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
HEIGHT Green	WEIGHT Red,

4

0

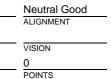
4

0

0

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3

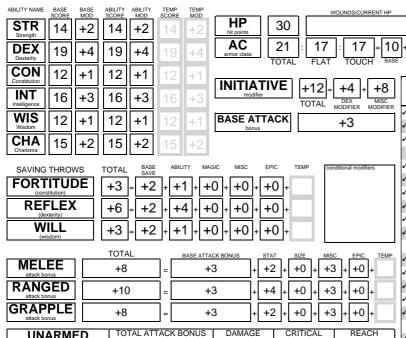




Walk 60 ft.

0

10 +0



UNARMED		TOTAL	TOTAL ATTAON DONGS			DAMAGE		_	OKITIOAL		KLA	
			+8/+8		1d3+2			20/x2		5 ft.		
	Masterwork Dagger					HA		TYPE	SIZE	CRIT	-	REACH
	Master Work Dagger				Car	ried	PS	M	19-2	0/x2	5 ft.	
	To Hi		Da	ım				7	o Hit			Dam
1H-	P +9/+9	)	1d4	1d4+2 2W-F		P-(OH)	+3/+3				1d4+2	
1H-	+5/+5	;	1d4	1d4+1 2W-		P-(OL)	+5/+5				1d4+2	
2H	+9/+9	)	1d4+2 2V		2W	V-OH	+1				1d4+1	
	10 ft.	20 ft.			30 1	ft.		40	ft.		50	) ft.
TH	+11/+11	+9/+9	)	+7/-		+7/+7		+5	/+5		+3	/+3
Dam	1d4+2	1d4+2	2	1d4		+2	2 1d4+2			1d4+2		
Spe	cial Properties			•			•					
	•											

*Masterwork Sword (Short)				HAND		TYPE	SIZE	CRITICAL		REACH	
master were control a (short)			Prim	nary	Р	M	19-20/x	2	5 ft.		
	То	Hit	Dam				Т	o Hit			Dam
1H-P	+10	/+10	1d6+2	2W-I	P-(OH)		+	4/+4			1d6+2
1H-O	+6	6/+6	1d6+1	2W-	P-(OL)		+	6/+6			1d6+2
2H	+10	/+10	1d6+2	2W	I-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

		TION	CHANCE		SPELL FAILUR		CK	RESIST
	SKILL NAME	SKIL		R N	M ABILITY IODIFIER	IAX RANK RANKS		7/3.5 MISC ODIFIER
1	Acrobatics	DI	X 16	=	4	+ 7.0	+	5
1	Appraise	IN	T 3	=	3	+	+	
/	Athletics	S	TR 2	=	2	+	+	
	Athletics (Jump)	S	TR 14	=	2	+ 1.0	+	11
1	Craft (Untrained)	IN	T 3	=	3	+	+	
1	Deception	CI	HA 9	=	2	+ 7.0	+	
1	Endurance	C	ON 1	=	1	+	+	
1	Gather Information	CI	HA 5	=	2	+ 3.0	+	
/	Heal	W	IS 1	=	1	+	+	
1	Insight	W	IS 7	=	1	+ 6.0	+	
	Martial Arts (Dexterity Based	) DI	EX 11	=	4	+ 7.0	+	
1	Perception	W	IS 8	=	1	+ 7.0	+	
/	Persuasion	CI	HA 7	=	2	+ 5.0	+	
1	Ride	DI	EX 4	=	4	+	+	
/	Stealth	DI	X 16	=	4	+ 7.0	+	5
1	Survival	W	IS 1	=	1	+	+	
	Survival (Find or follow tracks	s) W	IS 3	=	1	+ 1.0	+	1
1	Thievery	DI	EX 11	=	4	+ 7.0	+	
1	Use Rope	DI	EX 4	=	4	+	+	
				=		+	+	
				=		+	+	
	√: can be used untrained. X	: exclusive sl	ills. *: Skill	Ma	stery.			

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				.924.0 gp		

WEIGHT ALLOWANCE					
58	Medium	116	Heavy	175	
175	Lift off ground	350	Push / Drag	875	

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

Light

Lift over head

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.2	3]	
Combine several physical stunts into one roll at the highest DC by any one of the	ne	

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 Enchanment [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

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

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 [Eclipse]
Dexterity)

[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

## LANGUAGES

Common, Draconic, Elven, Telepathy

**TEMPLATES** 

Notes:			
Character Sheet Notes:			