

Gabrielle

NAME

Point3

CLASS

3

Character Level

3000

EXPERIENCE

6000

NEXT LEVEL

Rebekah

PLAYERNAME

Human

RACE

15

AGE

Medium

SIZE

Female

GENDER

5' 6"

HEIGHT

Green

EYES

110 lbs.

WEIGHT

Red,

HAIR

Neutral Good
ALIGNMENT

VISION

-1

POINTS

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

23

AC
armor class

15

WOUNDS/CURRENT HP

12

FLAT

13

TOUCH

10

BASE

2

ARMOR BONUS

0

SHIELD BONUS

3

STAT

0

SIZE

0

NATURAL ARMOR

0

DEFLEC-TION

0

MISC

INITIATIVE
modifier

+11

TOTAL

+3

DEX MODIFIER

+8

MISC MODIFIER

BASE ATTACK
bonus

+3

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

MISS CHANCE

10

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

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)

+3

=

+2

+

+1

+

+0

+

+0

+

+0

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.

Masterwork Dagger

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

PS

M

19-20/x2

5 ft.

To Hit

Dam

1H-P

+6

1d4+2

2W-P-(OH)

+0

1d4+2

1H-O

+2

1d4+1

2W-P-(OL)

+2

1d4+2

2H

+6

1d4+2

2W-OH

-2

1d4+1

10 ft.

20 ft.

30 ft.

40 ft.

50 ft.

TH

+7

+5

+3

+1

-1

Dam

1d4+2

1d4+2

1d4+2

1d4+2

1d4+2

Special Properties

*Masterwork Sword (Short)

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

P

M

19-20/x2

5 ft.

To Hit

Dam

1H-P

+6

1d6+2

2W-P-(OH)

+0

1d6+2

1H-O

+2

1d6+1

2W-P-(OL)

+2

1d6+2

2H

+6

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

*Leather

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

Light

+2

+6

+0

10

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

6/3

MISC MODIFIER

✓ Acrobatics

DEX

14

=

3

+

6.0

+

5

✓ 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

7

=

1

+

6.0

+

✓ Persuasion

CHA

5

=

2

+

3.0

+

✓ Ride

DEX

3

=

3

+

+

✓ Sense Motive

WIS

7

=

1

+

6.0

+

✓ Stealth

DEX

14

=

3

+

6.0

+

5

✓ Survival

WIS

1

=

1

+

+

✓ Survival (Find or follow tracks)

WIS

3

=

1

+

1.0

+

1

✓ Thievery

DEX

6

=

3

+

3.0

+

✓ Use Rope

DEX

3

=

3

+

+

=

+

+

=

+

+

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

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			19 lbs. 924.0 gp		

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

SPECIAL ATTACKS	
Augment Attack (Sneak Damage d8) (16x)	[Eclipse, p.50]
Sneak attack +4d8	
Warcraft	[Eclipse, p.10]
+3 BAB	

SPECIAL QUALITIES	
Armor Proficiency (Light)	[Eclipse, p.49]
Proficient with Light Armors	
Weapon Prof ~ All Simple Weapons plus any one	[Eclipse, p.49]
Martial Weapon (Sword (Short))	
Grants Proficiency with all simple weapons and selected weapons.	

FEATS	
Feat Conversion to CP ~ 6 (4x)	[Eclipse, p.9]
Covert regular feat to six Character Points	

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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Recurring Bonuses

Duties [Eclipse, p.17]

(+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.

Fast Learner [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

Broke [Eclipse, p.18]

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 [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 to allow the player several sessions to come up with it all.

Secret [Eclipse, p.19]

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.

Eclipse Abilities

Acrobatics [Eclipse, p.23]

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.

Light Foot [Eclipse, p.23]

allows combining an impractical maneuver with normal movement, such as running on walls or turning in midair while jumping.

Replace with Imp Initiative (12x) [Eclipse, p.53]

The character gains +2 to Initiative per 3 CP invested, up to a maximum +8 bonus.

Opportunist [Eclipse, p.39]

(6 CP). A character with Opportunist selects a particular type of action (most often a single attack) and particular situation when you normally could not take that action. You may use your action under that specific circumstance from now on. For example, the basic Rogue can attack opponents who were just injured by another character. You may take this ability multiple times. Each time it applies to a new action and/or situation.

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.

Notes:

Character Sheet Notes: