

Alysraen

NAME

d8E3 Drd

3000

CLASS

EXPERIENCE

3

6000

Character Level

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	10	+0	10	+0	10	+0
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	12	+1	12	+1	12	+1
INT Intelligence	16	+3	16	+3	16	+3
WIS Wisdom	18	+4	18	+4	18	+4
CHA Charisma	12	+1	12	+1	12	+1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE
(constitution)

+2

=

+1

+

+1

+

+0

+

+0

+

+0

+

REFLEX
(dexterity)

+3

=

+1

+

+2

+

+0

+

+0

+

+0

+

WILL
(wisdom)

+5

=

+1

+

+4

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE
attack bonus

+1

=

+1

+

+0

+

+0

+

+0

+

+0

+

RANGED
attack bonus

+3

=

+1

+

+2

+

+0

+

+0

+

+0

+

GRAPPLE
attack bonus

+1

=

+1

+

+0

+

+0

+

+0

+

+0

+

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

*Quarterstaff	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+1	1d6				
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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Tasha Thurston

PLAYERNAME

Human

Medium

5' 4"

125 lbs.

RACE

SIZE

HEIGHT

WEIGHT

VISION

22

Male

Blue

Black, Long

AGE

GENDER

EYES

HAIR

POINTS

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

HP
hit points

25

AC
armor class

16

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

INITIATIVE
modifier

+4

=

+2

+

+2

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK
bonus

+1

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	6/3
					RANKS	MISC MODIFIER
✓	Acrobatics	DEX	2	=	2	+
✓	Appraise	INT	3	=	3	+
✓	Athletics	STR	0	=	0	+
✓	Craft (Untrained)	INT	3	=	3	+
✓	Deception	CHA	1	=	1	+
✓	Endurance	CON	1	=	1	+
✓	Gather Information	CHA	1	=	1	+
✓	Heal	WIS	10	=	4	+ 6.0
✓	Knowledge (Arcana)	INT	9	=	3	+ 6.0
✓	Knowledge (Nature)	INT	9	=	3	+ 6.0
✓	Perception	WIS	12	=	4	+ 6.0
✓	Persuasion	CHA	1	=	1	+
✗	Psychic (Apport)	INT	7	=	3	+ 4.0
✗	Psychic (Empathy)	WIS	4	=	4	+
✗	Psychic (Mental Contact)	CHA	5	=	1	+ 4.0
✗	Psychic (Precognition)	WIS	4	=	4	+
✗	Psychic (Psychic Sense)	WIS	4	=	4	+
✗	Psychic (Psychic Shield)	WIS	4	=	4	+
✗	Psychic (Psychometry)	WIS	8	=	4	+ 4.0
✗	Psychic (Remote Viewing)	WIS	8	=	4	+ 4.0
✓	Ride	DEX	2	=	2	+
✓	Sense Motive	WIS	4	=	4	+
✓	Stealth	DEX	2	=	2	+
✓	Survival	WIS	8	=	4	+ 4.0
	Survival (Find or follow tracks)	WIS	10	=	4	+ 4.0
	Survival (Natural environments)	WIS	12	=	4	+ 6.0
✓	Thievery	DEX	2	=	2	+
✓	Use Rope	DEX	2	=	2	+
				=	+	+
				=	+	+
✓/: can be used untrained. ✗: exclusive skills. *: Skill Mastery.						

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack 12 lbs., 1 Bedroll, 1 Blanket (Winter), 1 Everburning Torch, 1 Lamp (Common), 2 Oil (1 Pt. Flask), 4 Potion of Cure Moderate Wounds	Equipped	1	2.0	2.0	
Bedroll	Backpack	1	5.0	0.1	
Blanket (Winter)	Backpack	1	3.0	0.5	
Everburning Torch	Backpack	1	1.0	110.0	
Holy Symbol (Silver)	Equipped	1	1.0	25.0	
Lamp (Common)	Backpack	1	1.0	0.1	
Oil (1 Pt. Flask)	Backpack	2	1.0 (2.0)	0.1 (0.2)	
Explorer's Outfit	Equipped	1	8.0	10.0	
Potion of Cure Moderate Wounds	Backpack	4	0.0 (0.0)	300.0 (1200.0)	
Pouch (Belt) 0 lbs.	Equipped	1	0.5	1.0	
Quarterstaff	Equipped	1	4.0	0.0	
Sack 0 lbs.	Equipped	1	0.5	0.1	
TOTAL WEIGHT CARRIED/VALUE			20 lbs.	1349.0 gp	

WEIGHT ALLOWANCE					
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

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

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

+7/+2+7/+2

Feats	
Feat Conversion to CP ~ 6 (3x) Covert regular feat to six Character Points	[Eclipse, p.9]
Alertness +2 bonus on Listen and Spot checks.	[PHB, p.89]

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, Druidic, Gnome, Sylvan, Treant

TEMPLATES

Familiar: Phaedra (Cat)					
HP:	12	AC:	18	INIT:	+2
FORT:	+4	REF:	+6	WILL:	+3
*Claw (Natural/Primary)	+9/+9	DAM:	1d2-4	CRIT:	20/x2
*Bite (Natural/Secondary)	+1	DAM:	1d3-4	CRIT:	20/x2
Special:					

<div> <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/ Specialized for increased effect (Cleric Magic Levels)</div> <div>[Eclipse, p.17]</div> <div>(+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>Restrictions (Won't wear Armor)</div> <div>[Eclipse, p.17]</div> <div>A character with restrictions has major limitations on the use of some ability or type of equipment. He or she may never (ever!) acquire or use such talents without major penalties. For example, Witch- Hunters never cast spells except to fix the problems caused by other magic on pain of losing most of their abilities. The point bonus is per category which applies. A character only gains the bonus points for restrictions on things that would obviously useful to him or her. Common restrictions include wearing no armor, using no weapons, using no magic or psionics, or skill-related feats. A good explanation is in order. Why is the character restricted in this way?</div> </div> </div>	
<div> <div>DISADVANTAGES</div> <div> <div>History</div> <div>[Eclipse, p.19]</div> <div>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>Hunted (GM and Player to Determine)</div> <div>[Eclipse, p.19]</div> <div>Someone's out to get you. You may be an outlaw, have personal enemies, or have been marked by some mystical entity. The nature of your foes should be decided in consultation with the GM. As a rule, you cannot simply confront your hunters and fight it out with them. They're either numerous, powerful, or secretive.</div> <div>Obligations (Must perform seasonal rituals)</div> <div>[Eclipse, p.19]</div> <div>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.</div> </div> </div>	
<div> <div>Spell Caster Information</div> <div> <div>Druid</div> <div>[Eclipse, p.11]</div> <div>Druid Level 5, Casterlevel is 5</div> </div> </div>	
<div> <div>Eclipse Abilities</div> <div> <div>Adept (Heal, Knowledge (Arcana), Knowledge (Nature), Perception)</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, psicrystals, 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>Companion - Great Form</div> <div>[Eclipse, p.27]</div> <div>(+6 CP) allows you to apply Righteous Might (at a Caster Level equal to your level) to a companion as a Free Action up to three times per day.</div> <div>Companion - Might</div> <div>[Eclipse, p.27]</div> <div>(+6 CP) allows you to grant your companion the benefits of two Positive Levels (see page 86) or of a continuously active second level spell or psychic effect.</div> <div>Companion - Transform</div> <div>[Eclipse, p.27]</div> <div>(+6 CP) allows you to take a form similar to your Companion's, and the Companion to take a form of your species. You both need not use this ability at the same time, but may if you wish.</div> <div>Eldritch</div> <div>[Eclipse, p.31]</div> <div>(0 CP). You may call upon exotic forces to power your magic rather than relying on the usual sources. In other words, your magic may have strange special effects for free. This has no direct game effect, but gives you more style. Eldritch abilities that cost spell levels do not extend the casting time., Characters using advanced Eldritch feats must select and describe the source of their powers. Other characters with the Eldritch feat and the same source receive no penalties or advantages when facing the user. All three effects may be taken as a set for only 6 CP, but this cannot then be "turned off." It also limits use of magic items to items made by a character with at least one of these modifiers. Many settings have spells usable only with Eldritch magic, and others not usable at all with Eldritch magic.</div> <div>Familiar</div> <div>[Eclipse, p.27]</div> <div>You have a familiar companion</div> <div>Immunity (Initial 1st level purchases with Innate Enchantment (2cp))</div> <div>[Eclipse, p.34]</div> <div>See immunity</div> <div>Improved Initiative</div> <div>[Eclipse, p.53]</div> <div>The character gains +2 to Initiative per 3 CP invested, up to a maximum +8 bonus.</div> <div>Innate Enchantment</div> <div>[Eclipse, p.34]</div> <div>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.</div> <div>Innate Enchantment / Detect Magic</div> <div>[Eclipse]</div> <div>(+700) At-will personal use at L1 caster level.</div> <div>Innate Enchantment / Enhanced Attribute (+2 Intelligence)</div> <div>[Eclipse]</div> <div>Innate Enchantment / Enhanced Attribute (+2 Wisdom)</div> <div>[Eclipse]</div> <div>Innate Enchantment / Force Armor I</div> <div>[Eclipse]</div> <div>Occult Skill ~ Psychic Ability</div> <div>[Is This It]</div> <div>You have the potential to acquire psychic feats and skills.</div> <div>Occult Skill ~ Psychic Ability ~ Clairsentience</div> <div>[Is This It]</div> <div>You have the potential to learn clairsentience skills.</div> <div>Occult Skill ~ Psychic Ability ~ Psychoportation</div> <div>[Is This It]</div> <div>You have the potential to learn psychoportation skills.</div> <div>Occult Skill ~ Psychic Ability ~ Telepathy</div> <div>[Is This It]</div> <div>You have the potential to learn telepathy skills.</div> <div>Power Words</div> <div>[Eclipse, p.39]</div> <div>(6 CP). Power Words enable the character to store up to (Con score/3) total spell levels and release them as Move-Equivalent Actions. A character may release one spell per round in this fashion.</div> </div> </div>	
















Notes:

Character Sheet Notes:












Druid 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	5	4	3	0	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
 Create Water		None	Standard Action	Instantaneous	Close (35 ft.)	V,S	No	Conjuration (Creation) [Water]	PHB: p.215
<i>Effect:</i> Creates 2 gallons/level of pure water.					<i>Target:</i> Up to 2 gallons/level of water			<i>Caster Level:</i> 4	
 Cure Minor Wounds	14	Will half (harmless); see text	Standard Action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
<i>Effect:</i> Cures 1 point of damage.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 4	
 Dawn	14	Fortitude negates [harmless]	1 swift action	Instantaneous	15 ft.	V	Yes [harmless]	Abjuration	SC: p.59
<i>Effect:</i> Awakens sleeping creatures and those knocked out from nonlethal damage [but staggered].					<i>Target:</i> All creatures within a 15-ft.-radius burst centered on you			<i>Caster Level:</i> 4	
 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> 4	
 Detect Poison		None	Standard Action	Instantaneous	Close (35 ft.)	V,S	No	Divination	PHB: p.219
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 4	
 Flare	14	Fortitude negates	Standard Action	Instantaneous	Close (35 ft.)	V	Yes	Evocation [Light]	PHB: p.232
<i>Effect:</i> Dazzles one creature [-1 on attack rolls].					<i>Target:</i> Burst of light			<i>Caster Level:</i> 4	
 Guidance	14	Will negates (harmless)	Standard Action	1 minute or until discharged	Touch	V,S	Yes	Divination	PHB: p.238
<i>Effect:</i> +1 on one attack roll, saving throw, or skill check.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 4	
 Know Direction		None	Standard Action	Instantaneous	Personal	V,S	No	Divination	PHB: p.246
<i>Effect:</i> You discern north.					<i>Target:</i> You			<i>Caster Level:</i> 4	
 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> 4	
 Mending	14	Will negates (harmless, object)	Standard Action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation	PHB: p.253
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.			<i>Caster Level:</i> 4	
 Naturewatch		None	1 standard action	10 minutes/level	30 ft.	S	No	Necromancy	SC: p.146
<i>Effect:</i> Same as deathwatch but only functions on plants and animals; see text.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 4	
 Purify Food and Drink	14	Will negates (object)	Standard Action	Instantaneous	10 ft.	V,S	Yes (object)	Transmutation	PHB: p.267
<i>Effect:</i> Purifies 1 cu. ft./level of food or water.					<i>Target:</i> 1 cu. ft./level. of contaminated food and water			<i>Caster Level:</i> 4	
 Read Magic		None	Standard Action	10 minutes/level	Personal	V,S,F	No	Divination	PHB: p.269
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 4	
 Resistance	14	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> 4	
 Virtue	14	Fortitude negates (harmless)	Standard Action	1 min.	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.298
<i>Effect:</i> Subject gains 1 temporary hp.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 4	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
 Animate Fire		None	1 round	Concentration, up to 1 round/level [D]	Close (35 ft.)	V,S,M	No	Transmutation [Fire]	SC: p.12
<i>Effect:</i> Create a small fire elemental.					<i>Target:</i> One Small fire			<i>Caster Level:</i> 4	
 Animate Water		None	1 round	Concentration, up to 1 round/level [D]	Close (35 ft.)	V,S,M	No	Transmutation [Water]	SC: p.13
<i>Effect:</i> Create a small water elemental.					<i>Target:</i> Cube of water up to 5 ft on a side			<i>Caster Level:</i> 4	
 Animate Wood		None	1 round	Concentration, up to 1 round/level [D]	Touch	V,S,M	No	Transmutation	SC: p.13
<i>Effect:</i> Animates a wooden object to attack who you designate.					<i>Target:</i> One Small or smaller wooden object			<i>Caster Level:</i> 4	
 Aspect of the Wolf	15	N/A	1 standard action	10 minutes/level	Personal	V,S,M/DF	N/A	Transmutation	SC: p.16
<i>Effect:</i> You assume the physical appearance and many of the qualities of a wolf.					<i>Target:</i> You			<i>Caster Level:</i> 4	
 Aura Against Flame	15	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Abjuration	SC: p.18
<i>Effect:</i> Protects against first 10 points of fire damage, it also extinguishes flames; see text.					<i>Target:</i> You			<i>Caster Level:</i> 4	
 Babau Slime	15	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M/DF	Yes [harmless]	Transmutation	SC: p.22
<i>Effect:</i> Layer of slime coats you, inflicting 1d8 damage to any creature hitting you with unarmed strikes, a touch attack or natural weapon.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 4	
 Beast Claws	15	N/A	1 Standard Action	1 hour/level	Personal	V,S,M	N/A	Transmutation	SC: p.25
<i>Effect:</i> Change your hands into claws. Damage 1d4; Threat range 19-20. See text.					<i>Target:</i> You			<i>Caster Level:</i> 4	
 Beastland Ferocity	15	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Evocation [Electricity]	SC: p.25
<i>Effect:</i> Subject continues to fight even at -1 to -9 and gains +4 enhancement to Str.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 4	
 Beget Bogun		None	1 standard action	Instantaneous	Touch	V,S,M,XP	No	Conjuration (Creation)	SC: p.26
<i>Effect:</i> Creates a natural homunculus.					<i>Target:</i> Tiny Construct			<i>Caster Level:</i> 4	
 Branch to Branch	15	N/A	1 standard action	1 hour/level [D]	Personal	V,S	N/A	Transmutation	SC: p.38
<i>Effect:</i> Gain +10 competence bonus on Climb checks made in trees, also allows for brachiation.					<i>Target:</i> You			<i>Caster Level:</i> 4	
 Breath of the Jungle		None	1 standard action	1 minute/level	Medium (140 ft.)	V,S,DF	No	Transmutation	SC: p.39
<i>Effect:</i> DC of saves vs. poison or disease increases by 2					<i>Target:</i> Mist spreads in a 40-ft. radius, 20 ft. high			<i>Caster Level:</i> 4	

* =Domain/Specialty Spell

Druid Spells

□□□□□ Buoyant Lifting		None	1 immediate action	1 minute/level [D]; see text	Close (35 ft.)	S,DF	No	Evocation	SC: p.40
<i>Effect:</i> Travel to the surface at 60 ft./round.					Target: One willing creature/level, no two of which are more than 20 ft. apart.			Caster Level: 4	
□□□□□ Calm Animals	15	Will negates; see text	Standard Action	1 minute/level	Close (35 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.207
<i>Effect:</i> Calms 2d4 + 1/level HD of animals.					Target: Animals within 30 ft. of each other			Caster Level: 4	
□□□□□ Camouflage	15	N/A	1 standard action	10 minutes/level	Personal	V,S	N/A	Transmutation	SC: p.43
<i>Effect:</i> Gain +10 circumstance bonus on Hide checks.					Target: You			Caster Level: 4	
□□□□□ Charm Animal	15	Will negates	Standard Action	1 hour/level	Close (35 ft.)	V,S	Yes	Enchantment (Charm) [Mind-Affecting]	PHB: p.208
<i>Effect:</i> Makes one animal your friend.					Target: One animal			Caster Level: 4	
□□□□□ Claws of the Bear	15	N/A	1 standard action	1 round/level	Personal	V,S	N/A	Transmutation	SC: p.47
<i>Effect:</i> Your hands become natural weapons that deal 1d8 with each attack.					Target: You			Caster Level: 4	
□□□□□ Claws of the Beast		None	Standard Action	4 rounds	Personal	V,S	No	Transmutation	PGtF: p.101
<i>Effect:</i> Your fingers sprout claws. Considered armed and do 1d8 with each attack.					Target: YOU			Caster Level: 4	
□□□□□ Climb Walls	15	Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.47
<i>Effect:</i> Gain +10 enhancement bonus on climb check. Bonus increases to +20 @5th level and +30 @9th level.					Target: Creature touched			Caster Level: 4	
□□□□□ Cloudburst		None	1 round	10 minutes/level [D]	Long (560 ft.)	V,S	No	Evocation (Water)	SC: p.49
<i>Effect:</i> Heavy rain reduces visibility. -4 Spot & Search.					Target: 100-ft.-radius emanation			Caster Level: 4	
□□□□□ Cold Fire	15	No [fire] or Fortitude half	1 standard action	1 minute/level [fire source] or Instantaneous [creature]	Close (35 ft.)	V,S,DF	Yes [creature]	Transmutation [Cold]	SC: p.50
<i>Effect:</i> Flames deal cold damage; see text					Target: One fire source [up to a 20-ft. cube] or one creature; see text			Caster Level: 4	
□□□□□ Crabwalk		None	1 standard action	1 minute/level	Touch	V,S,M	No	Transmutation [Cold]	SC: p.53
<i>Effect:</i> When the subject charges, it gains +4 to attack roll and no penalty to AC. Only affects first attack.					Target: Creature touched			Caster Level: 4	
□□□□□ Cure Light Wounds	15	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.					Target: Creature touched			Caster Level: 4	
□□□□□ Deep Breath	15	N/A	1 immediate action	1 round/level	Personal	V	N/A	Conjuration (Creation) [Air]	SC: p.61
<i>Effect:</i> Your lungs are constantly filled with air for the duration of the spell.					Target: You			Caster Level: 4	
□□□□□ Delay Disease	15	Will negates [harmless]	1 standard action	24 hours	Touch	V,S,DF	Yes [harmless]	Conjuration (Healing)	SC: p.63
<i>Effect:</i> Halts any nonmagical disease for the duration of the spell.					Target: Creature touched			Caster Level: 4	
□□□□□ Detect Animals or Plants		None	Standard Action	Concentration, up to 10 minutes/level [D]	Long (560 ft.)	V,S	No	Divination	PHB: p.218
<i>Effect:</i> Detects kinds of animals or plants.					Target: Cone-shaped emanation			Caster Level: 4	
□□□□□ Detect Snares and Pits		None	Standard Action	Concentration, up to 10 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: p.220
<i>Effect:</i> Reveals natural or primitive traps.					Target: Cone-shaped emanation			Caster Level: 4	
□□□□□ Endure Elements	15	Will negates (harmless)	Standard Action	24 hours	Touch	V,S	Yes (harmless)	Abjuration	PHB: p.226
<i>Effect:</i> Exist comfortably in hot or cold environments.					Target: Creature touched			Caster Level: 4	
□□□□□ Enrage Animal		None	1 standard action	Concentration +1 round/level	Medium (140 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: p.81
<i>Effect:</i> Grants +4 morale bonus to Str, Con, Will Saves & -2 penalty to AC to affected animal.					Target: One animal			Caster Level: 4	
□□□□□ Entangle	15	Reflex partial; see text	Standard Action	1 minute/level [D]	Long (560 ft.)	V,S, DF	No	Transmutation	PHB: p.227
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.					Target: Plants in a 40-ft.-radius spread			Caster Level: 4	
□□□□□ Faerie Fire		None	Standard Action	1 minute/level [D]	Long (560 ft.)	V,S, DF	Yes	Evocation [Light]	PHB: p.229
<i>Effect:</i> Outlines subjects with light, canceling blur, concealment, and the like.					Target: Creatures and objects within a 5-ft.-radius burst			Caster Level: 4	
□□□□□ Foundation of Stone		None	1 standard action	1 round/level	Close (35 ft.)	V,M	Yes [harmless]	Transmutation [Earth]	SC: p.99
<i>Effect:</i> As long as subjects don't move they gain +2 AC and +4 to Str against bull rush.					Target: One creature/level, no two of which are more than 30 ft. apart			Caster Level: 4	
□□□□□ Goodberry		None	Standard Action	1 day/level	Touch	V,S, DF	Yes	Transmutation	PHB: p.237
<i>Effect:</i> 2d4 berries each cure 1 hp [max 8 hp/24 hours].					Target: 2d4 fresh berries touched			Caster Level: 4	
□□□□□ Hawkeye	15	N/A	1 standard action	10 minutes/level [D]	Personal	V	N/A	Transmutation	SC: p.110
<i>Effect:</i> Increases range increment by 50% and +5 competence bonus on Spot checks.					Target: You			Caster Level: 4	
□□□□□ Healthful Rest	15	Will negates [harmless]	10 minutes	24 hours	Close (35 ft.)	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.111
<i>Effect:</i> Doubles the natural healing rate.					Target: One creature/level, no two of which can be more than 30 feet apart			Caster Level: 4	
□□□□□ Hide from Animals	15	Will negates (harmless)	Standard Action	10 minutes/level [D]	Touch	S, DF	Yes	Abjuration	PHB: p.241
<i>Effect:</i> Animals can't perceive 1 subject/level.					Target: 1 creature/level touched			Caster Level: 4	
□□□□□ Horrible Taste	15	Fortitude negates; see text	1 standard action	10 minutes/level	Touch	V,S,M	No	Transmutation	SC: p.116
<i>Effect:</i> Animals must save after biting or refuse to bite the subject.					Target: Creature or object touched			Caster Level: 4	
□□□□□ Jump	15	Will negates (harmless)	Standard Action	1 minute/level [D]	Touch	V,S,M	Yes	Transmutation	PHB: p.246
<i>Effect:</i> Subject gets bonus on Jump checks.					Target: Creature touched			Caster Level: 4	
□□□□□ Junglerazer	15	Reflex half	1 standard action	Instantaneous	120 ft.	V,S,M	Yes	Necromancy	SC: p.127
<i>Effect:</i> Fey, vermin, plants and plant creatures and animals caught in the area take 1d10/caster level [max 10d10] negative energy.					Target: 120-ft. line			Caster Level: 4	
□□□□□ Longstrider		None	Standard Action	1 hour/level [D]	Personal	V,S,M	No	Transmutation	PHB: p.249
<i>Effect:</i> Increases your speed.					Target: You			Caster Level: 4	

* =Domain/Specialty Spell

Druid Spells

Low-light Vision	15	Will negates [harmless]	1 standard action	1 hour/level	Touch	V,M	Yes [harmless]	Transmutation	SC: p.134
<i>Effect:</i> Target gains low-light vision.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 4		
Magic Fang	15	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.250
<i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 4		
Magic Stone	15	Will negates (harmless, object)	Standard Action	30 minutes or until discharged	Touch	V,S, DF	Yes (harmless, object)	Transmutation	PHB: p.251
<i>Effect:</i> Three stones gain +1 on attack rolls, deal 1d6+1 damage.					<i>Target:</i> Up to three pebbles touched		<i>Caster Level:</i> 4		
Obscuring Mist		None	Standard Action	1 minute/level	20 ft.	V,S	No	Conjuration (Creation)	PHB: p.258
<i>Effect:</i> Fog surrounds you.					<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high		<i>Caster Level:</i> 4		
Omen of Peril	15	N/A	1 round	Instantaneous	Personal	V,F	N/A	Divination	SC: p.149
<i>Effect:</i> Brief supplication gives you a vision that hints at how dangerous the immediate future is likely to be.; see text.					<i>Target:</i> You		<i>Caster Level:</i> 4		
Pass without Trace	15	Will negates (harmless)	Standard Action	1 hour/level [D]	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.259
<i>Effect:</i> 1 subject/level leaves no tracks.					<i>Target:</i> 1 creature/level touched		<i>Caster Level:</i> 4		
Produce Flame		None	Standard Action	1 minute/level [D]	0 ft.	V,S	Yes	Evocation [Fire]	PHB: p.265
<i>Effect:</i> 1d6 +1/level [max +5] damage, touch or thrown.					<i>Target:</i> Flame in your palm		<i>Caster Level:</i> 4		
Raging Flame		None	1 standard action	1 minute	Medium (140 ft.)	V,S	No	Transmutation [Fire]	SC: p.164
<i>Effect:</i> Causes existing fire to double their heat and radiance; see text.					<i>Target:</i> 30-ft.-radius spread		<i>Caster Level:</i> 4		
Ram's Might	15	N/A	1 standard action	1 minute/level	Personal	V,S	N/A	Transmutation	SC: p.166
<i>Effect:</i> Your hands harden +2 bonus to Str, inflict lethal damage, and you are considered armed.					<i>Target:</i> You		<i>Caster Level:</i> 4		
Rapid Burrowing	15	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: p.166
<i>Effect:</i> Improves existing burrow speed by 20 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 4		
Remove Scent	15	Will negates	1 standard action	10 minutes/level	Touch	V,S,M	Yes	Transmutation	SC: p.173
<i>Effect:</i> Hides the scent of the affected creature or removes potent affects from creatures such as ghosts or troglodytes.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 4		
Resist Planar Alignment	15	Will negates [harmless]	1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SC: p.174
<i>Effect:</i> Grants limited protection from a plane's alignment traits; see text.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 4		
Sandblast	15	Reflex half	1 standard action	Instantaneous	10 ft.	V,S,DF	Yes	Evocation	SC: p.180
<i>Effect:</i> Creatures in area take 1d6 nonlethal damage, any creature that fails the save is also stunned for 1 round.					<i>Target:</i> 10-ft.-radius burst centered on your hands		<i>Caster Level:</i> 4		
Shillelagh	15	Will negates (object)	Standard Action	1 minute/level	Touch	V,S, DF	Yes (object)	Transmutation	PHB: p.278
<i>Effect:</i> Cudgel or quarterstaff becomes +1 weapon dealing damage as if two size categories larger for 1 minutes/level.					<i>Target:</i> One touched nonmagical oak club or quarterstaff		<i>Caster Level:</i> 4		
Slow Burn		None	1 standard action	1 minute	Medium (140 ft.)	V,S,M/DF	No	Transmutation [Fire]	SC: p.192
<i>Effect:</i> Doubles the amount of time to put out a fire; see text.					<i>Target:</i> 30-ft.-radius spread		<i>Caster Level:</i> 4		
Snake's Swiftness	15	Will negates [harmless]	1 standard action	Instantaneous	Close (35 ft.)	V,S,M/DF	Yes [harmless]	Transmutation	SC: p.193
<i>Effect:</i> Subject may make another single attack melee or ranged; see text.					<i>Target:</i> One allied creature		<i>Caster Level:</i> 4		
Snowshoes	15	Will negates [harmless]	1 standard action	1 hour/level [D]	Touch	V,S	Yes [harmless]	Transmutation	SC: p.194
<i>Effect:</i> Speed increases by 10 ft. and no Balance checks or Reflex required to walk on snow.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 4		
Speak with Animals		None	Standard Action	1 minute/level	Personal	V,S	No	Divination	PHB: p.281
<i>Effect:</i> You can communicate with animals.					<i>Target:</i> You		<i>Caster Level:</i> 4		
Summon Nature's Ally I		None	1 round	1 round/level [D]	Close (35 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: p.288
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One summoned creature		<i>Caster Level:</i> 4		
Surefooted Stride		None	1 standard action	1 minute/level	Personal	V,S	No	Transmutation	SC: p.216
<i>Effect:</i> Move through difficult terrain at full speed. Gain +2 Climb checks.					<i>Target:</i> You		<i>Caster Level:</i> 4		
Thunderhead	15	Reflex negates; see text	1 standard action	1 round/level	Close (35 ft.)	V,S,M	Yes	Evocation [Electricity]	SC: p.219
<i>Effect:</i> Minature thundercloud follows creature unerringly each round [even if it goes invisible or leaves the region] striking it with lightning that deals 1 pt of damage.					<i>Target:</i> One creature		<i>Caster Level:</i> 4		
Traveler's Mount	15	Will negates	1 standard action	1 hour/level	Touch	V,S	Yes	Transmutation	SC: p.223
<i>Effect:</i> +10 feet enhancement bonus to speed but cannot attack during the duration of the spell.					<i>Target:</i> Animal or magical beast touched		<i>Caster Level:</i> 4		
Updraft	15	N/A	1 swift action	Instantaneous	Personal	V,S,M	N/A	Conjuration (Creation) [Air]	SC: p.228
<i>Effect:</i> Gain 10 ft. per level of altitude, and then gently float back to the ground.					<i>Target:</i> You		<i>Caster Level:</i> 4		
Vigor, Lesser	15	Will negates [harmless]	1 standard action	10 rounds + 1 round/level [max 15]	Touch	V,S	Yes [harmless]	Conjuration (Healing)	SC: p.229
<i>Effect:</i> Grants target fast healing ability for the duration of the spell. Heals 1 hp automatically per round.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 4		
Vine Strike	15	N/A	1 swift action	1 round	Personal	V,DF	N/A	Divination	SC: p.230
<i>Effect:</i> Allows sneak attacks against plants if you already have the ability.					<i>Target:</i> You		<i>Caster Level:</i> 4		
Wall of Smoke	15	Fortitude partial; see text	1 standard action	1 round/level	Close (35 ft.)	V,S	No	Conjuration (Creation)	SC: p.235
<i>Effect:</i> Makes a wall of black smoke, causes nausea; see text.					<i>Target:</i> A straight wall whose area is up to one 10-ft. square/level [S]		<i>Caster Level:</i> 4		
Wings of the Sea	15	Fortitude negates [harmless]	1 standard action	1 minute/level	Touch	S,M	Yes [harmless]	Transmutation	SC: p.240
<i>Effect:</i> Increases creatures swim speed by 30 ft.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 4		
Winter Chill	15	Fortitude negates	1 standard action	Instantaneous	Close (35 ft.)	V,S	Yes	Transmutation [Cold]	SC: p.241
<i>Effect:</i> Creature must succeed on save or take 1d6 points of cold damage and become fatigued.					<i>Target:</i> One creature		<i>Caster Level:</i> 4		
Wood Wose		None	1 standard action	1 hour/level	Close (35 ft.)	V,S,DF	No	Conjuration (Creation)	SC: p.242
<i>Effect:</i> Summon minor nature spirit to perform simple natural tasks.					<i>Target:</i> One nature servant		<i>Caster Level:</i> 4		

* =Domain/Speciality Spell

Druid Spells

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Align Fang	16	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SC: p.9
<i>Effect:</i> Aligns a creature's natural weapon to good-,evil-,lawful-,or chaotic.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 4	
Animalistic Power	16	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: p.101
<i>Effect:</i> Subject is imbued with +2 to Strength, Dexterity and Constitution.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 4	
Animal Messenger	16	None; see text	Standard Action	1 day/level	Close (35 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.198
<i>Effect:</i> Sends a Tiny animal to a specific place.					<i>Target:</i> One Tiny animal			<i>Caster Level:</i> 4	
Animal Trance	16	Will negates; see text	Standard Action	Concentration	Close (35 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting, Sonic]	PHB: p.198
<i>Effect:</i> Fascinates 2d6 HD of animals.					<i>Target:</i> Animals or magical beasts with Intelligence 1 or 2			<i>Caster Level:</i> 4	
Avoid Planar Effects		None	1 immediate action	1 minute/level	20 ft.	V	Yes [harmless]	Abjuration	SC: p.19
<i>Effect:</i> Gain temporary respite from the natural effects of a specific plane.					<i>Target:</i> One creature/level in a 20-ft. radius burst centered on you			<i>Caster Level:</i> 4	
Balancing Lorecall	16	N/A	1 standard action	1 minute/level [D]	Personal	V,S,M/DF	N/A	Divination	SC: p.23
<i>Effect:</i> Gain +4 insight bonus to balance bonus; see text.					<i>Target:</i> You			<i>Caster Level:</i> 4	
Barkskin		None	Standard Action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.203
<i>Effect:</i> Grants +2 enhancement to natural armor. Additional +1 per three levels above 3rd [max +5 at 12th level]					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 4	
Bear's Endurance	16	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S, DF	Yes	Transmutation	PHB: p.203
<i>Effect:</i> Subject gains +4 to Con for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 4	
Binding Winds	16	Reflex negates	1 standard action	Concentration	Medium (140 ft.)	V,S	Yes	Evocation [Air]	SC: p.27
<i>Effect:</i> Subject can act normally, but it cannot move from it's current location.					<i>Target:</i> One creature			<i>Caster Level:</i> 4	
Bite of the Wererat	16	N/A	1 standard action	1 round/level	Personal	V,S,M	N/A	Transmutation	SC: p.28
<i>Effect:</i> Gain +6 bonus to Dex, +2 Con, +3 natural armor.					<i>Target:</i> You			<i>Caster Level:</i> 4	
Blinding Spittle		None	1 standard action	Instantaneous	Close (35 ft.)	V,S	Yes	Transmutation	SC: p.32
<i>Effect:</i> Spit caustic saliva into foes eyes on successful ranged touch attack. Causes -4 penalty to attack roll.					<i>Target:</i> One missile of spit			<i>Caster Level:</i> 4	
Blood Frenzy	16	Will negates	1 standard action	Special; see text	Touch	V,S	Yes	Transmutation	SC: p.33
<i>Effect:</i> Target enters a rage, as its rage special ability, but this rage doesn't count against it's total.					<i>Target:</i> Any creature with the rage ability			<i>Caster Level:</i> 4	
Body of the Sun	16	Reflex half	1 standard action	1 round/level	5 ft.	V,S,DF	Yes	Transmutation [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> 4	
Brambles		None	1 standard action	1 round/level	Touch	V,S,M	No	Transmutation	SC: p.38
<i>Effect:</i> Small magical thorns/spikes protrude from wooden weapon; gains a +1 to hit enhancement and deals +1/level [max +10] damage.					<i>Target:</i> Wooden weapon touched			<i>Caster Level:</i> 4	
Briar Web		None	1 standard action	1 minute/level	Medium (140 ft.)	V,S,DF	No	Transmutation	SC: p.39
<i>Effect:</i> As entangle, but thorns deal damage each round.					<i>Target:</i> 40-ft-radius spread.			<i>Caster Level:</i> 4	
Bull's Strength	16	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M/DF	Yes (harmless)	Transmutation	PHB: p.207
<i>Effect:</i> Subject gains +4 to Str for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 4	
Burrow	16	Will negates [harmless]	1 standard action	1 minute/level [D]	Touch	V,S,F/DF	Yes [harmless]	Transmutation	SC: p.41
<i>Effect:</i> Burrow through earth at 30 ft unless wearing Medium or heavier armor or a Medium load than it is 20 ft.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 4	
Camouflage, Mass	16	Will negates [harmless]	1 standard action	10 minutes/level	Medium (140 ft.)	V,S	Yes [harmless]	Transmutation	SC: p.43
<i>Effect:</i> As camouflage, except the effect is mobile within the group. [Broken for creatures who more than 60 ft apart].					<i>Target:</i> Any number of creatures, no two of which can be more than 60 ft. apart			<i>Caster Level:</i> 4	
Cat's Grace	16	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M	Yes	Transmutation	PHB: p.208
<i>Effect:</i> Subject gains +4 to Dex for 1 minutes/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 4	
Chill Metal	16	Will negates (object)	Standard Action	7 rounds	Close (35 ft.)	V,S, DF	Yes (object)	Transmutation [Cold]	PHB: p.209
<i>Effect:</i> Cold metal damages those who touch it.					<i>Target:</i> Metal equipment of 1 creature/2 levels, no two of which can be more than 30 ft. apart; or 100 lbs of metal			<i>Caster Level:</i> 4	
Cloud Wings	16	Fortitude negates [harmless]	1 standard action	1 hour/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.49
<i>Effect:</i> Increases fly speed by 30 ft.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 4	
Countermoon	16	Will negates [D]	1 standard action	12 hours	Close (35 ft.)	V,S,M	Yes	Abjuration	SC: p.53
<i>Effect:</i> Stops lycanthropic shapechanging for 12 hours.					<i>Target:</i> One lycanthrope			<i>Caster Level:</i> 4	
Creeping Cold	16	Fortitude half	1 standard action	3 rounds	Close (35 ft.)	V,S,F	Yes	Transmutation [Cold]	SC: p.55
<i>Effect:</i> Deals progressive damage from cold [+1d6/round].					<i>Target:</i> One creature			<i>Caster Level:</i> 4	
Daggerspell Stance	16	N/A	1 swift action	1 round/level [D]	Personal	V,F	N/A	Abjuration	SC: p.57
<i>Effect:</i> Gain +2 insight bonus to hit and damage when you make a full attack wielding two daggers. Can deflect spells [SR 5+level] and gain DR 5/magic when full defense.					<i>Target:</i> You			<i>Caster Level:</i> 4	
Decomposition		None	1 standard action	1 round/level	50 ft.	V,S,DF	Yes	Necromancy	SC: p.61
<i>Effect:</i> Wounded creatures suffer 3 extra hp/round.					<i>Target:</i> Living enemies within a 50-ft.-radius emanation centered on you			<i>Caster Level:</i> 4	
Delay Poison	16	Fortitude negates (harmless)	Standard Action	1 hour/level	Touch	V,S, DF	Yes (harmless)	Conjuration (Healing)	PHB: p.217
<i>Effect:</i> Stops poison from harming subject for 1 hour/level.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 4	
Drifts of the Shalm		None	1 standard action	1 round/level	Medium (140 ft.)	V,S	No	Evocation	PHB II: p.111
<i>Effect:</i> Delay enemies with a drift [double movement penalty] of snow, leaves or ash [your choice]; snow casues 3 cold damage; leaf can be ignited and cause 2d6 damage; ash causes 3 fire damage.					<i>Target:</i> One 5-ft. square/level [S]			<i>Caster Level:</i> 4	

* =Domain/Speciality Spell

Druid Spells

Earthbind	16	Fortitude negates	1 standard action	1 minute/level [D]	Medium (140 ft.)	V,S	Yes	Transmutation	SC: p.76
<i>Effect:</i> Reduce a creatures fly speed to 0, airborne creatures fall to the ground as if by featherfall.					<i>Target:</i> One creature		<i>Caster Level:</i> 4		
Earthfast		None	1 standard action	10 minutes/level [D]	Close (35 ft.)	V,S	Yes [object]	Transmutation	SC: p.76
<i>Effect:</i> Doubles Structures HP and increases Hardness to 10.					<i>Target:</i> One stone structure or rock formation, up to 25 cu. ft./level		<i>Caster Level:</i> 4		
Easy Trail		None	1 standard action	1 hour/level [D]	40 ft.	V,S	Yes	Abjuration	SC: p.76
<i>Effect:</i> Removes movement penalties through dense brush and increases track DC by 5 for any pursuers.					<i>Target:</i> 40-ft. radius emanation centered on you		<i>Caster Level:</i> 4		
Embrace the Wild	16	N/A	1 standard action	10 minutes/level [D]	Personal	V	N/A	Transmutation	SC: p.79
<i>Effect:</i> The caster gains an animal's sensory and skills, low-light vision and Scent or Blindsense 30' your choice. +2 spot and listen checks.					<i>Target:</i> You		<i>Caster Level:</i> 4		
Fins to Feet	16	Fortitude negates [harmless]	1 standard action	1 hour/level	Touch	V,S	Yes [harmless]	Transmutation	SC: p.92
<i>Effect:</i> Creatures lose swim speed but gain walk speed of 30 ft.					<i>Target:</i> Willing creature touched		<i>Caster Level:</i> 4		
Fire Trap	16	Reflex half; see text	10 minutes	Permanent until discharged [D]	Touch	V,S,M	Yes	Abjuration [Fire]	PHB: p.231
<i>Effect:</i> Opened object deals 1d4+4 fire damage.					<i>Target:</i> Object touched		<i>Caster Level:</i> 4		
Flame Blade		None	Standard Action	1 minute/level [D]	0 ft.	V,S, DF	Yes	Evocation [Fire]	PHB: p.231
<i>Effect:</i> Touch attack deals 1d8 +2 fire damage.					<i>Target:</i> Sword-like beam		<i>Caster Level:</i> 4		
Flaming Sphere	16	Reflex negates	Standard Action	1 round/level	Medium (140 ft.)	V,S,M/DF	Yes	Evocation [Fire]	PHB: p.232
<i>Effect:</i> Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.					<i>Target:</i> 5-ft.-diameter sphere		<i>Caster Level:</i> 4		
Fog Cloud		None	Standard Action	10 minutes/level	Medium (140 ft.)	V,S	No	Conjuration (Creation)	PHB: p.232
<i>Effect:</i> Fog obscures vision.					<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high		<i>Caster Level:</i> 4		
Frost Breath	16	Reflex half	1 standard action	Instantaneous	30 ft.	V,S,M	Yes	Evocation [Cold]	SC: p.100
<i>Effect:</i> Breath a cone of cold that deal 1d4/2 caster levels [max 5d4] and creatures are also dazed if they failed the Reflex save.					<i>Target:</i> Cone-shaped burst		<i>Caster Level:</i> 4		
Gust of Wind	16	Fortitude negates	Standard Action	1 round	60 ft.	V,S	Yes	Evocation [Air]	PHB: p.238
<i>Effect:</i> Blows away or knocks down smaller creatures.					<i>Target:</i> Line-shaped gust of severe wind emanating out from you to the extreme of the range		<i>Caster Level:</i> 4		
Healing Lorecall	16	N/A	1 standard action	10 minutes/level	Personal	V,S,M	N/A	Divination	SC: p.110
<i>Effect:</i> Allows caster with Heal ranks to remove other ailments when using Conjuration [Healing] spells. Can also heal more; see text.					<i>Target:</i> You		<i>Caster Level:</i> 4		
Healing Sting		None	1 standard action	Instantaneous	Touch	V,S,M	Yes	Necromancy	SC: p.110
<i>Effect:</i> Inflict 1d12 +1/caster level [max +10] to a living creature and gain an equal amount of HP.					<i>Target:</i> You and one living creature		<i>Caster Level:</i> 4		
Heartfire	16	Fortitude partial	1 standard action	1 round/level	Close (35 ft.)	V,S,DF	Yes	Evocation [Light, Fire]	SC: p.112
<i>Effect:</i> Subjects do benefit from concealment, on failed save they also take 1d4 fire damage each round [half damage on save].					<i>Target:</i> living creatures within a 5-ft.-radius burst		<i>Caster Level:</i> 4		
Heat Metal	16	Will negates (object)	Standard Action	7 rounds	Close (35 ft.)	V,S, DF	Yes (object)	Transmutation [Fire]	PHB: p.239
<i>Effect:</i> Make metal so hot it damages those who touch it.					<i>Target:</i> Metal equipment of 1 creature/2 levels, no two of which can be more than 30 ft. apart; or 25 lb./level of metal, all of which must be within a 30-ft. circle		<i>Caster Level:</i> 4		
Hold Animal	16	Will negates; see text	Standard Action	1 round/level [D]; see text	Medium (140 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.241
<i>Effect:</i> Paralyzes one animal for 1 round/level.					<i>Target:</i> One animal		<i>Caster Level:</i> 4		
Kelpstrand		None	1 standard action	1 round/level	Close (35 ft.)	V,S,M	No	Conjuration (Creation)	SC: p.128
<i>Effect:</i> Make ranged attacks against each target; see text					<i>Target:</i> One creature/3 levels, no two of which are more than 30 ft. apart		<i>Caster Level:</i> 4		
Linked Perception	16	Will negates (harmless)	1 standard action	1 minute/level [D]	20 ft.	V,DF	Yes (harmless)	Divination	PHB II: p.117
<i>Effect:</i> All allies get a shared awareness. +2 bonus on Spot and Listen checks per ally in the area [example: you and three allies would make +6].					<i>Target:</i> 20-ft.-radius emanation centered on you		<i>Caster Level:</i> 4		
Listening Lorecall	16	N/A	1 standard action	10 minutes/level	Personal	V,S,DF	N/A	Divination	SC: p.133
<i>Effect:</i> Gain +4 insight bonus on Listen checks; see text.					<i>Target:</i> You		<i>Caster Level:</i> 4		
Mark of the Outcast	16	Will negates	1 standard action	Permanent	Close (35 ft.)	V,S,DF	Yes	Necromancy	SC: p.138
<i>Effect:</i> Creates an indelible mark on the subjects face; see text.					<i>Target:</i> One creature		<i>Caster Level:</i> 4		
Master Air	16	N/A	1 standard action	1 round/level	Personal	V,S,F	N/A	Transmutation	SC: p.139
<i>Effect:</i> Fly at 90 ft. [or 60 if med or hvy armor].					<i>Target:</i> You		<i>Caster Level:</i> 4		
Mountain Stance	16	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S	No	Transmutation	SC: p.144
<i>Effect:</i> As a free action you can root yourself to the ground. Gain bonus equal to the caster level against grapple, lift, push, bull rush, over-run, throw, trip or otherwise force the creature to move.					<i>Target:</i> One creature		<i>Caster Level:</i> 4		
Nature's Favor	16	Will negates [harmless]	1 swift action	1 minute	Touch	V,S,DF	Yes [harmless]	Evocation	SC: p.146
<i>Effect:</i> Target animal gains attack and damage bonus of +1 for every 3 caster levels max of +5 at 15th level.					<i>Target:</i> Animal touched		<i>Caster Level:</i> 4		
One With the Land	16	N/A	1 standard action	1 hour/level	Personal	V,S	N/A	Transmutation	SC: p.149
<i>Effect:</i> Gain +2 insight bonus to Move Silently, Search, Hide, Survival and Handle Animal checks.					<i>Target:</i> You		<i>Caster Level:</i> 4		
Owl's Wisdom	16	Will negates (harmless)	Standard Action	1 minute/level	Touch	V,S,M/DF	Yes	Transmutation	PHB: p.259
<i>Effect:</i> Subject gains +4 to Wis for 1 minutes/level.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 4		
Reduce Animal		None	Standard Action	1 hour/level [D]	Touch	V,S	No	Transmutation	PHB: p.269
<i>Effect:</i> Shrinks one willing animal.					<i>Target:</i> One willing animal of Small, Medium, Large, or Huge size		<i>Caster Level:</i> 4		
Resist Energy	16	Fortitude negates (harmless)	Standard Action	10 minutes/level	Touch	V,S, DF	Yes (harmless)	Abjuration	PHB: p.272
<i>Effect:</i> Ignores first 10 points of damage/attack from specified energy type.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 4		
Restoration, Lesser	16	Will negates (harmless)	3 rounds	Instantaneous	Touch	V,S	Yes (harmless)	Conjuration (Healing)	PHB: p.272
<i>Effect:</i> Dispels magical ability penalty or repairs 1d4 ability damage.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 4		
Saltray	16	Fortitude partial	1 standard action	Instantaneous	Close (35 ft.)	V,S	Yes	Evocation	SC: p.179
<i>Effect:</i> Ranged touch attack deals 1d6 per two caster levels [max 5d6] and make a save or be stunned for 1 round.					<i>Target:</i> Ray		<i>Caster Level:</i> 4		

* =Domain/Speciality Spell

Druid Spells

□□□□□ Scent		None	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.180
<i>Effect:</i> Bestows Scent ability with all the same powers.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 4		
□□□□□ Share Husk	16	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes	Divination	SC: p.187
<i>Effect:</i> You can sense all the stimuli the target animal senses.					<i>Target:</i> Animal touched		<i>Caster Level:</i> 4		
□□□□□ Snake's Swiftmess, Mass	16	Will negates [harmless]	1 standard action	Instantaneous	Medium (140 ft.)	V,S,M/DF	Yes [harmless]	Transmutation	SC: p.193
<i>Effect:</i> Subjects may make another single attack melee or ranged; see text.					<i>Target:</i> Allied creatures in a 20-ft.-radius burst		<i>Caster Level:</i> 4		
□□□□□ Soften Earth and Stone		None	Standard Action	Instantaneous	Close (35 ft.)	V,S, DF	No	Transmutation [Earth]	PHB: p.280
<i>Effect:</i> Turns stone to clay or dirt to sand or mud.					<i>Target:</i> 10 ft./level square; see text		<i>Caster Level:</i> 4		
□□□□□ Spider Climb	16	Will negates [harmless]	Standard Action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	PHB: p.283
<i>Effect:</i> Grants ability to walk on walls and ceilings.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 4		
□□□□□ Splinterbolt		None	1 standard action	Instantaneous	Close (35 ft.)	V,S,M	No	Conjuration (Creation)	SC: p.203
<i>Effect:</i> Make ranged attack to hit, on hit deal 4d6 piercing damage and threatens on 18-20. See text.					<i>Target:</i> One or more streams of splinters		<i>Caster Level:</i> 4		
□□□□□ Summon Nature's Ally II		None	1 round	1 round/level [D]	Close (35 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: p.288
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart		<i>Caster Level:</i> 4		
□□□□□ Summon Swarm		None	1 round	Concentration + 2 rounds	Close (35 ft.)	V,S,M/DF	No	Conjuration (Summoning)	PHB: p.289
<i>Effect:</i> Summons swarm of bats, rats, or spiders.					<i>Target:</i> One swarm of bats, rats, or spiders		<i>Caster Level:</i> 4		
□□□□□ Swim		None	1 round	10 minutes/level [D]	Medium (140 ft.)	V,S,M	Yes [harmless]	Transmutation [Water]	SC: p.217
<i>Effect:</i> Gain swim speed and +8 to Swim checks.					<i>Target:</i> One creature		<i>Caster Level:</i> 4		
□□□□□ Tiger's Tooth		None	1 swift action	1 round	Living creature touched	V	No	Transmutation	SC: p.221
<i>Effect:</i> As greater magic fang.					<i>Target:</i> You		<i>Caster Level:</i> 4		
□□□□□ Train Animal	16	Will negates [harmless]	10 minutes	1 hour/level	Touch	V,S,DF	Yes [harmless]	Enchantment (Charm) [Mind-Affecting]	SC: p.221
<i>Effect:</i> You temporarily boost the number of tricks that an animal knows.					<i>Target:</i> Animal touched		<i>Caster Level:</i> 4		
□□□□□ Tree Shape		None	Standard Action	1 hour/level [D]	Personal	V,S, DF	No	Transmutation	PHB: p.296
<i>Effect:</i> You look exactly like a tree for 1 hour/level.					<i>Target:</i> You		<i>Caster Level:</i> 4		
□□□□□ Warp Wood	16	Will negates (object)	Standard Action	Instantaneous	Close (35 ft.)	V,S	Yes (object)	Transmutation	PHB: p.300
<i>Effect:</i> Bends wood [shaft, handle, door, plank].					<i>Target:</i> One Small wooden object/level, all within a 20-ft. radius		<i>Caster Level:</i> 4		
□□□□□ Wings of Air		None	1 standard action	1 minute/level	Touch	V	No	Transmutation	SC: p.240
<i>Effect:</i> Manuverability improves by one step.					<i>Target:</i> Winged creature touched		<i>Caster Level:</i> 4		
□□□□□ Winter's Embrace	16	Fortitude negates	1 standard action	1 round/level	Close (35 ft.)	V,S	Yes	Evocation [Cold]	SC: p.241
<i>Effect:</i> Creature fails it's save takes 1d8 cold damage each round; see text.					<i>Target:</i> One creature		<i>Caster Level:</i> 4		
□□□□□ Wood Shape	16	Will negates (object)	Standard Action	Instantaneous	Touch	V,S, DF	Yes (object)	Transmutation	PHB: p.303
<i>Effect:</i> Rearranges wooden objects to suit you.					<i>Target:</i> One touched piece of wood no larger than 10 cu. ft. + 1 ft./level		<i>Caster Level:</i> 4		
□□□□□ Wracking Touch	16	Fortitude half	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy	SC: p.243
<i>Effect:</i> Deal 1d6 +1 per caster level [max +10] plus you get sneak attack damage if you possess the ability.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 4		
□□□□□ Zone of Glacial Cold	16	Fort half	Standard Action	4 rounds	Medium (140 ft.)	V,S,M	No	Conjuration [Cold]	FrstB: p.106
<i>Effect:</i> Zone deals 1d6 cold damage each round.					<i>Target:</i> 20-ft.-radius		<i>Caster Level:</i> 4		

* =Domain/Speciality Spell

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

TH

To Hit

Dam

2W-P-(OH)

To Hit

Dam

TH

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.

TH

+4

+2

+0

-2

-4

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.

TH

+4

+4

+2

+0

-2

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

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

Created using PCGen 5.17.1 on Mar 25, 2010 at 11:02:52 AM

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

<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

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
STR Strength	8	-1	8	-1	8	-1
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	12	+1	12	+1	12	+1
INT Intelligence	20	+5	20	+5	20	+5
WIS Wisdom	10	+0	10	+0	10	+0
CHA 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

MELEE
attack bonus
RANGED
attack bonus
GRAPPLE
attack bonus

TOTAL
BASE ATTACK BONUS
STAT
SIZE
MISC
EPIC
TEMP

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

*Quarterstaff
HAND
Both
TYPE
B/B
SIZE
M
CRITICAL
20/x2
REACH
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
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SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	6/3 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
☐				
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
☐				
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
☐				
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
Acid Splash <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
Amanuesis <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
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> 3	PHB: p.201
Caltrops <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
Dancing Lights <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
Daze <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
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> 3	PHB: p.219
Detect Poison <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
Disrupt Undead <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
Electric Jolt <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
Flare <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
Ghost Sound <i>Effect:</i> Figmnt sounds.	15	Will disbelief (if interacted with)	Standard Action	1 round/level [D]	Close (30 ft.)	V,S,M	No	Illusion (Figmnt) <i>Caster Level:</i> 3	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> 3	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> 3	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> 3	PHB: p.248
Mage Hand <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
Mending <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
Message <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
Open/Close <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
Prestidigitation <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
Ray of Frost <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
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> 3	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> 3	SC: p.173
Resistance <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
Silent Portal <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
Sonic Snap <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>Stick</div> </div> <div> Effect: Sticks one object to another; see text. </div>	15	Will negates [object]	1 standard action	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation	SC: p.206
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Touch of Fatigue</div> </div> <div> Effect: Touch attack fatigues target. </div>	15	Fortitude negates	Standard Action	1 round/level	Touch	V,S,M	Yes	Necromancy	PHB: p.294
					Target: Nonmagical, unattended object weighing up to 5lbs		Caster Level: 3		
					Target: Creature touched		Caster Level: 3		

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>Burning Hands</div> </div> <div> Effect: 1d4/level [max 5d4] fire damage </div>	16	Reflex half	Standard Action	Instantaneous	15 ft.	V,S	Yes	Evocation [Fire]	PHB: p.207
					Target: Cone-shaped burst		Caster Level: 3		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Feather Fall</div> </div> <div> Effect: Objects or creatures fall slowly. </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
					Target: One Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart		Caster Level: 3		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Hold Portal</div> </div> <div> Effect: Holds door shut. </div>		None	Standard Action	1 minute/level [D]	Medium (130 ft.)	V	No	Abjuration	PHB: p.241
					Target: One portal, up to 20 sq. ft/level		Caster Level: 3		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Identify</div> </div> <div> Effect: Determines properties of magic item. </div>		None	1 hour	Instantaneous	Touch	V,S,M/DF	No	Divination	PHB: p.243
					Target: One touched object		Caster Level: 3		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Mage Armor</div> </div> <div> Effect: Gives subject +4 armor bonus. </div>	16	Will negates (harmless)	Standard Action	1 hour/level [D]	Touch	V,S,F	No	Conjuration (Creation) [Force]	PHB: p.249
					Target: Creature touched		Caster Level: 3		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Magic Missile</div> </div> <div> Effect: 1 missile/2 levels [max 5] that do 1d4+1 damage each. </div>		None	Standard Action	Instantaneous	Medium (130 ft.)	V,S	Yes	Evocation [Force]	PHB: p.251
					Target: Up to five creatures, no two of which can be more than 15 ft. apart		Caster Level: 3		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Mount</div> </div> <div> Effect: Summons riding horse for 2 hours/level. </div>		None	1 round	2 hours/level [D]	Close (30 ft.)	V,S,M	No	Conjuration (Summoning)	PHB: p.256
					Target: One mount		Caster Level: 3		
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Sleep</div> </div> <div> Effect: Puts 4 HD of creatures into magical slumber. </div>	16	Will negates	1 round	1 minute/level	Medium (130 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.280
					Target: One or more living creatures within a 10-ft.-radius burst		Caster Level: 3		

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

* =Domain/Specialty Spell

Notes:

Character Sheet Notes:

Elam Rembrandt

NAME

d10E3

3000

CLASS

EXPERIENCE

3

6000

Character Level

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	12	+1	12	+1	12	+1
DEX Dexterity	16	+3	16	+3	16	+3
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	14	+2	14	+2	14	+2
CHA Charisma	10	+0	10	+0	10	+0

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

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

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+3	1d3+1	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	+7	1d8+1	2W-P-(OH)	+1		1d8+1
1H-O	+3	1d8	2W-P-(OL)	+3		1d8+1
2H	+7	1d8+1	2W-OH	-3		1d8

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
*Leather	Light	+2	+6	+0	10

Conor Rhone

PLAYERNAME

Human

Medium

RACE

SIZE

25

Male

AGE

GENDER

HP

hit points

27

WOUNDS/CURRENT HP

AC

armor class

19

TOTAL

FLAT

16

TOUCH

17

BASE

10

ARMOR BONUS

2

SHIELD BONUS

0

STAT

3

SIZE

0

NATURAL ARMOR

0

DEPLETION

0

MISC

4

INITIATIVE

modifier

+7

TOTAL

+3

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK

bonus

+1

DEITY

6' 2"

185 lbs.

HEIGHT

WEIGHT

Dark Blue

Jet-Black,

EYES

HAIR

Neutral Good

ALIGNMENT

VISION

0

POINTS

SPEED

Walk 60 ft., %list 30 ft.

MISS CHANCE

10

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

0

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	7/3
✓ Acrobatics	DEX	3	= 3	+ +		
✓ Appraise	INT	1	= 1	+ +		
✓ Athletics	STR	1	= 1	+ +		
✓ Athletics (Jump)	STR	13	= 1	+ 1.0	+ 11	
✓ Craft (Untrained)	INT	1	= 1	+ +		
✓ Deception	CHA	0	= 0	+ +		
✓ Endurance	CON	2	= 2	+ +		
✓ Gather Information	CHA	0	= 0	+ +		
✓ Heal	WIS	2	= 2	+ +		
✓ Martial Arts (Katana Senkou)	DEX	10	= 3	+ 7.0	+ +	
✓ Perception	WIS	9	= 2	+ 7.0	+ +	
✓ Persuasion	CHA	0	= 0	+ +		
✓ Ride	DEX	3	= 3	+ +		
✓ Sense Motive	WIS	2	= 2	+ +		
✓ Stealth	DEX	9	= 3	+ 6.0	+ +	
✓ Survival	WIS	8	= 2	+ 6.0	+ +	
✓ Survival (Find or follow tracks)	WIS	10	= 2	+ 6.0	+ 2	
✓ Thievery	DEX	3	= 3	+ +		
✓ Use Rope	DEX	3	= 3	+ +		
			= +	+ +		
			= +	+ +		

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Leather	Equipped	1	15.0	10.0	
Longsword	Equipped	1	4.0	15.0	
TOTAL WEIGHT CARRIED/VALUE			19 lbs. 25.0 gp		

WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

Special Attacks	
Augment Attack (Sneak Damage d8) (8x)	[Eclipse, p.50]
Sneak attack +2d8	
Enhanced Strike, Whirlwind	[Eclipse, p.51]
allows the user to make a single full-BAB attack against every target within reach.	
Warcraft	[Eclipse, p.10]
+1 BAB	

Special Qualities	
Armor Proficiency (Light)	[Eclipse, p.49]
Proficient with Light Armors	
Weapon Proficiency (All Simple and Martial Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple and martial weapons.	

+7/+2+7/+2

Feats	
Feat Conversion to CP ~ 6 (3x)	[Eclipse, p.9]
Covert regular feat to six Character Points	

PROFICIENCIES
Axe (Throwing), Battleaxe, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Hoopak, Javelin, Keyblade, Kukri, Lance, Laser, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scourge, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Sword Staff, Trident, Unarmed, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Common, Elven

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.

Restrictions (Cannot wear metal armor) [Eclipse, p.17]

A character with restrictions has major limitations on the use of some ability or type of equipment. He or she may never (ever!) acquire or use such talents without major penalties. For example, Witch- Hunters never cast spells except to fix the problems caused by other magic on pain of losing most of their abilities. The point bonus is per category which applies. A character only gains the bonus points for restrictions on things that would obviously useful to him or her. Common restrictions include wearing no armor, using no weapons, using no magic or psionics, or skill-related feats. A good explanation is in order. Why is the character restricted in this way?

DISADVANTAGES

Compulsive (Has to protect "Yaiba" - even without regard to his own safety) [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.

Hunted (Vampires) [Eclipse, p.19]

Someone's out to get you. You may be an outlaw, have personal enemies, or have been marked by some mystical entity. The nature of your foes should be decided in consultation with the GM. As a rule, you cannot simply confront your hunters and fight it out with them. They're either numerous, powerful, or secretive.

Irreverent (Seen too much battle to believe in any higher power) [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.

Eclipse Abilities

Adept (Acrobatics, Martial Arts, Perception, Stealth) [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.

Awareness [Eclipse, p.25]

(6 CP). You suffer no defensive penalties when you're surprised. You retain your Dexterity bonus when caught flat-footed or attacked by an invisible assailant and save without penalty against surprises.

Awareness - Flankless [Eclipse, p.25]

(+6 CP) You can no longer be flanked. This is usually Specialized so that it does not function against opponents with a 4-level or better advantage over you.

Celerity (Walk) [Eclipse, p.27]

(6 CP). Celerity adds +10 feet per round to one of your movement modes. This is considered bonus movement for the purposes of skills; it does not apply when calculating movement penalties on skill use.

Celerity / Improved (6x) [Eclipse, p.27]

adds +10' more movement per 3 CP invested.

Evasive, Very Common Actions (Move through threatened square) [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.

Finesse (Dex Mod adds to hit bonus; Specialized/only for Longsword - 3CP) [Eclipse, p.32]

(6 CP). A character with Finesse may replace one attribute modifier with another in some fairly common situation, such as for a particular saving throw.

Improved Initiative (6x) [Eclipse, p.53]

The character gains +2 to Initiative per 3 CP invested, up to a maximum +8 bonus.

Journeyman (Skill) [Eclipse, p.35]

A Journeyman may purchase some type of ability (often skills or spellcasting) as if he or she were one level higher, increasing the usual (Level + 3) cap.

Legionary [Eclipse, p.53]

(6 CP). A Legionary has great coordination when fighting in a team. The character gains +1/2/3 bonus to AC, Attacks and Reflex Saves when teamed with 1-2/3-4/5+ others with who also possess this feat.

Martial Arts

Attack [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.

Notes:

Character Sheet Notes:

Ernust "Yaiba" Elanor

NAME

d12E3

CLASS

3

Character Level

3

3000

EXPERIENCE

6000

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	16	+3	18	+4	18	+4
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	16	+3	16	+3	16	+3
INT Intelligence	10	+0	10	+0	10	+0
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	8	-1	8	-1	8	-1

Nick Fuller

PLAYERNAME

Human

RACE

24

AGE

24

Medium

SIZE

Male

GENDER

5' 4"

HEIGHT

Brown

EYES

150 lbs.

WEIGHT

Black,

HAIR

HP

hit points

34

AC

armor class

20

WOUNDS/CURRENT HP

18

FLAT

16

TOUCH

10

BASE

INITIATIVE

modifier

+2

TOTAL

+2

DEX MODIFIER

+2

MISC MODIFIER

+0

BASE ATTACK

bonus

+3

DEITY

5' 4"

HEIGHT

150 lbs.

WEIGHT

Brown

EYES

Black,

HAIR

SUBDUAL DAMAGE

4

ARMOR BONUS

0

SHIELD BONUS

2

STAT

0

SIZE

0

NATURAL ARMOR

0

DEFLEC-TION

4

MISC

DAMAGE REDUCTION

MISS CHANCE

20

ARCANE SPELL FAILURE

-2

ARMOR CHECK PENALTY

0

Neutral Good

ALIGNMENT

VISION

0

POINTS

SPEED

Walk 30 ft.

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+3

=

+0

+

+3

+

+0

+

+0

+

+0

+

TEMP

REFLEX

(dexterity)

+2

=

+0

+

+2

+

+0

+

+0

+

+0

+

TEMP

WILL

(wisdom)

+1

=

+0

+

+1

+

+0

+

+0

+

+0

+

TEMP

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+7

=

+3

+

+4

+

+0

+

+0

+

+0

+

TEMP

RANGED

attack bonus

+5

=

+3

+

+2

+

+0

+

+0

+

+0

+

TEMP

GRAPPLE

attack bonus

+7

=

+3

+

+4

+

+0

+

+0

+

+0

+

TEMP

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+7	1d3+4	20/x2	5 ft.

*Greatsword +1		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	S	M	19-20/x2	5 ft.
2H	To Hit	Dam	2W-OH	To Hit	Dam	
	+11	3d6+7		N/A	N/A	

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
*Chain Shirt	Light	+4	+4	-2	20

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	6/3
					RANKS	MISC MODIFIER
✓	Acrobatics	DEX	4	=	2	+ 4.0 + -2
✓	Appraise	INT	0	=	0	+ +
✓	Athletics	STR	4	=	4	+ 2.0 + -2
✓	Athletics (Swim)	STR	2	=	4	+ 2.0 + -4
✓	Craft (Untrained)	INT	0	=	0	+ +
✓	Deception	CHA	-1	=	-1	+ +
✓	Endurance	CON	1	=	3	+ + -2
✓	Gather Information	CHA	-1	=	-1	+ +
✓	Heal	WIS	1	=	1	+ +
✓	Martial Arts (Strength Based)	STR	10	=	4	+ 6.0 +
✓	Perception	WIS	1	=	1	+ +
✓	Persuasion	CHA	0	=	-1	+ 1.0 +
✓	Ride	DEX	2	=	2	+ +
✓	Sense Motive	WIS	1	=	1	+ +
✓	Stealth	DEX	0	=	2	+ + -2
✓	Survival	WIS	1	=	1	+ +
✓	Thievery	DEX	2	=	2	+ +
✓	Use Rope	DEX	2	=	2	+ +
				=	+	+
				=	+	+

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack 6 lbs., 1 Everburning Torch, 1 Bedroll	Equipped	1	2.0	2.0	
Bedroll	Backpack	1	5.0	0.1	
Chain Shirt	Equipped	1	25.0	100.0	
Everburning Torch	Backpack	1	1.0	110.0	
Greatsword +1	Equipped	1	8.0	2350.0	
Relic (Armband) Self Development to Str (12), Grant of Aid (6) plus Bonus Uses +4 (6) total 4 CP relic.	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			41 lbs.	2562.1 gp	

WEIGHT ALLOWANCE					
Light	100	Medium	200	Heavy	300
Lift over head	300	Lift off ground	600	Push / Drag	1500

Special Attacks	
Warcraft +3 BAB	[Eclipse, p.10]

Special Qualities	
Armor Proficiency (Light) Proficient with Light Armors	[Eclipse, p.49]
Favored Enemy (Ex) Undead Gain a bonus to Bluff, Listen, Sense Motive, Spot, and Survival checks and weapon damage against favored enemies.	[Is This It]
Weapon Proficiency (All Simple Weapons) Grants Proficiency with all simple weapons.	[Eclipse, p.49]
Weapon Proficiency (One Martial Weapon) (Greatsword) Grants Proficiency with selected weapons.	[Eclipse, p.49]

+7/+2+7/+2

Feats	
Feat Conversion to CP ~ 6 (3x) Covert regular feat to six Character Points	[Eclipse, p.9]

PROFICIENCIES
Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Greatsword, 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

TEMPLATES

Recurring Bonuses	
Fast Learner/ Specialized for increased effect (BAB Purchases)	[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	
Dependent (Elam Rembrandt)	[Eclipse, p.18]
There is something you just have to have to function effectively. You could be addicted to a drug, rely on a special talisman, require constant support and encouragement, or simply be so confused that you need someone to tell you what to do. Unless there's a specific effect involved this defaults to a -3 penalty on your rolls.	
Hallucinations, Flashbacks, and Visions (mainly his friends dying in war in front of him)	[Eclipse, p.19]
Your version of reality doesn't always agree with that of those about you. While this is common enough with respect to details, in your case it may extend to things like whether it's daytime. More commonly, and most dangerously, you may simply see a distorted version of what everyone else sees. This is up to the GM, but the occasional Will save (DC 18) is suggested, or you may react in a radically different manner than those about you.	
Outcast (Not Specified)	[Eclipse, p.19]
You are socially unacceptable in a large area or with a large and important group. You might be noted as an oathbreaker, an "untouchable," a kinslayer, or an ex-slave, belong to a despised ethnic group, believe in a heretical faith, or simply have numerous obnoxious habits. In any case, a sizable segment of the people in the campaign setting will have nothing to do with you.	
Stigmata	[Eclipse, p.20]
You have some injury which either cannot be healed or has healed badly. It is both painful and inconvenient. You must make a DC 24 Fortitude save at the start of each session; if you fail you take a -1 morale penalty on saving throws for the duration of the session.	

Eclipse Abilities	
Anime Master	[Eclipse, p.50]
Anime Master allows the user to grapple, overbear, and wield weapons, as if he or she was one size category larger.	
Berserker	[Eclipse, p.25]
(6 CP). The Berserker ability grants extreme but short-lived bonuses. The user normally gains +4 to two attributes, +2 to a saving throw or AC, and -2 to another attribute, save, or AC for (3+Con Mod) rounds 1/day. The user gains another berserk session per day per 3 character levels or part thereof. The user becomes fatigued after using Berserker. GM's should note that the character may not generally do anything else but a specified, focused task or similar stunt. For the classic barbarian rage, the character can do little except immediate, physical skills and tasks, mostly meaning combat. Note that the guidelines on where the bonuses should go are not meant as absolute rules; let a character pick something appropriate. AC, damage bonuses, to-hit bonuses, Caster Level, or even turning might all be acceptable choices depending on the character. The bonuses must simply total +8 (the character may apply a -2 penalty somewhere to add an additional +2).	
Berserker - Enduring	[Eclipse, p.26]
(+3 CP) removes the fatigue after the berserker session. This is often combined with Corrupted Bonus Uses (only to extend the duration).	
Block (Melee) (Melee)	[Eclipse, p.50]
Block lets a character counter an incoming melee attack with DC 20 Reflex save once per round. In general, each Block attempt uses up an Attack of Opportunity and provides Great Immunity to the attack. Attackers may give up part of their BAB to increase the Block save DC on a 1-to-1 basis.	
Block (Melee) / Riposte	[Eclipse, p.50]
(+6 CP) allows the user to immediately retaliate in the same mode, launching a single attack of their own. This counts as an Attack of Opportunity and requires a successful Block check - which also counts as an Attack of Opportunity. You'll need extras.	
Bonus Uses +2	[Eclipse, p.22]
(+3 CP). Bonus Uses increases the number of times the user may indulge in a times-per-day (or other appropriate period) ability by +2. At GMO, the character may add a relevant attribute modifier to the number of uses instead. Bonus Uses may be purchased repeatedly.	
Damage Reduction 2/- (ALL)	[Eclipse, p.29]
This applies to all damage sources, including magical and energy-based attacks. Characters commonly specialize it by applying it only towards physical attacks, energy attacks, magical attacks, or another GM-approved specialty. The Corrupted modifier can be added by leaving an additional common "hole" in your defenses. For example, silver weaponry or fire spells would apply to physical reduction or magic defenses, respectively. ! You may take this ability multiple times. Each time, you add another type of damage reduction.	
Expertise	[Eclipse, p.32]
(6 CP). A character with Expertise selects two related abilities, attributes, or other scores. He or she may reduce one of the selected abilities' bonuses at any time by up to -5 to add a equal amount to the other bonus. Usually, characters take this for Warcraft (BAB) and AC or damage, but many other combinations exist.	
Favored Foe (Undead)	[Eclipse, p.52]
A character with Favored Foe may select an enemy creature type at levels 1, 5, 10, 15, 20, and so on, gaining a +2 to damage and on Listen, Sense Motive, Spot, and Survival checks when using these skills against a chosen enemy creature type. Each time a new foe is added the character may select one of his or her foes (including the one just chosen) and increase his or her bonuses against that foe type by +2. BONUS:ABILITYPOOL	
Legionary	[Eclipse, p.53]
(6 CP). A Legionary has great coordination when fighting in a team. The character gains +1/2/3 bonus to AC, Attacks and Reflex Saves when teamed with 1-2/3-4/5+ others with who also possess this feat.	
Stoic	[Eclipse, p.45]
(6 CP). Characters with Stoic are not subject to death by massive damage and may make a Fortitude save (DC 15) each round to self-stabilize if below 0 HP.	
Stoic / Ferocity	[Eclipse, p.45]
(+3 CP) allows characters to act normally while at negative HP (but not while dead) until after the battle.	

Martial Arts	
Combat Reflexes	[Eclipse, p.82]
See feat of same name	
Defenses (4x)	[Eclipse, p.81]
You gain +1 bonus to AC when you are unarmored or lightly armored.	

Notes:

Character Sheet Notes:

Andrew Maitland

Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS
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ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP										SUBDUAL DAMAGE					DAMAGE REDUCTION					SPEED											
STR Strength	8	-1	8	-1	8	-1	HP Hit points	50																Walk 30 ft.														
DEX Dexterity	16	+3	16	+3	16	+3	AC armor class	21	:	18	:	17	=	10	+	4	+	0	+	3	+	0	+	0	+	0	+	4		0	+	0	+	0				
								TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL ARMOR		DEFLECTION		MISC		MISS CHANCE		ARCANE SPELL FAILURE		ARMOR CHECK PENALTY		SPELL RESISTANCE		
CON Constitution	12	+1	12	+1	12	+1	INITIATIVE modifier	+3	=	+3	+	+0																										
								TOTAL		DEX MODIFIER		MISC MODIFIER																										
INT Intelligence	20	+5	20	+5	20	+5	BASE ATTACK bonus	+1																														
WIS Wisdom	12	+1	12	+1	12	+1																																
CHA Charisma	8	-1	8	-1	8	-1																																

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	6/3
					RANKS	MISC
✓	Acrobatics	DEX	14	= 3	+ 6.0	+ 5
✓	Appraise	INT	10	= 5	+	+ 5
✓	Athletics	STR	7	= -1	+ 3.0	+ 5
✓	Craft (Untrained)	INT	10	= 5	+	+ 5

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+3	= +1	+ +1	+ +0	+ +1	+ +0		
REFLEX (dexterity)	+7	= +1	+ +3	+ +0	+ +3	+ +0		
WILL (wisdom)	+3	= +1	+ +1	+ +0	+ +1	+ +0		

	TOTAL		BASE ATTACK BONUS		STAT		SIZE		MISC		EPIC		TEMP
MELEE attack bonus	+2	=	+1	+	-1	+	+0	+	+2	+	+0	+	
RANGED attack bonus	+6	=	+1	+	+3	+	+0	+	+2	+	+0	+	
GRAPPLE attack bonus	+2	=	+1	+	-1	+	+0	+	+2	+	+0	+	

Martial Arts	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+5	1d4--1	20/x2	5 ft.

*War Wizard's Friend		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	BPS	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+5		1d8-1				
Special Properties	1 CP Relic, Grants Marital Arts (3 CP), Warcraft/ Specialized & Corrupted, applies only to Marital Arts Style (6 CP)					

*: 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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SKILL NAME		KEY ABILITY	SKILLS				6/3
			SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	MISC MODIFIER	
					RANKS		
✓	Acrobatics	DEX	14	=	3	+ 6.0 + 5	
✓	Appraise	INT	10	=	5	+ + 5	
✓	Athletics	STR	7	=	-1	+ 3.0 + 5	
✓	Craft (Untrained)	INT	10	=	5	+ + 5	
✓	Deception	CHA	10	=	-1	+ 6.0 + 5	
✓	Endurance	CON	12	=	1	+ 6.0 + 5	
✓	Gather Information	CHA	4	=	-1	+ + 5	
✓	Heal	WIS	6	=	1	+ + 5	
	Knowledge (Arcana)	INT	16	=	5	+ 6.0 + 5	
	Martial Arts (Intelligence Based)	INT	16	=	5	+ 6.0 + 5	
✓	Perception	WIS	14	=	1	+ 6.0 + 7	
✓	Persuasion	CHA	7	=	-1	+ 3.0 + 5	
✓	Ride	DEX	8	=	3	+ + 5	
✓	Sense Motive	WIS	12	=	1	+ 6.0 + 5	
	Spellcraft	INT	18	=	5	+ 6.0 + 7	
✓	Stealth	DEX	11	=	3	+ 3.0 + 5	
✓	Survival	WIS	9	=	1	+ 3.0 + 5	
	Survival (Find or follow tracks)	WIS	11	=	1	+ 3.0 + 7	
✓	Thievery	DEX	8	=	3	+ + 5	
✓	Use Rope	DEX	8	=	3	+ + 5	
				=	+	+	
				=	+	+	
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.							

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack 5 lbs., 1 Bedroll	Equipped	1	2.0	2.0	
Bag of Holding (Type 1) 27.5 lbs., 1 Blanket (Winter), 1 Potion of Cure Light Wounds, 1 Caltrops, 1 Case (Map or Scroll), 1 Grappling Hook, 4 Oil (1 Pt. Flask), 1 Lantern (Hooded), 3 Paper (Sheet), 4 Rations (Trail/Per Day), 1 Rope (Silk/50 Ft.), 1 Spellbook (Wizard's/Blank)	Equipped	1	15.0	2500.0	
Bedroll	Backpack	1	5.0	0.1	
Blanket (Winter)	Bag of Holding (Type 1)	1	3.0	0.5	
Caltrops	Bag of Holding (Type 1)	1	2.0	1.0	
Case (Map or Scroll) 0 lbs.	Bag of Holding (Type 1)	1	0.5	1.0	
Grappling Hook	Bag of Holding (Type 1)	1	4.0	1.0	
Lantern (Hooded)	Bag of Holding (Type 1)	1	2.0	7.0	
Life Giver Twins 3 CP Relic, Grants Companion (6 CP), Might (6 CP), Additional +1 (6 CP), Transference x3 to purchase Returning. Corrupted/ User must spend own CP to attune	Equipped	1	0.0	0.0	
Oil (1 Pt. Flask) □□□□	Bag of Holding (Type 1)	4	1.0 (4.0)	0.1 (0.4)	
Explorer's Outfit	Equipped	1	8.0	10.0	
Paper (Sheet)	Bag of Holding (Type 1)	3	0.0 (0.0)	0.4 (1.2)	
Potion of Cure Light Wounds □	Bag of Holding (Type 1)	1	0.0	50.0	
Rations (Trail/Per Day) □□□□	Bag of Holding (Type 1)	4	1.0 (4.0)	0.5 (2.0)	
Rope (Silk/50 Ft.)	Bag of Holding (Type 1)	1	5.0	10.0	
Spellbook (Wizard's/Blank)	Bag of Holding (Type 1)	1	3.0	15.0	
War Wizard's Friend 1 CP Relic, Grants Marital Arts (3 CP), Warcraft/ Specialized & Corrupted, applies only to Martial Arts Style (6 CP)	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			22 lbs.	2601.2 gp	

HP:	25	AC:	18	INIT:	+2
FORT:	+4	REF:	+6	WILL:	+3
*Bite (Natural/Primary)	-1	DAM:	1d3-4	CRIT:	20/x2
Special:					

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

Special Attacks	
Martial Arts (3 CP). A character is considered armed when using unarmed combat so long as he or she places at least 3 CP in this ability. He or she gains a base damage of 1d4 with unarmed attacks. Each +3 CP invested after that increases the damage by one die type (d6/d8/d10/d12), up to a maximum of 1d12 at 15 CP., [Damage 1d4]	[Eclipse, p.53]
Warcraft +1 BAB	[Eclipse, p.10]

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

Feats	
Feat Conversion to CP ~ 6 (3x) Covert regular feat to six Character Points	[Eclipse, p.9]
Alertness +2 bonus on Listen and Spot checks.	[PHB, p.89]

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
Abyssal, Celestial, Common, Draconic, Elven, Goblin

TEMPLATES
Dark Fey Human Template

Familiar: Chit (Weasel)

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.	
Recorder	[Eclipse, p.19]
The player keeps records, and ensures that the GM gets a copy. Acceptable forms are up to the GM, but common variants include character diaries, letters, campaign logs, and keeping a list of NPC's.	
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.	

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

Eclipse Abilities	
Adept (Knowledge (Arcana), Martial Arts, 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.	
Companion	[Eclipse, p.27]
(6 CP). Used to gain familiars, psicrystals, 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.	
Companion - Might	[Eclipse, p.27]
(+6 CP) allows you to grant your companion the benefits of two Positive Levels (see page 86) or of a continuously active second level spell or psychic effect.	
Companion - Transference	[Eclipse, p.27]
(+Sp.) allows you to give CP to your Companion. He, she, or it receives 2 CP for every 1 CP you surrender.	
Companion - Additional	[Eclipse, p.27]
(+6 CP) allows you to gain another Companion. The new Companion gains the benefits of any Great Form, Might, Storage, Transform, or Template bonuses already given to a previous Companion, if applicable and you so desire.	
Create Relic	[Eclipse, p.29]
(6 CP). Another classical way to create weird and wonderful devices, Create Relic allows you to invest CP directly into items. Each 1 CP permanently invested in such an item grants it 6 CP worth of abilities to bestow on the user. While this is permanently weakens you, and creates items which are intimately tied to you, it does allow the creation of truly impressive devices without having to expend a lot of CP on special abilities. Such items are very good links to you for certain magical activities.	
Eldritch	[Eclipse, p.31]
(0 CP). You may call upon exotic forces to power your magic rather than relying on the usual sources. In other words, your magic may have strange special effects for free. This has no direct game effect, but gives you more style. Eldritch abilities that cost spell levels do not extend the casting time., Characters using advanced Eldritch feats must select and describe the source of their powers. Other characters with the Eldritch feat and the same source receive no penalties or advantages when facing the user. All three effects may be taken as a set for only 6 CP, but this cannot then be "turned off." It also limits use of magic items to items made by a character with at least one of these modifiers. Many settings have spells usable only with Eldritch magic, and others not usable at all with Eldritch magic.	
Enthusiast	[Eclipse, p.31]
(3 CP). Enthusiast grants 1 floating CP. Given 72 hours to retrain and redirect it you may put it into anything you please save for Specific Knowledges (page 10), boosting that ability until you turn your enthusiasm in another direction.	
Enthusiast ~ Double	[Eclipse, p.31]
(+3 CP) upgrades Enthusiast so that it grants 2 floating CP instead of 1.	
Familiar	[Eclipse, p.27]
You have a familiar companion	
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 / Burning Hands 1/day	[Eclipse]
As spell	
Innate Enchantment / Enhanced Attribute (+2 Dexterity)	[Eclipse]
Innate Enchantment / Enhanced Attribute (+2 Intelligence)	[Eclipse]
Innate Enchantment / Enhanced Attribute (+2 Wisdom)	[Eclipse]
Innate Enchantment / Expertise (+2 Competence skills & checks)	[Eclipse]
As spell	
Innate Enchantment / Force Armor I	[Eclipse]
Innate Enchantment / Fortune's Favor (+2 Luck skills & checks)	[Eclipse]
As spell	
Innate Enchantment / Immortal Vigor I	[Eclipse]
Gain 2d6 + (Con Bonus x2) worth of HP. In this case 12+CON.	
Innate Enchantment / Inspiring Word	[Eclipse]
provides a +1 Morale Bonus on saves, attacks, checks, and damage (Unlimited Use-Activated, L1 at CL1, Personal Only, 1400 GP). Dragons are always pretty self-confident.	
Innate Enchantment / Magic Missile 1/day	[Eclipse]
As spell	
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.

Metamagic / Extension [Eclipse, p.58]

(6 CP). Extension covers the fine art of manipulating the range of spells. Common applications include: ! Extension (+1 SL per step) increases the range of a spell from Touch to Short, Short to Medium, Medium to Long, Long to Extreme (800 ft + 80 ft/Level), and Extreme to Line of Sight (limited only by the user's direct vision). ! Indirect Fire (+2 SL) allows the spell to hit targets within range which the user is aware of but cannot see; this is not compatible with Line of Sight. ! Global (+6 SL) amplifies the range so that it may hit any known target on a planet (or in the atmosphere). ! Trans-dimensional (+8 SL) allows the user to target through scrying effects, to hit targets across the dimensional boundary, or to target people at interstellar ranges. Strangely, Trans-dimensional doesn't take any more time to reach the target than normal.

Metamagic / Streamline (12x) [Eclipse, p.60]

(6 CP) A favored ability for casters, this reduces the level cost of any two metamagic feats by -1. Casters may take this more than once, but cannot reduce the level cost below 0.

Martial Arts

Attack [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.

Improve Die Size [Eclipse, p.81]

Increase your weapon die type by 1 step, up to a d12 maximum. Weapons that cause multiple dice of damage increase them independently.

Instant Stand [Eclipse, p.81]

You may stand up as a Free Action if unarmored or in light armor.

Mind Like Moon [Eclipse, p.81]

You reflexively come on guard when attacked. With a DC 15 Reflex save, you avoid being surprised or flat-footed at the beginning of combat.

Power [Eclipse, p.81]

Increase your unarmed damage by +1 or increase your weapon die type by 1 step, up to a d12 maximum. Weapons that cause multiple dice of damage increase them independently.

Innate Racial Spells



























	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐	Burning Hands	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> 1	
☐	Magic Missile		None	Standard Action	Instantaneous	Medium (110 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> 1	

* =Domain/Speciality Spell

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	5	4	3	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.	15	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.	15	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].	15	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.	15	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.	15	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.	15	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.	15	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.	15	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.].	15	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.	15	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	15	Will negates [object]	1 standard action	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation	SC: p.206
Effect: Sticks one object to another; see text.					Target: Nonmagical, unattended object weighing up to 5lbs Caster Level: 6				
□□□□□ Touch of Fatigue	15	Fortitude negates	Standard Action	1 round/level	Touch	V,S,M	Yes	Necromancy	PHB: p.294
Effect: 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
Effect: Two target creatures instantly swap positions.					Target: Two willing creatures of up to Large size Caster Level: 6				
□□□□□ Comprehend Languages		None	Standard Action	10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: p.212
Effect: You understand all spoken and written languages.					Target: You Caster Level: 6				
□□□□□ Ebon Eyes		None	1 standard action	10 minutes/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: p.77
Effect: See normally in darkness both magical and natural.					Target: Creature touched Caster Level: 6				
□□□□□ Enlarge Person	16	Fortitude negates	1 round	1 minute/level [D]	Close (40 ft.)	V,S,M	Yes	Transmutation	PHB: p.226
Effect: Creatures size increases to next category					Target: One humanoid creature Caster Level: 6				
□□□□□ Grease	16	See text	Standard Action	1 round/level [D]	Close (40 ft.)	V,S,M	No	Conjuration (Creation)	PHB: p.237
Effect: Makes 10-ft. square or one object slippery.					Target: One object or a 10-ft. square Caster Level: 6				
□□□□□ Identify		None	1 hour	Instantaneous	Touch	V,S,M/DF	No	Divination	PHB: p.243
Effect: Determines properties of magic item.					Target: One touched object Caster Level: 6				
□□□□□ Mage Armor	16	Will negates (harmless)	Standard Action	1 hour/level [D]	Touch	V,S,F	No	Conjuration (Creation) [Force]	PHB: p.249
Effect: Gives subject +4 armor bonus.					Target: Creature touched Caster Level: 6				
□□□□□ Ray of Enfeeblement		None	Standard Action	1 minute/level	Close (40 ft.)	V,S	Yes	Necromancy	PHB: p.269
Effect: Ray deals 1d6 +1/2 levels [max +5] Str damage.					Target: Ray Caster Level: 6				
□□□□□ Shield		None	Standard Action	1 minute/level [D]	Personal	V,S	No	Abjuration [Force]	PHB: p.278
Effect: Invisible disc gives +4 to AC, blocks magic missiles.					Target: You Caster Level: 6				
□□□□□ Sleep	16	Will negates	1 round	1 minute/level	Medium (160 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.280
Effect: Puts 4 HD of creatures into magical slumber.					Target: One or more living creatures within a 10-ft.-radius burst Caster Level: 6				
□□□□□ Unseen Servant		None	Standard Action	1 hour/level	Close (40 ft.)	V,S,M	No	Conjuration (Creation)	PHB: p.297
Effect: 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
□□□□□ Alter Self		None	Standard Action	10 minutes/level [D]	Personal	V,S	No	Transmutation	PHB: p.197
Effect: Assume form of a similar creature.					Target: You Caster Level: 6				
□□□□□ Glitterdust	17	Will negates (blinding only)	Standard Action	1 round/level	Medium (160 ft.)	V,S,M	No	Conjuration (Creation)	PHB: p.236
Effect: Blinds creatures, outlines invisible creatures.					Target: Creatures and objects within 10-ft.-radius spread Caster Level: 6				
□□□□□ Invisibility	17	Will negates (harmless) or Will negates (harmless, object)	Standard Action	1 minute/level [D]	Personal or touch	V,S,M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)	PHB: p.245
Effect: Subject is invisible for 1 minutes/level or until it attacks.					Target: You or a creature or object weighing no more than 100 lbs/level Caster Level: 6				
□□□□□ Rope Trick		None	Standard Action	1 hour/level [D]	Touch	V,S,M	No	Transmutation	PHB: p.273
Effect: As many as eight creatures hide in extradimensional space.					Target: One touched piece of rope from 5 ft. to 30 ft. long Caster Level: 6				
□□□□□ See Invisibility		None	Standard Action	10 minutes/level [D]	Personal	V,S,M	No	Divination	PHB: p.275
Effect: Reveals invisible creatures or objects.					Target: You Caster Level: 6				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Dispel Magic		None	Standard Action	Instantaneous	Medium (160 ft.)	V,S	No	Abjuration	PHB: p.223
Effect: Cancels magical spells and effects.					Target: One spellcaster, creature, or object; or 20-ft.-radius burst Caster Level: 6				
□□□□□ Fireball	18	Reflex half	Standard Action	Instantaneous	Long (640 ft.)	V,S,M	Yes	Evocation [Fire]	PHB: p.231
Effect: 1d6/level [max 10d6] fire damage, 20-ft. radius.					Target: 20-ft.-radius spread Caster Level: 6				
□□□□□ Haste	18	Fortitude negates (harmless)	Standard Action	1 round/level	Close (40 ft.)	V,S,M	Yes (harmless)	Transmutation	PHB: p.239
Effect: 1 creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.					Target: 1 creature/level, no two of which can be more than 30 ft. apart Caster Level: 6				
□□□□□ Lance of Disruption	18	Fortitude half	Standard Action	Instantaneous	60 ft	V,S	Yes	Evocation [Force, Sonic]	Custom: Custom
Effect: Beam of force causes 5d4+12 to all in the area of effect					Target: From caster 5ft wide beam out to 60ft length Caster Level: 6				

* =Domain/Specialty Spell

Notes:

Character Sheet Notes:

Griffin Ironfist

NAME

d20E2 d10E1

CLASS

3

Character Level

3000

EXPERIENCE

6000

NEXT LEVEL

Human

RACE

24

AGE

Medium

SIZE

Male

GENDER

5' 10"

HEIGHT

Brown

EYES

190 lbs.

WEIGHT

Black, Short

HAIR

Lawful Neutral

ALIGNMENT

VISION

0

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

15

+2

15

+2

15

+2

DEX

Dexterity

14

+2

14

+2

14

+2

CON

Constitution

14

+2

14

+2

14

+2

INT

Intelligence

12

+1

12

+1

12

+1

WIS

Wisdom

12

+1

12

+1

12

+1

CHA

Charisma

12

+1

12

+1

12

+1

HP

hit points

48

AC

armor class

18

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

INITIATIVE

modifier

+8

TOTAL

+2

DEX MODIFIER

+6

MISC MODIFIER

BASE ATTACK

bonus

+4

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+4

=

+2

+

+2

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+3

=

+1

+

+2

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+1

=

+0

+

+1

+

+0

+

+0

+

+0

+

MELEE

attack bonus

+6

=

+4

+

+2

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+6

=

+4

+

+2

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+6

=

+4

+

+2

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+6

1d3+2

20/x2

5 ft.

*Manhandler

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

S

M

19-20/x2

5 ft.

To Hit

Dam

To Hit

Dam

1H-P

+8

1d8+6

2W-P-(OH)

+2

1d8+6

1H-O

+4

1d8+5

2W-P-(OL)

+4

1d8+6

2H

+8

1d8+7

2W-OH

-2

1d8+5

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

*Chain Shirt

Light

+4

+4

-2

20

*Shield, Heavy

Heavy

+2

-2

15

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

6/3

MISC MODIFIER

✓

Acrobatics

DEX

-2

=

2

+

+

-4

✓

Appraise

INT

1

=

1

+

+

✓

Athletics

STR

1

=

2

+

3.0

+

-4

✓

Athletics (Swim)

STR

-3

=

2

+

3.0

+

-8

✓

Craft (Untrained)

INT

1

=

1

+

+

✓

Deception

CHA

1

=

1

+

+

✓

Endurance

CON

-2

=

2

+

+

-4

✓

Gather Information

CHA

3

=

1

+

2.0

+

✓

Heal

WIS

1

=

1

+

2.0

+

-2

✓

Perception

WIS

2

=

1

+

3.0

+

-2

✓

Persuasion

CHA

4

=

1

+

3.0

+

✓

Ride

DEX

4

=

2

+

2.0

+

✓

Sense Motive

WIS

3

=

1

+

4.0

+

-2

✓

Stealth

DEX

-2

=

2

+

+

-4

✓

Survival

WIS

-1

=

1

+

+

-2

✓

Thievery

DEX

2

=

2

+

+

Use Magic Device

CHA

3

=

1

+

2.0

+

✓

Use Rope

DEX

2

=

2

+

+

=

+

+

=

+

+

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

Character: Griffin Ironfist

Player: Randy Rogge

Created using PCGen 5.17.1 on Mar 26, 2010 at 1:13:05 PM

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	
Acid (Flask)	Backpack	2	1.0 (2.0)	10.0 (20.0)	
☐☐					
Alchemist's Fire (Flask)	Backpack	4	1.0 (4.0)	20.0 (80.0)	
☐☐☐☐					
Backpack		1	2.0	2.0	
49.5 lbs., 2 Acid (Flask), 2 Oil (1 Pt. Flask), 1 Rope (Silk/50 Ft.), 5 Smokestick, 5 Sunrod, 10 Tindertwig, 4 Alchemist's Fire (Flask), 4 Caltrops, 1 Crowbar, 1 Everburning Torch, 1 Flint and Steel, 1 Grappling Hook, 1 Hammer, 4 Holy Water (Flask), 1 Bullets, Sling (10)					
Bullet, Sling	Carried	1	0.5	0.01	
☐					
Bullets, Sling (10)	Backpack	1	5.0	0.1	
☐☐☐☐ ☐☐☐☐☐					
Caltrops	Backpack	4	2.0 (8.0)	1.0 (4.0)	
Chain Shirt	Equipped	1	25.0	100.0	
Crowbar	Backpack	1	5.0	2.0	
Everburning Torch	Backpack	1	1.0	110.0	
Flint and Steel	Backpack	1	0.0	1.0	
Grappling Hook	Backpack	1	4.0	1.0	
Hammer	Backpack	1	2.0	0.5	
Holy Water (Flask)	Backpack	4	1.0 (4.0)	25.0 (100.0)	
☐☐☐☐					
Manhandler	Equipped	1	4.0	2315.0	
Oil (1 Pt. Flask)	Backpack	2	1.0 (2.0)	0.1 (0.2)	
☐☐					
Explorer's Outfit	Equipped	1	8.0	10.0	
Pouch (Belt)	Equipped	1	0.5	1.0	
2.42 lbs., 101 Coin (Gold), 20 Coin (Copper)					
Rope (Silk/50 Ft.)	Backpack	1	5.0	10.0	
Sack	Equipped	1	0.5	0.1	
0 lbs.					
Shield, Heavy	Equipped	1	15.0	20.0	
Smokestick	Backpack	5	0.5 (2.5)	20.0 (100.0)	
☐☐☐☐☐					
Sunrod	Backpack	5	1.0 (5.0)	2.0 (10.0)	
☐☐☐☐☐					
Tindertwig	Backpack	10	0.0 (0.0)	1.0 (10.0)	
☐☐☐					

WEIGHT ALLOWANCE					
Light	66	Medium	133	Heavy	200
Lift over head	200	Lift off ground	400	Push / Drag	1000

MONEY	
Coin (Gold): 101[Pouch (Belt)]	
Coin (Copper): 20[Pouch (Belt)]	
Total = 101.2 gp	

Special Attacks	
Enhanced Strike, Whirlwind	[Eclipse, p.51]
allows the user to make a single full-BAB attack against every target within reach.	
Warcraft	[Eclipse, p.10]
+4 BAB	

Special Qualities	
Armor Proficiency (Light)	[Eclipse, p.49]
Proficient with Light Armors	
Armor Proficiency (Shields)	[Eclipse, p.49]
Proficient with Shields	
Weapon Proficiency (All Simple and Martial Weapons)	[Eclipse, p.49]
Grants Proficiency with all simple and martial weapons.	

+7/+2+7/+2

Feats	
Feat Conversion to CP ~ 6 (3x)	[Eclipse, p.9]
Covert regular feat to six Character Points	

PROFICIENCIES
Axe (Throwing), Battleaxe, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Hoopak, Javelin, Keyblade, Kukri, Lance, Laser, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scourge, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Sword Staff, Trident, Unarmed, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Common, Elven

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

Compulsive (Gambling)

[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.

Inept (Wisdom)

[Eclipse, p.19]

You suffer from a -2 modifier on all skills linked to the chosen Attribute.

Obligations (Must pay off a Debt)

[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.

Eclipse Abilities

Augment Attack (Plus 3 to Damage (Longsword), (CP total =3))

[Eclipse, p.50]

(3 CP). Augment Attack grants +1d6 damage or +1 to hit in some specific situation (essentially, this feat is already "Specialized"), per 3 CP invested (a mere +1 damage costs 1 CP and +1d8 costs 4 CP). Characters may double the cost to make the situation relatively common or triple it to make it very common (e.g., with a particular type of weapon which you almost always use). No character may possess more than 36 CP worth of basic augmentations.

Block (Melee) (Melee)

[Eclipse, p.50]

Block lets a character counter an incoming melee attack with DC 20 Reflex save once per round. In general, each Block attempt uses up an Attack of Opportunity and provides Great Immunity to the attack. Attackers may give up part of their BAB to increase the Block save DC on a 1-to-1 basis.

Improved Initiative (9x)

[Eclipse, p.53]

The character gains +2 to Initiative per 3 CP invested, up to a maximum +8 bonus.

Stoic

[Eclipse, p.45]

(6 CP). Characters with Stoic are not subject to death by massive damage and may make a Fortitude save (DC 15) each round to self-stabilize if below 0 HP.

Notes:

Character Sheet Notes: