

Bo 'Flash' Kindleson

NAME
d20E1 Wiz

0

CLASS

1

Character Level

EXPERIENCE

1000

NEXT LEVEL

Andrew Maitland

PLAYERNAME

Human

Medium

18

AGE

Male

GENDER

DEITY

6' 0"

180 lbs.

HEIGHT

WEIGHT

Hazel

Brown,

EYES

HAIR

Neutral Good

ALIGNMENT

VISION

0

POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	14	+2	14	+2	14	+2
DEX Dexterity	16	+3	16	+3	16	+3
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	16	+3	16	+3	16	+3
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	12	+1	12	+1	12	+1

HP hit points	22	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED													
AC armor class	18	:	15	:	18	=	10	+	0	+	0	+	3	+	0	+	0	+	0	+	5
TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL ARMOR		DEFLECTION		MISC	

INITIATIVE modifier	+3	=	+3	+	+0
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+0				

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

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

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+2	1d3+2	20/x2	5 ft.

*Longsword		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	S	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+3	1d8+2	2W-P-(OH)		-3	
1H-O	-1	1d8+1	2W-P-(OL)		-1	
2H	+3	1d8+3	2W-OH		-7	

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	4/2
✓ Acrobatics	DEX	3	=	3	+	+
✓ Appraise	INT	3	=	3	+	+
✓ Athletics	STR	2	=	2	+	+
✓ Craft (Untrained)	INT	3	=	3	+	+
✓ Deception	CHA	2	=	1	+	1.0
✓ Endurance	CON	2	=	2	+	+
✓ Gather Information	CHA	1	=	1	+	+
✓ Heal	WIS	3	=	1	+	2.0
Knowledge (Arcana)	INT	6	=	3	+	3.0
Linguistics	INT	5	=	3	+	2.0
Martial Arts		3	=	0	+	3.0
✓ Perception	WIS	4	=	1	+	3.0
✓ Persuasion	CHA	4	=	1	+	3.0
✓ Ride	DEX	5	=	3	+	2.0
✓ Sense Motive	WIS	3	=	1	+	2.0
✓ Spellcraft	INT	6	=	3	+	3.0
✓ Stealth	DEX	5	=	3	+	2.0
✓ Survival	WIS	3	=	1	+	2.0
✓ Thievery	DEX	3	=	3	+	+
✓ Use Rope	DEX	3	=	3	+	+
			=	+	+	+
			=	+	+	+

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Longsword	Equipped	1	4.0	15.0
Spellbook (Wizard's/Blank)	Equipped	1	3.0	15.0
TOTAL WEIGHT CARRIED/VALUE			7 lbs.	30.0 gp

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

Special Attacks	
Warcraft	[Eclipse, p.10]
+0 BAB	

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

Feats	
Feat Conversion to CP ~ 6 (3x)	[Eclipse, p.9]
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, Longspear, Longsword, 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
Common, Draconic, Sylvan, Terran

TEMPLATES
Josh's Military Life Package

Recurring Bonuses

Duties [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.

DISADVANTAGES

History [Eclipse, p.19]

The player has a few pages of notes for the GM about the character's history, personality, and goals. This should include some mention of friends and family, old enemies or allies, and where the character got his or her training or equipment. The GM should to allow the player several sessions to come up with it all.

Obligations (Military and Wizard Guild) [Eclipse, p.19]

You have responsibilities which you cannot easily discharge. You may have dependents, debts, a geas, massive tithes, oaths to fulfill, a job which you cannot readily leave, be sworn to the service of a lord or ruler, or just have friends who need looking after. This is a wonderful way to get dragged into adventures.

Valuable [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.

Spell Caster Information

Wizard [Eclipse, p.11]

Wizard Level 2, Casterlevel is 2

Eclipse Abilities

Adept (Knowledge (Arcana), Perception, Persuasion, Spellcraft) [Eclipse, p.24]

(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.

Augmented Bonus (INT adds to AC) [Eclipse, p.25]

(+2 CP) Adds INT bonus to AC.

Evasive, Very Common Actions (Casting a Spell - Specialized - Single Action/under level 3) [Eclipse, p.52]

Evasive characters may take an action (select one) that usually provokes an Attack of Opportunity without being so exposed. You may take this multiple times, selecting a different action each time.

Legionary [Eclipse, p.53]

(6 CP). A Legionary has great coordination when fighting in a team. The character gains +1/2/3 bonus to AC, Attacks and Reflex Saves when teamed with 1-2/3-4/5+ others with who also possess this feat.

Reflex Training (Cast a Spell and get an Immediate Attack) [Eclipse, p.40]

(6 CP). With Reflex Training, a character gains a free, immediate, Standard Action under some particular circumstance. You cannot string together more reflexive actions than your relevant attribute bonus (usually Str Mod or Dex Mod). Alternatively, the character may instead simply take an extra Standard Action at any time 3 times per day. You may not use this version more than once per round.

Specialized for half cost (Evasive ~ Uncommon Actions, Evasive ~ Very Common Actions) [Eclipse, p.22]

Martial Arts

Defenses (2x) [Eclipse, p.81]

You gain +1 bonus to AC when you are unarmored or lightly armored.

Wizard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	4	3	0	0	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.		None	Standard Action	Instantaneous	Close (30 ft.)	V,S	No	Conjuration (Creation) [Acid] <i>Caster Level: 2</i>	PHB: p.196
Amanuesis <i>Effect:</i> Copies 250 words per minute.	13	Will negates [object]	1 standard action	10 minute/level	Close (30 ft.)	V,S	Yes [object]	Transmutation <i>Caster Level: 2</i>	SC: p.9
Arcane Mark <i>Effect:</i> Inscribes a personal rune [visible or invisible].		None	Standard Action	Permanent	0 ft.	V,S	No	Universal <i>Caster Level: 2</i>	PHB: p.201
Caltrop <i>Effect:</i> Caltrops cover one 5-foot-by-5-foot square, attack roll +0 for all creatures moving in the square [Creatures AC is Base + Dex + [Foot Wear +2] for purpose of the caltrop attack] dealing 1 pt of damage and land speed reduced by half.		None	1 standard action	1 round/level	Close (30 ft.)	V,S	No	Conjuration (Creation) <i>Caster Level: 2</i>	SC: p.42
Dancing Lights <i>Effect:</i> Creates torches or other lights.		None	Standard Action	1 minute/level [D]	Medium (120 ft.)	V,S	No	Evocation [Light] <i>Caster Level: 2</i>	PHB: p.216
Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	13	Will negates	Standard Action	1 round	Close (30 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level: 2</i>	PHB: p.217
Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.		None	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination <i>Caster Level: 2</i>	PHB: p.219
Detect Poison <i>Effect:</i> Detects poison in one creature or small object.		None	Standard Action	Instantaneous	Close (30 ft.)	V,S	No	Divination <i>Caster Level: 2</i>	PHB: p.219
Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.		None	Standard Action	Instantaneous	Close (30 ft.)	V,S	Yes	Necromancy <i>Caster Level: 2</i>	PHB: p.223
Electric Jolt <i>Effect:</i> Ranged touch attack delivers 1d3 electric damage.		None	1 standard action	Instantaneous	Close (30 ft.)	V,S	Yes	Evocation [Electricity] <i>Caster Level: 2</i>	SC: p.78
Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	13	Fortitude negates	Standard Action	Instantaneous	Close (30 ft.)	V	Yes	Evocation [Light] <i>Caster Level: 2</i>	PHB: p.232
Ghost Sound <i>Effect:</i> Fgment sounds.	13	Will disbelief (if interacted with)	Standard Action	1 round/level [D]	Close (30 ft.)	V,S,M	No	Illusion (Fgment) <i>Caster Level: 2</i>	PHB: p.235
Launch Bolt <i>Effect:</i> Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments.		None	1 standard action	Instantaneous	Touch	V,S,M	No	Transmutation <i>Caster Level: 2</i>	SC: p.130
Launch Item <i>Effect:</i> Launch an item safely to the target you specify where it will act normally upon impact.		None	1 standard action	Instantaneous	Touch	S	No	Transmutation <i>Caster Level: 2</i>	SC: p.130
Light <i>Effect:</i> Object shines like a torch.		None	Standard Action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light] <i>Caster Level: 2</i>	PHB: p.248
Mage Hand <i>Effect:</i> 5-pound telekinesis.		None	Standard Action	Concentration	Close (30 ft.)	V,S	No	Transmutation <i>Caster Level: 2</i>	PHB: p.249
Mending <i>Effect:</i> Makes minor repairs on an object.	13	Will negates (harmless, object)	Standard Action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation <i>Caster Level: 2</i>	PHB: p.253
Message <i>Effect:</i> Whispered conversation at distance.		None	Standard Action	10 minutes/level	Medium (120 ft.)	V,S,F	No	Transmutation [Language-Dependent] <i>Caster Level: 2</i>	PHB: p.253
Open/Close <i>Effect:</i> Opens or closes small or light things.	13	Will negates (object)	Standard Action	Instantaneous	Close (30 ft.)	V,S,F	Yes (object)	Transmutation <i>Caster Level: 2</i>	PHB: p.258
Prestidigitation <i>Effect:</i> Performs minor tricks.	13	See text	Standard Action	1 hour	10 ft.	V,S	No	Universal <i>Caster Level: 2</i>	PHB: p.264
Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.		None	Standard Action	Instantaneous	Close (30 ft.)	V,S	Yes	Evocation [Cold] <i>Caster Level: 2</i>	PHB: p.269
Read Magic <i>Effect:</i> Read scrolls and spellbooks.		None	Standard Action	10 minutes/level	Personal	V,S,F	No	Divination <i>Caster Level: 2</i>	PHB: p.269
Repair Minor Damage <i>Effect:</i> Repair a construct 1 point of damage.		None	1 standard action	Instantaneous	Touch	V,S	No	Transmutation <i>Caster Level: 2</i>	SC: p.173
Resistance <i>Effect:</i> Subject gains +1 on saving throws.	13	Will negates (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration <i>Caster Level: 2</i>	PHB: p.272
Silent Portal <i>Effect:</i> Negates the sound of opening/closing any portal [door,window,etc.].	13	Will negates [object]	1 standard action	1 minute/level [D]	Close (30 ft.)	S	Yes [object]	Illusion (Glamer) <i>Caster Level: 2</i>	SC: p.190
Sonic Snap <i>Effect:</i> Deal 1 pt of damage and target must save or be deafened for 1 round.	13	Will partial	1 standard action	Instantaneous	Close (30 ft.)	V,S	Yes	Evocation [Sonic] <i>Caster Level: 2</i>	SC: p.195

* =Domain/Specialty Spell

Wizard Spells

□□□□□ Stick	13	Will negates [object]	1 standard action	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation	SC: p.206
<i>Effect:</i> Sticks one object to another; see text.									
□□□□□ Touch of Fatigue	13	Fortitude negates	Standard Action	1 round/level	Touch	V,S,M	Yes	Necromancy	PHB: p.294
<i>Effect:</i> Touch attack fatigues target.									
					<i>Target:</i> Nonmagical, unattended object weighing up to 5lbs <i>Caster Level:</i> 2				
					<i>Target:</i> Creature touched <i>Caster Level:</i> 2				

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Benign Transposition		None	1 standard action	Instantaneous	Medium (120 ft.)	V	No	Conjuration (Teleportation)	SC: p.27
<i>Effect:</i> Two target creatures instantly swap positions.					<i>Target:</i> Two willing creatures of up to Large size <i>Caster Level:</i> 2				
□□□□□ Burning Hands	14	Reflex half	Standard Action	Instantaneous	15 ft.	V,S	Yes	Evocation [Fire]	PHB: p.207
<i>Effect:</i> 1d4/level [max 5d4] fire damage					<i>Target:</i> Cone-shaped burst <i>Caster Level:</i> 2				
□□□□□ Comprehend Languages		None	Standard Action	10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: p.212
<i>Effect:</i> You understand all spoken and written languages.					<i>Target:</i> You <i>Caster Level:</i> 2				
□□□□□ Deflect, Lesser			1 immediate action	1 round or until discharged	Personal	V		Abjuration [Force]	PHB II: p.109
<i>Effect:</i> Gain deflection bonus to AC against one attack. Bonus is equal to +1 per three caster levels [max +5].					<i>Target:</i> You <i>Caster Level:</i> 2				
□□□□□ Distract	14	Will negates	1 standard action	1 round/level	Medium (120 ft.)	S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: p.69
<i>Effect:</i> Target that fails save take -4 on concentration, listen, search and spot, and can take only a single standard or move action [more than 6hdthan 30 ft. apart]					<i>Target:</i> One creature/level, no two of which are more than 30 ft. apart <i>Caster Level:</i> 2				
□□□□□ Ebon Eyes		None	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.77
<i>Effect:</i> See normally in darkness both magical and natural.					<i>Target:</i> Creature touched <i>Caster Level:</i> 2				
□□□□□ Expeditious Retreat		None	Standard Action	1 minute/level [D]	Personal	V,S	No	Transmutation	PHB: p.228
<i>Effect:</i> Your speed increases by 30 ft.					<i>Target:</i> You <i>Caster Level:</i> 2				
□□□□□ Mage Armor	14	Will negates (harmless)	Standard Action	1 hour/level [D]	Touch	V,S,F	No	Conjuration (Creation) [Force]	PHB: p.249
<i>Effect:</i> Gives subject +4 armor bonus.					<i>Target:</i> Creature touched <i>Caster Level:</i> 2				
□□□□□ Magic Weapon	14	Will negates (harmless, object)	Standard Action	1 minute/level	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: p.251
<i>Effect:</i> Weapon gains +1 bonus.					<i>Target:</i> Weapon touched <i>Caster Level:</i> 2				
□□□□□ Shield		None	Standard Action	1 minute/level [D]	Personal	V,S	No	Abjuration [Force]	PHB: p.278
<i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.					<i>Target:</i> You <i>Caster Level:</i> 2				

* =Domain/Speciality Spell

Notes:

Character Sheet Notes:

Bought Skill Specialty - Persuasion: Military Protocol