

--

Crossbow, Light				Hand	Type	Size	Critical	Reach
				Carried	P	M	19-20/x2	5 ft.
	30 ft.	80 ft.	160 ft.	240 ft.		320 ft.		
TH	+8/+8	+8/+8	+6/+6	+4/+4		+2/+2		
Dam	1d8	1d8	1d8	1d8		1d8		
Special Properties								

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.

SKILL NAME		SKILLS					MAX RANKS	7/3.5
		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
✓	Acrobatics	DEX	13	= 4	+ 7.0	+ 2		
✓	Appraise	INT	4	= 3	+ + 1			
✓	Athletics	STR	9	= 2	+ 6.0	+ 1		
✓	Craft (Untrained)	INT	3	= 3	+ +			
✓	Deception	CHA	15	= 2	+ 7.0	+ 6		
✓	Endurance	CON	2	= 1	+ + 1			
✓	Gather Information	CHA	3	= 2	+ + 1			
✓	Heal	WIS	2	= 1	+ + 1			
✓	Insight	WIS	9	= 1	+ 7.0	+ 1		
	Linguistics	INT	9	= 3	+ 5.0	+ 1		
	Martial Arts (Dexterity Based)	DEX	12	= 4	+ 7.0	+ 1		
✓	Perception	WIS	9	= 1	+ 7.0	+ 1		
✓	Persuasion	CHA	8	= 2	+ 5.0	+ 1		
✓	Ride	DEX	6	= 4	+ + 2			
✓	Stealth	DEX	18	= 4	+ 7.0	+ 7		
✓	Survival	WIS	2	= 1	+ + 1			
	Survival (Find or follow tracks)	WIS	4	= 1	+ 1.0	+ 2		
✓	Thievery	DEX	13	= 4	+ 7.0	+ 2		
✓	Use Rope	DEX	6	= 4	+ + 2			
				=	+ +			
				=	+ +			

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

Dagger			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam			To Hit		Dam
1H-P	+6/+6	1d4+2	2W-P-(OH)		+0/+0		1d4+2
1H-O	+2/+2	1d4+1	2W-P-(OL)		+2/+2		1d4+2
2H	+6/+6	1d4+2	2W-OH		-2		1d4+1
	10 ft.	20 ft.	30 ft.		40 ft.		50 ft.
TH	+8/+8	+6/+6	+4/+4		+2/+2		+0/+0
Dam	1d4+2	1d4+2	1d4+2		1d4+2		1d4+2
Special Properties							

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Masterwork Dagger	Carried	2	1.0	302.0	
			(2.0)	(604.0)	
Rapier	Equipped	1	2.0	20.0	
Bandoler of 10 daggers (Belt)	Equipped	1	0.0	0.0	
Crossbow, Light	Carried	1	4.0	35.0	
Dagger	Carried	9	1.0	2.0	
			(9.0)	(18.0)	
Leather	Equipped	1	15.0	10.0	
TOTAL WEIGHT CARRIED/VALUE			32 lbs.	687.0 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 Attack d8 (3x)	[Eclipse, p.50]
Sneak attack +3d8	
Warcraft	[Eclipse, p.10]
+3 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.	
Weapon Proficiency (One Martial Weapon) (Rapier)	[Eclipse, p.49]
Grants Proficiency with 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 (HD)	[Eclipse, p.17]
+2 CP a level towards selected item. [+8 total CP].	
Restrictions	[Eclipse, p.17]
You have specified restrictions. Gain 1 CP per level per restriction. [+4 total CP].	

DISADVANTAGES	
Broke	[Eclipse, p.18]
You start with less starting money.	
Hunted (Family Enemy)	[Eclipse, p.19]
Something powerful is hunting you.	
Secret (Dragon Child)	[Eclipse, p.19]
You have a secret.	

Eclipse Abilities	
Adept (Acrobatics, Deception, Stealth, Thievery)	[Eclipse, p.24]
Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
Augment Bonus ~ Long Practice	[Eclipse, web]
may add (Con Mod) to his or her effective (Dex Mod) when using Dex-based skills	
Augmented Bonus (Dex adds to Rapier Attack)	[Eclipse, p.25]
(6 CP). You may add a second attribute bonus to the usual one in some specific situation, such as with a skill or set of linked skills, with a specified type of weapon, or against a type of foe.	
Augmented Bonus / Dex Applies to Rapier	[Eclipse, p.25]
(+6 CP) Adds DEX bonus to Hit with Rapier.	
Awareness	[Eclipse, p.25]
Retain your Dex bonus when flat-footed or attacked by an invisible assailant and save without penalty against surprises.	
Awareness / Danger Sense	[Eclipse, p.25]
(+1 CP) provides a +1 bonus on AC against trap attacks and on Reflex saves caused by traps. You may purchase this multiple times.	
Awareness / Defensive	[Eclipse, p.25]
(+3 CP) permits you to take a defensive action when surprised. You may take a Free Action and activate any abilities used solely to defend yourself (such as Expertise or Dodge), but not those which affect anyone else or affect your combat abilities in other ways.	
Bonus Attack	[Eclipse, p.51]
Grants an additional attack at highest attack bonus with a -2 penalty for all attacks	
Celerity (Walk)	[Eclipse, p.27]
Add +10' to a movement mode	
Contacts	[Eclipse, p.28]
(1 CP each). Contacts are simply (reasonably) reliable individuals in particular businesses, or with a particular set of skills, which the character knows. For example, a character might know a reliable fence, a poison merchant, a skillful alchemist, and an expert appraiser. Another might know a wise old priest, a good scribe, and a translator of rare languages and inscriptions. A contact can be discarded and replaced (or regained later) in 1d4 weeks.	
Immunity to Divination (3rd level)	[Eclipse, p.34]
Common, Minor, Minor/effects of up to level three, 4 CP	
Immunity / XP Cost Initial Innate Enchantment	[Eclipse]
(2 CP) Handles initial Innate Enchantment, L1 only.	
Improved Initiative	[Eclipse, p.53]
+2 to initiative each time taken [+2 Bonus]	
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 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 / Inspiring Word	[Eclipse]
provides a +1 Morale Bonus on saves, attacks, checks, and damage (Unlimited Use-Activated, L1 at CL1, Personal Only, 1400 GP). Dragons are always pretty self-confident.	
Skill Emphasis (Deception, Stealth)	[Eclipse, p.44]
This grants a +2 bonus on any single skill.	
Skill Focus +3 (Deception, Stealth)	[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]
Gain additional +1 each time taken [currently +2] 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.	
Martial Arts Advanced / Reach	[Eclipse, p.81]
You add 5' to your Reach in combat. This usually represents lunging and darting in and out, but could be a mystical ability.	

PROFICIENCIES	
Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Giant Rock, Grapple, Halbspear, Hoopak, Javelin, Keyblade, Laser, Longspear, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Rapier, Scourge, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike	

LANGUAGES	
Celestial, Common, Draconic, Telepathy	

TEMPLATES	
-----------	--