

Caleb Beltaine

NAME

Point3 Brd

CLASS

3/4

Character Level/ECL

6000

EXPERIENCE

10000

NEXT LEVEL

Human

RACE

19

AGE

Medium

SIZE

Male

GENDER

5' 8"

HEIGHT

150 lbs.

WEIGHT

EYES

HAIR

Neutral Good

ALIGNMENT

Darkvision (60 ft.),

VISION

Low-light

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

20

+5

20

+5

HP

hit points

26

AC

armor class

16

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 35 ft.

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLECTION

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

INITIATIVE

modifier

+1

TOTAL

DEX MODIFIER

+1

MISC MODIFIER

+0

BASE ATTACK

bonus

+2

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+3

=

+0

+

+3

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

MELEE

attack bonus

+5

RANGED

attack bonus

+3

GRAPPLE

attack bonus

+5

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+5

1d3+3

20/x2

5 ft.

*Battleaxe

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

S

M

20/x3

5 ft.

To Hit

Dam

1H-P

+5

1d8+3

2W-P-(OH)

-1

1d8+3

1H-O

+1

1d8+1

2W-P-(OL)

+1

1d8+3

2H

+5

1d8+4

2W-OH

-5

1d8+1

Special Properties

Claw

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

S

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+5

1d3+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

RANKS

6/3

MISC MODIFIER

✓ Acrobatics

DEX

2

=

1

+

1.0

+

✓ Appraise

INT

3

=

3

+

+

✓ Athletics

STR

3

=

3

+

+

✓ Craft (Untrained)

INT

3

=

3

+

+

✓ Deception

CHA

8

=

5

+

+

3

Disguise (Act in character)

CHA

12

=

5

+

2.0

+

5

✓ Endurance

CON

3

=

3

+

+

✓ Gather Information

CHA

10

=

5

+

2.0

+

3

✓ Heal

WIS

2

=

1

+

1.0

+

Knowledge (Arcana)

INT

9

=

3

+

6.0

+

Knowledge (Religion)

INT

4

=

3

+

1.0

+

✓ Perception

WIS

8

=

1

+

3.0

+

4

Perform (Sing)

CHA

18

=

5

+

4.0

+

9

Perform (Wind Instruments)

CHA

20

=

5

+

6.0

+

9

✓ Persuasion

CHA

8

=

5

+

+

3

✓ Ride

DEX

1

=

1

+

+

✓ Sense Motive

WIS

5

=

1

+

4.0

+

✓ Spellcraft

INT

11

=

3

+

6.0

+

2

✓ Stealth

DEX

1

=

1

+

+

✓ Survival

WIS

1

=

1

+

+

✓ Thievery

DEX

1

=

1

+

+

✓ Use Rope

DEX

1

=

1

+

+

=

+

+

=

+

+

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Battleaxe	Equipped	1	6.0	10.0	
Claw	Carried	1	0.0	0.0	
Faerie Garb +3	Equipped	1	0.5	9151.0	
Merrick's Ring	Equipped	1	0.0	0.0	
You know of threats to your dominion. You go unnoticed unless you desire attention (Will DC 161 to resist effect)					
Satyr Wreath	Equipped	1	0.0	0.0	
You can only get truly intoxicated by fey alcohol. Fey attitudes moved up by one automatically. Increases your charisma.					
Sentient Rod of Any Weapon	Equipped	1	0.0	0.0	
Special Backpack of Holding	Equipped	1	0.0	0.0	
0 lbs.					
Special Boots	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			6.5 lbs.	9161.0 gp	

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

SPECIAL ATTACKS	
Any Weapon Rod	[Is This It]
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.	
Natural Weapon (Claw)	[Is This It]
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.	
Warcraft	[Eclipse, p.10]
+2 BAB	

SPECIAL QUALITIES	
Weapon Prof ~ All Simple Weapons plus any one	[Eclipse, p.49]
Martial Weapon (Battleaxe)	
Grants Proficiency with all simple weapons and selected weapons.	

FEATS	
Feat Conversion to CP ~ 6 (4x)	[Eclipse, p.9]
Covert regular feat to six Character Points	
Dragonblood	[ds, web]
Sorcerer is a favored class for you. This is in addition to your favored class based on race.	
Alertness	[PHB, p.89]
+2 bonus on Listen and Spot checks.	

PROFICIENCIES
Battleaxe, Chakram, Claw, 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, Elven, Gnoll, Terran

TEMPLATES

Familiar: Aidan Firefalcon (Companion (Fire Falcon))					
HP:	13	AC:	17	INIT:	+3
FORT:	+3	REF:	+5	WILL:	+4
*Talons (Natural/Primary)	+2	DAM:	1d4-2	CRIT:	20/x2
Special:					

<div>Recurring Bonuses</div> <div> <div>Duties</div> <div>[Eclipse, p.17]</div> <div>(+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 ~ Other</div> <div>[Eclipse, p.17]</div> </div>	
<div>DISADVANTAGES</div> <div> <div>Replace with Sleepwalker</div> <div>[Eclipse]</div> <div>You are prone to sleepwalking while sleeping, acting out dreams or nightmares. GM decides when this comes into play.</div> </div>	
<div>Eclipse Abilities</div> <div> <div>Adept (Concentration, Knowledge (Arcana), Perform (Wind Instruments), Spellcraft)</div> <div>[Eclipse, p.24]</div> <div>(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>Companion</div> <div>[Eclipse, p.27]</div> <div>(6 CP). Used to gain familiars, psycrystals, animal companions, and sometimes mounts. Companion empowers a sidekick - usually an animal. You may choose to apply the standard d20 Druid's Animal Companion bonuses, Wizard's Familiar bonuses, Paladin's Mount bonuses, get a Psi-Crystal, or use any similar progression. The base creature may not have an ECL of more than 1/3 your character level.</div> <div>Template</div> <div>[Eclipse, p.27]</div> <div>(+6 CP) adds a template of up to +2 ECL to the companion. Only one Template can be applied to a given companion, but you may pay the cost multiple times to add a more powerful template. The ECL addition is cumulative up to a maximum of +6.</div> <div>Luck</div> <div>[Eclipse, p.36]</div> <div>A lucky character may either "Take 20" in advance, without taking extra time and whether or not this would usually be allowed, or reroll after the primary roll once per day. Most characters also get Bonus Uses.</div> <div>Mystic Artist</div> <div>[Eclipse, p.38]</div> <div>Usable 3/day, DC 15</div> <div>+4 racial bonus on saves against sleep and paralysis</div> <div>[Is This It, p.]</div> <div>Familiar</div> <div>[Eclipse, p.27]</div> <div>You have a familiar companion</div> <div>Fire-Based Enhancement</div> <div>[Is This It]</div> <div>Fire based magic is increased in potency. Add +1 die of damage OR +3 damage to any fire based magic damage.</div> <div>Performance Bonus</div> <div>[Is This It]</div> <div>Performance-based checks are increased by +6. Likewise you also are granted a +3 bonus to Charisma-based skills and checks.</div> <div>Link</div> <div>[Eclipse, p.189]</div> <div>Mental Link</div> <div>[Is This It]</div> <div>You are automatically in Mental Contact with your companions</div> </div>	
<div>Mystic Artist Abilities</div> <div> <div>Competence</div> <div>[Eclipse, p.85]</div> <div>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>Emotion</div> <div>[Eclipse, p.85]</div> <div>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>Excellence</div> <div>[Eclipse, p.85]</div> <div>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>Mass Greatness</div> <div>[Eclipse, p.86]</div> <div>This works as per Greatness, except it affects (Cha Mod + Level) targets. 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>Amplify</div> <div>[Eclipse, p.87]</div> <div>A mystic artist using this ability can add to magical abilities used nearby. All friendly spellcasters within a 30' radius radius receive a +2 Caster Level bonus on all magical techniques.</div> <div>Block</div> <div>[Eclipse, p.86]</div> <div>A mystic artist can use his or her art to counter magical effects that depend on related 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.</div> <div>Harmonize</div> <div>[Eclipse, p.87]</div> <div>Harmonize allows you to select two Mystic Artist powers and combine them into one. Normally you can only use one at a time.</div> <div>Serenity</div> <div>[Eclipse, p.87]</div> <div>This tune spreads an aura of rest and relaxation. Usable only once a week, it counts as a night's rest and refreshes uses-per-day abilities.</div> <div>Rapid</div> <div>[Eclipse, p.87]</div> <div>(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>	

Bard Spells

LEVEL	0	1	2	3	4	5	6
KNOWN	6	14	13	10	0	0	0
PER DAY	3	5	3	0	0	0	0

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 (160 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> 6	
□□□□□ Ghost Sound	15	Will disbelief (if interacted with)	1 standard	1 round/level [D] action	Close (40 ft.)	V,S,M	No	Illusion (Figment)	PHB: p.235
<i>Effect:</i> Figment sounds.					<i>Target:</i> Illusory sounds			<i>Caster Level:</i> 6	
□□□□□ 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> 6	
□□□□□ Mage Hand		None	1 standard	Concentration action	Close (40 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> 6	
□□□□□ 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> 6	
□□□□□ Songbird	15	N/A	1 round	Performance +1 hour or until discharged; see text	Personal	V,S	No	Transmutation	SC: p.195
<i>Effect:</i> Gain +1 competence bonus to Charisma checks to influence NPCs; see text.					<i>Target:</i> You			<i>Caster Level:</i> 6	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Burning Hands	16	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> 6	
□□□□□ 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> 6	
□□□□□ Grease	16	See text	1 standard	1 round/level [D] action	Close (40 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> 6	
□□□□□ Identify		None	1 hour	Instantaneous action	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> 6	
□□□□□ Joyful Noise		None	1 standard	Concentration; see text action	10 ft.	S	No	Abjuration	SC: p.127
<i>Effect:</i> Dispels any magical silence.					<i>Target:</i> 10-ft.-radius emanation, centered on you			<i>Caster Level:</i> 6	
□□□□□ Ray of Flame	16	See text	1 standard	Instantaneous action	Close (40 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> 6	
□□□□□ Tasha's Hideous Laughter	16	Will negates	1 standard	1 round/level action	Close (40 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> 6	
□□□□□ Ventriiloquism	16	Will disbelief (if interacted with)	1 standard	1 minute/level [D] action	Close (40 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> 6	

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> 6	
□□□□□ Body of the Sun	17	Reflex half	1 standard	1 round/level action	5 ft.	V,S,DF	Yes	Trasmutation [Fire]	SC: p.35
<i>Effect:</i> Fire and light extend 5ft. from caster's body inflicting 1d4/2 levels [max 5d4] points of fire damage [Reflex save for half].					<i>Target:</i> 5 ft.-radius emanation centered on you			<i>Caster Level:</i> 6	
□□□□□ Entice Gift	17	Will negates	1 standard	1 round action	Close (40 ft.)	V,S	Yes	Enchantment [Mind-Affecting]	SC: p.83
<i>Effect:</i> Creature feels compelled to give you what it is holding.					<i>Target:</i> One creature			<i>Caster Level:</i> 6	
□□□□□ Fireburst	17	Reflex half	1 standard	Instantaneous action	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.					<i>Target:</i> Burst of fire extending 10 ft			<i>Caster Level:</i> 6	
□□□□□ Hold Person	17	Will negates; see text	1 standard	1 round/level [D]; see text action	Medium (160 ft.)	V,S,F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.241
<i>Effect:</i> Paralyzes one humanoid for 1 round/level.					<i>Target:</i> One humanoid creature			<i>Caster Level:</i> 6	
□□□□□ Invisibility	17	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> 6	
□□□□□ Know Vulnerabilities	17	Will negates	1 standard	Instantaneous action	Close (40 ft.)	V,S	Yes	Divination	SC: p.129
<i>Effect:</i> Learn any vulnerabilities and resistances the target has.					<i>Target:</i> One creature			<i>Caster Level:</i> 6	
□□□□□ Minor Image	17	Will disbelief (if interacted with)	1 standard	Concentration +2 rounds action	Long (640 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. cubes + 10-ft/level [S]			<i>Caster Level:</i> 6	
□□□□□ Silence	17	Will negates; see text or none (object)	1 standard	1 minute/level [D] action	Long (640 ft.)	V,S	Yes; see text or no (object)	Illusion (Glamer)	PHB: p.279
<i>Effect:</i> Negates sound in 15-ft. radius.					<i>Target:</i> 20 ft. radius emanation centered on a creature, object, or point in space			<i>Caster Level:</i> 6	
□□□□□ Sonic Weapon	17	N/A	1 standard	1 minute/level [D] action	Touch	V	N/A	Transmutation [Sonic]	SC: p.195
<i>Effect:</i> Do an extra 1d6 sonic damage with a weapon.					<i>Target:</i> Weapon touched			<i>Caster Level:</i> 6	
□□□□□ Suggestion	17	Will negates	1 standard	1 hour/level or until completed action	Close (40 ft.)	V, M	Yes	Enchantment	PHB: p.285

* =Domain/Speciality Spell

Bard Spells

action

(Compulsion)
[Language-Dependent,
Mind-Affecting]
Caster Level: 6

Effect:
Compels subject to follow stated course of action.

Target: One living creature

* =Domain/Speciality Spell

Notes:

Character Sheet Notes: