

Gabrielle

CHARACTER NAME

d8E 4

CLASS

4/5

Character Level/ECL

7000 / 15000

EXP / NEXT LEVEL

Rebekah

PLAYER NAME

Human

RACE

Medium

SIZE

5' 6"

HEIGHT

110 lbs.

WEIGHT

Green

EYES

15

AGE

Female

GENDER

None

REGION

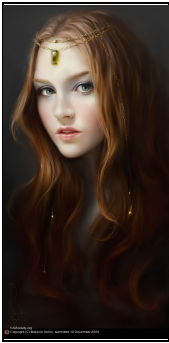
Neutral Good

ALIGNMENT

Darkvision (60 ft.), Low-light

VISION

POINTS



ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	16		+3		
DEX Dexterity	21		+5		
CON Constitution	14		+2		
INT Intelligence	18		+4		
WIS Wisdom	14		+2		
CHA Charisma	17		+3		

WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION					SPEED				
HP hit points	66									4/-					Walk 60 ft., Fly 60 ft.()				
AC armor class	26	21	17	10	2	4	5	0	3	0	0	2		10	+0	0			
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST			

INITIATIVE modifier	+13	=	+5	+8
TOTAL		DEX MODIFIER MISC MODIFIER		
BASE ATTACK bonus	+3			

TOTAL SKILLPOINTS: 55		SKILLS		MAX RANKS: 7/3.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	17	=	5	+ 7 + 5
✓ Appraise	INT	4	=	4	
✓ Athletics	STR	3	=	3	
✓ Athletics (Jump)	STR	15	=	3	+ 12
✓ Craft (Untrained)	INT	4	=	4	
✓ Deception	CHA	10	=	3	+ 7
✓ Deception (Act in character)	CHA	12	=	3	+ [7] + 2
✓ Endurance	CON	2	=	2	
✓ Gather Information	CHA	10	=	3	+ 7
✓ Heal	WIS	2	=	2	
✓ Insight	WIS	9	=	2	+ 7
✓ Martial Arts (Dexterity Based)	DEX	12	=	5	+ 7
✓ Perception	WIS	15	=	2	+ 7 + 6
✓ Perform (Act)	CHA	9	=	3	+ 6
✓ Persuasion	CHA	12	=	3	+ 7 + 2
✓ Persuasion (Diplomacy)	CHA	14	=	3	+ [7] + 4
✓ Ride	DEX	5	=	5	
✓ Stealth	DEX	17	=	5	+ 7 + 5
✓ Survival	WIS	2	=	2	
✓ Survival (Find or follow tracks)	WIS	4	=	2	+ 2
✓ Thievery	DEX	12	=	5	+ 7
✓ Thievery (Sleight of Hand)	DEX	14	=	5	+ [7] + 2
✓ Use Rope	DEX	5	=	5	
			=	+	+
			=	+	+

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

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers
FORTITUDE (constitution)	+6	=	+2	+2	+0	+2	+0	
REFLEX (dexterity)	+9	=	+2	+5	+0	+2	+0	
WILL (wisdom)	+6	=	+2	+2	+0	+2	+0	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+9	=	+3	+3	+0	+3	+0
RANGED attack bonus	+11	=	+3	+5	+0	+3	+0
GRAPPLE attack bonus	+9	=	+3	+3	+0	+3	+0

Masterwork Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+10/+10	1d4+3	2W-P-(OH)	+4/+4	1d4+3	
1H-O	+6/+6	1d4+1	2W-P-(OL)	+6/+6	1d4+3	
2H	+10/+10	1d4+3	2W-OH	+2	1d4+1	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+12/+12	+10/+10	+8/+8	+6/+6	+4/+4	
Dam	1d4+3	1d4+3	1d4+3	1d4+3	1d4+3	
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	+11/+11	1d6+5	2W-P-(OH)	+5/+5	1d6+5	
1H-O	+7/+7	1d6+3	2W-P-(OL)	+7/+7	1d6+5	
2H	+11/+11	1d6+5	2W-OH	+3	1d6+3	
Special Properties						

*Claws		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	BPS	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+9/+9/+9		1d8+3				
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

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand	BPS	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+4/+4	1d8+1				
Special Properties					

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	
Claws	Equipped	1	0.0	0.0	
Bite	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			19 lbs.924.0 gp		

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

LANGUAGES	
Abyssal, Common, Draconic, Elven, Telepathy	

Special Attacks	
Augment Attack / Sneak Attack d8 (4x)	[Eclipse, p.50]
Sneak attack +4d8	
Augment Attack / Weapon Specialization (Sword (Short))	[Eclipse, p.50]
increase damage by +2 to selected weapon	
Warcraft	[Eclipse, p.10]
+3 BAB	
Warcraft / Weapon Focus (Sword (Short))	[Eclipse, p.10]
Increase selected weapon to hit by +1	

Special Qualities	
Death and Dying	[Eclipse]
Disabled 0 HP till -2, Dying -3 and Dead -15	
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 (Focused on Skills /Human) (Child)	[Eclipse, p.17]
+2 CP towards Skills per level. [+14 total Skill Points Granted].	

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	
Character Points Total	[Eclipse]
Character Points Total 162, Bonus Feats have added 24 CP, Disadvantages have added 10 CP, Duties adds 8 CP, HD 8 deducts 16 CP	
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 / Aging	[Eclipse]
(uncommon/minor/minor, 2 CP). They can expect to live for several centuries without much of any signs of aging.	
Immunity to Antimagic and Dispelling versus Innate Enchantments	[Eclipse]
(Uncommon / Minor / Epic, 9 CP)*.	
Improved Initiative (4x)	[Eclipse, p.53]
+2 to initiative each time taken [+8 Bonus]	
Innate Enchantment / Detect Magic	[Eclipse]
(+700) At-will personal use at L1 caster level.	
Innate Enchantment / Enlarge Self	[Eclipse]
+1 Size Category (+8 Str, -2 Dex, +4 Con, -1 Attack Modifier, -4 Skill Modifier, +2 Natural armor, Reach 10).*	
Minimal Dragon ~ Package	[Eclipse]
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 (2x)	[Eclipse, p.81]
Gain additional +1 each time taken [currently +2] bonus to AC when you are unarmored or lightly armored.	
Martial Arts Advanced / 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.	

PROFICIENCIES	
Bite, Chakram, Claws, 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, Sickie, Skirt Blades, Sling, Spear, Spells(Ray), Sword (Short), Sword Staff, Unarmed, Unarmed Strike	

TEMPLATES	
Minimal Dragon	
Enlarge Self	

Innate Racial Spells

Name		Save Information	Time	Duration	Range	Comp.	Source
At Will	Detect Magic		Standard Action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	PHB: p.219
School: Divination		SR: No	Target: Cone-shaped emanation			Caster Level: 1	
Effect: Detects spells and magic items within 60 ft.			* =Domain/Specialty Spell				

Notes:

Character Sheet Notes: