

Gabrielle

NAME	
Point2	1000
CLASS	EXPERIENCE
2	3000
Character Level	NEXT LEVEL

Rebekah

PLAYERNAME	
Human	Medium
RACE	SIZE
15	Female
AGE	GENDER

DEITY	
5' 6"	110 lbs.
HEIGHT	WEIGHT
Green	Red,
EYES	HAIR

Neutral Good
ALIGNMENT
VISION
-1
POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	15	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR	14	+2	14	+2	14	+2	HP	15				Walk 30 ft.
DEX	16	+3	16	+3	16	+3	AC	15	12	13	10	10
CON	12	+1	12	+1	12	+1	armor class		FLAT	TOUCH	BASE	+0
INT	16	+3	16	+3	16	+3	INITIATIVE	+11				0
WIS	12	+1	12	+1	12	+1	modifier					0
CHA	14	+2	14	+2	14	+2	BASE ATTACK	+3				0
							bonus					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE	+3	+2	+1	+0	+0	+0		
REFLEX	+5	+2	+3	+0	+0	+0		
WILL	+2	+1	+1	+0	+0	+0		

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
	+5	+3	+2	+0	+0	+0	
RANGED	+6	+3	+3	+0	+0	+0	
GRAPPLE	+5	+3	+2	+0	+0	+0	

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

*Sword, Short		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	P	M	19-20/x2	5 ft.
To Hit	Dam	To Hit		Dam		
1H-P	+5	1d6+2	2W-P-(OH)	-1	1d6+2	
1H-O	+1	1d6+1	2W-P-(OL)	+1	1d6+2	
2H	+5	1d6+2	2W-OH	-3	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
*Leather	Light	+2	+6	+0	10

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	5/2.5
					RANKS	MISC MODIFIER
✓	Acrobatics	DEX	10	= 3	+ 4.0	+ 3
✓	Appraise	INT	3	= 3	+	+
✓	Athletics	STR	2	= 2	+	+
✓	Craft (Untrained)	INT	3	= 3	+	+
✓	Deception	CHA	5	= 2	+ 3.0	+
✓	Endurance	CON	1	= 1	+	+
✓	Gather Information	CHA	5	= 2	+ 3.0	+
✓	Heal	WIS	1	= 1	+	+
✓	Perception	WIS	5	= 1	+ 4.0	+
✓	Persuasion	CHA	5	= 2	+ 3.0	+
✓	Ride	DEX	3	= 3	+	+
✓	Sense Motive	WIS	6	= 1	+ 5.0	+
✓	Stealth	DEX	8	= 3	+ 5.0	+
✓	Survival	WIS	1	= 1	+	+
✓	Thievery	DEX	6	= 3	+ 3.0	+
✓	Use Rope	DEX	3	= 3	+	+
				=	+	+
				=	+	+

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Leather	Equipped	1	15.0	10.0	
Sword, Short	Equipped	1	2.0	10.0	
TOTAL WEIGHT CARRIED/VALUE			17 lbs. 20.0 gp		

WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

SPECIAL ATTACKS	
Augment Attack ~ Sneak Attack d8 (, ,) Sneak attack +4d8	
Warcraft +3 BAB	

SPECIAL QUALITIES	
Acrobatics ~ Base Acrobatics allows you to combine several physical stunts into one roll. An example might be, "I flip over the railing, grab the chandelier, swing across the room, tumble out the window, and land on my horse!" This would require one roll, at the highest DC incurred by any single action. You may thus evade some checks; in the example above the character wouldn't need to make any Jump checks because the Tumble check has the highest DC involved.	
Acrobatics ~ Light Foot allows combining an impractical maneuver with normal movement, such as running on walls or turning in midair while jumping.	
Armor Proficiency (Light) Proficient with Light Armors	
Disadvantage - Broke You start with only a third of the usual cash and equipment you would be entitled to by your level. You may have continuing money problems as well if you add Obligations, Compulsive, or a similar flaw.	
Disadvantage - History 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.	
Disadvantage - Secret There is something buried in your past which you must keep hidden. Your dark secret may range from your unpopular ancestry to being a mass murderer, but bad things happen if it is revealed (i.e., you will get two shiny new disadvantages). Characters most commonly get two from: Hunted, Outcast, Poor Reputation, or Valuable, but things like Accursed, Insane, Obligations, or Unluck may fit in some cases.	
Duties (+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 (+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.	
Improved Initiative (, ,) The character gains +2 to Initiative per 3 CP invested, up to a maximum +8 bonus.	
Save ~ Fortitude (,) Increases the Fortitude Save by +2	
Save ~ Reflex (,) Increases the Reflex Save by +2	
Save ~ Will () Increases the Will Save by +1	
Skill Focus +3 (Acrobatics) +3 bonus to any single skill. Skill Focus stacks with Skill Emphasis.	
Weapon Prof ~ All Simple Weapons plus any one Martial Weapon (Sword (Short)) Grants Proficiency with all simple weapons and selected weapons.	

FEATS	
Feat Conversion to CP ~ 6 (, ,) Covert regular feat to 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 (Short), Sword Staff, Unarmed, Unarmed Strike	

LANGUAGES	
Common, Draconic, Elven, Telepathy	

TEMPLATES	
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Notes:

Character Sheet Notes: