

Bo 'Flash' Kindleson

NAME
d20E1 Wiz d8E4 10000
CLASS EXPERIENCE
5 15000
Character Level NEXT LEVEL

Andrew Maitland

PLAYERNAME
Human Medium
RACE SIZE
18 Male
AGE 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	10	+0	12	+1	12	+1
INT Intelligence	17	+3	19	+4	19	+4
WIS Wisdom	10	+0	10	+0	10	+0
CHA Charisma	10	+0	10	+0	10	+0

HP hit points	47	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION	
AC armor class	21	:	18	:	21	=	10
TOTAL		FLAT		TOUCH		BASE	
		ARMOR BONUS		SHIELD BONUS		STAT	
		SIZE		NATURAL ARMOR		DEFLECTION	
		MISC					

SPEED			
Walk 30 ft.			
MISS CHANCE	0	ARCANE SPELL FAILURE	0
ARMOR CHECK PENALTY	+0	SPELL RESIST	0

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

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+3	=	+2	+1	+0	+0	+0	
REFLEX (dexterity)	+4	=	+1	+3	+0	+0	+0	
WILL (wisdom)	+2	=	+2	+0	+0	+0	+0	

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
	+7	=	+3	+2	+0	+2	+0
RANGED attack bonus	+8	=	+3	+3	+0	+2	+0
GRAPPLE attack bonus	+7	=	+3	+2	+0	+2	+0

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+7	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	+8	1d8+2	2W-P-(OH)	+2	1d8+2	
1H-O	+4	1d8+1	2W-P-(OL)	+4	1d8+2	
2H	+8	1d8+3	2W-OH	-2	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
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SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	8/4
✓ Acrobatics	DEX	3	=	3	+
✓ Appraise	INT	4	=	4	+
✓ Athletics	STR	2	=	2	+
✓ Craft (Untrained)	INT	4	=	4	+
✓ Deception	CHA	3	=	0	+ 3.0
✓ Endurance	CON	1	=	1	+
✓ Gather Information	CHA	0	=	0	+
✓ Heal	WIS	2	=	0	+ 2.0
Knowledge (Arcana)	INT	12	=	4	+ 8.0
Linguistics	INT	6	=	4	+ 2.0
Martial Arts (Bladesinger Style)	DEX	11	=	3	+ 8.0
✓ Perception	WIS	8	=	0	+ 8.0
✓ Persuasion	CHA	5	=	0	+ 5.0
✓ Ride	DEX	6	=	3	+ 3.0
✓ Sense Motive	WIS	5	=	0	+ 5.0
✓ Spellcraft	INT	14	=	4	+ 8.0
✓ Stealth	DEX	9	=	3	+ 6.0
✓ Survival	WIS	6	=	0	+ 6.0
Survival (Find or follow tracks)	WIS	8	=	0	+ 6.0
✓ Thievery	DEX	3	=	3	+
✓ Use Rope	DEX	3	=	3	+
			=	+	+
			=	+	+

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Amulet of Health +2	Equipped	1	0.0	4000.0
Headband of Intellect +2	Equipped	1	0.0	4000.0
Longsword	Equipped	1	4.0	15.0
Spellbook (Wizard's/Blank)	Equipped	1	3.0	15.0
TOTAL WEIGHT CARRIED/VALUE			7 lbs.	8030.0 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]
+3 BAB	

Special Qualities	
Weapon Proficiency (All Simple Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple weapons.	
Weapon Proficiency (One Martial Weapon) (Longsword)	[Eclipse, p.49]
Grants Proficiency with selected weapons.	
+7/+2+7/+2	

Feats	
Feat Conversion to CP ~ 6 (4x)	[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, Shortsphear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike

LANGUAGES
Common, Draconic, Elven, Sylvan, Terran

TEMPLATES

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.

Fast Learner/ Specialized for increased effect (HD) [Eclipse, p.17]

(+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.

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 5, Casterlevel is 6

Eclipse Abilities

Adept (Knowledge (Arcana), Perception, 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.

Base Caster Level ~ Specialized ~ Wizard [Eclipse, p.11]

Deep Sleep [Eclipse, p.30]

Many ascetics study meditation and mysticism. In d20, these skills are as useful as any. With Deep Sleep, a character gains the benefits of a full night's rest in only four hours and may ignore minor (up to 15 minutes total) interruptions in that interval.

Evasive, Very Common Actions (Casting an Arcane Spell - Specialized/ Single Action, L5 or lower) [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.

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

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

You get a +1 bonus on rolls to Attack, Throw, Grapple, and Trip opponents.

Defenses (4x) [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	4	3	2	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 (40 ft.)	V,S	No	Conjuration (Creation) [Acid] <i>Caster Level:</i> 6	PHB: p.196
Amanuesis <i>Effect:</i> Copies 250 words per minute.	14	Will negates [object]	1 standard action	10 minute/level	Close (40 ft.)	V,S	Yes [object]	Transmutation <i>Caster Level:</i> 6	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:</i> 6	PHB: p.201
Caltraps <i>Effect:</i> Caltraps 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 caltrap attack] dealing 1 pt of damage and land speed reduced by half.		None	1 standard action	1 round/level	Close (40 ft.)	V,S	No	Conjuration (Creation) <i>Caster Level:</i> 6	SC: p.42
Dancing Lights <i>Effect:</i> Creates torches or other lights.		None	Standard Action	1 minute/level [D]	Medium (160 ft.)	V,S	No	Evocation [Light] <i>Caster Level:</i> 6	PHB: p.216
Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	14	Will negates	Standard Action	1 round	Close (40 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 6	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:</i> 6	PHB: p.219
Detect Poison <i>Effect:</i> Detects poison in one creature or small object.		None	Standard Action	Instantaneous	Close (40 ft.)	V,S	No	Divination <i>Caster Level:</i> 6	PHB: p.219
Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.		None	Standard Action	Instantaneous	Close (40 ft.)	V,S	Yes	Necromancy <i>Caster Level:</i> 6	PHB: p.223
Electric Jolt <i>Effect:</i> Ranged touch attack delivers 1d3 electric damage.		None	1 standard action	Instantaneous	Close (40 ft.)	V,S	Yes	Evocation [Electricity] <i>Caster Level:</i> 6	SC: p.78
Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	14	Fortitude negates	Standard Action	Instantaneous	Close (40 ft.)	V	Yes	Evocation [Light] <i>Caster Level:</i> 6	PHB: p.232
Ghost Sound <i>Effect:</i> Figment sounds.	14	Will disbelief (if interacted with)	Standard Action	1 round/level [D]	Close (40 ft.)	V,S,M	No	Illusion (Figment) <i>Caster Level:</i> 6	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:</i> 6	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:</i> 6	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:</i> 6	PHB: p.248
Mage Hand <i>Effect:</i> 5-pound telekinesis.		None	Standard Action	Concentration	Close (40 ft.)	V,S	No	Transmutation <i>Caster Level:</i> 6	PHB: p.249
Mending <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	Standard Action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation <i>Caster Level:</i> 6	PHB: p.253
Message <i>Effect:</i> Whispered conversation at distance.		None	Standard Action	10 minutes/level	Medium (160 ft.)	V,S,F	No	Transmutation [Language-Dependent] <i>Caster Level:</i> 6	PHB: p.253
Open/Close <i>Effect:</i> Opens or closes small or light things.	14	Will negates (object)	Standard Action	Instantaneous	Close (40 ft.)	V,S,F	Yes (object)	Transmutation <i>Caster Level:</i> 6	PHB: p.258
Prestidigitation <i>Effect:</i> Performs minor tricks.	14	See text	Standard Action	1 hour	10 ft.	V,S	No	Universal <i>Caster Level:</i> 6	PHB: p.264
Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.		None	Standard Action	Instantaneous	Close (40 ft.)	V,S	Yes	Evocation [Cold] <i>Caster Level:</i> 6	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:</i> 6	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:</i> 6	SC: p.173
Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration <i>Caster Level:</i> 6	PHB: p.272
Silent Portal <i>Effect:</i> Negates the sound of opening/closing any portal [door,window,etc.].	14	Will negates [object]	1 standard action	1 minute/level [D]	Close (40 ft.)	S	Yes [object]	Illusion (Glamer) <i>Caster Level:</i> 6	SC: p.190
Sonic Snap <i>Effect:</i> Deal 1 pt of damage and target must save or be deafened for 1 round.	14	Will partial	1 standard action	Instantaneous	Close (40 ft.)	V,S	Yes	Evocation [Sonic] <i>Caster Level:</i> 6	SC: p.195

* =Domain/Specialty Spell

Wizard Spells

Stick	14	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	14	Fortitude negates	Standard Action	1 round/level	Touch	V,S,M	Yes	Necromancy	PHB: p.294
<i>Effect:</i> Touch attack fatigues target.									
					Target: Creature touched		Caster Level: 6		

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Benign Transposition		None	1 standard action	Instantaneous	Medium (160 ft.)	V	No	Conjuration (Teleportation)	SC: p.27
<i>Effect:</i> Two target creatures instantly swap positions.					Target: Two willing creatures of up to Large size		Caster Level: 6		
Burning Hands	15	Reflex half	Standard Action	Instantaneous	15 ft.	V,S	Yes	Evocation [Fire]	PHB: p.207
<i>Effect:</i> 1d4/level [max 5d4] fire damage					Target: Cone-shaped burst		Caster Level: 6		
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.					Target: You		Caster Level: 6		
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].					Target: You		Caster Level: 6		
Distract Assailant	15	Will negates	1 swift action	1 round	Close (40 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: p.69
<i>Effect:</i> Target is flatfooted till next turn.					Target: One creature		Caster Level: 6		
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.					Target: Creature touched		Caster Level: 6		
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.					Target: You		Caster Level: 6		
Mage Armor	15	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.					Target: Creature touched		Caster Level: 6		
Magic Weapon	15	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.					Target: Weapon touched		Caster Level: 6		
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.					Target: You		Caster Level: 6		
Unseen Servant		None	Standard Action	1 hour/level	Close (40 ft.)	V,S,M	No	Conjuration (Creation)	PHB: p.297
<i>Effect:</i> Invisible force obeys your commands.					Target: One invisible, mindless, shapeless servant		Caster Level: 6		

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Belker Claws		None	1 standard action	Instantaneous [1 round/3 levels max 4 rounds]	Touch	V,S,M	Yes	Transmutation [Air]	SC: p.26
<i>Effect:</i> Successful touch attack deals 2d12 points of damage.					Target: Living creature		Caster Level: 6		
Blast of Force	16	Fortitude partial	1 standard action	Instantaneous	Medium (160 ft.)	V,S	Yes	Evocation [Force]	SC: p.31
<i>Effect:</i> Blast one target for 1d6/2 levels [max 5d6]. In addition must make a Fortitude save or be knocked down.					Target: Ray		Caster Level: 6		
Burning Sword		None	1 standard action	1 minute/level [D]	Touch	V,S	No	Evocation [Fire]	SC: p.41
<i>Effect:</i> Weapon is engulfed in blue flames which shed azure light out to 30 feet. Weapon deals 1d6 damage and deals extra damage on critical hit [x2 1d10, x3 2d10, x4 3d10].					Target: Weapon touched		Caster Level: 6		
Cloud of Bewilderment	16	Fortitude negates; see text	1 standard action	1 round/level	Close (40 ft.)	V,S,M	No	Conjuration	SC: p.48
<i>Effect:</i> Creates a small cloud of nauseating vapors. Any living creature in affect is naseated for as long as they remain in the effect and an addition 1d4+1 rounds after they leave area.					Target: 10 ft. cube		Caster Level: 6		
Earth Lock		None	1 standard action	Permanent	Close (40 ft.)	V,S,M	No	Abjuration [Earth]	SC: p.75
<i>Effect:</i> Bars passage to any but you.					Target: One 1-foot length of tunnel with a diameter of up to 10 feet		Caster Level: 6		
Fireburst	16	Reflex half	1 standard action	Instantaneous	10 ft.	V,S,M	Yes	Evocation [Fire]	SC: p.93
<i>Effect:</i> All creatures within range take 1d8/caster level [max 5d8] of fire damage.					Target: Burst of fire extending 10 ft		Caster Level: 6		
Whirling Blade		None	1 standard action	Instantaneous	60 ft.	V,S,F	No	Transmutation	SC: p.238
<i>Effect:</i> Ranged Touch attack deals weapon damage to all targets on the path can use Intelligence or Charisma for your modifier.					Target: 60-ft. line		Caster Level: 6		
Wraithstrike	16	N/A	1 swift action	1 round	Personal	V,S	N/A	Transmutation	SC: p.243
<i>Effect:</i> Makes your melee attacks become touch attacks.					Target: You		Caster Level: 6		

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Chain Missile		None	1 standard action	Instantaneous	Long (640 ft.)	V,S	Yes	Evocation [Force]	SC: p.44
<i>Effect:</i> Creates 1 missile/2 levels that deals 1d4+1 [Max 10d4+10] each to the primary target, each secondary target takes only 1d4+1 from onewithin 30 ft. of the primary target					Target: One creature, + one/2 levels which must be		Caster Level: 6		
Dolorous Blow		None	1 standard action	1 minute/level	Touch	V,S	No	Transmutation	SC: p.70
<i>Effect:</i> Weapon glows with a dull red aura. For the duration of the spell, the weapon's threat range is doubled, and its critical hits automatically succeed [no confirmation roll required].					Target: Weapon touched		Caster Level: 6		
Fireball	17	Reflex half	Standard Action	Instantaneous	Long (640 ft.)	V,S,M	Yes	Evocation [Fire]	PHB: p.231
<i>Effect:</i> 1d6/level [max 10d6] fire damage, 20-ft. radius.					Target: 20-ft.-radius spread		Caster Level: 6		
Hamatula Barbs	17	Fortitude negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.109
<i>Effect:</i> Any creature hitting the subject takes 1d8 damage.					Target: Creature touched		Caster Level: 6		

* =Domain/Speciality Spell

Wizard Spells

☐☐☐☐☐ Mage Armor, Greater

Effect:
As mage armor, except gain +6 armor bonus.

17 Will negates
[harmless]

1 standard 1 hour/level [D]
action

Touch

V,S

Yes [harmless]

Conjuration
(Creation) [Force]
Caster Level: 6

SC: p.136

Target: Creature touched

* =Domain/Speciality Spell

Notes:

Character Sheet Notes:

Bought Skill Specialty - Persuasion: Military Protocol