

# The Two Handed Warrior

NAME d20E1 d12E4		10000		PLAYERNAME Fedyra		Medium		DEITY		5' 8"		180 lbs.		Chaotic Good	
CLASS		EXPERIENCE		RACE		SIZE		HEIGHT		WEIGHT		VISION		ALIGNMENT	
5		15000		130		Male		Hazel		Golden Wheat,		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	21	+5	21	+5	21	+5	<b>HP</b> hit points	88			5/-		Walk 50 ft., %list 30 ft.						
<b>DEX</b> Dexterity	14	+2	14	+2	14	+2	<b>AC</b> armor class	20	18	14	10	5	0	2	0	2	5	+0	0
<b>CON</b> Constitution	17	+3	17	+3	17	+3	TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	MISC	MISS CHANCE

<b>INT</b> Intelligence	14	+2	14	+2	14	+2	<b>INITIATIVE</b> modifier		+4	=	+2	+2	TOTAL		DEX MODIFIER	MISC MODIFIER	<b>SKILLS</b>			
<b>WIS</b> Wisdom	12	+1	12	+1	12	+1	<b>BASE ATTACK</b> bonus		+6/+1											
<b>CHA</b> Charisma	14	+2	14	+2	14	+2														

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers	
<b>FORTITUDE</b> (constitution)	+6	=	+2	+3	+0	+1	+0		
<b>REFLEX</b> (dexterity)	+4	=	+1	+2	+0	+1	+0		
<b>WILL</b> (wisdom)	+4	=	+2	+1	+0	+1	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+11	=	+6	+5	+0	+0	
<b>RANGED</b> attack bonus	+8	=	+6	+2	+0	+0	
<b>GRAPPLE</b> attack bonus	+11	=	+6	+5	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+11/+11	1d3+7	20/x2	5 ft.

*Greatsword (Large)		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	S	M	19-20/x2	5 ft.
To Hit	Dam	To Hit		Dam		
2H	+15/+15	3d6+10	2W-OH	N/A	N/A	
Special Properties		(Greatsword)				

\*: 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	Light	+5	+7	+0	5
30hp/inch and 15 hardness					

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	8/4	MISC MODIFIER
✓ Acrobatics	DEX	3	=	2	+	+ 1
✓ Appraise	INT	3	=	2	+	+ 1
✓ Athletics	STR	9	=	5	+	+ 3.0 + 1
✓ Athletics (Jump)	STR	17	=	5	+	+ 3.0 + 9
✓ Craft (Untrained)	INT	3	=	2	+	+ 1
✓ Deception	CHA	3	=	2	+	+ 1
✓ Endurance	CON	4	=	3	+	+ 1
✓ Gather Information	CHA	3	=	2	+	+ 1
✓ Heal	WIS	7	=	1	+	+ 5.0 + 1
✓ Martial Arts		9	=	0	+	+ 8.0 + 1
✓ Perception	WIS	7	=	1	+	+ 5.0 + 1
✓ Persuasion	CHA	3	=	2	+	+ 1
✓ Ride	DEX	3	=	2	+	+ 1
✓ Sense Motive	WIS	2	=	1	+	+ 1
✓ Stealth	DEX	3	=	2	+	+ 1
✓ Survival	WIS	7	=	1	+	+ 5.0 + 1
Survival (Find or follow tracks)	WIS	9	=	1	+	+ 5.0 + 3
✓ Thievery	DEX	3	=	2	+	+ 1
✓ Use Rope	DEX	3	=	2	+	+ 1
			=	+	+	
			=	+	+	

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
<b>Greatsword (Large)</b> (Greatsword)	Equipped	1	16.0	8350.0
<b>Mithral Breastplate</b> 30hp/inch and 15 hardness	Equipped	1	7.5	5650.0
TOTAL WEIGHT CARRIED/VALUE			23.5 lbs.	14000.0 gp

WEIGHT ALLOWANCE					
Light	153	Medium	306	Heavy	460
Lift over head	460	Lift off ground	920	Push / Drag	2300

Special Attacks	
<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)</b> (Greatsword) 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]

PROFICIENCIES
Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Greatsword, Halbspear, 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

LANGUAGES
Draconic, Elven, Sylvan, Terran


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

<div>Recurring Bonuses</div> <div> <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. </div> <div> <b>Fast Learner/ Specialized for increased effect (HD)</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. </div>	<div>Eclipse Abilities</div> <div> <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. </div> <div> <b>Berserker</b> [Eclipse, p.25]  (6 CP). The Berserker ability grants extreme but short-lived bonuses. The user normally gains +4 to two attributes, +2 to a saving throw or AC, and -2 to another attribute, save, or AC for (3+Con Mod) rounds 1/day. The user gains another berserk session per day per 3 character levels or part thereof. The user becomes fatigued after using Berserker. GM's should note that the character may not generally do anything else but a specified, focused task or similar stunt. For the classic barbarian rage, the character can do little except immediate, physical skills and tasks, mostly meaning combat. Note that the guidelines on where the bonuses should go are not meant as absolute rules; let a character pick something appropriate. AC, damage bonuses, to-hit bonuses, Caster Level, or even turning might all be acceptable choices depending on the character. The bonuses must simply total +8 (the character may apply a -2 penalty somewhere to add an additional +2). </div> <div> <b>Berserker - Odinpowers</b> [Eclipse, p.26]  (+3 CP) usually increases the bonuses to +6, +6 and +3 respectively. The total increases to +13. </div> <div> <b>Bonus Uses +4</b> [Eclipse, p.22]  (+6 CP). Bonus Uses increases the number of times the user may indulge in a times-per-day (or other appropriate period) ability by +4. At GMO, the character may add a relevant attribute modifier to the number of uses instead. Bonus Uses may be purchased repeatedly. </div> <div> <b>Celerity (Walk)</b> [Eclipse, p.27]  (6 CP). Celerity adds +10 feet per round to one of your movement modes. This is considered bonus movement for the purposes of skills; it does not apply when calculating movement penalties on skill use. </div> <div> <b>Celerity / Improved</b> [Eclipse, p.27]  adds +10' more movement per 3 CP invested. </div> <div> <b>Damage Reduction 5/- (Specialized for Physical Only (6CP))</b> [Eclipse, p.29]  This applies to all damage sources, including magical and energy-based attacks. Characters commonly specialize it by applying it only towards physical attacks, energy attacks, magical attacks, or another GM-approved specialty. The Corrupted modifier can be added by leaving an additional common "hole" in your defenses. For example, silver weaponry or fire spells would apply to physical reduction or magic defenses, respectively. ! You may take this ability multiple times. Each time, you add another type of damage reduction. </div> <div> <b>Expertise</b> [Eclipse, p.32]  (6 CP). A character with Expertise selects two related abilities, attributes, or other scores. He or she may reduce one of the selected abilities' bonuses at any time by up to -5 to add a equal amount to the other bonus. Usually, characters take this for Warcraft (BAB) and AC or damage, but many other combinations exist. </div> <div> <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). </div> <div> <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). </div> <div> <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). </div> <div> <b>Fedyra Racial / Silver ~ Touch</b> [Is This It]  Electricity Touch, deals 1d6 electrical damage, as per shocking grasp. </div> <div> <b>Grant of Aid</b> [Eclipse, p.32]  (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. </div> <div> <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. </div> <div> <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). </div> <div> <b>Improved Initiative</b> [Eclipse, p.53]  The character gains +2 to Initiative per 3 CP invested, up to a maximum +8 bonus. </div> <div> <b>Innate Enchantment</b> [Is This It]  (8000 GP total value, 9 CP, all abilities Use-Activated). </div> <div> <b>Innate Enchantment / Enhanced Attribute (+2 Charisma)</b> [Is This It]  (Unlimited Use, L1 at CL1, Personal-Only, 1400 GP) </div> <div> <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). </div> <div> <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. </div> <div> <b>Lunge</b> [Eclipse, p.53]  (6 CP). Add +5 feet to your effective reach. Creatures with tentacles, stretching </div>
<div>DISADVANTAGES</div> <div> <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. </div> <div> <b>Compulsive (Confronts Challenges)</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. </div> <div> <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. </div> <div> <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. </div> <div> <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. </div> <div> <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. </div>	

powers, or very long limbs may take this more than once.	
<b>Stoic</b>	<b>[Eclipse, p.45]</b>
(6 CP). Characters with Stoic are not subject to death by massive damage and may make a Fortitude save (DC 15) each round to self-stabilize if below 0 HP.	
<b>Stoic / Improved</b>	<b>[Eclipse, p.45]</b>
(+6 CP) allows a character to survive until he or she reaches -30 hit points, although he or she still loses consciousness at 0 hit points.	
<b>Stoic / Ferocity</b>	<b>[Eclipse, p.45]</b>
(+3 CP) allows characters to act normally while at negative HP (but not while dead) until after the battle.	

Martial Arts	
<b>Attack</b>	<b>[Eclipse, p.81]</b>
You get a +1 bonus on rolls to Attack, Throw, Grapple, and Trip opponents.	
<b>Defenses (2x)</b>	<b>[Eclipse, p.81]</b>
You gain +1 bonus to AC when you are unarmored or lightly armored.	
<b>Reach</b>	<b>[Eclipse, p.81]</b>
You add 5' to your Reach in combat. This usually represents lunging and darting in and out, but could be a mystical ability.	
<b>Weapon Kata</b>	<b>[Eclipse, p.81]</b>
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										

## Notes:

### Character Sheet Notes:

Fast Learner (Specialized for HD)

Damage Reduction (5/- Specialized for Physical Only)

Expertise (BAB for To Hit)

Celerity w/ Improved (Walk)

Warcraft (Weapon Focus +2 with Greatsword)

Grant of Aid (Specialized for HP only) w/ Bonus Uses +4