

Caleb Beltaine

NAME

3000

EXPERIENCE

2/3

Character Level/ECL

Human

RACE

Medium

SIZE

5' 8"

HEIGHT

150 lbs.

WEIGHT

Neutral Good

ALIGNMENT

Darkvision (60 ft.),

VISION

-1

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

16

+3

16

+3

16

+3

DEX

Dexterity

12

+1

12

+1

12

+1

CON

Constitution

16

+3

16

+3

16

+3

INT

Intelligence

16

+3

16

+3

16

+3

WIS

Wisdom

12

+1

12

+1

12

+1

CHA

Charisma

18

+4

18

+4

18

+4

HP

hit points

17

AC

armor class

15

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

INITIATIVE

modifier

+1

TOTAL

FLAT

14

TOUCH

11

BASE

10

ARMOR BONUS

4

SHIELD BONUS

0

STAT

1

SIZE

0

NATURAL

0

MISC

0

MISS CHANCE

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

BASE ATTACK

bonus

+1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+3

=

+0

+

+3

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+2

=

+1

+

+1

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+2

=

+1

+

+1

+

+0

+

+0

+

+0

+

MELEE

attack bonus

+4

RANGED

attack bonus

+2

GRAPPLE

attack bonus

+4

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+4

1d3+3

20/x2

5 ft.

Claw

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

S

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+4/+4

1d4+3

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

\*Faerie Garb +3

Light

+4

+8

+0

0

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

5/2.5

✓ Acrobatics

DEX

2

=

1

+

1.0

+

✓ Appraise

INT

3

=

3

+

+

✓ Athletics

STR

3

=

3

+

+

✓ Bluff

CHA

7

=

4

+

3.0

+

✓ Concentration

CON

7

=

3

+

4.0

+

✓ Craft (Untrained)

INT

3

=

3

+

+

✓ Diplomacy

CHA

7

=

4

+

3.0

+

✓ Disguise

CHA

5

=

4

+

1.0

+

✓ Escape Artist

DEX

1

=

1

+

+

✓ Gather Information

CHA

6

=

4

+

2.0

+

✓ Heal

WIS

1

=

1

+

+

✓ Intimidate

CHA

6

=

4

+

+

2

Knowledge (Arcana)

INT

7

=

3

+

4.0

+

Knowledge (Religion)

INT

4

=

3

+

1.0

+

✓ Perception

WIS

6

=

1

+

1.0

+

4

Perform (Sing)

CHA

14

=

4

+

4.0

+

6

Perform (Wind Instruments)

CHA

12

=

4

+

2.0

+

6

✓ Ride

DEX

1

=

1

+

+

✓ Sense Motive

WIS

4

=

1

+

3.0

+

Sleight of Hand

DEX

2

=

1

+

1.0

+

Spellcraft

INT

7

=

3

+

4.0

+

✓ Stealth

DEX

1

=

1

+

+

✓ Survival

WIS

1

=

1

+

+

✓ Use Rope

DEX

1

=

1

+

+

=

+

+

=

+

+

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Claw	Carried	1	0.0	0.0	
<b>Faerie Garb +3</b>	Equipped	1	0.5	9151.0	
Sentient Rod of Any Weapon	Equipped	1	0.0	0.0	
Special Backpack of Holding 0 lbs.	Equipped	1	0.0	0.0	
Special Boots	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			0.5 lbs.	9151.0 gp	

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

SPECIAL ATTACKS	
<b>Warcraft</b> +1 BAB	

SPECIAL QUALITIES	
<b>Adept (Concentration, Knowledge (Arcana), Perform (Wind Instruments), Spellcraft)</b> Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
<b>Bard Magic Level ( , , )</b> Bard Level 4, Casterlevel is 4	
<b>Companion</b> Gain a companion of your choice	
<b>Companion ~ Template ()</b> Apply a template to your companion[s] max of +2 ECL, may take more times to a max of +6.	
<b>Disadvantage - Hunted</b> 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.	
<b>Disadvantage - Irreverent</b> You are fundamentally unable to accept the "divinity" of gods. You recognize their might and may even see one as a patron, but worship just isn't part of your nature' they're just really powerful people to you. While gods generally forego directly smiting you, none of them will grant you divine magic and many clerics have a problem with you.	
<b>Disadvantage - Sleepwalker</b> You are prone to sleepwalking while sleeping, acting our dreams or nightmares. GM decides when this comes into play.	
<b>Disadvantage - Unarmored</b> You refuse to use armor for some reason. Charaters you already suffer major penalties for wearing armor can't take this disadvantage.	
<b>Duties (+2)</b> 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.	
<b>Fast Learner (Other)</b>	
<b>Competence</b> Competence is more like it. Now you can give someone a +2 morale bonus to any skill check, attack roll, saving throw, or AC while you use your art, albeit only one of these at a time. It only affects one character.	
<b>Emotion</b> You can make everyone in the area feel any strong emotion you care to evoke for up to five rounds after you cease to perform or after they leave the area of your art. In combat you may target either allies or enemies, providing/inflicting a morale bonus/penalty of up to 1 on saves against mind-affecting powers and on attacks and damage. Out of combat this is most useful for manipulating crowds or setting the mood for negotiations, oratory, and diplomacy.	
<b>Excellence</b> Excellence grants the target two +4 morale bonuses which can be applied to an attribute, to all their saves, to their armor class, to their attacks, or to the damage they inflict in melee combat.	
<b>Luck</b>	
<b>Mystic Artist</b> Usable 2/day, DC 14	
<b>Save ~ Reflex ()</b> Increases the Reflex Save	
<b>Save ~ Will ()</b> Increases the Will Save	
<b>Amplify</b> A mystic artist using this ability can add to magical abilities used nearby. All friendly spellcasters within a 30' radius radius recieve a +2 Caster Level bonus on all magical techniques.	
<b>Block</b> A mystic artist can use his or her art to counter magical effects that depend on ralated abilities. Music can block sonic effects (but not those that merely use incantation). Painting can block effects relying on light, shadow, or gaze attacks. Sculpture and architecture can block effects like Turn to stone, Mud to Rock, Rock to Mud, Move Earth, Wall of Stone and so on. The artist simply makes his or her skill roll as normal. All characters in a 30' radius may use that check in place of their saving throw before or after rolling. Effects which do not grant saving throws force their caster to make a Caster Level check instead, is the artist wins the ability fails within the affects area. This ability takes effect immediately, even without the Rapid Song feat. Creatures already affected by affected powers treat the perform check as a new saving throw each round. Performance-dependent blocks normally last for 3d6 + (relevant Attribute Modifier) rounds. Static media create permanent blocks.	
<b>Harmonize</b> Harmonize allows you to select two Mystic Artist powers and combine them into one. Normally you can only use one at a time.	
<b>Any Weapon Rod</b> Quicksilver metal rod can become any weapon of a non-complex nature, up to a crossbow. It will form the desired weapon as a Free Action. May have other properties that as of yet are undiscovered.	
<b>Natural Weapon (Claw)</b> You can use your sharp claws to deal lethal (slashing) damage instead of nonlethal damage with an unarmed attack. Attacks made with natural weapons do not provide attacks of opportunity. The damage of this attack is the base creature's normal unarmed combat damage.	
<b>+4 racial bonus on saves against sleep and paralysis</b>	
<b>Familiar</b>	

You have the Falcon Familiar
<b>Fire Magic Enhancement</b> As long as the familiar is within 5 feet, any fire based magic is increased in potency. Add +1 die of damage to any fire based magic
<b>Performance Bonus</b> As long as the familiar is within 5 feet, any performance based checks are increased by +6.
<b>Summon Familiar</b>

<b>FEATS</b>
<b>Feat Conversion to CP ~ 6 ( , , )</b> Covert regular feat to Character Points
<b>Dragonblood</b> Sorcerer is a favored class for you. This is in addition to your favored class based on race.
<b>Alertness</b> You get a +2 bonus on all Listen checks and Spot checks.

<b>PROFICIENCIES</b>
Battleaxe, Chakram, Claw, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Halfspear, Hoopak, Javelin, Keyblade, Laser, Longspear, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Scourge, Shortsphear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike

<b>LANGUAGES</b>
Common, Draconic, Elven, Gnomish, Terran

<b>TEMPLATES</b>
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# Point Buy 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	9	9	9	9	9	9	9	9	9	9

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Dancing Lights		None	1 standard	1 minute/level [D] action	Medium (110 ft.)	V,S	No	Evocation [Light]	PHB: p.216
<i>Effect:</i> Creates torches or other lights.					<i>Target:</i> Up to four lights, all within a 10- ft.-radius area			<i>Caster Level:</i> 1	
□□□□□ Ghost Sound	14	Will disbelief (if interacted with)	1 standard	1 round/level [D] action	Close (25 ft.)	V,S,M	No	Illusion (Figment)	PHB: p.235
<i>Effect:</i> Figment sounds.					<i>Target:</i> Illusory sounds			<i>Caster Level:</i> 1	
□□□□□ Light		None	1 standard	10 minutes/level [D] action	Touch	V, M/DF	No	Evocation [Light]	PHB: p.248
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 1	
□□□□□ Mage Hand		None	1 standard	Concentration action	Close (25 ft.)	V,S	No	Transmutation	PHB: p.249
<i>Effect:</i> 5-pound telekinesis.					<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.			<i>Caster Level:</i> 1	
□□□□□ Read Magic		None	1 standard	10 minutes/level action	Personal	V,S,F	No	Divination	PHB: p.269
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 1	

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Burning Hands	15	Reflex half	1 standard	Instantaneous action	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> 1	
□□□□□ Comprehend Languages		None	1 standard	10 minutes/level action	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> 1	
□□□□□ Grease	15	See text	1 standard	1 round/level [D] action	Close (25 ft.)	V,S,M	No	Conjuration (Creation)	PHB: p.237
<i>Effect:</i> Makes 10-ft. square or one object slippery.					<i>Target:</i> One object or a 10-ft. square			<i>Caster Level:</i> 1	
□□□□□ Ray of Flame	15	See text	1 standard	Instantaneous action	Close (25 ft.)	V,S,F	Yes	Evocation [Fire]	SC: p.167
<i>Effect:</i> Ranged touch attack deals 1d6 per two caster levels [max 5d6]; see text.					<i>Target:</i> Ray			<i>Caster Level:</i> 1	
□□□□□ Tasha's Hideous Laughter	15	Will negates	1 standard	1 round/level action	Close (25 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.292
<i>Effect:</i> Subject loses actions for 1 round/level.					<i>Target:</i> One creature; see text			<i>Caster Level:</i> 1	
□□□□□ Ventriloquism	15	Will disbelief (if interacted with)	1 standard	1 minute/level [D] action	Close (25 ft.)	V, F	No	Illusion (Figment)	PHB: p.298
<i>Effect:</i> Throws voice for 1 minutes/level.					<i>Target:</i> Intelligible sound, usually speech			<i>Caster Level:</i> 1	

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Alter Self		None	1 standard	10 minutes/level [D] action	Personal	V,S	No	Transmutation	PHB: p.197
<i>Effect:</i> Assume form of a similar creature.					<i>Target:</i> You			<i>Caster Level:</i> 1	
□□□□□ Invisibility	16	Will negates (harmless) or Will negates (harmless, object)	1 standard	1 minute/level [D] action	Personal or touch	V,S,M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)	PHB: p.245
<i>Effect:</i> Subject is invisible for 1 minutes/level or until it attacks.					<i>Target:</i> You or a creature or object weighing no more than 100 lbs/level			<i>Caster Level:</i> 1	
□□□□□ Minor Image	16	Will disbelief (if interacted with)	1 standard	Concentration +2 rounds action	Long (440 ft.)	V,S,F	No	Illusion (Figment)	PHB: p.254
<i>Effect:</i> As silent image, plus some sound.					<i>Target:</i> Visual figment that cannot extend beyond 40-ft. <i>Caster Level:</i> 1 cubes + 10-ft/level [S]				
□□□□□ Tongues	16	Will negates (harmless)	1 standard	10 minutes/level action	Touch	V, M/DF	No	Divination	PHB: p.294
<i>Effect:</i> Speak any language.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	

\* =Domain/Specialty Spell

## Notes:

Character Sheet Notes: