

Gabrielle

CHARACTER NAME

d8E 4

CLASS

4/5

Character Level/ECL

7000 / 15000

EXP / NEXT LEVEL

Rebekah

PLAYER NAME

Human

RACE

15

AGE

Medium

SIZE

Female

GENDER

5' 6"

HEIGHT

Green

EYES

None

REGION

110 lbs.

WEIGHT

Red

HAIR

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 | | |

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

| 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, Sickle, 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 | | | | |

Innate

At Will Detect Magic (DC:)

Notes:

Character Sheet Notes: