipse, p.50]
Block lets a character counter an incoming melee attack with DC 15 Reflex save once per round. In general, each Block attempt uses up an Attack of Opportunity and provides Great Immunity to the attack. Attackers may give up part of their BAB to increase the Block save DC on a 1-to-1 basis.	
<b>Block (Melee) / Master</b>	[Eclipse, p.50]
(+6 CP) upgrades the roll, so that it requires only a DC 15 save.	
<b>Bonus Attack (12x)</b>	[Eclipse, p.51]
Grants an additional attack at highest attack bonus with a -2 penalty for all attacks	
<b>Bonus Attack / Improved (12x)</b>	[Eclipse, p.51]
Reduces the penalties for your normal attack sequence by -2.	
<b>Fedyra Racial / Bronze ~ Touch</b>	[Is This It]
Fire Touch, deals 1d6 fire damage, as per shocking grasp.	
<b>Fedyra Racial / Damage Reduction</b>	[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).	
<b>Fedyra Racial / Inherent Spell ~ Elemental Bolt</b>	[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).	
<b>Fedyra Racial / Oread</b>	[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).	
<b>Immunity (Off-hand Weapon Strength Penalty)</b>	[Eclipse, p.34]
See immunity	
<b>Immunity (Fedyra Aging)</b>	[Is This It]
(Uncommon, Major, Trivial, 2 CP). The Fedyra can expect to live for hundreds of years without serious aging problems.	
<b>Immunity (XP cost of Innate Enchantments)</b>	[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).	
<b>Innate Enchantment</b>	[Is This It]
(8000 GP total value, 9 CP, all abilities Use-Activated).	
<b>Innate Enchantment / Enhanced Attribute (+2 Charisma)</b>	[Is This It]
(Unlimited Use, L1 at CL1, Personal-Only, 1400 GP)	
<b>Innate Enchantment / Immortal Vigor I</b>	[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).	
<b>Innate Enchantment / Inspiring Word</b>	[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.	
<b>Reflex Training ( Combat Reflexes as feat)</b>	[Eclipse, p.40]
(6 CP). With Reflex Training, a character gains a free, immediate, Standard Action under some particular circumstance. You cannot string together more reflexive actions than your relevant attribute bonus (usually Str Mod or Dex Mod). Alternatively, the character may instead simply take an extra Standard Action at any time 3 times per day. You may not use this version more than once per round.	

Martial Arts	
<b>Attack</b>	[Eclipse, p.81]
You get a +1 bonus on rolls to Attack, Throw, Grapple, and Trip opponents.	
<b>Defenses</b>	[Eclipse, p.81]
You gain +1 bonus to AC when you are unarmored or lightly armored.	
<b>Reach</b>	[Eclipse, p.81]
You add 5' to your Reach in combat. This usually represents lunging and darting in and out, but could be a mystical ability.	
<b>Sneak Attack</b>	[Eclipse, p.81]
Add +1d6, as per a Rogue's ability [unlike many point-buy abilities, this does not affect creatures immune to critical hits]. This may be taken more than once, up to a maximum of +4d6.	
<b>Weapon Kata</b>	[Eclipse, p.81]
The user may employ his or her martial art with a particular weapon [e.g., "Longswords"]. This isn't relevant for dedicated weapon forms (e.g., those based on Weapon Finesse rather than Improved Unarmed Strike), although an "Unarmed Kata" might exist in an advanced weapon form.	

## 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	
* =Domain/Speciality Spell										

## Innate

At Will Shillelagh (DC:10)  
At Will Detect Snares and Pits  
(DC:)  
☐☐☐ Identify Minerals (DC:)

## Notes:

### Character Sheet Notes:

Block/Melee w/ master and bonus uses +4 (Block Melee Attack on Reflex DC 15)

Reflex Training/ Combat Reflexes

Enhanced Strike/Hammer (One Attack

Augment Attack / Sneak 2d8 plus Martial Arts Sneak +1d6 (2d8+1d6 when Flanking or Target denied Dex)

Bonus Attack X2 w/ Improved x2 (For using off-hand weapon)

All Simple Weapon Proficiencies and One Martial Weapon Proficiency (Longsword)

Light Armor

Immunity/ Off-hand Weapon Strength Penalty (Full Strength Bonus for Off-Hand Weapon)

Anime Master (Specialized for Long Swords, makes Long Sword a Light Weapon for purposes of Dual Wielding)