

The Scout

NAME

d12E1 d6E4

CLASS

5

Character Level

NEXT LEVEL

10000

EXPERIENCE

15000

PLAYERNAME

Fedyra

RACE

135

AGE

GENDER

Medium

Male

DEITY

5' 9"

HEIGHT

123 lbs.

WEIGHT

Bronze

EYES

HAIR

Dirty Blond,

ALIGNMENT

Chaotic Good

VISION

0

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	48	WOUNDS/CURRENT HP			SUBDUAL DAMAGE			DAMAGE REDUCTION			SPEED														
STR	14	+2	14	+2	14	+2	hit points											Walk 60 ft., %list 30 ft.														
DEX	21	+5	21	+5	21	+5	AC	21	:	16	:	17	=	10	+	4	+	0	+	5	+	0	+	0	+	0	+	2		0	+0	0
CON	12	+1	12	+1	12	+1	armor class	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLC-TION	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST										

INT	17	+3	17	+3	17	+3	INITIATIVE	+5	=	+5	+	+0	
WIS	14	+2	14	+2	14	+2	modifier	TOTAL	DEX MODIFIER	MISC MODIFIER			
CHA	14	+2	14	+2	14	+2	BASE ATTACK	+2			bonus		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers						
FORTITUDE	+6	=	+2	+	+1	+	+2	+	+1	+	+0	+		
REFLEX	+10	=	+2	+	+5	+	+2	+	+1	+	+0	+		
WILL	+6	=	+1	+	+2	+	+2	+	+1	+	+0	+		

MELEE	+5	=	+2	+	+2	+	+0	+	+1	+	+0	+		
RANGED	+8	=	+2	+	+5	+	+0	+	+1	+	+0	+		
GRAPPLE	+5	=	+2	+	+2	+	+0	+	+1	+	+0	+		

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+5	1d3+4	20/x2	5 ft.

Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+5	1d4+4	2W-P-(OH)		1d4+4	
1H-O	+1	1d4+3	2W-P-(OL)		1d4+4	
2H	+5	1d4+4	2W-OH		1d4+3	
	10 ft.	20 ft.	30 ft.		40 ft.	
TH	+8	+6	+4		+2	
Dam	1d4+4	1d4+4	1d4+4		1d4+4	
Special Properties						

*Rapier +2		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	P	M	18-20/x2	5 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+7	1d6+5	2W-P-(OH)		1d6+5	
1H-O	+3	1d6+4	2W-P-(OL)		1d6+5	
2H	+7	1d6+5	2W-OH		1d6+4	
Special Properties						

\*: 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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SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	10/4
					RANKS	MISC MODIFIER
✓ Acrobatics	DEX	18	=	5	+10.0	+ 3
✓ Appraise	INT	6	=	3	+	+ 3
✓ Athletics	STR	13	=	2	+ 8.0	+ 3
✓ Athletics (Jump)	STR	25	=	2	+ 8.0	+ 15
✓ Craft (Untrained)	INT	6	=	3	+	+ 3
✓ Deception	CHA	15	=	2	+ 10.0	+ 3
✓ Endurance	CON	4	=	1	+	+ 3
✓ Gather Information	CHA	5	=	2	+	+ 3
✓ Heal	WIS	5	=	2	+	+ 3
✓ Martial Arts		13	=	0	+ 10.0	+ 3
✓ Perception	WIS	5	=	2	+	+ 3
✓ Persuasion	CHA	15	=	2	+ 10.0	+ 3
✓ Ride	DEX	8	=	5	+	+ 3
✓ Sense Motive	WIS	15	=	2	+ 10.0	+ 3
✓ Stealth	DEX	25	=	5	+ 10.0	+ 10
✓ Survival	WIS	15	=	2	+ 10.0	+ 3
✓ Thievery	DEX	18	=	5	+ 10.0	+ 3
✓ Use Rope	DEX	8	=	5	+	+ 3
			=	+		+
			=	+		+

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
<b>Bag of Holding (Type 1)</b> 0 lbs., 4 Potion of Cure Serious Wounds, 1 Feather Token (Tree)	Equipped	1	15.0	2500.0
<b>Cloak of Resistance +2</b>	Equipped	1	1.0	4000.0
Dagger	Carried	1	1.0	2.0
<b>Feather Token (Tree)</b> □	Bag of Holding (Type 1)	1	0.0	400.0
<b>Potion of Cure Serious Wounds</b> □□□□	Bag of Holding (Type 1)	4	0.0 (0.0)	750.0 (3000.0)
<b>Rapier +2</b>	Equipped	1	2.0	8320.0
TOTAL WEIGHT CARRIED/VALUE			19 lbs.	18222.0 gp

WEIGHT ALLOWANCE					
Light 58		Medium 116		Heavy 175	
Lift over head 175		Lift off ground 350		Push / Drag 875	

Special Attacks	
<b>Augment Attack (Sneak Damage d6) (9x)</b> Sneak attack +3d6	[Eclipse, p.50]
<b>Warcraft</b> +2 BAB	[Eclipse, p.10]

Special Qualities	
<b>Resistance To Acid (Ex)</b> You may ignore 10 points of Acid damage each time you take Acid damage	[MM]
<b>Weapon Proficiency (All Simple Weapons)</b> Grants Proficiency with all simple weapons.	[Eclipse, p.49]
<b>Weapon Proficiency (One Martial Weapon) (Rapier)</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]

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

LANGUAGES
Draconic, Goblin, Orc, Sylvan, Tradetongue

TEMPLATES
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<div> <div>Recurring Bonuses</div> <div> <div>Duties</div> <div>[Eclipse, p.17]</div> <div>(+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>Fast Learner/ Specialized for increased effect</div> <div>[Eclipse, p.17]</div> <div>(Increased HD)</div> <div>(+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> </div>	
<div> <div>DISADVANTAGES</div> <div> <div>Accursed (Uniquely striking appearance)</div> <div>[Is This It]</div> <div>Cannot effectively disguise themselves without actual masks and physical coverings, even their animal forms are easily uniquely identified by witnesses.</div> <div>Compulsive (Dedicated to restoring your people to your homeland)</div> <div>[Eclipse, p.18]</div> <div>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>Dependent (Power Source)</div> <div>[Is This It]</div> <div>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>Hunted (Ancient Enemy)</div> <div>[Eclipse, p.19]</div> <div>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>Obligations (Must participate in Cultural Rituals)</div> <div>[Is This It]</div> <div>If they fail to do so, they will - once again - lose access to their fey ancestry package.</div> <div>Valuable</div> <div>[Eclipse, p.20]</div> <div>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> </div> </div>	
<div> <div>Eclipse Abilities</div> <div> <div>Adept (Acrobatics, Perception, Stealth, Thievery, Survival, Sense Motive, Persuasion, Martial Arts)</div> <div>[Eclipse, p.24]</div> <div>(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.</div> <div>Celerity (Walk)</div> <div>[Eclipse, p.27]</div> <div>(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>Celerity / Improved (6x)</div> <div>[Eclipse, p.27]</div> <div>adds +10' more movement per 3 CP invested.</div> <div>Companion</div> <div>[Eclipse, p.27]</div> <div>(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.</div> <div>Companion - Might</div> <div>[Eclipse, p.27]</div> <div>(+6 CP) allows you to grant your companion the benefits of two Positive Levels (see page 86) or of a continuously active second level spell or psychic effect.</div> <div>Doubled Damage (when striking by surprise, Specialized for Double Effect; only when striking from behind with a light weapon (the classic backstab))</div> <div>[Eclipse, p.51]</div> <div>(6 CP) The character must choose a very specific situation (this is difficult to Specialize further), in which he or she deals double damage from physical attacks. This situation must be so specific as to make the ability rare and difficult to use.</div> <div>Fedyra Racial / Bronze ~ Renaissance Man</div> <div>[Is This It]</div> <div>(+2 Competence Bonus to all skills)</div> <div>Fedyra Racial / Damage Reduction</div> <div>[Is This It]</div> <div>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>Fedyra Racial / Inherent Spell ~ Elemental Bolt</div> <div>[Is This It]</div> <div>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>Fedyra Racial / Naiad</div> <div>[Is This It]</div> <div>Obscuring Mist (Unlimited Use, L1 at CL1, 2000 GP), Sense Weather and Currents (Unlimited Use, L0 at CL1, 1000 GP), Acid Resistance 10 (Unlimited Use, L1 at CL1, Personal-Only, 1400 GP), Cure Light Wounds 3/Day (L1 at CL1, 1200 GP), Cure Minor Wounds 2/Day (L0 at CL1, 400 GP), and Create Water 3/Day (L0 at CL 1, 600 GP).</div> <div>Immunity / Living off the land</div> <div>[Is This It]</div> <div>Minor Immunity/"living off the land", needs less supplies to get along then other characters. That's not usually a problem, so Uncommon/Minor/Trivial (2 CP).</div> <div>Immunity (Fedyra Aging)</div> <div>[Is This It]</div> <div>(Uncommon, Major, Trivial, 2 CP). The Fedyra can expect to live for hundreds of years without serious aging problems.</div> <div>Immunity (XP cost of Innate Enchantments)</div> <div>[Is This It]</div> <div>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>Innate Enchantment</div> <div>[Is This It]</div> <div>(8000 GP total value, 9 CP, all abilities Use-Activated).</div> <div>Innate Enchantment / Detect Magic</div> <div>[Eclipse]</div> <div>(+700) At-will personal use at L1 caster level.</div> <div>Innate Enchantment / Enhanced Attribute (+2 Charisma)</div> <div>[Is This It]</div> <div>(Unlimited Use, L1 at CL1, Personal-Only, 1400 GP)</div> <div>Innate Enchantment / Enhanced Attribute (+2 Dexterity)</div> <div>[Eclipse]</div> <div>Innate Enchantment / Force Armor I</div> <div>[Eclipse]</div> <div>Innate Enchantment / Immortal Vigor I</div> <div>[Is This It]</div> <div>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>Innate Enchantment / Inspiring Word</div> <div>[Is This It]</div> <div>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>Innate Enchantment / Ranged Strike +2 ~ Personal</div> <div>[Eclipse]</div> <div>Ranged Strike. Allows the user to #fire# melee attacks with a 100' range increment, using the same statistics. (1400 GP)</div> <div>Journeyman (Skill)</div> <div>[Eclipse, p.35]</div> <div>A Journeyman may purchase some type of ability (often skills or spellcasting) as if he or she were one level higher, increasing the usual (Level + 3) cap.</div> <div>Master (Skill)</div> <div>[Eclipse, p.35]</div> <div>You may buy abilities of the chosen type as if you were two levels higher.</div> <div>Skill Emphasis (Stealth)</div> <div>[Eclipse, p.44]</div> <div>This grants a +2 bonus on any single skill.</div> <div>Skill Focus / Mastery (Stealth)</div> <div>[Eclipse, p.44]</div> <div>+1 to existing choices</div> </div> </div>	

<b>Skill Focus / Mastery x2 (Stealth)</b>	<b>[Eclipse, p.44]</b>
additional +1 to existing choices	
<b>Skill Focus +3 (Stealth)</b>	<b>[Eclipse, p.44]</b>
+3 bonus to any single skill. Skill Focus stacks with Skill Emphasis.	
<b>Special Mount</b>	<b>[Eclipse, p.27]</b>
You have a Special Mount companion	
<b>Traceless (Killing, Travel)</b>	<b>[Eclipse, p.47]</b>
(6 CP). Traceless characters leave no discernable traces of a particular type of activity. The user must choose a specific form. Common forms include - Travel means the character leaves no traces when moving about. The character leaves no footprints, disturbs no leaves, and breaks no twigs. Magic means the character leaves no aura behind and his or her magic does not leave a discernable trace. It does not help with enemies using direct divination or assessing his or her aura in person. Genetic means the character leaves no personal biological evidence, such as fingerprints or usable DNA. More exotic forms include Murder (the victim remains dead, but there is no discernable cause of death and no blood or other traces), Computer Hacking, Surgery, and many more. This may be taken multiple times, each time applying to another activity.	
<b>Track (Wilderness)</b>	<b>[Eclipse, p.47]</b>
(3 CP). Characters with this feat select Urban, Wilderness, or Dimensional tracking. Tracking requires a Survival (for wilderness) or Gather Information (for urban) check every mile to follow the target. This is DC 15 for favorable conditions, DC 20 for unfavorable ones. Size bonuses on Hide checks apply, and unfavorable lighting may inflict penalties. Dimensional tracking relies on Spellcraft and can trace Gates or teleportation and dimensional travel.	
<b>Weapon Proficiency/ Shadow</b>	<b>[Is This It]</b>
Traps & Psychological Warfare (specialized in rumor-spreading only, to cause morale penalties)	

Martial Arts	
<b>Defenses (2x)</b>	<b>[Eclipse, p.81]</b>
You gain +1 bonus to AC when you are unarmored or lightly armored.	
<b>Instant Stand</b>	<b>[Eclipse, p.81]</b>
You may stand up as a Free Action if unarmored or in light armor.	
<b>Mind Like Moon</b>	<b>[Eclipse, p.81]</b>
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.	
<b>Quick Draw</b>	<b>[Eclipse, p.82]</b>
See feat of same name	
<b>Synergy</b>	<b>[Eclipse, p.81]</b>
You gain +2 on any related skill. Each time this is taken it applies to a different skill. Common synergies include Tumble, Heal, and Move Silently, but others are possible.	
<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	Obscuring Mist		None	Standard Action	1 minute/level	20 ft.	V,S	No	Conjuration (Creation)	PHB: p.258
<i>Effect:</i> Fog surrounds you.						<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high		<i>Caster Level:</i> 1		
At Will	Sense Weather and Currents			Standard Action	10 minutes		V,S		Divination	Is This : null
<i>Effect:</i> You can determine with fair accuracy the future weather for the next 12 hours, and sense current direction.						<i>Target:</i>		<i>Caster Level:</i> 1		
□□□	Cure Light Wounds	10	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.215
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□	Create Water		None	Standard Action	Instantaneous	Close (25 ft.)	V,S	No	Conjuration (Creation) [Water]	PHB: p.215
<i>Effect:</i> Creates 2 gallons/level of pure water.						<i>Target:</i> Up to 2 gallons/level of water		<i>Caster Level:</i> 1		
□□	Cure Minor Wounds	10	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
<i>Effect:</i> Cures 1 point of damage.						<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
* =Domain/Speciality Spell										

## Innate

At Will Obscuring Mist (DC:)

At Will Sense Weather and  
Currents (DC:)

☐☐☐ Cure Light Wounds  
(DC:10)

☐☐☐ Create Water (DC:)

☐☐ Cure Minor Wounds  
(DC:10)

## Notes:

Character Sheet Notes: