

Orion Fowl

Character Name

d20E 1, d12E 5

CLASS

6 (6)

15000 / 21000

Character Level (CR)

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	8		-1		
DEX Dexterity	10		+0		
CON Constitution	13		+1		
INT Intelligence	20		+5		
WIS Wisdom	16		+3		
CHA Charisma	16		+3		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+4	= +2	+1	+0	+1	+0		
REFLEX (dexterity)	+5	= +4	+0	+0	+1	+0		
WILL (wisdom)	+10	= +6	+3	+0	+1	+0		

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

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+3	1d3-1	20/x2	5 ft.

*Dagger			HAND	TYPE	SIZE	CRITICAL	REACH
			Not Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam					
1H-P	+3	1d4-1	2W-P-(OH)		-3		1d4-1
1H-O	-1	1d4-1	2W-P-(OL)		-1		1d4-1
2H	+3	1d4-1	2W-OH		-5		1d4-1
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.		
TH	+3	+1	-1	-3	-5		
Dam	1d4-1	1d4-1	1d4-1	1d4-1	1d4-1		
Special Properties	The dagger is a common secondary weapon. You get a +2 bonus on Sleight of Hand checks made to conceal a dagger on your body (see the Sleight of Hand skill, page 81).						

*Quarterstaff			HAND	TYPE	SIZE	CRITICAL	REACH
			Both	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS			DAMAGE				
+4			1d6-1				
Special Properties	The quarterstaff is the favorite weapon of many characters, from travelers, peasants, and merchants to monks, rangers, and wizards.A quarterstaff is a double weapon. You can fight with it as if fighting with two weapons, but if you do,you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. You can also strike with either end singly, a fact that allows you to take full advantage ofopenings in your opponent's defenses. A creature wielding a quarterstaff in one hand can't use it as a double weapon - only one end of the weapon can be used in any given round. The quarterstaff is a special monk weapon. This designation gives a monk wielding a quarterstaff special options.						

\*: 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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Andrew

Player Name

Illan / Humanoid

RACE

19

Male

GENDER

AGE

HP  
hit points

76

WOUNDS/CURRENT HP

AC  
armor class

14

TOTAL

14

FLAT

10

TOUCH

10

BASE

4

ARMOR BONUS

0

SHIELD BONUS

0

STAT

0

SIZE

0

NATURAL ARMOR

0

REFLEC-TION

0

DODGE

0

Morale

0

Insight

0

Sacred

0

Profane

0

MISC

INITIATIVE  
modifier

+0

TOTAL

+0

DEX MODIFIER

+0

MISC MODIFIER

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

None

Region

5' 5" / 125 lbs.

HEIGHT / WEIGHT

Blonde

HAIR

None

Alignment

Normal

VISION

TOTAL SKILLPOINTS: 97		SKILLS		MAX RANKS: 9/4.5		
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	3	= 0	+ 3	
✓	Appraise	INT	10	= 5	+ 5	
✓	Athletics	STR	2	= -1	+ 3	
✓	Craft (Untrained)	INT	7	= 5	+ 2	
✓	Deception	CHA	8	= 3	+ 5	
✓	Deception (Act in character)	CHA	10	= 3	+ 7	
✓	Endurance	CON	4	= 1	+ 3	
✓	Gather Information	CHA	8	= 3	+ 5	
✓	Heal	WIS	8	= 3	+ 5	
✓	Insight	WIS	8	= 3	+ 5	
✓	Perception	WIS	16	= 3 + 8	+ 5	
✓	Persuasion	CHA	16	= 3 + 8	+ 5	
✗	Psychic (Apport)	INT	17	= 5 + 9	+ 3	
✗	Psychic (Blink Teleport)		12	= 0 + 9	+ 3	
✓ ✗	Psychic (Empathy)	WIS	6	= 3	+ 3	
✓ ✗	Psychic (Mental Contact)	CHA	17	= 3 + 9	+ 5	
✓ ✗	Psychic (Precognition)	WIS	15	= 3 + 9	+ 3	
✓ ✗	Psychic (Psychic Sense)	WIS	6	= 3	+ 3	
✓ ✗	Psychic (Psychic Shield)	WIS	8	= 3	+ 5	
✗	Psychic (Psychometry)	WIS	14	= 3 + 8	+ 3	
✗	Psychic (Sleep)	CHA	14	= 3 + 8	+ 3	
✗	Psychic (Telekinesis)	INT	17	= 5 + 9	+ 3	
✗	Psychic (Telekinetic Blast)	INT	17	= 5 + 9	+ 3	
✗	Psychic (Telekinetic Grip)	INT	17	= 5 + 9	+ 3	
✗	Psychic (Telekinetic Shield)	INT	17	= 5 + 9	+ 3	
✗	Psychic (Teleport)	INT	16	= 5 + 8	+ 3	
✓	Ride	DEX	3	= 0	+ 3	
✓	Stealth	DEX	11	= 0 + 8	+ 3	
✓	Survival	WIS	16	= 3 + 8	+ 5	
✓	Survival (Find or follow tracks)	WIS	13	= 3 + [8]	+ 2	
✓	Thievery	DEX	3	= 0	+ 3	
✓	Use Rope	DEX	3	= 0	+ 3	
				= +	+	
				= +	+	
✓: can be used untrained. ✗: exclusive skills. *: Skill Mastery.						

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Dagger	Equipped	1	1 / 2
The dagger is a common secondary weapon. You get a +2 bonus on Sleight of Hand checks made to conceal a dagger on your body (see the Sleight of Hand skill, page 81).			
Quarterstaff	Equipped	1	4 / 0
The quarterstaff is the favorite weapon of many characters, from travelers, peasants, and merchants to monks, rangers, and wizards. A quarterstaff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. You can also strike with either end singly, a fact that allows you to take full advantage of openings in your opponent's defenses. A creature wielding a quarterstaff in one hand can't use it as a double weapon - only one end of the weapon can be used in any given round. The quarterstaff is a special monk weapon. This designation gives a monk wielding a quarterstaff special options.			
TOTAL WEIGHT CARRIED/VALUE		6 lbs.	2gp

WEIGHT ALLOWANCE			
Light	26	Medium	53
Lift over head	80	Lift off ground	160
		Heavy	80
		Push / Drag	400

LANGUAGES	
Celestial, Common, Draconic, Elven, Goblin, Sylvan	

Special Attacks	
Warcraft	[Eclipse, p.10]
+2 BAB	
Warcraft / +1 to Weapon, with bab (Quarterstaff)	[Eclipse, p.10]
Warcraft / Spec for Melee	[Eclipse]

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -1, Dying -2 and Dead -14	
Humanoid Type	
Humanoids eat/sleep/breathe	
Illan Racial	[Is This It]
+1 skill point per level for psychic abilities	
Psychic (Empathy)	[p.29]
An Empathy check allows you to determine the emotional state of the subject. The target gets to make a Will save to resist your attempt. Whether you succeed or fail, the subject does not know that you are reading his emotions. If the target's save fails, you get a general idea of his emotions and mood. This grants you a psychic bonus on the next skill check you make against the subject within the next 10 rounds (1 minute) using any of the following interaction skills - Bluff, Diplomacy, Handle Animal, Intimidate, Perform, or Sense Motive.	
Special - You can take 10 when making an Empathy check but you can't take 20. Time - Empathy is a free action. The bonus lasts 10 rounds (1 minute) or until you make an interaction skill check against the target.	
Strain 1	
[Up to 4 / +1]	
[5-14 / +2]	
[15-24 / +3]	
[25-34 / +4]	
[35+ / +5]	
Weapon Proficiency (All Simple Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple weapons.	

Recurring Bonuses	
Fast Learner (Focused on Skills / L-2)	[Eclipse, p.17]
+2 CP towards Skills per level. [+18 total Skill Points Granted].	
Upgrade Human Racial Fast Learner	[Eclipse]
Upgrades the Fast Learner Human Racial to Double Points	

DISADVANTAGES	
Broke	[Eclipse, p.18]
You start with less starting money.	
Compulsive (Code of Ethics)	[Eclipse, p.18]
You have the listed compulsions.	
Recorder	[Eclipse, p.19]
You record the game session.	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 202, Bonus Feats have added 24 CP, Disadvantages have added 10 CP,   HD 12 deducts 40 CP   HD 20 deducts 16 CP Companions adds 0 CP	
Companion	[Eclipse, p.27]
Gain a companion creature of your choice.	
Companion / Might (Positive Levels)	[Eclipse, p.27]
(+6 CP) Companion gets +2 Positive Levels (p.86)	
Immunity (xP cost of Innate Enchantments)	[Eclipse]
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).	
Immunity to Antimagic and Dispelling versus Innate Enchantments	[Eclipse]
(Uncommon / Minor / Epic, 9 CP)*.	
Innate Enchantment	[Eclipse, p.34]
adds innate power that may duplicate the effects of a magical item or items valued at up to 5000 GP [Currently at 11000 GP] (according to the standard d20 rules). The character must pay twice the normal experience point cost to create said item. For every +1 additional CP invested, these innate enchantments rise in value by 1000 GP. [Additional Total Granted 6000]	
Innate Enchantment / Stylish (Clean Clothing)	[Eclipse]
Your clothing - and person - is always clean and well-tended.	
Innate Enchantment / Enhanced Attribute (+2 Intelligence)	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Intelligence	
Innate Enchantment / Enhanced Attribute (+2 Wisdom)	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Wisdom	
Innate Enchantment / Enhanced Attribute (+2 Charisma)	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Charisma	
Innate Enchantment / Force Armor I	[Eclipse]
[At Will] As Armor Spell, grants +4 Armor AC.	
Innate Enchantment / Fortune's Favor	[Eclipse]
+2 Luck bonus to skills and checks.	
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 / Whispering Sage	[Eclipse]
(A spirit-summoning spell which provides a +2 "Aid Another" bonus to Checks based on Intelligence, Wisdom, or Charisma for one minute per level of the caster, 1400 GP).	
Power	[Eclipse, p.36]
Grants 3d6 Power	
Occult Skill ~ Psychic Ability	[Drew]
You have the potential to acquire psychic feats and skills.	
Occult Skill ~ Psychic Ability ~ Clairsentience	[Drew]
You have the potential to learn clairsentience skills.	
Occult Skill ~ Psychic Ability ~ Psychokinesis	[Drew]
You have the potential to learn psychokinesis skills.	
Occult Skill ~ Psychic Ability ~ Psychoportation	[Drew]
You have the potential to learn psychoportation skills.	
Occult Skill ~ Psychic Ability ~ Telepathy	[Drew]
You have the potential to learn telepathy skills.	
Witchcraft (3x)	[Eclipse, p.109]
28 Power Points, Save DC Will 16	

Witchcraft Abilities	
<b>Witchcraft / The Adamant Will</b>	<b>[Eclipse, p.110]</b>
This talent allows users to spend 2 Power to resist Fear, Possession, Charm, Hold effects, and other forms of mind control. The user may spend the Power each time he or she is affected by such an ability. Ongoing powers, such as Fear auras, are resisted for 10 rounds. The user may make an extra save against mindreading or "truth" effects by spending a like amount, and may present a false aura to detection spells or ignore pain for 3 power. He or she may pay the Power without spending an action when the effect takes hold.	
<b>Witchcraft / Dreamfaring</b>	<b>[Eclipse, p.110]</b>
Dreamfaring allows users to enter a trance and project their spirits into the Ethereal and near Astral planes. They may detect and communicate with beings in nearby dimensions without paying power. For 2 Power they may enter the dreams of others to torment or communicate with them wherever they may be, possibly causing them to lose sleep or worse. Traveling about costs 3 Power plus 1 for every three hours and allows for covert meetings with other Witches or for clairvoyance-like effects via astral or ethereal spying.	
<b>Witchcraft / Elfshot</b>	<b>[Eclipse, p.110]</b>
Elfshot allows the user to lay minor curses. Such curses may reduce an attribute by -2, cause some type of misfortune, penalize a group of checks by -6, hinder activity, induce sterility or miscarriages, and so on. Classic examples include causing cows to go dry, mules and horses to bolt, and pets to bite their owners. Such curses are generally either instant or last until they are countered. Lesser diseases may also be inflicted in this fashion. Curses usually cost 1 Power for quick effects, 2 for lingering curses, and 3 for permanent ones. The Remove Curse spell, or any effect which eliminates the symptoms or curse directly, heals the mystical injury.	
<b>Witchcraft / Glamour</b>	<b>[Eclipse, p.110]</b>
This projective telepathy works much like the Path of the Dragon ability of the same name. It grants a +6 bonus on relevant social skills (1 Power per 10 minutes), the sending of brief messages, emotional influence and hypnotic effects (approximate relevant L0 or L1 spells for 1 or 2 Power respectively). Glamour is at its best combined with Disguise skill and Shadowweave to alter how people see the user. It's often used with the Inner Eye, below, to allow rapid communications, teaching, and mental probes.	
<b>Witchcraft / The Hand of Shadows</b>	<b>[Eclipse, p.110]</b>
The Hand of Shadows covers basic telekinesis. Minor tricks (like bending spoons) cost no power. Exerting a force equal to what you could physically handle costs 1 Power per minute. Light but rapid work (like sorting wheat from chaff) costs 1 Power per hour's worth of work done. Minor animations (Entangle, Animate Rope) approximate the relevant spells at a cost of 2 power, +2 if excessive force or fine control is required.	
<b>Witchcraft / Healing</b>	<b>[Eclipse, p.110]</b>
This accomplishes a full day's worth of healing in a mere hour at a cost of 1 Power and grants a +5 bonus on any relevant checks (against disease or toxins). This is also used to throw off the effects of drugs and intoxicants with a flat duration. In emergencies, Witches may simply heal 1d4 hit points per Power spent up to a maximum of 3d4 hit points per round.	
<b>Witchcraft / Hyloka</b>	<b>[Eclipse, p.110]</b>
The manipulation of biophysical processes is a rare gift. This can be used to briefly move physical attribute points around (up to 6 points for 1 Power per hour), slip into hibernation (1 power; lasts up to a week), help resist heat or cold (1 Power per hour, this grants 5 points of fire or cold resistance), stop bleeding, delay poison (one hour per power), grow hair or make it fall out (1 power), and to inflict or ease ailments like arthritis (spend 1 power/week to inflict, 1 power/day to ease).	
<b>Witchcraft / Infliction</b>	<b>[Eclipse, p.110]</b>
Often manifested as phantom force-claws, heart attacks, inexplicable bleeding, and agonizing pain, Infliction causes injury through psychic force. This can include spectacular attacks - throwing fiery balls or thunderbolts or such - but is usually subtle. In any case, it deals 1d4 hit points of damage per character level, to a maximum of 3/5/7 d4 damage for 1/2/3 power. Targets may make a save for half damage, but the save used depends on the form of the attack. Infliction normally affects a single target, but may be expanded to a fivefoot radius for +3 power.	
<b>Witchcraft / The Inner Eye</b>	<b>[Eclipse, p.110]</b>
Thought-sensing can be used to see surface thoughts, to detect the presence of a hidden being, to share a target's senses, or to read any psychic impressions left behind on an object by strong emotion. This provides a +6 on any relevant Spot, Sense Motive, or Listen checks for 1 Power per 10 minutes.	
<b>Witchcraft / Shadowweave</b>	<b>[Eclipse, p.110]</b>
Shadowweave manipulates light and darkness to craft minor illusions. Normally 1 Power grants 10 minutes of activity. Effects include will-o-the wisps, cloaking (+6 to stealth and disguise rolls), various apparitions, spheres of darkness, blinding rays of light and hiding small actions - such as slipping out a dagger, picking a pocket, or a strike in combat (offers a +3 circumstance bonus to the user's roll).	
<b>Witchcraft / Witchfire</b>	<b>[Eclipse, p.110]</b>
Molecular-level telekinesis. At its simplest this can create and manipulate heat or cold (1d8/3d6 damage for 1/2 power, +1 if affecting a modest area, -1 if using pre-existing flame), create effects on the "prestidigitation" level (1 Power per turn), extract essences from herbs, and infuse drugs and toxins into objects. Talented Witches sometimes use this for creating mysterious sounds and voices.	
<b>Witchcraft / Wightsight</b>	<b>[Eclipse, p.110]</b>
Sharpening or expanding the user's senses is a simple trick. In general, this affects one sense at a time, providing either a +6 bonus on relevant checks or some special capability (Darksight, Scent, etc). As a rule this costs 1 Power and lasts for about an hour. Witches may triple the effect by reducing the duration to a single round, allowing effects such as checking a meal for poison with the slightest taste.	
<b>Pact of Service / Arcanum (TBD)</b>	<b>[Eclipse, p.111]</b>
allows the patron being to draw on your power and strength when it needs to, resulting in unpredictable periods of weakness. The GM gets to hit you with random bouts of nausea or any other problem whenever he or she feels like it.	
<b>Pact of Infusion / Corruption (Celestial Being)</b>	<b>[Eclipse, p.112]</b>
gradually transforms the Witch into a fitting host as he or she goes up in level. Aside from the physical transformation, the GM gets 2 CP out of the character's pool	

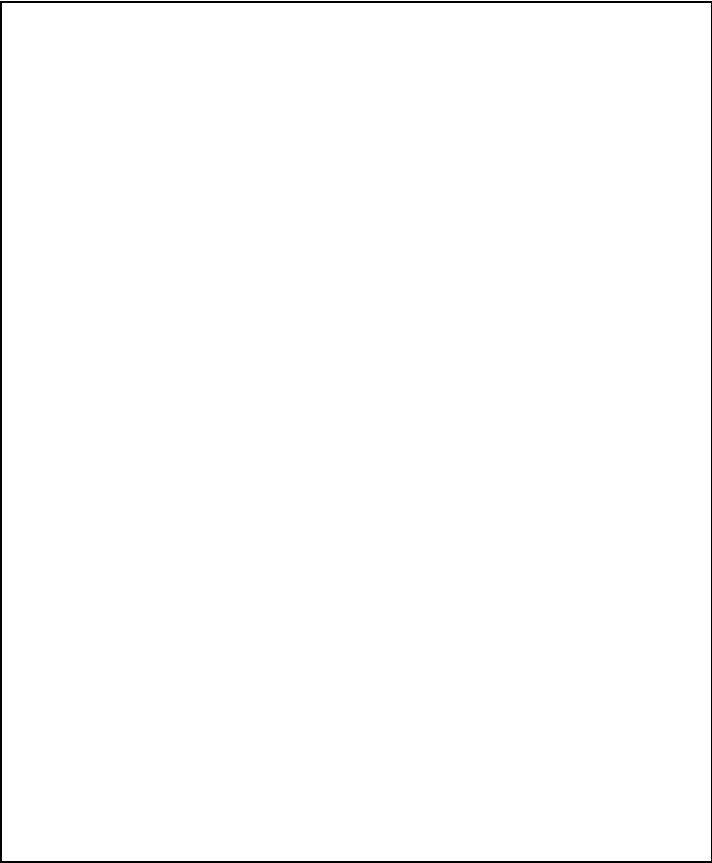
Feats	
<b>Psychic Ability</b>	You have the potential to acquire psychic feats and skills.
<b>Telepathy</b>	You have the potential to learn telepathy skills.

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, Scourge, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells (Ray), Spells (Touch), Strike (Unarmed), Sword Staff, Unarmed, Unarmed Strike	

TEMPLATES	
Base Race Type	

# Orion Fowl

Illan
RACE
19
AGE
Vision Test: Normal
Male
GENDER
VISION
None
ALIGNMENT
Right
DOMINANT HAND
5' 5"
HEIGHT
125 lbs.
WEIGHT
Amber
EYE COLOUR
Caucasian
SKIN COLOUR
Blonde,
HAIR / HAIR STYLE
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION
DEITY
Humanoid
Race Type
Race Sub Type
Normal



Description:  
Biography: