

Kylard the Bard

CHARACTER NAME

d8E 3, Bard

CLASS

3 / 3

3000 / 6000

Character Level / CR

EXP / NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	16		+3		
DEX Dexterity	12		+1		
CON Constitution	20		+5		
INT Intelligence	12		+1		
WIS Wisdom	14		+2		
CHA Charisma	20		+5		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+7	= +2	+5	+0	+0	+0		
REFLEX (dexterity)	+3	= +2	+1	+0	+0	+0		
WILL (wisdom)	+4	= +2	+2	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+5	= +0	+3	+0	+2	+0	
RANGED attack bonus	+3	= +0	+1	+0	+2	+0	
GRAPPLE attack bonus	+5	= +0	+3	+0	+2	+0	

Martial Arts	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+6	1d6+3	20/x2	5 ft.

*Battleaxe (Growth Item / Chosen One)		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	S	M	20/x3	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+8	1d8+4	2W-P-(OH)	+2	1d8+4	
1H-O	+4	1d8+2	2W-P-(OL)	+4	1d8+4	
2H	+8	1d8+5	2W-OH	-2	1d8+2	
Special Properties	Sentient Any Weapon Growth [+1]					

*: 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
*Chosen One Robe	Light	+4		+0	0

James Smith

PLAYER NAME

Dwarf

Medium / 5 ft.

RACE

SIZE / FACE

50

Male

AGE

GENDER

HP
hit points

57

WOUNDS/CURRENT HP

AC
armor class

17

FLAT

16

TOUCH

13

BASE

10

ARMOR BONUS

4

SHIELD BONUS

0

STAT

1

SIZE

0

NATURAL ARMOR

0

REFLEC-TION

0

DODGE

0

MISC

2

INITIATIVE
modifier

+1

DEX MODIFIER

+1

MISC MODIFIER

+0

BASE ATTACK
bonus

+0

Moradin

None

Neutral Good

DEITY

REGION

ALIGNMENT

4' 0"

148 lbs.

Darkvision (60 ft.)

HEIGHT

WEIGHT

VISION

EYES

HAIR

POINTS

SUBDUAL DAMAGE

DAMAGE REDUCTION

2/-

SPEED

Walk 20 ft.

MISS CHANCE

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

TOTAL SKILLPOINTS: 18		SKILLS				MAX RANKS: 6/3	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓ Acrobatics	DEX	6	=	1		+ 5	
✓ Appraise	INT	3	=	1		+ 2	
✓ Athletics	STR	5	=	3		+ 2	
✓ Athletics (Jump)	STR	-1	=	3		+ -4	
✓ Craft (Untrained)	INT	1	=	1			
✓ Deception	CHA	7	=	5		+ 2	
✓ Deception (Act in character)	CHA	9	=	5		+ 4	
✓ Endurance	CON	7	=	5		+ 2	
✓ Gather Information	CHA	13	=	5 + 6		+ 2	
✓ Heal	WIS	4	=	2		+ 2	
✓ Insight	WIS	4	=	2		+ 2	
✓ Martial Arts (Iron Storm)	STR	14	=	3 + 6		+ 5	
✓ Perception	WIS	10	=	2 + 6		+ 2	
✓ Perform (Sing)	CHA	18	=	5 + 6		+ 7	
✓ Persuasion	CHA	13	=	5 + 6		+ 2	
✓ Ride	DEX	6	=	1		+ 5	
✓ X Search (Unusual Stonework)	INT	3	=	1		+ 2	
✓ Stealth	DEX	6	=	1		+ 5	
✓ Survival	WIS	4	=	2		+ 2	
✓ Survival (Find or follow tracks)	WIS	6	=	2		+ 4	
✓ Thievery	DEX	6	=	1		+ 5	
✓ Use Rope	DEX	6	=	1		+ 5	
			=			+ +	
			=			+ +	
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.							

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Battleaxe (Growth Item / Chosen One)	Equipped	1	6.0	10.0
Sentient Any Weapon Growth [+1]				
Boots of the New Chosen Ones	Equipped	1	0.0	0.0
Chosen One Backpack of Holding	Equipped	1	0.0	0.0
Chosen One Orb	Equipped	1	0.0	0.0
Chosen One Robe	Equipped	1	0.5	1.0
TOTAL WEIGHT CARRIED/VALUE			6.5 lbs.	11.0 gp

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

LANGUAGES	
Common, Draconic, Dwarven	

Special Attacks	
Martial Arts	[Eclipse, p.53]
[Damage 1d6]	
Warcraft	[Eclipse, p.10]
+0 BAB	
Warcraft / Weapon Focus (Battleaxe)	[Eclipse, p.10]
Increase selected weapon to hit by +1	
Warcraft / Weapon Focus, Greater (Battleaxe)	[Eclipse, p.10]
Increase selected weapon to hit by +1	

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -5, Dying -6 and Dead -21	
Armor Proficiency (Shields)	[Eclipse, p.49]
Proficient with Shields	
+4 Dodge bonus to Armor Class against monsters of the giant type	[PHB, p.15]
+1 racial bonus on attack rolls against orcs and goblinoids	[PHB, p.15]
+2 racial bonus on saving throws against poison	[PHB, p.15]
+2 racial bonus on saving throws against spells and spell-like effects	[PHB, p.15]
Humanoid Traits	[PHB, TypesSubtypesAbilities.rtf]
Humanoids eat/sleep/breathe	
Mental Link with other Chosen Ones	[Drew]
Automatic Mental Link with Chosen Ones - This allows direct telepathy to any Chosen One, or multiple Chosen Ones, including images.	
Stability	[PHB, p.15]
Stonecunning	[PHB, p.15]
+2 racial bonus on Appraise and Craft checks that are related to stone or metal	[PHB, p.15]
Weapon Proficiency (All Simple Weapons and One Martial Weapon) (Battleaxe)	[Eclipse, p.49]
Grants Proficiency with all simple weapons and selected weapons.	

Recurring Bonuses	
Duties (To Moradin)	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+6 total CP].	
Fast Learner (Focused on Skills / L-2)	[Eclipse, p.17]
+2 CP towards Skills per level. [+12 total Skill Points Granted].	

DISADVANTAGES	
Compulsive (Can't stand being dirty)	[Eclipse, p.18]
You have the listed compulsions.	
History	[Eclipse, p.19]
You have a written history for the GM.	
Hunted (Tabarath Cult)	[Eclipse, p.19]
Something powerful is hunting you.	

Spell Caster Information	
Bard	[Eclipse, p.11]
Bard Level 6, Casterlevel is 12	

Eclipse Abilities	
Character Points Total	[Eclipse]
Character Points Total 124, Bonus Feats have added 12 CP, Disadvantages have added 10 CP, Duties adds 6 CP, HD 8 deducts 12 CP, Companions adds 0 CP	
Adept (Martial Arts, Perception, Perform (Sing), Persuasion)	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Companion	[Eclipse, p.27]
Gain a companion creature of your choice.	
Grant of Aid	[Eclipse, p.32]
1/day Free Action - Heal 1d8+5 hp, 1d3 attribute damage or 1 negative level.	
Grant of Aid / Regenerative / Slow Regrowth	[Eclipse, p.32]
(+3 CP) allows the slow (1d4 weeks) regrowth of lost limbs and organs.	
Innate Enchantment	[Eclipse, p.34]
adds innate power that may duplicate the effects of a magical item or items valued at up to 5000 GP [Currently at 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. [Additional Total Granted 0]	
Innate Enchantment / Detect Magic	[Eclipse]
(+700) At-will personal use at L1 caster level.	
Innate Enchantment / Enhanced Attribute (+2 Charisma)	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Charisma	
Innate Enchantment / Fortune's Favor	[Eclipse]
+2 Luck bonus to skills and checks.	
Innate Enchantment / Immortal Vigor I	[Eclipse]
[At Will] As grants 12 + CON*2 HP.	
Legionary ~ Chosen One	[Drew, p.53]
Gain +1/2/3 bonus to AC, Attacks and Reflex Saves when with 1-2/3-4/5+ others who have this feat.	
Mystic Artist	[Eclipse, p.38]
Mystic Artists inspire and manipulate others through art. While music, dance, and oratory are the most common forms, storytelling, painting, or architecture also work. See page 84.	
Skill Emphasis (Perform (Sing))	[Eclipse, p.44]
This grants a +2 bonus on any single skill.	
Skill Focus +3 (Perform (Sing))	[Eclipse, p.44]
+3 bonus to any single skill. Skill Focus stacks with Skill Emphasis.	

Martial Arts	
Iron Storm (Str)	[Eclipse]
This straightforward system focuses on raw, overwhelming, physical power - hammering its way through an enemy's defense with a steady rain of powerful blows. [Requires] Weapon Focus/Greatsword or equivalent. [Basic Techniques] Attack 2, Defenses 2, Power 1, Strike 1, and Toughness 2. [Advanced and Master Techniques] Instant Stand, Deflect Arrows, Sunder, and Whirlwind Attack. [Occult Techniques] Inner Strength, Focused Blow, Ki Block, and Touch Strike., Known Basic Techniques, Toughness 1, Toughness 2, Defenses 1, Defenses 2, Attack 1, Attack 2, Known Advanced Techniques, Instant Stand	
Martial Arts Basic / Attack (2x)	[Eclipse, p.81]
Gain additional +1 each time taken [currently +2] bonus on rolls to Attack, Throw, Grapple, and Trip opponents.	
Martial Arts Basic / Defenses (2x)	[Eclipse, p.81]
Gain additional +1 each time taken [currently +2] bonus to AC when you are unarmored or lightly armored.	
Martial Arts Basic / Toughness (2x)	[Eclipse, p.81]
You gain DR 1/- each time you take this [Current DR 2/-]. This stacks with itself.	
Martial Arts Master / Whirlwind Attack	[Eclipse, p.82]
As per the feat - When you use the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach.	

Mystic Artist Abilities	
Mystic Artist Usable 3/day, DC 24	[Eclipse, p.84]
Inspiration Skill 03 ~ Emotion 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 +4/-4 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.	[Eclipse, p.85]
Inspiration Skill 06 ~ Competence 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.	[Eclipse, p.85]
Inspiration Skill 09 ~ Greatness The lucky target(s) of Greatness becomes inspired to new heights. Up to 1 (Level/3) (Current Level 3) targets gain a +1 Positive Level bonus (A Positive Level adds +1 to the user's BAB, saving throws, and AC, and adds 6 CP to the character, which he or she may spend on any desired feats or upgrades. With Mystic Artist, the artist selects the effects of the 6 CP ahead of time and it must be the same for each character affected. Positive Levels applied to Undead work like a level drain against a normal character.) and 1d10 temporary hit points.	[Eclipse, p.85]
Inspiration Skill 12 ~ 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.	[Eclipse, p.85]
Inspiration Skill 15 ~ Mass Greatness The lucky target(s) of Mass Greatness becomes inspired to new heights. Up to 8 [Cha Mod + Level] targets gain a gaining a +1 Positive Level bonus [A Positive Level adds +1 to the user's BAB, saving throws, and AC, and adds 6 CP to the character, which he or she may spend on any desired feats or upgrades. With Mystic Artist, the artist selects the effects of the 6 CP ahead of time and it must be the same for each character affected. Positive Levels applied to Undead work like a level drain against a normal character.] and 1d10 temporary hit points.	[Eclipse, p.86]
Inspiration Skill 18 ~ Mass Excellence Grants up to 7 [artist's level/2 + Cha Mod] targets 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.	[Eclipse, p.86]
Synergy Skill 06 ~ Group Focus With group focus, a character may use his or her artist skill roll in place of a Concentration check for any other character, or increase the value of Aid Another actions by +2.	[Eclipse, p.87]
Synergy Skill 09 ~ Amplify 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.	[Eclipse, p.87]

Feats	
Adept (Martial Arts, Perception, Perform (Sing), Persuasion)	[Eclipse]

PROFICIENCIES	
Battleaxe, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Giant Rock, 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	

TEMPLATES	
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Bard Spells

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

LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
Ghostharp <i>School:</i> Divination <i>Effect:</i> Object records and replays a song previously played or sung in its vicinity within the last day.	SR: No	1 minute	5 minutes/level [D]	Touch	V,S	SC: p.104
Light <i>School:</i> Evocation [Light] <i>Effect:</i> Object shines like a torch.	SR: No	Standard Action	10 minutes/level [D]	Touch	V, M/DF	PHB: p.248
Mage Hand <i>School:</i> Transmutation <i>Effect:</i> 5-pound telekinesis.	SR: No	Standard Action	Concentration	Close (40 ft.)	V,S	PHB: p.249
Resistance <i>School:</i> Abjuration <i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. Resistance can be made permanent with a permanency spell. Arcane Material - Component A miniature cloak.	DC: 15, Will negates (harmless) SR: Yes (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	PHB: p.272
Songbird <i>School:</i> Transmutation <i>Effect:</i> Gain +1 competence bonus to Charisma checks to influence NPCs; see text.	SR: No	1 round	Performance +1 hour or until discharged; see text	Personal	V,S	SC: p.195
Stick <i>School:</i> Transmutation <i>Effect:</i> Sticks one object to another; see text.	DC: 15, Will negates [object] SR: Yes [object]	1 standard action	Instantaneous	Touch	V,S,M	SC: p.206

LEVEL 1

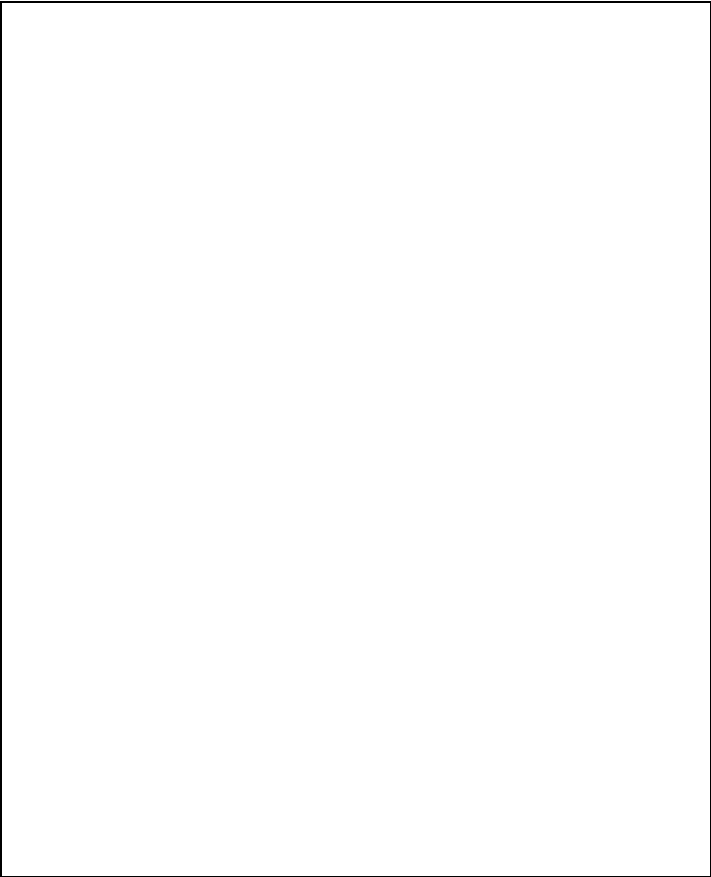
Name	Save Information	Time	Duration	Range	Comp.	Source
Amplify <i>School:</i> Transmutation [Sonic] <i>Effect:</i> Amplify all sounds in the area. Lowers DC by 20; those in effect are unaware.	DC: 16, Will negates; see text SR: Yes; see text	1 standard action	1 minute/level [D]	Long (640 ft.)	S	SC: p.10
Charm Person <i>School:</i> Enchantment (Charm) [Mind-Affecting] <i>Effect:</i> Makes one person your friend.	DC: 16, Will negates SR: Yes	Standard Action	1 hour/level	Close (40 ft.)	V,S	PHB: p.209
Comprehend Languages <i>School:</i> Divination <i>Effect:</i> You understand all spoken and written languages.	SR: No	Standard Action	10 minutes/level	Personal	V,S,M/DF	PHB: p.212
Cure Light Wounds <i>School:</i> Conjuration (Healing) <i>Effect:</i> Cures 1d8 +1/level [max +5] damage.	DC: 16, Will half (harmless); see text SR: Yes (harmless); see text	Standard Action	Instantaneous	Touch	V,S	PHB: p.215

LEVEL 2

Name	Save Information	Time	Duration	Range	Comp.	Source
Calm Emotions <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> Calms creatures, negating emotion effects.	DC: 17, Will negates SR: Yes	Standard Action	Concentration, up to 1 round/level [D]	Medium (160 ft.)	V,S, DF	PHB: p.207
Cure Moderate Wounds <i>School:</i> Conjuration (Healing) <i>Effect:</i> Cures 2d8 +1/level [max +10] damage.	DC: 17, Will half (harmless); see text SR: Yes (harmless); see text	Standard Action	Instantaneous	Touch	V,S	PHB: p.216
Enthrall <i>School:</i> Enchantment (Charm) <i>Effect:</i> Captivates all within 100 ft. +10 ft./level	DC: 17, Will negates; see text SR: Yes	1 round	1 hour or less	Medium (160 ft.)	V,S	PHB: p.227

* =Domain/Specialty Spell

Kylard the Bard



Dwarf
RACE
50
AGE
Male
GENDER
Darkvision (60 ft.)
VISION
Neutral Good
ALIGNMENT
Right
DOMINANT HAND
4' 0"
HEIGHT
148 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
HAIR
PHOBIAS
PERSONALITY TRAITS
INTERESTS
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION

Description:
Biography: