Gabrielle		**Rebekah**					Neutral Good
NAME		PLAYERNAME		DEITY			ALIGNMENT
Point1	0	Human	Medium	5' 6"	110 lbs.		0
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT		VISION
1	1000	15	Female	Green	Red,		0
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR		POINTS

Abilities

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: 9

AC armor class: TOTAL 15 : FLAT 12 : TOUCH 13 = BASE 10 + ARMOR BONUS 2 + SHIELD BONUS 0 + STAT 3 + SIZE 0 + NATURAL 0 + MISC 0 ; MISS CHANCE 10 ; ARCANE SPELL FAILURE +0 ; ARMOR CHECK PENALTY 0 ; SPELL RESIST

WOUNDS/CURRENT HP ; SUBDUAL DAMAGE ; DAMAGE REDUCTION ; SPEED: Walk 30 ft.

INITIATIVE modifier: TOTAL +9 = DEX MODIFIER +3 + MISC MODIFIER +6

BASE ATTACK bonus: +2

Saving Throws

SAVING THROWS	TOTAL		BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+2	=	+1	+1	+0	+0	+0	
REFLEX (dexterity)	+5	=	+2	+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	=	+2	+2	+0	+0	+0	
RANGED attack bonus	+5	=	+2	+3	+0	+0	+0	
GRAPPLE attack bonus	+4	=	+2	+2	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+4	1d3+2	20/x2	5 ft.

Skills

SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	6	=	3	+ 3.0	+
✓ 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	4	=	1	+ 3.0	+
✓ Persuasion	CHA	3	=	2	+ 1.0	+
✓ Ride	DEX	3	=	3	+	+
✓ Sense Motive	WIS	5	=	1	+ 4.0	+
✓ Stealth	DEX	7	=	3	+ 4.0	+
✓ Survival	WIS	1	=	1	+	+
✓ Thievery	DEX	6	=	3	+ 3.0	+
✓ Use Rope	DEX	3	=	3	+	+
			=		+	+
			=		+	+

MAX RANKS 4/2

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

*Sword, Short

	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	P	M	19-20/x2	5 ft.

	To Hit	Dam		To Hit	Dam
1H-P	+4	1d6+2	**2W-P-(OH)**	-2	1d6+2
1H-O	+0	1d6+1	**2W-P-(OL)**	+0	1d6+2
2H	+4	1d6+2	**2W-OH**	-4	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

Jul 19, 2009 12:03:03 PM
Created using PCGen 5.17.0

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.
For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

Page 1

EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Leather	Equipped	1	15.0	10.0
Sword, Short	Equipped	1	2.0	10.0
TOTAL WEIGHT CARRIED/VALUE			17 lbs.	20.0 gp

WEIGHT ALLOWANCE

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

SPECIAL ATTACKS

Warcraft
  +2 BAB

SPECIAL QUALITIES

Acrobatics ~ Base
  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.

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

Augment Attack ~ Sneak Attack (,)
  Sneak attack +2d8

Augment Attack ~ Sneak Attack Increased Damage d8

Disadvantage - Broke
  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.

Disadvantage - History
  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.

Disadvantage - Secret
  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.

Duties (+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 (+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.

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

Save ~ Fortitude ()
  Increases the Fortitude Save

Save ~ Reflex (,)
  Increases the Reflex Save

Save ~ Will ()
  Increases the Will Save

FEATS

Feat Conversion to CP ~ 6 (, ,)
  Covert regular feat to 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

Jul 19, 2009 12:03:03 PM
Created using PCGen 5.17.0

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.
For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

Page 2

Notes:

Character Sheet Notes:

Jul 19, 2009 12:03:03 PM
Created using PCGen

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.
For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

Page 3