

Ellasandra Du-ve

CHARACTER NAME

d20E 1, d8E 1

CLASS

2

1000 / 3000

Character Level

EXP / NEXT LEVEL

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

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+3	= +2	+ +0	+ +0	+ +1	+ +0		
REFLEX (dexterity)	+3	= +1	+ +1	+ +0	+ +1	+ +0		
WILL (wisdom)	+4	= +0	+ +3	+ +0	+ +1	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+1	= +4	+ +0	+ +0	+ -3	+ +0	
RANGED attack bonus	+2	= +4	+ +1	+ +0	+ -3	+ +0	
GRAPPLE attack bonus	+1	= +4	+ +0	+ +0	+ -3	+ +0	

*Produce Flame	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	F	M	20/x2	120 ft.
TOTAL ATTACK BONUS	DAMAGE				
+5	1d6+1				
Special Properties	Produce Flame Spell - Deals 1d6+1 damage melee touch attack or ranged touch attack.				

*: 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
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Bekah

PLAYER NAME

Elf (Grey)

Medium

5' 0"

RACE

SIZE

HEIGHT

140

Female

Blue

AGE

GENDER

EYES

HP	32	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED			
hit points														Walk 30 ft.			
AC	15	14	11	10	4	0	1	0	0	0	0	0	0		0	+0	0
armor class	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	REFLEC-TION	DODGE	MISC		MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST

INITIATIVE	+1	= +1	+ +0
modifier	TOTAL	DEX MODIFIER	MISC MODIFIER
BASE ATTACK	+4		
bonus			

None

REGION

Neutral Good

ALIGNMENT

94 lbs.

WEIGHT

Low-light

VISION

Blond, Braided

HAIR

POINTS

TOTAL SKILLPOINTS: 27		SKILLS		MAX RANKS: 5/2.5		
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓ Acrobatics	DEX	2	=	1	+ 1	
✓ Appraise	INT	4	=	3	+ 1	
✓ Athletics	STR	6	=	0	+ 5	+ 1
✓ Craft (Untrained)	INT	3	=	3		
✓ Deception	CHA	3	=	2	+ 1	
✓ Endurance	CON	1	=	0	+ 1	
✓ Gather Information	CHA	3	=	2	+ 1	
✓ Handle Animal	CHA	4	=	2	+ 1	+ 1
✓ Heal	WIS	4	=	3	+ 1	
✓ Insight	WIS	4	=	3	+ 1	
Knowledge (Local)	INT	5	=	3	+ 1	+ 1
Knowledge (Nature)	INT	7	=	3	+ 1	+ 3
✓ Perception	WIS	4	=	3	+ 1	
✓ Persuasion	CHA	3	=	2	+ 1	
Profession (Farmer)	WIS	5	=	3	+ 1	+ 1
✓ Ride	DEX	2	=	1	+ 1	
✓ Stealth	DEX	7	=	1	+ 5	+ 1
✓ Survival	WIS	9	=	3	+ 5	+ 1
✓ Thievery	DEX	2	=	1	+ 1	
✓ Use Rope	DEX	2	=	1	+ 1	
			=		+	+
			=		+	+
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.						

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Produce Flame	Equipped	1	0.0	0.0
Produce Flame Spell - Deals 1d6+1 damage melee touch attack or ranged touch attack.				
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp

WEIGHT ALLOWANCE					
Light 33		Medium 66		Heavy 100	
Lift over head 100		Lift off ground 200		Push / Drag 500	

LANGUAGES	
Common, Elven	

Special Attacks	
Warcraft +0 BAB	[Eclipse, p.10]
Warcraft / +1 to Weapon, with bab (Unarmed Strike, Unarmed Strike, Unarmed Strike)	[Eclipse, p.10]

Special Qualities	
Death and Dying Disabled 0 HP till -0, Dying -1 and Dead -11	[Eclipse]
Immunity to magic sleep effects	[PHB, p.16]
+2 racial saving throw bonus against enchantment spells or effects	[PHB, p.16]
Merely passing within 5 feet of a secret or concealed door entitles you to a Search check to notice it as if you were actively looking for it	[PHB, p.16]
Weapon Proficiency (All Simple Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple weapons.	

Recurring Bonuses	
Fast Learner (Focused on Skills /Human) (Child)	[Eclipse, p.17]
+2 CP towards Skills per level. [+8 total Skill Points Granted].	

DISADVANTAGES	
Obligations (To the Royal Family)	[Eclipse, p.19]
You have the listed obligations.	
Valuable	[Eclipse, p.20]
You have value to others.	
Vengeful	[Eclipse]
Melinissa is rather obsessive about eliminating bandits, raiders, and people (especially humanoids) who attack small villages.	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 94, Bonus Feats have added 12 CP, Disadvantages have added 10 CP, HD 8 deducts 4 CP, HD 20 deducts 16 CP	
Innate Enchantment / Dancing Lights 1/day	[Eclipse]
(at will, 1000 GP),	
Innate Enchantment / Force Armor I	[Eclipse]
[At Will] As Armor Spell, grants +4 Armor AC.	
Innate Enchantment / Inspiring Word	[Eclipse]
provides a +1 Morale Bonus on saves, attacks, checks, and damage (Unlimited Use-Activated, L1 at CL1, Personal Only, 1400 GP).	
Innate Enchantment / Produce Flame	[Eclipse]
1d6 damage +1/ level, touch or thrown.	
Spirit Child	[Eclipse]
Melinissa is a spirit, and remains a spirit even when embodied in an animal host. Thus she can see and communicate with spirits - and will return as soon as she finds another suitable body if her host is slain, as long as the sacred grove that anchors her spirit to the land survives. On the other hand, she's vulnerable to exorcisms, can be detected as an unnatural spirit, and will lose these powers if she is ever returned to true life as a human being. Thus these three powers are all Corrupted for reduced cost.	
Returning	[Eclipse]
(4 CP). As a form of haunt, Melinissa can only be prevented from returning to "life" by finding the sacred grove that anchors her spirit to the land and destroying it.	
Occult Sense/Spirit Sight	[Eclipse]
(4 CP). As a spirit, Melinissa can easily see other spirits.	
Mindspeech with Spirit Speech	[Eclipse]
Specialized/only for communication with Spirits (4 CP).	
Spirit Not Flesh	[Eclipse]
Shapeshift with Attribute Modifiers and +4 Bonus Uses (12 CP). Melinissa can now override her "hosts" natural form to take the take the forms of normal animals of up to three hit dice. Sadly, she's still limited to taking the forms of animals that frequent the sacred grove - and it doesn't have an ocean nearby and is a temperate woodlands. Ergo, no penguins, seals, crocodiles, or other exotic forms. That's Corrupted for reduced cost.	
Indomitable Will to Live	[Eclipse]
Grant of Aid with +4 Bonus Uses, with the Bonus Uses specialized in hit points only for double effect (8 bonus uses and 12 CP total). Flesh is of little importance to a spirit, so it is easy enough for Melinissa to channel otherworldly energies into her current host to repair it on the fly.	
Fey Training / Innate Enchantment	[Eclipse]
(6 CP, for an effective value of up to 5000 GP). Her effects include Etheric Shield (Mage Armor, 1400), Spirit Fire (Produce Flame, 2000), Unquenched Spirit (Inspiring Word, +1 to attacks, saves, checks, and damage, 1400), and Dancing Lights (1/Day, 200).	
Fey Training / Immunity to the XP cost for Innate Enchantments	[Eclipse]
(Uncommon, Minor, Trivial, only covers L0 and L1 effects, 2 CP).	

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

TEMPLATES	
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Notes:

Animal Forms:

Melinissa's favorite combat-forms are:

Black Bear (for maximum raw strength and intimidation).

Str 22 (+6), Dex 16 (+3), and Con 20 (+5).

Move 40, Initiative +3, AC 19, Hit Points 47.

Fortitude +8, Reflex +5, and Will +2.

Attack: Claw, +11, 1d4+7, Crit 20/x2.

Full Attack: Claw +11/+11, 1d4+7, Crit 20/x2, Bite +6, 1d6+4, Crit 20/x2.

+4 to Swim. Scent and Low-Light Vision.

Leopard (for maximum armor class, agility, and stealth).

Str 20 (+5), Dex 22 (+6), Con 20 (+5).

Move 40, Climb 20, Initiative +6, AC 21, Hit Points 47.

Fortitude +8, Reflex +8, and Will +2.

Attack: Bite +10, 1d6+6, Crit 20/x2. May use Improved Grab if a bite attack hits.

Full Attack: Bite +10, 1d6+6, Crit 20/x2, Claw +5/+5, 1d3+3, Crit 20/x2. If both claws hit, she gets two more free claw attacks as a rake. Also gets full attacks on a charge.

Balance, Climb, and Jump +8, Hide and Move Silently +4. The Hide bonus improves to +8 in areas of tall grass or heavy undergrowth. Scent and Low-Light Vision.

Some Net Skills: Balance +14, Climb +19, Hide +16 (+20 in tall grass or heavy undergrowth), Move Silently +11, and Jump +14. This is, of course, Melinissa's favorite form for sneaking around.

Wolverine (for maximum durability and tunneling).

Str 18 (+4), Dex 18 (+4), Con 24 (+7).

Move 30, Burrow 10, Climb 10, Initiative +4, AC 20, Hit Points 53.

Fortitude +10, Reflex +6, and Will +2.

Attack: Claw +9, 1d4+5, Crit 20/x2.

Full Attack: Claw +9/+9, 1d4+5, Crit 20/x2, Bite +4, 1d6+3, Crit 20/x2.

Climb +8. Scent and Low-Light Vision.

If Melinissa is injured in combat in her wolverine form, she will fly into a rage – not stopping until either she or her opponent is dead.

Raging Wolverine:

Str 22 (+6), Dex 18 (+4), Con 28 (+9),

Move 30, Burrow 10, Climb 10, Initiative +4, AC 18, Hit Points 59.

Fortitude +12, Reflex +6, and Will +2

Attack: Claw +11, 1d4+7, Crit 20/x2.

Full Attack: Claw +11/+11, 1d4+7, Crit 20/x2, Bite +6, 1d6+4, Crit 20/x2.

Climb +8. Scent and Low-Light Vision.