

Burgmor

NAME  
d12E1 Wiz d10E1  
d4E1  
CLASS  
3  
Character Level

3000  
EXPERIENCE  
6000  
NEXT LEVEL

Calvin Bacom

PLAYERNAME  
Human  
Medium  
5' 4"  
156 lbs.  
VISION  
0  
POINTS

RACE  
28  
Male  
Brown  
Sandy Blond,  
HAIR

AGE  
GENDER  
EYES

Lawful Neutral

ALIGNMENT

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	8	-1	8	-1	8	-1
<b>DEX</b> Dexterity	14	+2	14	+2	14	+2
<b>CON</b> Constitution	12	+1	12	+1	12	+1
<b>INT</b> Intelligence	20	+5	20	+5	20	+5
<b>WIS</b> Wisdom	10	+0	10	+0	10	+0
<b>CHA</b> Charisma	8	-1	8	-1	8	-1

WOUNDS/CURRENT HP  
SUBDUAL DAMAGE  
DAMAGE REDUCTION  
SPEED  
Walk 30 ft.

**HP**  
hit points  
22

**AC**  
armor class  
20

TOTAL  
FLAT  
TOUCH  
BASE  
ARMOR BONUS  
SHIELD BONUS  
STAT  
SIZE  
NATURAL ARMOR  
DEFLEC-TION  
MISC

MISS CHANCE  
ARCANE SPELL FAILURE  
ARMOR CHECK PENALTY  
SPELL RESIST

SAVING THROWS  
**FORTITUDE**  
(constitution)  
**REFLEX**  
(dexterity)  
**WILL**  
(wisdom)

TOTAL  
BASE SAVE  
ABILITY  
MAGIC  
MISC  
EPIC  
TEMP

conditional modifiers

TOTAL  
BASE ATTACK BONUS  
STAT  
SIZE  
MISC  
EPIC  
TEMP

**MELEE**  
attack bonus  
+2  
+3  
-1  
+0  
+0  
+0

**RANGED**  
attack bonus  
+5  
+3  
+2  
+0  
+0  
+0

**GRAPPLE**  
attack bonus  
+2  
+3  
-1  
+0  
+0  
+0

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

**\*Quarterstaff**

HAND	TYPE	SIZE	CRITICAL	REACH
Both	B/B	M	20/x2	5 ft.

TOTAL ATTACK BONUS  
+2  
DAMAGE  
1d6-1

**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	6/3
					RANKS	MISC MODIFIER
✓ Acrobatics	DEX	2	=	2	+	+
✓ Appraise	INT	5	=	5	+	+
✓ Athletics	STR	-1	=	-1	+	+
✓ Craft (Untrained)	INT	5	=	5	+	+
✓ Deception	CHA	-1	=	-1	+	+
✓ Endurance	CON	7	=	1	+	6.0 +
✓ Gather Information	CHA	-1	=	-1	+	+
✓ Heal	WIS	0	=	0	+	+
Knowledge (Arcana)	INT	11	=	5	+	6.0 +
Knowledge (Architecture and Engineering)	INT	8	=	5	+	3.0 +
Knowledge (Dungeoneering)	INT	8	=	5	+	3.0 +
Knowledge (Nature)	INT	10	=	5	+	3.0 + 2
Knowledge (Religion)	INT	8	=	5	+	3.0 +
Knowledge (The Planes)	INT	11	=	5	+	6.0 +
✓ Perception	WIS	0	=	0	+	+
✓ Persuasion	CHA	-1	=	-1	+	+
✓ Ride	DEX	5	=	2	+	3.0 +
✓ Sense Motive	WIS	1	=	0	+	1.0 +
Spellcraft	INT	13	=	5	+	6.0 + 2
✓ Stealth	DEX	8	=	2	+	6.0 +
✓ Survival	WIS	5	=	0	+	5.0 +
Survival (The Planes)	WIS	8	=	0	+	6.0 + 2
✓ Thievery	DEX	2	=	2	+	+
✓ Use Rope	DEX	2	=	2	+	+
			=	+	+	
			=	+	+	

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Alchemist's Fire (Flask)	Backpack	1	1.0	20.0
<input type="checkbox"/>				
Backpack	Equipped	1	2.0	2.0
10.5 lbs., 1 Alchemist's Fire (Flask), 1 Bedroll, 1 Candle, 1 Flask (Empty), 1 Lantern (Hooded), 1 Rations (Trail/Per Day)				
Bedroll	Backpack	1	5.0	0.1
Candle	Backpack	1	0.0	0.01
<input type="checkbox"/>				
Flask (Empty)	Backpack	1	1.5	0.03
0 lbs.				
Lantern (Hooded)	Backpack	1	2.0	7.0
Explorer's Outfit	Equipped	1	8.0	10.0
Quarterstaff	Equipped	1	4.0	0.0
Rations (Trail/Per Day)	Backpack	1	1.0	0.5
<input type="checkbox"/>				
TOTAL WEIGHT CARRIED/VALUE			16.5	39.64 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]
+3 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, Halbspear, 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, Draconic, Gnomish, Orc, Terran, Undercommon

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 (For Spells) [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

### Compulsive (Impatient with others; would rather act now then talk.) [Eclipse, p.18]

You have some particular mania or "code of conduct" which influences everything you do. Likely compulsions include the classic manias (like Pyro- or Klepto-), an overwhelming love or hatred, greed, dedication to some peculiar goal, truthfulness, extravagant spending, or even virtue. Codes include things like Hippocratic Oaths or Chivalry. Characters that ignore their compulsions take a 20% experience penalty.

### 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 (Arcane Studies and Rituals Merrick expects you to assist in) [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.

## Spell Caster Information

### Wizard [Eclipse, p.11]

Wizard Level 3, Casterlevel is 3

## Eclipse Abilities

### Adept (Endurance, Knowledge (Arcana), Spellcraft, Knowledge (The Planes)) [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.

### Immunity (to XP cost of Innate Enchantment 1st level effects [Uncommon, Minor, Trivial]) [Eclipse, p.34]

See immunity

### Innate Enchantment [Eclipse, p.34]

With Innate Enchantment, a character has two options - His or her innate power may duplicate the effects of a magical item or items valued at up to 5000 GP (according to the standard d20 rules). The character must pay twice the normal experience point cost to create said item. For every +1 additional CP invested, these innate enchantments rise in value by 1000 GP.

### Innate Enchantment / Enhanced Attribute (+2 Intelligence) [Eclipse]

### Innate Enchantment / Force Armor I [Eclipse]

### Innate Enchantment ~ Force Shield I ~ General (2000gp) [Eclipse]

### Metamagic / Easy [Eclipse, p.57]

(6 CP). You have learned to substitute raw power for some of the usual requirements of your spells. Common applications of this technique include: ! Material (+1 SL) removes the need for most material components unless they're integral to the spell effect. If you have a spell which animates a sword to fight, you still need the sword. However, you won't need ruby dust to sprinkle it with. The classic Eschew Materials feat does not increase the spell level, but only works on materials and only for those costing 1 GP or less. If you want that version, it's bought as Easy, with the Streamline metamagical modifier, Specialized to materials costing 1 GP or less only, for a total of 6 CP. ! Verbal (+1 SL) removes the need for incantations. ! Somatic (+1 SL) removes the need for gestures and arcane spell failure chance. ! Temporal (+1 SL) allows the caster to use the spell as a Free Action. Unfortunately, since you can't take any time to speak, gesture, or get out components, you must also apply the Material, Verbal, and Somatic effects for a total of +4 spell levels. Using this effect on spells with lengthy casting times requires another +1 SL, +2 SL if the normal casting time is measured in hours or more. The classic Quicken feat states that "you can cast a spell with a moment's thought." It isn't quite clear as to what this means or whether it effectively includes the Silent Spell and Still Spell feats; official and unofficial statements seem to go both ways. If you feel that the +4 level cost does not include one more of the earlier effects simply increase the spell level adjustment for Temporal by the number you do not include.

# 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	2	0	0	0	0	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<b>Acid Splash</b> <i>Effect:</i> Orb deals 1d3 acid damage.		None	Standard Action	Instantaneous	Close (30 ft.)	V,S	No	Conjuration (Creation) [Acid] <i>Caster Level:</i> 3	PHB: p.196
<b>Amanuesis</b> <i>Effect:</i> Copies 250 words per minute.	15	Will negates [object]	1 standard action	10 minute/level	Close (30 ft.)	V,S	Yes [object]	Transmutation <i>Caster Level:</i> 3	SC: p.9
<b>Arcane Mark</b> <i>Effect:</i> Inscribes a personal rune [visible or invisible].		None	Standard Action	Permanent	0 ft.	V,S	No	Universal <i>Caster Level:</i> 3	PHB: p.201
<b>Caltrops</b> <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:</i> 3	SC: p.42
<b>Dancing Lights</b> <i>Effect:</i> Creates torches or other lights.		None	Standard Action	1 minute/level [D]	Medium (130 ft.)	V,S	No	Evocation [Light] <i>Caster Level:</i> 3	PHB: p.216
<b>Daze</b> <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	15	Will negates	Standard Action	1 round	Close (30 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 3	PHB: p.217
<b>Detect Magic</b> <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> 3	PHB: p.219
<b>Detect Poison</b> <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:</i> 3	PHB: p.219
<b>Disrupt Undead</b> <i>Effect:</i> Deals 1d6 damage to one undead.		None	Standard Action	Instantaneous	Close (30 ft.)	V,S	Yes	Necromancy <i>Caster Level:</i> 3	PHB: p.223
<b>Electric Jolt</b> <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:</i> 3	SC: p.78
<b>Flare</b> <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	15	Fortitude negates	Standard Action	Instantaneous	Close (30 ft.)	V	Yes	Evocation [Light] <i>Caster Level:</i> 3	PHB: p.232
<b>Ghost Sound</b> <i>Effect:</i> Fgment sounds.	15	Will disbelief (if interacted with)	Standard Action	1 round/level [D]	Close (30 ft.)	V,S,M	No	Illusion (Fgment) <i>Caster Level:</i> 3	PHB: p.235
<b>Launch Bolt</b> <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> 3	SC: p.130
<b>Launch Item</b> <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> 3	SC: p.130
<b>Light</b> <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> 3	PHB: p.248
<b>Mage Hand</b> <i>Effect:</i> 5-pound telekinesis.		None	Standard Action	Concentration	Close (30 ft.)	V,S	No	Transmutation <i>Caster Level:</i> 3	PHB: p.249
<b>Mending</b> <i>Effect:</i> Makes minor repairs on an object.	15	Will negates (harmless, object)	Standard Action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation <i>Caster Level:</i> 3	PHB: p.253
<b>Message</b> <i>Effect:</i> Whispered conversation at distance.		None	Standard Action	10 minutes/level	Medium (130 ft.)	V,S,F	No	Transmutation [Language-Dependent] <i>Caster Level:</i> 3	PHB: p.253
<b>Open/Close</b> <i>Effect:</i> Opens or closes small or light things.	15	Will negates (object)	Standard Action	Instantaneous	Close (30 ft.)	V,S,F	Yes (object)	Transmutation <i>Caster Level:</i> 3	PHB: p.258
<b>Prestidigitation</b> <i>Effect:</i> Performs minor tricks.	15	See text	Standard Action	1 hour	10 ft.	V,S	No	Universal <i>Caster Level:</i> 3	PHB: p.264
<b>Ray of Frost</b> <i>Effect:</i> Ray deals 1d3 cold damage.		None	Standard Action	Instantaneous	Close (30 ft.)	V,S	Yes	Evocation [Cold] <i>Caster Level:</i> 3	PHB: p.269
<b>Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.		None	Standard Action	10 minutes/level	Personal	V,S,F	No	Divination <i>Caster Level:</i> 3	PHB: p.269
<b>Repair Minor Damage</b> <i>Effect:</i> Repair a construct 1 point of damage.		None	1 standard action	Instantaneous	Touch	V,S	No	Transmutation <i>Caster Level:</i> 3	SC: p.173
<b>Resistance</b> <i>Effect:</i> Subject gains +1 on saving throws.	15	Will negates (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration <i>Caster Level:</i> 3	PHB: p.272
<b>Silent Portal</b> <i>Effect:</i> Negates the sound of opening/closing any portal [door,window,etc.].	15	Will negates [object]	1 standard action	1 minute/level [D]	Close (30 ft.)	S	Yes [object]	Illusion (Glamer) <i>Caster Level:</i> 3	SC: p.190
<b>Sonic Snap</b> <i>Effect:</i> Deal 1 pt of damage and target must save or be deafened for 1 round.	15	Will partial	1 standard action	Instantaneous	Close (30 ft.)	V,S	Yes	Evocation [Sonic] <i>Caster Level:</i> 3	SC: p.195

\* =Domain/Specialty Spell

# Wizard Spells

<div> <div> <div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div> </div> </div> <div>Stick</div>
--

15

Will negates [object]

1 standard action

Instantaneous

Touch

V,S,M

Yes [object]

Transmutation

SC: p.206

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div><div><div><div><div></div><div></div><div></div><div></div><div></div></div></div><div>Burning Hands</div></div></div>	16	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> 3	
<div><div><div><div><div></div><div></div><div></div><div></div><div></div></div></div><div>Feather Fall</div></div></div>	16	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 1 round/level	Close (30 ft.)	V	Yes (object)	Transmutation	PHB: p.229
<i>Effect:</i> Objects or creatures fall slowly.					<i>Target:</i> One Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart			<i>Caster Level:</i> 3	
<div><div><div><div><div></div><div></div><div></div><div></div><div></div></div></div><div>Hold Portal</div></div></div>	None		Standard Action	1 minute/level [D]	Medium (130 ft.)	V	No	Abjuration	PHB: p.241
<i>Effect:</i> Holds door shut.					<i>Target:</i> One portal, up to 20 sq. ft/level			<i>Caster Level:</i> 3	
<div><div><div><div><div></div><div></div><div></div><div></div><div></div></div></div><div>Identify</div></div></div>	None		1 hour	Instantaneous	Touch	V,S,M/DF	No	Divination	PHB: p.243
<i>Effect:</i> Determines properties of magic item.					<i>Target:</i> One touched object			<i>Caster Level:</i> 3	
<div><div><div><div><div></div><div></div><div></div><div></div><div></div></div></div><div>Mage Armor</div></div></div>	16	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> 3	
<div><div><div><div><div></div><div></div><div></div><div></div><div></div></div></div><div>Magic Missile</div></div></div>	None		Standard Action	Instantaneous	Medium (130 ft.)	V,S	Yes	Evocation [Force]	PHB: p.251
<i>Effect:</i> 1 missile/2 levels [max 5] that do 1d4+1 damage each.					<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart			<i>Caster Level:</i> 3	
<div><div><div><div><div></div><div></div><div></div><div></div><div></div></div></div><div>Mount</div></div></div>	None		1 round	2 hours/level [D]	Close (30 ft.)	V,S,M	No	Conjuration (Summoning)	PHB: p.256
<i>Effect:</i> Summons riding horse for 2 hours/level.					<i>Target:</i> One mount			<i>Caster Level:</i> 3	
<div><div><div><div><div></div><div></div><div></div><div></div><div></div></div></div><div>Sleep</div></div></div>	16	Will negates	1 round	1 minute/level	Medium (130 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.280
<i>Effect:</i> Puts 4 HD of creatures into magical slumber.					<i>Target:</i> One or more living creatures within a 10-ft.-radius burst			<i>Caster Level:</i> 3	

16

Reflex half

Standard Action

Instantaneous

15 ft.

V,S

Yes

Evocation [Fire]

PHB: p.207

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div><div><div><div><div></div><div></div><div></div><div></div><div></div></div></div></div><div>Continual Flame</div></div>		None	Standard Action	Permanent	Touch	V,S,M	No	Evocation [Light]	PHB: p.213
<div>Effect:</div> <div>Makes a permanent, heatless torch.</div>					<div>Target:</div> <div>Object touched Magical, heatless flame</div>			<div>Caster Level:</div> <div>3</div>	
<div><div><div><div><div></div><div></div><div></div><div></div><div></div></div></div></div><div>Detect Thoughts</div></div>	17	Will negates; see text	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S,F/DF	No	Divination [Mind-Affecting]	PHB: p.220
<div>Effect:</div> <div>Allows 'listening' to surface thoughts.</div>					<div>Target:</div> <div>Cone-shaped emanation</div>			<div>Caster Level:</div> <div>3</div>	
<div><div><div><div><div></div><div></div><div></div><div></div><div></div></div></div></div><div>Flaming Sphere</div></div>	17	Reflex negates	Standard Action	1 round/level	Medium (130 ft.)	V,S,M/DF	Yes	Evocation [Fire]	PHB: p.232
<div>Effect:</div> <div>Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.</div>					<div>Target:</div> <div>5-ft.-diameter sphere</div>			<div>Caster Level:</div> <div>3</div>	
<div><div><div><div><div></div><div></div><div></div><div></div><div></div></div></div></div><div>Scorching Ray</div></div>		None	Standard Action	Instantaneous	Close (30 ft.)	V,S	Yes	Evocation [Fire]	PHB: p.274
<div>Effect:</div> <div>1 rays, ranged touch attack deals 4d6 fire damage.</div>					<div>Target:</div> <div>1 ray + 1 ray/4 levels [see text]</div>			<div>Caster Level:</div> <div>3</div>	

None

Standard Action

Permanent

Touch

V,S,M

No

Evocation [Light]

PHB: p.213

\* =Domain/Specialty Spell

## Notes:

Character Sheet Notes: