Gabrielle
NAME

Point2	1000
CLASS	EXPERIENCE
2	3000
Character Level	NEXT LEVEL

Rebekah
PLAYERNAME

Human	Medium	5' 6"	110 lbs.
RACE	SIZE	HEIGHT	WEIGHT
15	Female	Green	Red,
AGE	GENDER	EYES	HAIR

	Neutral Good
DEITY	ALIGNMENT
VISION	
-1	
	POINTS

Abilities

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

HP hit points: 15

AC armor class: 15 : 12 : 13 = 10 + 2 + 0 + 3 + 0 + 0 + 0

TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC

MISS CHANCE | 10 ARCANE SPELL FAILURE | +0 ARMOR CHECK PENALTY | 0 SPELL RESIST

INITIATIVE modifier: +11 = +3 + +8

TOTAL	DEX MODIFIER	MISC MODIFIER

BASE ATTACK bonus: +3

SPEED: Walk 30 ft.

WOUNDS/CURRENT HP | SUBDUAL DAMAGE | DAMAGE REDUCTION

SAVING THROWS

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

Attacks

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

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

SKILLS

MAX RANKS 5/2.5

	SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER		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. ✗: exclusive skills. *: Skill Mastery.

*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

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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

DISADVANTAGES

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.

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.

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.

SPECIAL ATTACKS

Augment Attack ~ Sneak Attack d8 (, , ,)
  Sneak attack +4d8

Warcraft
  +3 BAB

SPECIAL QUALITIES

Acrobatics
  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.
[eclipse, p.23]

Light Foot
  allows combining an impractical maneuver with normal movement, such as running on walls or turning in midair while jumping.
[eclipse, p.23]

Armor Proficiency (Light)
  Proficient with Light Armors
[eclipse, p.49]

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.
[eclipse, p.17]

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.
[eclipse, p.17]

Improved Initiave (, , ,)
  The character gains +2 to Initiative per 3 CP invested, up to a maximum +8 bonus.
[eclipse, p.53]

Save ~ Fortitude (,)
  Increases the Fortitude Save by +2
[eclipse, p.10]

Save ~ Reflex (,)
  Increases the Reflex Save by +2
[eclipse, p.10]

Save ~ Will ()
  Increases the Will Save by +1
[eclipse, p.10]

Skill Focus +3 (Acrobatics)
  +3 bonus to any single skill. Skill Focus stacks with Skill Emphasis.
[eclipse, p.44]

Weapon Prof ~ All Simple Weapons plus any one Martial Weapon (Sword (Short))
  Grants Proficiency with all simple weapons and selected weapons.
[eclipse, p.49]

FEATS

Feat Conversion to CP ~ 6 (, , ,)
  Covert regular feat to six Character Points
[eclipse, p.]

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 (Short), Sword Staff, Unarmed, Unarmed Strike

LANGUAGES

Common, Draconic, Elven, Telepathy

TEMPLATES

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Notes:

Character Sheet Notes:

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