

Barbara M. Roberts

NAME

d6E3 Brd

3000

CLASS

EXPERIENCE

3

Character Level

6000

NEXT LEVEL

20

AGE

Male

GENDER

Sparkling Blue

EYES

Blond, Long

HAIR

0

POINTS

Mike Mason

PLAYERNAME

Human

Medium

5' 10"

110 lbs.

Neutral Good

RACE

SIZE

HEIGHT

WEIGHT

ALIGNMENT

VISION

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

8

-1

8

-1

8

-1

DEX

Dexterity

16

+3

16

+3

16

+3

CON

Constitution

8

-1

8

-1

8

-1

INT

Intelligence

12

+1

12

+1

12

+1

WIS

Wisdom

10

+0

10

+0

10

+0

CHA

Charisma

18

+4

22

+6

22

+6

HP

hit points

10

WOUNDS/CURRENT HP

AC

armor class

13

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLECTION

MISC

INITIATIVE

modifier

+3

TOTAL

+3

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

-1

=

+0

+

-1

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+4

=

+1

+

+3

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+3

=

+3

+

+0

+

+0

+

+0

+

+0

+

MELEE

attack bonus

+0

=

+1

+

-1

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+4

=

+1

+

+3

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+0

=

+1

+

-1

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

Dagger

HAND

TYPE

SIZE

CRITICAL

REACH

1H-P

To Hit

Dam

2W-P-(OH)

To Hit

Dam

1H-O

To Hit

Dam

2W-P-(OL)

To Hit

Dam

2H

To Hit

Dam

2W-OH

To Hit

Dam

TH

10 ft.

20 ft.

30 ft.

40 ft.

50 ft.

Dam

1d4-1

1d4-1

1d4-1

1d4-1

1d4-1

Special Properties

\*Sling

HAND

TYPE

SIZE

CRITICAL

REACH

TH

30 ft.

50 ft.

100 ft.

150 ft.

200 ft.

Dam

1d4-1

1d4-1

1d4-1

1d4-1

1d4-1

Special Properties

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

6/3

MISC MODIFIER

Acrobatics

DEX

9

=

3

+

6.0

+

Appraise

INT

1

=

1

+

+

Athletics

STR

-1

=

-1

+

+

Craft (Untrained)

INT

1

=

1

+

+

Deception

CHA

6

=

6

+

+

Endurance

CON

5

=

-1

+

6.0

+

Gather Information

CHA

6

=

6

+

+

Heal

WIS

6

=

0

+

6.0

+

Linguistics

INT

4

=

1

+

3.0

+

Perception

WIS

6

=

0

+

6.0

+

Perform (Dance)

CHA

9

=

6

+

3.0

+

Perform (Sing)

CHA

12

=

6

+

6.0

+

Persuasion

CHA

12

=

6

+

6.0

+

Ride

DEX

3

=

3

+

+

Sense Motive

WIS

0

=

0

+

+

Stealth

DEX

3

=

3

+

+

Survival

WIS

0

=

0

+

+

Survival (Find or follow tracks)

WIS

2

=

0

+

1.0

+

1

Thievery

DEX

3

=

3

+

+

Use Magic Device

CHA

12

=

6

+

6.0

+

Use Rope

DEX

3

=

3

+

+

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

Character: Barbara M. Roberts

Player: Mike Mason

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PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.

For suggestions please post to pccgen@yahoo.com with "OS Suggestion" in the subject line.

Page 1

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Adventuring Journal	Backpack	1	3.0	7.0	
Backpack	Equipped	1	2.0	2.0	
18 lbs., 1 Bullets, Sling (10), 10 Rations (Trail/Per Day), 1 Adventuring Journal					
Barbara's Tiara	Equipped	1	0.0	0.0	
1 CP Relic, Innate Enchantment 12 CP - L2 Charisma +4 (12,000gp), Corrupted/ User must spend own CP to attune, 8 CP total (rounded down for 1 CP Relic)					
Bullets, Sling (10)	Backpack	1	5.0	0.1	
□□□□□ □□□□□					
Dagger	Carried	1	1.0	2.0	
Noble's Outfit	Equipped	1	10.0	75.0	
Pouch (Belt)	Equipped	1	0.5	1.0	
0 lbs.					
Rations (Trail/Per Day)	Backpack	10	1.0	0.5 (5.0)	(10.0)
□□□□□ □□□□□					
Sling	Equipped	1	0.0	0.0	
0 lbs.					
Spell Component Pouch	Equipped	1	2.0	5.0	
TOTAL WEIGHT CARRIED/VALUE			23.5	97.1 gp	lbs.

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

Special Attacks	
Warcraft	[Eclipse, p.10]
+1 BAB	

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

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, 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, Elven

TEMPLATES
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<div>Recurring Bonuses</div> <div>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.</div> <div>Fast Learner/ Specialized for increased effect (Skills) [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.</div>	<div>Mystic Artist Abilities</div> <div>Amplification [Eclipse, p.87] (+6 CP). Your art may affect twice the usual number of targets. Add +6 CP per additional +1 multiple.</div> <div>Celebrated Way ~ Bardic Immunity [Eclipse, p.90] (+6 CP, Requires Wealth). Like many celebrities you can get away with outrageous behavior. You may escape moderate legal troubles, dress, act, and speak in wildly obnoxious ways, and commit huge social faux pas without long-term repercussions. A character with Bardic Immunity can easily get away with wearing the wrong clothes or carrying a bunch of magic weapons to a noble's dinner party. The character could not attack people safely, however - at least not with lethal weapons. Occasionally punching critics is virtually expected.</div> <div>Celebrated Way ~ Fame [Eclipse, p.90] (6 CP). Fame grants you fame, naturally enough. With this, you're a celebrity, are recognized as a great artist in your own lifetime, get invited to all the best parties, have many close friends you've never met, and may often obtain safe passage into restricted areas to show off your art. Fans constantly ask for autographs or whatever passes as the local equivalent.</div> <div>Celebrated Way ~ Wealth [Eclipse, p.90] (+6 CP, Requires Fame). You are supported by your patrons, and may ignore normal monetary needs. You are considered to have an excellent lifestyle and can readily obtain fine food, housing, clothing, servants, and vehicles in any civilized area. You can even tow along your freeloading friends.</div> <div>Enduring (6x) [Eclipse, p.87] (+6 CP). The effects of your art persist 3x as long as usual after the exposure.</div> <div>Inspiration Skill 06 ~ Competence [Eclipse, p.85] 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.</div> <div>Inspiration Skill 03 ~ Emotion [Eclipse, p.85] 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.</div> <div>Inspiration Skill 12 ~ Excellence [Eclipse, p.85] 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.</div> <div>Inspiration Skill 09 ~ Greatness [Eclipse, p.85] The lucky target[s] of Greatness becomes inspired to new heights. Up to [Level/3] targets gain a +1 Positive Level bonus and 1d10 temporary hit points.</div> <div>Manipulation Skill 03 ~ Fascinate [Eclipse, p.86] People like your art. It's fascinating and mysterious and you can even interest the audience in whatever kind of art you do. Some of them might even take it up themselves. More usefully toadventurers, a Mystic Artist can Fascinate up to (Cha Mod + Level/3) targets. If they fail to save, they remain fascinated for up to (Att Mod + 2) minutes, or until a performance ends, whichever comes first. Mystic Artists with a perform skill of 6 or more may attempt to use a Suggestion effect on any one Fascinated target once per round. Those with a skill of 24+ may attempt to Suggest something to all Fascinated targets at the same time.</div> <div>Manipulation Skill 06 ~ Hold Audience [Eclipse, p.86] Hold Audience allows you to keep the audience busy, and wile away their time without them realizing it. Any who fail their saving throw become enchanted by your performance or art, and spend more time than they expected. Aside from its usefulness for tavern owners (whose patrons mysteriously spend more time drinking), it's a great distraction. With sufficient attribute and DC enhancements a mystic artist with this ability could hold an entire army spellbound for hours - or even days.</div> <div>Path of Dissonance ~ Distracting [Eclipse, p.90] (+6 CP). Your art is profoundly disturbing. Those exposed have great difficulty focusing, and must make Concentration checks (DC equal to the mystic artist's skill check) to focus on their tasks, including spellcasting. While this normally affects an area, artists may opt to target a specific individual within range.</div> <div>Path of Whispers ~ Subliminal [Eclipse, p.89] (+6 CP). Targets must make a DC 24 Int check to notice that they are being influenced by your art.</div> <div>Rapid [Eclipse, p.87] (6 CP). Your art takes effect immediately, without the usual round of work. This isn't usually worth bothering with for static art, but performance artists may find it very handy.</div>
<div>DISADVANTAGES</div> <div>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.</div> <div>Irreverent (Deities don't exist) [Eclipse, p.19] 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.</div> <div>Unarmored [Eclipse, p.20] You refuse to use armor for some reason. Characters who already suffer major penalties for wearing armor can't take this disadvantage.</div>	
<div>Spell Caster Information</div> <div>Bard [Eclipse, p.11] Bard Level 3, Casterlevel is 3</div>	
<div>Eclipse Abilities</div> <div>Adept (Heal, Perform (Dance), Perform (Sing), Persuasion) [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.</div> <div>Mystic Artist [Eclipse, p.38] Usable 3/day, DC 16</div>	

## Bard Spells

LEVEL	0	1	2	3	4	5	6
KNOWN	6	3	0	0	0	0	0
PER DAY	3	3	0	0	0	0	0

### LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Detect Magic		None	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: p.219
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 3	
□□□□□ Ghost Sound	16	Will disbelief (if interacted with)	Standard Action	1 round/level [D]	Close (30 ft.)	V,S,M	No	Illusion (Figment)	PHB: p.235
<i>Effect:</i> Figment sounds.					<i>Target:</i> Illusory sounds			<i>Caster Level:</i> 3	
□□□□□ Light		None	Standard Action	10 minutes/level [D]	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> 3	
□□□□□ Mage Hand		None	Standard Action	Concentration	Close (30 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> 3	
□□□□□ Prestidigitation	16	See text	Standard Action	1 hour	10 ft.	V,S	No	Universal	PHB: p.264
<i>Effect:</i> Performs minor tricks.					<i>Target:</i> See text			<i>Caster Level:</i> 3	
□□□□□ Resistance	16	Will negates (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: p.272
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 3	

### LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Charm Person	17	Will negates	Standard Action	1 hour/level	Close (30 ft.)	V,S	Yes	Enchantment (Charm) [Mind-Affecting]	PHB: p.209
<i>Effect:</i> Makes one person your friend.					<i>Target:</i> One humanoid creature			<i>Caster Level:</i> 3	
□□□□□ Cure Light Wounds	17	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.215
<i>Effect:</i> Cures 1d8 +1/level (max +5) damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 3	
□□□□□ Disguise Self		None	Standard Action	10 minutes/level [D]	Personal	V,S	No	Illusion (Glamour)	PHB: p.222
<i>Effect:</i> Changes your appearance.					<i>Target:</i> You			<i>Caster Level:</i> 3	

\* =Domain/Specialty Spell

## Notes:

Character Sheet Notes: