

Burgmor [Innocent or Guilty]

NAME

d10E1 d4E3 Wiz

6000

CLASS

EXPERIENCE

4

10000

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	14	+2	14	+2	14	+2
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	19	+4	19	+4	19	+4
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	17	+3	17	+3	17	+3

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE  
(constitution)

+5

=

+3

+

+2

+

+0

+

+0

+

+0

+

REFLEX  
(dexterity)

+4

=

+2

+

+2

+

+0

+

+0

+

+0

+

WILL  
(wisdom)

+4

=

+3

+

+1

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE  
attack bonus

+4

=

+3

+

+1

+

+0

+

+0

+

+0

+

RANGED  
attack bonus

+5

=

+3

+

+2

+

+0

+

+0

+

+0

+

GRAPPLE  
attack bonus

+4

=

+3

+

+1

+

+0

+

+0

+

+0

+

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

*Magister's Staff	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+4	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
-------	------	----	--------	-------	---------------

Calvin

PLAYERNAME

Human

Medium

5' 4"

156 lbs.

HEIGHT

WEIGHT

VISION

16

Male

0

AGE

GENDER

EYES

HAIR

POINTS

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

HP  
hit points

27

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

+2

=

+2

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK  
bonus

+3

Chaotic Good									
DEITY					ALIGNMENT				
5' 4"					156 lbs.				
HEIGHT					WEIGHT				
Brown					Sandy Blonde,				
EYES					HAIR				
SUBDUAL DAMAGE					DAMAGE REDUCTION				
					SPEED				
					Walk 30 ft.				
+ 4 + 0 + 2 + 0 + 0 + 0 + 0					MISS CHANCE				
ARMOR BONUS					ARCANE SPELL FAILURE				
SHIELD BONUS					ARMOR CHECK PENALTY				
STAT					SPELL RESIST				
SIZE									
NATURAL ARMOR									
DEFLECTION									
MISC									
SKILLS									
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	RANKS	MISC MODIFIER	7/3.5	
✓	Acrobatics	DEX	4	=	2	+	+	2	
✓	Appraise	INT	6	=	4	+	+	2	
✓	Athletics	STR	3	=	1	+	+	2	
	Athletics (Jump)	STR	3	=	1	+	1.0	+	1
✓	Craft (Untrained)	INT	4	=	4	+	+		
✓	Deception	CHA	6	=	3	+	1.0	+	2
✓	Endurance	CON	4	=	2	+	+	2	
✓	Gather Information	CHA	5	=	3	+	+	2	
✓	Heal	WIS	3	=	1	+	+	2	
✓	Insight	WIS	5	=	1	+	2.0	+	2
	Knowledge (Arcana)	INT	13	=	4	+	7.0	+	2
	Knowledge (Architecture and Engineering)	INT	9	=	4	+	3.0	+	2
	Knowledge (Dungeoneering)	INT	9	=	4	+	3.0	+	2
	Knowledge (History)	INT	13	=	4	+	7.0	+	2
	Knowledge (Nature)	INT	9	=	4	+	3.0	+	2
	Knowledge (Religion)	INT	9	=	4	+	3.0	+	2
	Knowledge (The Planes)	INT	9	=	4	+	3.0	+	2
✓	Perception	WIS	10	=	1	+	7.0	+	2
✓	Persuasion	CHA	5	=	3	+	+	2	
✓	Ride	DEX	7	=	2	+	3.0	+	2
	Spellcraft	INT	15	=	4	+	7.0	+	4
✓	Stealth	DEX	6	=	2	+	2.0	+	2
✓	Survival	WIS	3	=	1	+	+	2	
	Survival (Find or follow tracks)	WIS	5	=	1	+	1.0	+	3
✓	Thievery	DEX	9	=	2	+	5.0	+	2
✓	Use Rope	DEX	4	=	2	+	+	2	
					=	+	+		
					=	+	+		
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.									

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Magister's Staff	Equipped	1	4.0	0.0
TOTAL WEIGHT CARRIED/VALUE			4 lbs.	0.0 gp

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

Special Attacks	
<b>Warcraft</b>	[Eclipse, p.10]
+3 BAB	

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

Recurring Bonuses	
<b>Duties (To Sovereign)</b>	[Eclipse, p.17]
You have duties. Grants 2 CP per level. [+8 total CP].	
<b>Fast Learner/ Specialized for increased effect (Spells)</b>	[Eclipse, p.17]
+2 CP a level towards selected item. [+8 total CP].	

DISADVANTAGES	
<b>Compulsive (Impatient desires action not words)</b>	[Eclipse, p.18]
You have the listed compulsions.	
<b>History</b>	[Eclipse, p.19]
You have a written history for the GM.	
<b>Obligations (To Merrick - must participate in rituals and other functions)</b>	[Eclipse, p.19]
You have the listed obligations.	

Spell Caster Information	
<b>Wizard</b>	[Eclipse, p.11]
Wizard Level 6, Casterlevel is 7	

Eclipse Abilities	
<b>Adept (Knowledge (Arcana), Spellcraft, Knowledge (History), Perception)</b>	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
<b>Immunity / XP Cost Innate Enchantment</b>	[Eclipse]
(2 CP) Handles initial Innate Enchantment, L1 only.	
<b>Innate Enchantment</b>	[Eclipse, p.34]
adds innate power that may duplicate the effects of a magical item or items valued at up to 5000 GP [Currently at 5000 GP] (according to the standard d20 rules). The character must pay twice the normal experience point cost to create said item. For every +1 additional CP invested, these innate enchantments rise in value by 1000 GP.	
<b>Innate Enchantment / Detect Magic</b>	[Eclipse]
(+700) At-will personal use at L1 caster level.	
<b>Innate Enchantment / Enhanced Attribute (+2 Intelligence)</b>	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Intelligence	
<b>Innate Enchantment / Force Armor I</b>	[Eclipse]
[At Will] As Armor Spell, grants +4 Armor AC.	
<b>Innate Enchantment / Fortune's Favor</b>	[Eclipse]
+2 Luck bonus to skills and checks.	
<b>Caster Level +1 / Specialized for Wizard</b>	[Eclipse, p.11]

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

TEMPLATES
-----------

# 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	4	3	0	0	0	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<b>Acid Splash</b> <i>Effect:</i> Orb deals 1d3 acid damage.		None	Standard Action	Instantaneous	Close (40 ft.)	V,S	No	Conjuration (Creation) [Acid] <i>Caster Level: 7</i>	PHB: p.196
<b>Amanuesis</b> <i>Effect:</i> Copies 250 words per minute.	14	Will negates [object]	1 standard action	10 minute/level	Close (40 ft.)	V,S	Yes [object]	Transmutation <i>Caster Level: 7</i>	SC: p.9
<b>Arcane Mark</b> <i>Effect:</i> Inscribes a personal rune [visible or invisible]. 7		None	Standard Action	Permanent	0 ft.	V,S	No	Universal <i>Caster Level: 7</i>	PHB: p.201
<b>Caltrop</b> <i>Effect:</i> Caltrops cover one 5-foot-by-5-foot square, attack roll +0 for all creatures moving in the square [Creatures AC is Base + Dex + [Foot Wear +2] for purpose of the caltrop attack] dealing 1 pt of damage and land speed reduced by half.		None	1 standard action	1 round/level	Close (40 ft.)	V,S	No	Conjuration (Creation) <i>Caster Level: 7</i>	SC: p.42
<b>Dancing Lights</b> <i>Effect:</i> Creates torches or other lights.		None	Standard Action	1 minute/level [D]	Medium (170 ft.)	V,S	No	Evocation [Light] <i>Caster Level: 7</i>	PHB: p.216
<b>Daze</b> <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	14	Will negates	Standard Action	1 round	Close (40 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level: 7</i>	PHB: p.217
<b>Detect Magic</b> <i>Effect:</i> Detects spells and magic items within 60 ft.		None	Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination <i>Caster Level: 7</i>	PHB: p.219
<b>Detect Poison</b> <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: 7</i>	PHB: p.219
<b>Disrupt Undead</b> <i>Effect:</i> Deals 1d6 damage to one undead.		None	Standard Action	Instantaneous	Close (40 ft.)	V,S	Yes	Necromancy <i>Caster Level: 7</i>	PHB: p.223
<b>Electric Jolt</b> <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: 7</i>	SC: p.78
<b>Flare</b> <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	14	Fortitude negates	Standard Action	Instantaneous	Close (40 ft.)	V	Yes	Evocation [Light] <i>Caster Level: 7</i>	PHB: p.232
<b>Ghost Sound</b> <i>Effect:</i> Fgment sounds.	14	Will disbelief (if interacted with)	Standard Action	1 round/level [D]	Close (40 ft.)	V,S,M	No	Illusion (Fgment) <i>Caster Level: 7</i>	PHB: p.235
<b>Launch Bolt</b> <i>Effect:</i> Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments.		None	1 standard action	Instantaneous	Touch	V,S,M	No	Transmutation <i>Caster Level: 7</i>	SC: p.130
<b>Launch Item</b> <i>Effect:</i> Launch an item safely to the target you specify where it will act normally upon impact.		None	1 standard action	Instantaneous	Touch	S	No	Transmutation <i>Caster Level: 7</i>	SC: p.130
<b>Light</b> <i>Effect:</i> Object shines like a torch.		None	Standard Action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light] <i>Caster Level: 7</i>	PHB: p.248
<b>Mage Hand</b> <i>Effect:</i> 5-pound telekinesis.		None	Standard Action	Concentration	Close (40 ft.)	V,S	No	Transmutation <i>Caster Level: 7</i>	PHB: p.249
<b>Mending</b> <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	Standard Action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation <i>Caster Level: 7</i>	PHB: p.253
<b>Message</b> <i>Effect:</i> Whispered conversation at distance.		None	Standard Action	10 minutes/level	Medium (170 ft.)	V,S,F	No	Transmutation [Language-Dependent] <i>Caster Level: 7</i>	PHB: p.253
<b>Open/Close</b> <i>Effect:</i> Opens or closes small or light things.	14	Will negates (object)	Standard Action	Instantaneous	Close (40 ft.)	V,S,F	Yes (object)	Transmutation <i>Caster Level: 7</i>	PHB: p.258
<b>Prestidigitation</b> <i>Effect:</i> Performs minor tricks.	14	See text	Standard Action	1 hour	10 ft.	V,S	No	Universal <i>Caster Level: 7</i>	PHB: p.264
<b>Ray of Frost</b> <i>Effect:</i> Ray deals 1d3 cold damage.		None	Standard Action	Instantaneous	Close (40 ft.)	V,S	Yes	Evocation [Cold] <i>Caster Level: 7</i>	PHB: p.269
<b>Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.		None	Standard Action	10 minutes/level	Personal	V,S,F	No	Divination <i>Caster Level: 7</i>	PHB: p.269
<b>Repair Minor Damage</b> <i>Effect:</i> Repair a construct 1 point of damage.		None	1 standard action	Instantaneous	Touch	V,S	No	Transmutation <i>Caster Level: 7</i>	SC: p.173
<b>Resistance</b> <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	Standard Action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration <i>Caster Level: 7</i>	PHB: p.272
<b>Silent Portal</b> <i>Effect:</i> Negates the sound of opening/closing any portal [door,window,etc.].	14	Will negates [object]	1 standard action	1 minute/level [D]	Close (40 ft.)	S	Yes [object]	Illusion (Glamer) <i>Caster Level: 7</i>	SC: p.190
<b>Sonic Snap</b> <i>Effect:</i> Deal 1 pt of damage and target must save or be deafened for 1 round.	14	Will partial	1 standard action	Instantaneous	Close (40 ft.)	V,S	Yes	Evocation [Sonic] <i>Caster Level: 7</i>	SC: p.195

\* =Domain/Specialty Spell

## Wizard Spells

<p><b>Stick</b></p> <p><i>Effect:</i> Sticks one object to another; see text.</p>	14	Will negates [object]	1 standard Instantaneous action	Touch	V,S,M	Yes [object]	Transmutation	SC; p.206
				<i>Target:</i> Nonmagical, unattended object weighing up to 5lbs				
				<i>Caster Level:</i> 7				
<p><b>Touch of Fatigue</b></p> <p><i>Effect:</i> Touch attack fatigues target.</p>	14	Fortitude negates	Standard Action 1 round/level	Touch	V,S,M	Yes	Necromancy	PHB: p.294
				<i>Target:</i> Creature touched			<i>Caster Level:</i> 7	

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐ Benign Transposition		None	1 standard action	Instantaneous	Medium (170 ft.)	V	No	Conjuration (Teleportation)	SC: p.27
<i>Effect:</i> Two target creatures instantly swap positions.									
☐☐☐☐ Burning Hands	15	Reflex half	Standard Action	Instantaneous	15 ft.	V,S	Yes	Evocation [Fire]	PHB: p.207
<i>Effect:</i> 1d4/level [max 5d4] fire damage									
☐☐☐☐ Burning Rage	15	Will negates	1 standard action	1 round/level [D]	Close (40 ft.)	V,S	Yes	Transmutation	PHB II: p.105
<i>Effect:</i> Subject gains +1 bonus on attack rolls, +2 bonus to damage, DR:2/magic. Subject takes 4 points of fire damage each round though.									
☐☐☐☐ Comprehend Languages		None	Standard Action	10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: p.212
<i>Effect:</i> You understand all spoken and written languages.									
☐☐☐☐ Feather Fall	15	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 1 round/level	Close (40 ft.)	V	Yes (object)	Transmutation	PHB: p.229
<i>Effect:</i> Objects or creatures fall slowly.									
☐☐☐☐ Mage Armor	15	Will negates (harmless)	Standard Action	1 hour/level [D]	Touch	V,S,F	No	Conjuration (Creation) [Force]	PHB: p.249
<i>Effect:</i> Gives subject +4 armor bonus.									
☐☐☐☐ Orb of Fire, Lesser		None	1 standard action	Instantaneous	Close (40 ft.)	V,S	No	Conjuration (Creation) [Fire]	SC: p.151
<i>Effect:</i> Ranged Touch attack deals 1d8 points per two caster levels [3.5,etc max 5d8] points of fire damage.									
☐☐☐☐ Ray of Flame	15	See text	1 standard action	Instantaneous	Close (40 ft.)	V,S,F	Yes	Evocation [Fire]	SC: p.167
<i>Effect:</i> Ranged touch attack deals 1d6 per two caster levels [max 5d6]; see text									
☐☐☐☐ Slow Burn		None	1 standard action	1 minute	Medium (170 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.									

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐Body of the Sun	16	Reflex half	1 standard	1 round/level action	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> 7	
☐☐☐☐☐Burning Sword		None	1 standard	1 minute/level [D] action	Touch	V,S	No	Evocation [Fire]	SC: p.41
<i>Effect:</i> Weapon is engulfed in blue flames which shed azure light out to 30 feet. Weapon deals 1d6 damage and deals extra damage on critical hit [x2 1d10, x3 2d10, x4 3d10].					<i>Target:</i> Weapon touched			<i>Caster Level:</i> 7	
☐☐☐☐☐Flame Dagger		None	1 standard	1 minute/level [D] action	0 ft.	V,S,M	Yes	Evocation [Fire]	SC: p.94
<i>Effect:</i> Melee touch attacks with a red beam deals 1d4 +1/caster level [max +10].					<i>Target:</i> A daggerlike beam			<i>Caster Level:</i> 7	
☐☐☐☐☐Pyrotechnics	16	Will negates or Fortitude negates; see text	Standard Action	1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud; see text	Long (680 ft.)	V,S,M	Yes or No; see text	Transmutation	PHB: p.267
<i>Effect:</i> Turns fire into blinding light or choking smoke.					<i>Target:</i> One fire source, up to a 20-ft. cube			<i>Caster Level:</i> 7	
☐☐☐☐☐Scorch	16	Reflex half	1 standard	Instantaneous action	30 ft.	V,S,F	Yes	Evocation [Fire]	SC: p.181
<i>Effect:</i> Deal 1d8/2 caster levels [max 5d8] to all in the area of affect.					<i>Target:</i> 30-ft. line			<i>Caster Level:</i> 7	
☐☐☐☐☐Scorching Ray		None	Standard Action	Instantaneous	Close (40 ft.)	V,S	Yes	Evocation [Fire]	PHB: p.274
<i>Effect:</i> 2 rays, ranged touch attack deals 4d6 fire damage.					<i>Target:</i> 1 ray + 1 ray/4 levels [see text]			<i>Caster Level:</i> 7	

### LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Energy Surge	17	Will negates (harmless)	1 swift action	1 round	Close (40 ft.)	V	Yes (harmless)	Transmutation [Acid, Cold, Electricity, Fire, Sonic]	PHB II: p.112
Effect: Imbue weapon with elemental energy of one specific type. Weapon deals 2d6 of specified energy type.					Target: One weapon Caster Level: 7				
Fireball	17	Reflex half	Standard Action	Instantaneous	Long (680 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: 7				
Flame Arrow		None	Standard Action	10 minutes/level	Close (40 ft.)	V,S,M	No	Transmutation [Fire]	PHB: p.231
Effect: Arrows deal +1d6 fire damage.					Target: Fifty projectiles, all of which must be in contact with each other at the time of casting Caster Level: 7				
Lightning Bolt	17	Reflex half	Standard Action	Instantaneous	120 ft.	V,S,M	Yes	Evocation [Electricity]	PHB: p.248
Effect: Electricity deals 1d6/level [max 10d6].					Target: 120-ft. line Caster Level: 7				

\* =Domain/Speciality Spell