

Gabrielle

NAME	
d8E4	6000
CLASS	EXPERIENCE
4	10000
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
0
POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED																	
STR Strength	14	+2	14	+2	14	+2	HP hit points	30													Walk 60 ft.															
DEX Dexterity	19	+4	19	+4	19	+4	AC armor class	21	:	17	:	17	=	10	+	4	+	0	+	4	+	0	+	0	+	0	+	3			10	+	0	0		
								TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL ARMOR		DEFLEC-TION		MISC		MISS CHANCE		ARCANE SPELL CHECK FAILURE		ARMOR PENALTY		SPELL RESIST
CON Constitution	12	+1	12	+1	12	+1	INITIATIVE modifier				+12 = +4 + +8																									
								TOTAL				DEX MODIFIER		MISC MODIFIER																						
INT Intelligence	16	+3	16	+3	16	+3	BASE ATTACK bonus				+3																									
WIS Wisdom	12	+1	12	+1	12	+1																														
CHA Charisma	15	+2	15	+2	15	+2																														
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SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+3	+2	+1	+0	+0	+0		
REFLEX (dexterity)	+6	+2	+4	+0	+0	+0		
WILL (wisdom)	+3	+2	+1	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+8	+3	+2	+0	+3	+0	
RANGED attack bonus	+10	+3	+4	+0	+3	+0	
GRAPPLE attack bonus	+8	+3	+2	+0	+3	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+8/+8	1d3+2	20/x2	5 ft.

Masterwork Dagger						HAND	TYPE	SIZE	CRITICAL	REACH
						Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam					
1H-P	+9/+9	1d4+2	2W-P-(OH)	+3/+3	1d4+2					
1H-O	+5/+5	1d4+1	2W-P-(OL)	+5/+5	1d4+2					
2H	+9/+9	1d4+2	2W-OH	+1	1d4+1					
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.					
TH	+11/+11	+9/+9	+7/+7	+5/+5	+3/+3					
Dam	1d4+2	1d4+2	1d4+2	1d4+2	1d4+2					
Special Properties										

*Masterwork Sword (Short)						HAND	TYPE	SIZE	CRITICAL	REACH
						Primary	P	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam					
1H-P	+10/+10	1d6+2	2W-P-(OH)	+4/+4	1d6+2					
1H-O	+6/+6	1d6+1	2W-P-(OL)	+6/+6	1d6+2					
2H	+10/+10	1d6+2	2W-OH	+2	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	MAX RANKS	7/3.5
✓	Acrobatics	DEX	16	= 4 + 7.0 + 5	
✓	Appraise	INT	3	= 3 + +	
✓	Athletics	STR	2	= 2 + +	
✓	Athletics (Jump)	STR	14	= 2 + 1.0 + 11	
✓	Craft (Untrained)	INT	3	= 3 + +	
✓	Deception	CHA	9	= 2 + 7.0 +	
✓	Endurance	CON	1	= 1 + +	
✓	Gather Information	CHA	5	= 2 + 3.0 +	
✓	Heal	WIS	1	= 1 + +	
✓	Insight	WIS	7	= 1 + 6.0 +	
✓	Martial Arts (Dexterity Based)	DEX	11	= 4 + 7.0 +	
✓	Perception	WIS	8	= 1 + 7.0 +	
✓	Persuasion	CHA	7	= 2 + 5.0 +	
✓	Ride	DEX	4	= 4 + +	
✓	Stealth	DEX	16	= 4 + 7.0 + 5	
✓	Survival	WIS	1	= 1 + +	
✓	Survival (Find or follow tracks)	WIS	3	= 1 + 1.0 + 1	
✓	Thievery	DEX	11	= 4 + 7.0 +	
✓	Use Rope	DEX	4	= 4 + +	
				= + +	
				= + +	

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Leather	Equipped	1	15.0	10.0	
Masterwork Dagger	Carried	2	1.0 (2.0)	302.0 (604.0)	
Masterwork Sword (Short)	Equipped	1	2.0	310.0	
TOTAL WEIGHT CARRIED/VALUE			19 lbs.924.0 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 (4x)	[Eclipse, p.50]
Sneak attack +4d8	
Warcraft	[Eclipse, p.10]
+3 BAB	
Warcraft / Weapon Focus (Sword (Short))	[Eclipse, p.10]
Increase selected weapon to hit by +1	

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

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

DISADVANTAGES	
Compulsive (Child -like Impulses)	[Eclipse, p.18]
You have the listed compulsions.	
Hunted (Family Enemy)	[Eclipse, p.19]
Something powerful is hunting you.	
Secret (Dragon Child)	[Eclipse, p.19]
You have a secret.	

Eclipse Abilities	
Acrobatics	[Eclipse, p.23]
Combine several physical stunts into one roll at the highest DC by any one of the actions.	
Acrobatics / Light Foot	[Eclipse, p.23]
Allows impractical maneuver with normal movement.	
Adept (Acrobatics, Deception, Stealth, Thievery)	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Immunity / XP Cost Initial Innate Enchantment	[Eclipse]
(2 CP) Handles initial Innate Enchantment, L1 only.	
Improved Initiative (4x)	[Eclipse, p.53]
+2 to initiative each time taken [+8 Bonus]	
Innate Enchantment	[Eclipse, p.34]
adds innate power that may duplicate the effects of a magical item or items valued at up to 5000 GP [Currently at 5000 GP] (according to the standard d20 rules). The character must pay twice the normal experience point cost to create said item. For every +1 additional CP invested, these innate enchantments rise in value by 1000 GP.	
Innate Enchantment / Enhanced Attribute (+2 Dexterity)	[Eclipse]
[At Will] Grants +2 Enhancement Bonus to Dexterity	
Innate Enchantment / Force Armor I	[Eclipse]
[At Will] As Armor Spell, grants +4 Armor AC.	
Innate Enchantment / Personal Haste	[Eclipse]
You move and attack more quickly than usual, gaining one extra attack at your full BAB when taking the full attack option and a +30 foot Enhancement bonus to all of your movement rates, although this may not more than double any one of them.	
Skill Emphasis (Acrobatics, Stealth)	[Eclipse, p.44]
This grants a +2 bonus on any single skill.	
Skill Focus +3 (Acrobatics, Stealth)	[Eclipse, p.44]
+3 bonus to any single skill. Skill Focus stacks with Skill Emphasis.	

Martial Arts	
Martial Arts Basic / Attack (3x)	[Eclipse, p.81]
Gain additional +1 each time taken [currently +3] bonus on rolls to Attack, Throw, Grapple, and Trip opponents.	
Martial Arts Basic / Defenses (3x)	[Eclipse, p.81]
Gain additional +1 each time taken [currently +3] bonus to AC when you are unarmored or lightly armored.	

PROFICIENCIES
Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Giant Rock, Grapple, Halfspear, Hoopak, Javelin, Keyblade, Laser, Longspear, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Scourge, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword (Short), Sword Staff, Unarmed, Unarmed Strike

LANGUAGES
Common, Draconic, Elven, Telepathy

TEMPLATES

Notes:

Character Sheet Notes: