

Donna Marie Fuller

Chaotic Good



| | |
|------------|--------------------------------|
| Azure Blue | Midnight Black, Tight Braid |
| EYES | HAIR |

POINTS

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

HP

hit points

15

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| SAVING THROWS | TOTAL | BASE SAVE | ABILITY | MAGIC | MISC | EPIC | TEMP | conditional modifiers |
|------------------------------------|-------|--------------|---------|-------|------|------|------|-----------------------|
| FORTITUDE (constitution) | +2 | = +1 | + +1 | + +0 | + +0 | + +0 | | |
| REFLEX (dexterity) | +6 | = +3 | + +3 | + +0 | + +0 | + +0 | | |
| WILL (wisdom) | +2 | = +1 | + +1 | + +0 | + +0 | + +0 | | |

| | TOTAL | | BASE ATTACK BONUS | STAT | SIZE | MISC | EPIC | TEMP |
|--------------------------------|-------|---|-------------------|------|------|------|------|------|
| MELEE attack bonus | +4 | = | +1 | +1 | +0 | +2 | +0 | |
| RANGED attack bonus | +6 | = | +1 | +3 | +0 | +2 | +0 | |
| GRAPPLE attack bonus | +4 | = | +1 | +1 | +0 | +2 | +0 | |

| | | | | |
|----------------|--------------------|--------|----------|-------|
| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL | REACH |
| | +4 | 1d3+1 | 20/x2 | 5 ft. |

| *Cutlass | | | | Hand | Type | Size | Critical | Reach |
|----------|------------|-------|-----------|---------|------|------|----------|-------|
| | | | | Primary | S | M | 19-20/x2 | 5 ft. |
| | To Hit | Dam | | To Hit | | | | Dam |
| 1H-P | +8 | 1d6+2 | 2W-P-(OH) | +2 | | | | 1d6+2 |
| 1H-O | +4 | 1d6+1 | 2W-P-(OL) | +4 | | | | 1d6+2 |
| 2H | +8 | 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 |
|----------------|-------|----|--------|-------|---------------|
| *Night Leather | Light | +2 | +8 | +0 | 5 |

SKILLS

| Skill Name | | Key Ability | Skill Modifier | Ability Modifier | Ranks | Misc Modifier |
|--|--------------------------------|-------------|----------------|------------------|-------|---------------|
| ✓ | Acrobatics | DEX | 13 | = 3 | + 5.0 | + 5 |
| ✓ | Appraise | INT | 7 | = 2 | + 5.0 | + |
| ✓ | Athletics | STR | 1 | = 1 | + | + |
| | Athletics (Jump) | STR | 5 | = 1 | + 1.0 | + 3 |
| ✓ | Craft (Untrained) | INT | 2 | = 2 | + | + |
| ✓ | Deception | CHA | 1 | = 1 | + | + |
| ✓ | Endurance | CON | 1 | = 1 | + | + |
| ✓ | Gather Information | CHA | 1 | = 1 | + | + |
| ✓ | Heal | WIS | 1 | = 1 | + | + |
| | Linguistics | INT | 4 | = 2 | + 2.0 | + |
| | Martial Arts (Dexterity Based) | DEX | 8 | = 3 | + 5.0 | + |
| ✓ | Mystic Artist Skill | | 0 | = 0 | + | + |
| ✓ | Perception | WIS | 8 | = 1 | + 4.0 | + 3 |
| ✓ | Persuasion | CHA | 5 | = 1 | + 4.0 | + |
| ✓ | Ride | DEX | 3 | = 3 | + | + |
| ✓ | Sense Motive | WIS | 1 | = 1 | + | + |
| ✓ | Stealth | DEX | 8 | = 3 | + 5.0 | + |
| ✓ | Survival | WIS | 1 | = 1 | + | + |
| ✓ | Thievery | DEX | 13 | = 3 | + 5.0 | + 5 |
| ✓ | Use Rope | DEX | 3 | = 3 | + | + |
| | | | | = | + | + |
| | | | | = | + | + |
| ✓: can be used untrained. X: exclusive skills. *: Skill Mastery. | | | | | | |

| EQUIPMENT | | | | |
|----------------------------|----------|-----|---------|-----------|
| ITEM | LOCATION | QTY | WT | COST |
| Cutlass | Equipped | 1 | 6.0 | 7300.0 |
| Night Leather | Equipped | 1 | 5.0 | 60.0 |
| TOTAL WEIGHT CARRIED/VALUE | | | 11 lbs. | 7360.0 gp |

| WEIGHT ALLOWANCE | | | | | |
|------------------|-----|-----------------|-----|-------------|-----|
| Light | 43 | Medium | 86 | Heavy | 130 |
| Lift over head | 130 | Lift off ground | 260 | Push / Drag | 650 |

+7/+2

| Special Attacks | |
|--|-----------------|
| Augment Attack (Sneak Damage d6) (9x) | [Eclipse, p.50] |
| Sneak attack +3d6 | |
| Warcraft | [Eclipse, p.10] |
| +1 BAB | |

| Special Qualities | |
|--|-----------------|
| Armor Proficiency (Light) | [Eclipse, p.49] |
| Proficient with Light Armors | |
| Weapon Proficiency (All Simple Weapons) | [Eclipse, p.49] |
| Grants Proficiency with all simple weapons. | |

| Recurring Bonuses | |
|---|-----------------|
| Fast Learner/ Specialized for increased effect (HD) | [Eclipse, p.17] |
| (+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. | |

| DISADVANTAGES | |
|--|-----------------|
| Blocked (Can't ever cast Divine Magic) | [Eclipse, p.18] |
| You cannot use some type of ability to which you'd normally have access. This is commonly a magical school, but this may include racial abilities or class abilities in games which use classes. | |
| Compulsive (Likes to Steal for the Thrill) | [Eclipse, p.18] |
| You have some particular mania or "code of conduct" which influences everything you do. Likely compulsions include the classic manias (like Pyro- or Klepto-), an overwhelming love or hatred, greed, dedication to some peculiar goal, truthfulness, extravagant spending, or even virtue. Codes include things like Hippocratic Oaths or Chivalry. Characters that ignore their compulsions take a 20% experience penalty. | |
| History | [Eclipse, p.19] |
| 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 allow the player several sessions to come up with it all. | |

| Eclipse Abilities | |
|--|-----------------|
| Adept (Acrobatics, Appraise, Stealth, Thievery) | [Eclipse, p.24] |
| (6 CP). Select four related (i.e., get your GM's permission) skills, which you learn for half price. Each rank of a relevant skill now costs only 1/2 CP. Each rank of an irrelevant one now costs only 1 CP. ! You may take this ability twice, affecting two groups of skills, if your Game Master gives you permission. Adept is actually one of the most powerful abilities in the system. It provides a huge skill bonus in exchange for simply deciding on what you're good at. The Game Master should keep a careful eye this. It's most common in Prestige Class conversion. | |
| Celerity (Walk) | [Eclipse, p.27] |
| (6 CP). Celerity adds +10 feet per round to one of your movement modes. This is considered bonus movement for the purposes of skills; it does not apply when calculating movement penalties on skill use. | |
| Improved Initiative (12x) | [Eclipse, p.53] |
| The character gains +2 to Initiative per 3 CP invested, up to a maximum +8 bonus. | |
| Skill Emphasis (Acrobatics, Thievery) | [Eclipse, p.44] |
| This grants a +2 bonus on any single skill. | |
| Skill Focus +3 (Acrobatics, Perception, Thievery) | [Eclipse, p.44] |
| +3 bonus to any single skill. Skill Focus stacks with Skill Emphasis. | |

| Martial Arts | |
|--|-----------------|
| Martial Arts Basic / Attack (2x) | [Eclipse, p.81] |
| You get a +1 bonus on rolls to Attack, Throw, Grapple, and Trip opponents. | |
| Martial Arts Basic / Defenses (3x) | [Eclipse, p.81] |
| You gain +1 bonus to AC when you are unarmored or lightly armored. | |

+7/+2+7/+2

| Feats | |
|---------------------------------------|----------------|
| Feat Conversion to CP ~ 6 (2x) | [Eclipse, p.9] |

| 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, Shortsphear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike | |

Delfina De Darude



| |
|---------------------------------------|
| Human |
| RACE |
| 17 |
| AGE |
| Male |
| GENDER |
| VISION |
| Chaotic Good |
| ALIGNMENT |
| Ambidextrous |
| DOMINANT HAND |
| 4' 8" |
| HEIGHT |
| 115 lbs. |
| WEIGHT |
| Azure Blue |
| EYE COLOUR |
| Light Tan |
| SKIN COLOUR |
| Midnight Black, Tight Braid |
| HAIR |
| Alligators |
| PHOBIAS |
| Cheerful, Flippant |
| PERSONALITY TRAITS |
| Valuables |
| INTERESTS |
| Southern Belle, Better Luck next time |
| SPOKEN STYLE |
| Cornyr |
| RESIDENCE |
| Adventuring |
| LOCATION |
| None |
| REGION |

Description:

You've been living life on the streets as a rogue for most of your life. You were brought in by a kindly old man, who taught you the value of friends. You've been living off the remains of his small fortune after he passed away. You are currently looking for something to put your talents to good use. Plus a good mark never hurts...

Biography:

Notes:

Character Sheet Notes: