

# Psychic Coordinator

NAME		PLAYERNAME		DEITY		LAWFUL GOOD	
d12E1 d6E4		Fedyra		5' 9"		ALIGNMENT	
CLASS		RACE		HEIGHT		VISION	
5		136		Blue		0	
Character Level		AGE		EYES		POINTS	
NEXT LEVEL		GENDER		HAIR			
10000		Medium		95 lbs.			
EXPERIENCE		SIZE		WEIGHT			
15000		Male		Russet Brown,			

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	12	+1	12	+1	12	+1	<b>HP</b> hit points	45					Walk 30 ft.					
<b>DEX</b> Dexterity	14	+2	14	+2	14	+2	<b>AC</b> armor class	18	16	14	10	4	0	2	0	0	0	2
<b>CON</b> Constitution	12	+1	12	+1	12	+1	TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	MISC
<b>INT</b> Intelligence	19	+4	19	+4	19	+4	<b>INITIATIVE</b> modifier		+2	+2	+0							
<b>WIS</b> Wisdom	15	+2	15	+2	15	+2	<b>BASE ATTACK</b> bonus		+3									
<b>CHA</b> Charisma	18	+4	18	+4	18	+4												

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	8/4
✓ Acrobatics	DEX	13	= 2 + 8.0 + 3		
✓ Appraise	INT	7	= 4 + + 3		
✓ Athletics	STR	4	= 1 + + 3		
✓ Athletics (Jump)	STR	4	= 1 + 1.0 + 2		
✓ Craft (Untrained)	INT	7	= 4 + + 3		
✓ Deception	CHA	15	= 4 + 8.0 + 3		
✓ Endurance	CON	4	= 1 + + 3		
✓ Gather Information	CHA	7	= 4 + + 3		
✓ Heal	WIS	5	= 2 + + 3		
✓ Martial Arts		11	= 0 + 8.0 + 3		
✓ Perception	WIS	13	= 2 + 8.0 + 3		
✓ Persuasion	CHA	7	= 4 + + 3		
✗ Psychic (Apport)	INT	15	= 4 + 8.0 + 3		
✓ ✗ Psychic (Psychic Sense)	WIS	5	= 2 + + 3		
✓ ✗ Psychic (Psychic Shield)	WIS	5	= 2 + + 3		
✗ Psychic (Telekinetic Blast)	INT	15	= 4 + 8.0 + 3		
✗ Psychic (Telekinetic Shield)	INT	18	= 4 + 8.0 + 6		
✓ Ride	DEX	5	= 2 + + 3		
✓ Sense Motive	WIS	9	= 2 + 4.0 + 3		
✓ Stealth	DEX	9	= 2 + 4.0 + 3		
✓ Survival	WIS	5	= 2 + + 3		
Survival (Find or follow tracks)	WIS	7	= 2 + 1.0 + 4		
✓ Thievery	DEX	5	= 2 + + 3		
✓ Use Rope	DEX	5	= 2 + + 3		
			= + +		
			= + +		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+6	= +2	+1	+2	+1	+0		
<b>REFLEX</b> (dexterity)	+7	= +2	+2	+2	+1	+0		
<b>WILL</b> (wisdom)	+9	= +4	+2	+2	+1	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+7	= +3	+1	+0	+3	+0	
<b>RANGED</b> attack bonus	+8	= +3	+2	+0	+3	+0	
<b>GRAPPLE</b> attack bonus	+7	= +3	+1	+0	+3	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+7	1d3+3	20/x2	5 ft.
Spirit Weapon - Ranged	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	RANGE
	+13	1d8+2	20/x3	100

\*: 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 Chain Shirt	Light	+4	+6	+0	5
30hp/inch and 15 hardness					

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
<b>Cloak of Resistance +2</b>	Equipped	1	1.0	4000.0
Mithral Chain Shirt	Equipped	1	6.0	2250.0
30hp/inch and 15 hardness				
<b>Necklace of Fireballs III</b>	Equipped	1	0.0	4350.0
<b>Potion of Cure Serious Wounds</b>	Carried	6	0.0	750.0
□□□□□ □			(0.0)	(4500.0)
TOTAL WEIGHT CARRIED/VALUE			7 lbs.	15100.0 gp

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

Special Attacks	
<b>Imbuement</b>	<b>[Eclipse, p.53]</b>
Once taken, the user defines this for a specific weapon type or for unarmed attacks. Weapons gain a +(level/4) enhancement bonus to hit and damage. This does not stack with a magic weapon's bonuses.	
<b>Warcraft</b>	<b>[Eclipse, p.10]</b>
+3 BAB	

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

+7/+2+7/+2

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

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

LANGUAGES
Auran, Draconic, Elven, Giant, Orc, Sylvan

TEMPLATES
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Recurring Bonuses		Eclipse Abilities	
<b>Duties</b>	[Eclipse, p.17]	<b>Adept (Psychic (Apport), Psychic (Telekinetic Shield), Psychic (Telekinetic Blast), Perception)</b>	[Eclipse, p.24]
( +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.		(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.	
<b>Fast Learner/ Specialized for increased effect (Specialized for Hit Die)</b>	[Eclipse, p.17]	<b>Bonus Uses +2</b>	[Eclipse, p.22]
( +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.		( +3 CP). Bonus Uses increases the number of times the user may indulge in a times-per-day (or other appropriate period) ability by +2. At GMO, the character may add a relevant attribute modifier to the number of uses instead. Bonus Uses may be purchased repeatedly.	
DISADVANTAGES		<b>Combat Coordination</b>	[Is This It]
<b>Accursed (Uniquely striking appearance)</b>	[Is This It]	Awareness with Flankless, (12 CP), Specialized Blessing with the Group modifier (6 CP), to that no one can be effectively flanked while he or she is coordinating the group. Corrupted only for the group.	
<b>Dependent (Power Source)</b>	[Is This It]	<b>Deep Sleep</b>	[Eclipse, p.30]
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.		Many ascetics study meditation and mysticism. In d20, these skills are as useful as any. With Deep Sleep, a character gains the benefits of a full night's rest in only four hours and may ignore minor (up to 15 minutes total) interruptions in that interval.	
<b>Hunted (Ancient Enemy)</b>	[Eclipse, p.19]	<b>Fedyra Racial / Bronze ~ Renaissance Man</b>	[Is This It]
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.		( +2 Competence Bonus to all skills)	
<b>Obligations (Must participate in Cultural Rituals)</b>	[Is This It]	<b>Fedyra Racial / Damage Reduction</b>	[Is This It]
If they fail to do so, they will - once again - lose access to their fey ancestry package.		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>Valuable</b>	[Eclipse, p.20]	<b>Fedyra Racial / Dryad</b>	[Is This It]
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.		Weapon Mastery/+2 Competence Bonus to BAB with Bows (Unlimited Use, L1 at CL1, Personal-Only, 1400 GP), Speak with Animals (Unlimited Use, L1 at CL1, 2000 GP), Speak with Normal Plants (Unlimited Use, L1 at CL1, 2000 GP), Charm Person 1/Day (400 GP), Hypnosis 1/Day (400 GP), and Goodberry 1/Day (400 GP).	
<b>Vows (To aid your group to the best of your ability)</b>	[Eclipse, p.20]	<b>Fedyra Racial / Inherent Spell ~ Elemental Bolt</b>	[Is This It]
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.		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>Healing Touch</b>	[Eclipse, p.33]
		(6 CP). Healing Touch allows characters to heal themselves or another by touch for ([Cha Mod] x [character level]) points per day. The healing may be split up rather than used all at once.	
		<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>Luck</b>	[Eclipse, p.36]
		A lucky character may either "Take 20" in advance, without taking extra time and whether or not this would usually be allowed, or reroll after the primary roll once per day. Most characters also get Bonus Uses.	
		<b>Mindsight</b>	[Eclipse, p.37]
		(6 CP). You gain the ability to send and receive thoughts with willing (or at least not unwilling) targets within a 60' radius	
		<b>Mindsight ~ Mindlink</b>	[Eclipse, p.37]
		( +3 CP) allows you to maintain a contact with a single target no matter how long the range becomes. You may maintain one additional link at a time per +1 CP and may designate specific targets which you can establish a link with at any range per +1 CP each (yes, if they die, you can get in touch with their spirits). Unfortunately, such targets cannot be changed after being selected.	
		<b>Occult Sense (Status)</b>	[Is This It]
		knows the location and status of other group members (anyone he's spent a few hours with recently) as long as they're within a 60' radius (6 CP)	
		<b>Occult Skill ~ Psychic Ability</b>	[Is This It]
		You have the potential to acquire psychic feats and skills.	
		<b>Occult Skill ~ Psychic Ability ~ Psychokinesis</b>	[Is This It]
		You have the potential to learn psychokinesis skills.	
		<b>Occult Skill ~ Psychic Ability ~ Psychoportation</b>	[Is This It]
		You have the potential to learn psychoportation skills.	
		<b>Psychic Coordinator</b>	[Is This It]
		Assistant (Aid Another actions provide a +4 bonus to skills, attacks, and checks, 6 CP), Reflex Training (Aid Another is a free action once per turn, 6 CP), with Doubled Radius Blessing (Up to [Charisma+2] additional characters, corrupted: previous two abilities only, 12 CP). All Specialized: Only works for 2d4 rounds after he takes a	

round out to give directions. 12 CP total.

**Reflex Training** [Is This It]

3 actions per day variant, only for defensive actions, only for a particular ability (2 CP) + Inherent Spell with +2 Bonus Uses ("Telekinetic Barrier", protects an area from- say - 30 points of damage from a particular attack). Can thus blunt area effect attacks on the group

**Skill Focus +3 (Psychic (Telekinetic Shield))** [Eclipse, p.44]

+3 bonus to any single skill. Skill Focus stacks with Skill Emphasis.

**Spirit Weapon (Ranged) (Longbow)** [Eclipse, p.55]

(9 CP). With Spirit Weapon, the character may manifest a personal-use weapon which does subdual or lethal damage. The character picks either subdual or physical, not both, and the user also chooses slashing, piercing, crushing, a magical energy type, or a non-magical energy for the damage type. Most characters who take this also purchase Imbuement (page 53). The weapon may be any the user is proficient with including unarmed strikes. Unarmed strikes bought with the Spirit Weapon power are considered armed attacks. Spirit Weapon damage may be upgraded as per Martial Arts., Damage dealt 0d0

**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.

**Mind Like Moon** [Eclipse, p.81]

You reflexively come on guard when attacked. With a DC 15 Reflex save, you avoid being surprised or flat-footed at the beginning of combat.

**Weapon Kata** [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	Speak with Animals		None	Standard Action	1 minute/level	Personal	V,S	No	Divination	PHB: p.281
<i>Effect:</i> You can communicate with animals.						<i>Target:</i> You			<i>Caster Level:</i> 1	
At Will	Speak with Normal Plants		None	Standard Action	1 minute/level	Personal	V,S	No	Divination	PHB: p.282
<i>Effect:</i> You can talk to normal plants and plant creatures.						<i>Target:</i> You			<i>Caster Level:</i> 1	
<input type="checkbox"/>	Charm Person	15	Will negates	Standard Action	1 hour/level	Close (25 ft.)	V,S	Yes	Enchantment (Charm) [Mind-Affecting]	PHB: p.209
<i>Effect:</i> Makes one person your friend.						<i>Target:</i> One humanoid creature			<i>Caster Level:</i> 1	
<input type="checkbox"/>	Hypnotism	15	Will negates	1 round	2d4 rounds [D]	Close (25 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.242
<i>Effect:</i> Fascinates 2d4 HD of creatures.						<i>Target:</i> Several living creatures, no two of which may be more than 30 ft. apart			<i>Caster Level:</i> 1	
<input type="checkbox"/>	Goodberry		None	Standard Action	1 day/level	Touch	V,S, DF	Yes	Transmutation	PHB: p.237
<i>Effect:</i> 2d4 berries each cure 1 hp [max 8 hp/24 hours].						<i>Target:</i> 2d4 fresh berries touched			<i>Caster Level:</i> 1	

\* =Domain/Speciality Spell

## Notes:

Character Sheet Notes: