

Arlette Craven

Character Name

Rogue 1

CLASS

1 (1)

Character Level (CR)

0 / 1000

EXP/NEXT LEVEL

Player Name

Human / Humanoid

RACE

27

Female

AGE

GENDER

Olidammara

None

Chaotic Good

Deity

Region

Alignment

Medium / 5 ft.

6' 1" / 225 lbs.

Normal

SIZE / FACE

HEIGHT / WEIGHT

VISION

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

14

+2

14

+2

DEX

15

+2

15

+2

CON

15

+2

15

+2

INT

17

+3

17

+3

WIS

17

+3

17

+3

CHA

15

+2

15

+2

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

+2

=

+0

+

+2

+

+0

+

+0

+

+0

REFLEX

+4

=

+2

+

+2

+

+0

+

+0

+

+0

WILL

+3

=

+0

+

+3

+

+0

+

+0

+

+0

HP

hit points

8

WOUNDS/CURRENT HP

AC

armor class

14

12

12

=

10

+

2

+

0

+

2

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

+

0

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

DODGE

Morale

Insight

Sacred

Profane

MISC

INITIATIVE

modifier

+2

=

+2

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

Encumbrance

Light

SPEED

Walk 30 ft.

MELEE

attack bonus

TOTAL

+2

=

BASE ATTACK BONUS

+0

+

STAT

+2

+

SIZE

+0

+

MISC

+0

+

EPIC

0

+

TEMP

RANGED

attack bonus

TOTAL

+2

=

BASE ATTACK BONUS

+0

+

STAT

+2

+

SIZE

+0

+

MISC

+0

+

EPIC

0

+

TEMP

GRAPPLE

attack bonus

TOTAL

+2

=

BASE ATTACK BONUS

+0

+

STAT

+2

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+2	1d3+2	20/x2	5 ft.

*Crossbow, Light		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	P	M	19-20/x2	5 ft.
Range: 30 ft.		To Hit: +3		Damage: 1d8+1		
		80 ft.	160 ft.	240 ft.	320 ft.	400 ft.
TH	+2	+0	-2	-4	-6	
Dam	1d8	1d8	1d8	1d8	1d8	
		480 ft.	560 ft.	640 ft.	720 ft.	800 ft.
TH	-8	-10	-12	-14	-16	
Dam	1d8	1d8	1d8	1d8	1d8	

Special Properties: Loading a light crossbow is a move action that provokes attacks of opportunity. Normally, operating a light crossbow requires two hands. However, you can shoot, but not load, a light crossbow with one hand at a -2 penalty on attack rolls.

Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
		To Hit	Dam	To Hit	Dam	
1H-P	+2	1d4+2	2W-P-(OH)	-4	1d4+2	
1H-O	-2	1d4+1	2W-P-(OL)	-2	1d4+2	
2H	+2	1d4+2	2W-OH	-6	1d4+1	
		10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
TH	+3	+1	-1	-4	-6	
Dam	1d4+3	1d4+3	1d4+3	1d4+2	1d4+2	

\*: 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
The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by boiling in oil. The rest of the armor is made of softer and more flexible leather.					

TOTAL SKILLPOINTS: 48		MAX RANKS: 4/2			
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Appraise	INT	6	=	3	+ 3
✓ Balance	DEX	2	=	2	
✓ Bluff	CHA	6	=	2	+ 4
✓ Climb	STR	2	=	2	
✓ Concentration	CON	2	=	2	
✓ Craft (Untrained)	INT	3	=	3	
✓ Diplomacy	CHA	2	=	2	
✓ Disable Device	INT	4	=	3	+ 1
✓ Disguise	CHA	2	=	2	
✓ Escape Artist	DEX	2	=	2	
✓ Forgery	INT	3	=	3	
✓ Gather Information	CHA	6	=	2	+ 4
✓ Heal	WIS	3	=	3	
✓ Hide	DEX	6	=	2	+ 4
✓ Intimidate	CHA	2	=	2	
✓ Jump	STR	2	=	2	
✓ Knowledge (Untrained)	INT	3	=	3	
✓ Listen	WIS	6	=	3	+ 3
✓ Move Silently	DEX	6	=	2	+ 4
✓ Open Lock	DEX	6	=	2	+ 4
✓ Ride	DEX	2	=	2	
✓ Search	INT	6	=	3	+ 3
✓ Sense Motive	WIS	7	=	3	+ 4
✓ Sleight of Hand	DEX	8	=	2	+ 4 + 2
✓ Spot	WIS	5	=	3	+ 2
✓ Survival	WIS	3	=	3	
✓ Swim	STR	2	=	2	
✓ Tumble	DEX	6	=	2	+ 4
✓ Use Magic Device	CHA	6	=	2	+ 4
✓ Use Rope	DEX	4	=	2	+ 2
			=	+	+
			=	+	+

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

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Crossbow, Light	Equipped	1	4 / 35
Loading a light crossbow is a move action that provokes attacks of opportunity. Normally, operating a light crossbow requires two hands. However, you can shoot, but not load, a light crossbow with one hand at a -2 penalty on attack rolls.			
Leather	Equipped	1	15 / 10
The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by boiling in oil. The rest of the armor is made of softer and more flexible leather.			
Traveler's Outfit	Equipped	1	5 / 1
This set of clothes consists of boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.			
Backpack	Equipped	1	2 / 2
10 lbs., 1 Bedroll, 1 Candle, 1 Chalk (1 piece), 1 Flint and Steel, 3 Rations (Trail/Per Day), 1 Sewing Needle, 1 Thieves' Tools, 1 Torch			
Bedroll	Backpack	1	5 / 0.1
You never know where you're going to sleep, and a bedroll helps you get better sleep in a hayloft or on the cold ground. A bedroll consists of bedding and a blanket thin enough to be rolled up and tied. In an emergency, it can double as a stretcher.			
Candle	Backpack	1	0 / 0
A candle dimly illuminates a 5-foot radius and burns for 1 hour. See page 164 for more rules on illumination.Duration: 1 hr., Shadowy Illumination: 5 ft.			
Chalk (1 piece)	Backpack	1	0 / 0
Flint and Steel	Backpack	1	0 / 1
Striking steel and flint together creates sparks. By knocking sparks into tinder, you can create a small flame. Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.			
Rations (Trail/Per Day)	Backpack	3	1 (3) / 0.5 (1.5)
☞☞☞			
Sewing Needle	Backpack	1	0 / 0.5
Thieves' Tools	Backpack	1	1 / 30
This kit contains the tools you need to use the Disable Device and Open Lock skills. The kit includes one or more skeleton keys, long metal picks and pries, a long-nosed clamp, a small hand saw, and a small wedge and hammer. Without these tools, you must improvise tools, and you take a -2 circumstance penalty on Disable Device and Open Locks checks.			
Torch	Backpack	1	1 / 0
A typical torch is a wooden rod capped with a twisted flax soaked in tallow. A torch burns for 1 hour, clearly illuminating a 20-foot radius and providing shadowy illumination out to a 40-foot radius. See page 164 for more rules on illumination. If a torch is used in combat, treat it as a one-handed improvised weapon (see page 113) that deals bludgeoning damage equal to that of a gauntlet of its size, plus 1 point of fire damage.Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.			
Bolt (10)	Carried	2	1 (2) / 1 (2)
☞☞☞☞ ☞☞☞☞ ☞☞☞☞ ☞☞☞☞			
A crossbow bolt used as a melee weapon is treated as a light improvised weapon (-4 penalty on attack rolls)and deals damage as a dagger of its size (crit x2). Bolts come in a wooden case that holds 10 bolts (or 5, for a repeating crossbow). A bolt that hits its target is destroyed; one that misses has a 50% chance of being destroyed or lost.			
Dagger	Carried	1	1 / 2
Holy Symbol, Silver	Carried	1	0 / 0
A holy symbol focuses positive energy. A cleric or paladin uses it as the focus for his spells and as a tool for turning undead. Each religion has its own holy symbol, and a sun symbol is the default holy symbol for clerics not associated with any particular religion. A silver holy symbol works no better than a wooden one, but it serves as a mark of status for the wielder.			
Waterskin (Filled)	Carried	1	4 / 1
A waterskin is a leather pouch with a narrow neck that is used for holding water.			
TOTAL WEIGHT CARRIED/VALUE		38 lbs.	86.1gp

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

MONEY	
Total= 0 gp [Unspent Funds = 33.87 gp]	

MAGIC
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Languages
Common, Elven, Halfling, Sylvan

Other Companions
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Special Attacks	
Sneak Attack +1d6	[Wizards of the Coast - Players Handbook]
+1d6	

Special Qualities	
Human Racial Traits (Ex)	[Wizards of the Coast - Players Handbook]
4 extra skill points at 1st level and 1 extra skill point at each additional level. 1 extra feat at 1st level.	
Sneak Attack	[Wizards of the Coast - Players Handbook, p.50]
You can do an additional 1d6 damage if your opponent is unable to defend against you - whenever your opponent would be denied any dex bonus to AC, or you are flanking. Even at range (up to 30'). Creatures immune to critical hits are also immune to this sneak bonus. This damage can be non-lethal only if you use a sap (blackjack) or unarmed attack	
Trapfinding	[Wizards of the Coast - Players Handbook, p.50]
Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to	

create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.
Weapon and Armor Proficiency
[Wizards of the Coast - Players Handbook, p.50]
Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. Rogues are proficient with light armor, but not with shields.

Feats	
Deft Hands	[Wizards of the Coast - Player's Handbook, p.93]
You have exceptional manual dexterity.	
You get a +2 bonus on all Sleight of Hand checks and Use Rope checks.	
Point Blank Shot	[Wizards of the Coast - Player's Handbook, p.98]
You are skilled at making well-placed shots with ranged weapons at close range.	
You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.	

Proficiencies
Aspergillum (Heavy), Battle Gauntlet, Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, NoProfReq, Quarterstaff, Ranged Spell, Rapier, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Strike (Unarmed), Sword (Short), Unarmed Strike

# Arlette Craven

RACE	Human
AGE	27
AGE	
GENDER	Female
VISION	
ALIGNMENT	Chaotic Good
ALIGNMENT	
DOMINANT HAND	Right
HEIGHT	6' 1"
WEIGHT	225 lbs.
EYE COLOUR	
SKIN COLOUR	
HAIR / HAIR STYLE	
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	
REGION	None
DEITY	Olidammara
Race Type	Humanoid

Race Sub Type

Description:  
Biography: