

Bo 'Flash' Kindleson

NAME

d20E1 Wiz

0

CLASS

EXPERIENCE

1

1000

Character Level

NEXT LEVEL

Andrew Maitland

PLAYERNAME

Human

Medium

6' 0"

180 lbs.

VISION

0

POINTS

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

DEITY

Neutral Good

ALIGNMENT

18

Male

Hazel

Brown,



| 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

AC

armor class

18

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLECTION

MISC

INITIATIVE

modifier

+3

BASE ATTACK

bonus

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

Mage Armor +4 AC

| 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 | 1d8+2 |
| 1H-O | -1 | 1d8+1 | 2W-P-(OL) | -1 | 1d8+2 |
| 2H | +3 | 1d8+3 | 2W-OH | -7 | 1d8+1 |

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 |
|-------|------|----|--------|-------|---------------|
|-------|------|----|--------|-------|---------------|

| 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 |
| Caltnops <i>Effect:</i> Caltnops 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 caltnop 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> Figment sounds. | 13 | Will disbelief (if interacted with) | Standard Action | 1 round/level [D] | Close (30 ft.) | V,S,M | No | Illusion (Figment) <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 | | | | | | | | | |

* =Domain/Speciality Spell

Notes:

Character Sheet Notes:

Bought Skill Specialty - Persuasion: Military Protocol