

# Elenya Cranberry

CHARACTER NAME  
 Rogue 3  
 CLASS  
 3 / 2 5000 / 9000  
 Character Level / CR EXP / NEXT LEVEL

# Gerard

PLAYER NAME  
 Human  
 RACE  
 Medium / 5 ft.  
 SIZE / FACE  
 5' 8"  
 HEIGHT  
 Female  
 GENDER  
 grey  
 EYES

Lamashtu  
 DEITY  
 None  
 REGION  
 154 lbs.  
 WEIGHT  
 blond, long  
 HAIR

Neutral  
 ALIGNMENT  
 Normal  
 VISION  
 POINTS



ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
<b>STR</b> Strength	14		+2		
<b>DEX</b> Dexterity	17		+3		
<b>CON</b> Constitution	10		+0		
<b>INT</b> Intelligence	12		+1		
<b>WIS</b> Wisdom	11		+0		
<b>CHA</b> Charisma	13		+1		

HP		WOUNDS: CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
16	hit points							Walk 20 ft.	
<b>AC</b> armor class	16	13	13	10	3	0	3	0	0
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR
							DEFLECTION	DODGE	MISC
									MISC CHANGE
									ARCANE SPELL FAILURE
									ARMOR CHECK PENALTY
									SPELL RESIST

<b>INITIATIVE</b> modifier	+3	=	+3	+	+0
	TOTAL		DEX MODIFIER		MISC MODIFIER
<b>BASE ATTACK</b> bonus	+2				
<b>ENCUMBRANCE</b>	Medium				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
<b>FORTITUDE</b> (constitution)	+1	+1	+0	+0	+0	+0	
<b>REFLEX</b> (dexterity)	+6	+3	+3	+0	+0	+0	
<b>WILL</b> (wisdom)	+1	+1	+0	+0	+0	+0	

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+4	+2	+2	+0	+0	+0	
<b>RANGED</b> attack bonus	+5	+2	+3	+0	+0	+0	
<b>CMB</b> attack bonus	+4	+2	+2	+0	+0		

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
<b>Offense</b>	+4	+4	+4	+4	+4	+4
<b>Defense</b>	17	17	17	17	17	17

*Rapier		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	P	M	18-20/x2	5 ft.
<b>To Hit</b>	<b>Dam</b>	<b>To Hit</b>	<b>Dam</b>			
1H-P	+5	1d6+2	2W-P-(OH)	-1	1d6+2	
1H-O	+1	1d6+1	2W-P-(OL)	+1	1d6+2	
2H	+5	1d6+2	2W-OH	-5	1d6+1	

*Dagger +1		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	PS	M	19-20/x2	5 ft.
<b>To Hit</b>	<b>Dam</b>	<b>To Hit</b>	<b>Dam</b>			
1H-P	+6	1d4+3	2W-P-(OH)	+0	1d4+3	
1H-O	+2	1d4+2	2W-P-(OL)	+2	1d4+3	
2H	+6	1d4+3	2W-OH	-2	1d4+2	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+7	+5	+3	+0	-2	
Dam	1d4+4	1d4+4	1d4+4	1d4+3	1d4+3	

Club		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	M	20/x2	5 ft.
<b>To Hit</b>	<b>Dam</b>	<b>To Hit</b>	<b>Dam</b>			
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+3	2W-OH	-6	1d6+1	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+6	+4	+2	-1	-3	
Dam	1d6+3	1d6+3	1d6+3	1d6+2	1d6+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
*Studded Leather	Light	+3	+5	-1	15

TOTAL SKILLPOINTS: 30		SKILLS		MAX RANKS: 3/3	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/> Acrobatics	DEX	6	= 3 + 3		
<input type="checkbox"/> Acrobatics (Jump)	DEX	2	= 3 + [3] + -4		
<input type="checkbox"/> Appraise	INT	7	= 1 + 3 + 3		
<input type="checkbox"/> Bluff	CHA	7	= 1 + 3 + 3		
<input type="checkbox"/> Climb	STR	4	= 2 + 2		
<input type="checkbox"/> Craft (Untrained)	INT	1	= 1		
<input type="checkbox"/> Diplomacy	CHA	1	= 1		
<input type="checkbox"/> Disable Device	DEX	9	= 3 + 3 + 3		
<input type="checkbox"/> Disguise	CHA	7	= 1 + 3 + 3		
<input type="checkbox"/> Escape Artist	DEX	0	= 3 + -3		
<input type="checkbox"/> Fly	DEX	0	= 3 + -3		
<input type="checkbox"/> Heal	WIS	0	= 0		
<input type="checkbox"/> Intimidate	CHA	7	= 1 + 3 + 3		
<input type="checkbox"/> Perception	WIS	6	= 0 + 3 + 3		
<input type="checkbox"/> Perception (Trapfinding)	WIS	7	= 0 + [3] + 4		
<input type="checkbox"/> Perform (Untrained)	CHA	1	= 1		
<input type="checkbox"/> Ride	DEX	0	= 3 + -3		
<input type="checkbox"/> Sense Motive	WIS	6	= 0 + 3 + 3		
<input type="checkbox"/> Sleight of Hand	DEX	8	= 3 + 3 + 2		
<input type="checkbox"/> Stealth	DEX	6	= 3 + 3		
<input type="checkbox"/> Survival	WIS	0	= 0		
<input type="checkbox"/> Swim	STR	-1	= 2 + -3		
			= + +		
			= + +		

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

Dart		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x2	5 ft.
<b>Range: 20 ft.</b>	<b>To Hit: +6</b>	<b>Damage: 1d4+3</b>				
30 ft.	40 ft.	60 ft.	80 ft.	100 ft.		
TH	+4	+3	+1	-1	-3	
Dam	1d4+3	1d4+2	1d4+2	1d4+2	1d4+2	

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

Crossbow +1 (Light)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	19-20/x2	5 ft.
<b>Range: 30 ft.</b>	<b>To Hit: +7</b>	<b>Damage: 1d8+2</b>				
80 ft.	160 ft.	240 ft.	320 ft.	400 ft.		
TH	+6	+4	+2	+0	-2	
Dam	1d8+1	1d8+1	1d8+1	1d8+1	1d8+1	
480 ft.	560 ft.	640 ft.	720 ft.	800 ft.		
TH	-4	-6	-8	-10	-12	
Dam	1d8+1	1d8+1	1d8+1	1d8+1	1d8+1	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Rapier	Equipped	1	2	20	
<b>Dagger +1</b>	Equipped	1	1	2,302	
Studded Leather	Equipped	1	20	25	
Outfit (Traveler's)	Equipped	1	5	0	
Crowbar	Equipped	1	5	2	
<small>+2 circumstance bonus to Strength checks to force open a door or chest</small>					
Bedroll	Equipped	1	5	0.1	
Rope (Silk/50 ft.)	Equipped	1	5	10	
<small>4 hp, DC 24 Strength check to burst</small>					
Thieves' Tools	Equipped	1	1	30	
Backpack	Equipped	1	2	2	
<small>0 lbs.</small>					
Club	Carried	1	3	0	
Dart	Carried	10	NaN	0.5 (5)	
<small>(NaN)</small>					
Dagger	Carried	1	1	2	
<b>Crossbow +1 (Light)</b>	Carried	1	4	2,335	
<small>0 lbs.</small>					
<b>TOTAL WEIGHT CARRIED/VALUE</b>			59 lbs. / 4,733.1	gp	

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

LANGUAGES	
Common, Goblin	

Special Attacks	
<b>Sneak Attack (Ex)</b>	<b>[Paizo Inc. - Core Rulebook, p.68]</b>
<p>If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 2d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.</p>	

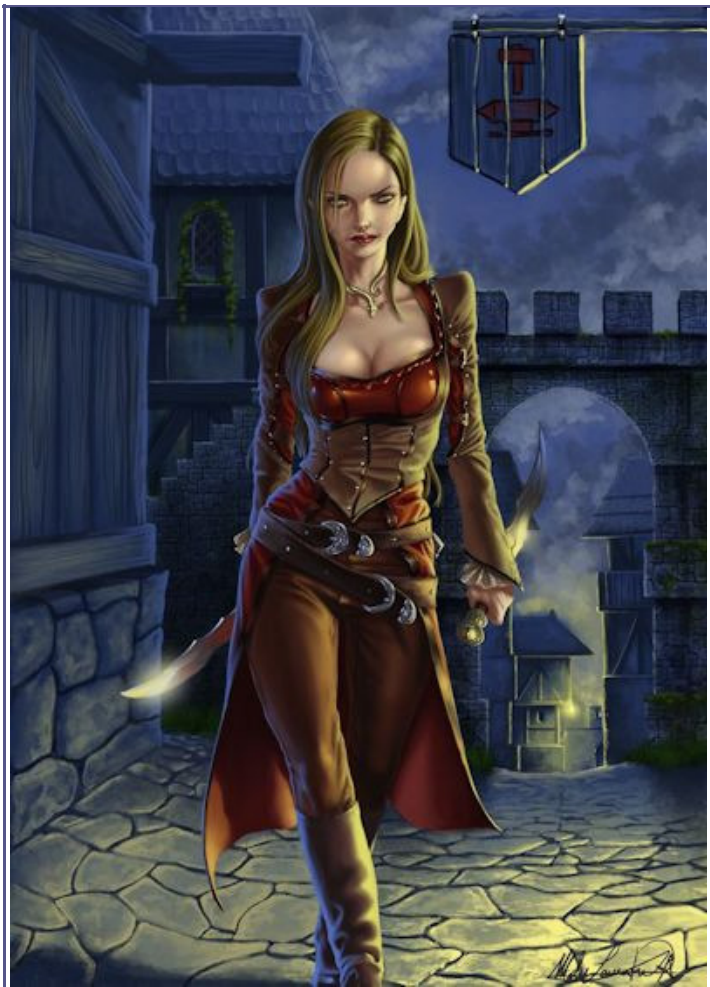
Special Qualities	
<b>Bonus Feat</b>	<b>[Paizo Inc. - Core Rulebook, p.27]</b>
Humans select one extra feat at 1st level.	
<b>Evasion (Ex)</b>	<b>[Paizo Inc. - Core Rulebook]</b>
<p>You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.</p>	
<b>Skilled</b>	<b>[Paizo Inc. - Core Rulebook, p.27]</b>
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.	
<b>Trapfinding (Ex)</b>	<b>[Paizo Inc. - Core Rulebook, p.68]</b>
You add +1 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.	
<b>Trap Sense (Ex)</b>	<b>[Paizo Inc. - Core Rulebook]</b>
You gain a +1 bonus on Reflex saves made to avoid traps, and a +1 dodge bonus to AC against attacks made by traps.	
<b>Trap Spotter (Ex)</b>	<b>[Paizo Inc. - Core Rulebook, p.69]</b>
Whenever you come within 10 feet of a trap, you receive an immediate Perception skill check to notice the trap. This check should be made in secret by the GM.	
<b>Weapon and Armor Proficiency</b>	<b>[Paizo Inc. - Core Rulebook]</b>
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	
<b>Deft Hands</b>	<b>[Paizo Inc. - Core Rulebook, p.121]</b>
You get a +2 bonus on Disable Device and Sleight of Hand skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.	
<b>Point-Blank Shot</b>	<b>[Paizo Inc. - Core Rulebook, p.131]</b>
You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.	
<b>Weapon Finesse</b>	<b>[Paizo Inc. - Core Rulebook, p.136]</b>
With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.	
<b>Armor Proficiency, Light</b>	<b>[Paizo Inc. - Core Rulebook, p.118]</b>
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.	

PROFICIENCIES	
Blowgun, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Quarterstaff, Rapier, Rock, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Splash Weapon, Sword (Short), Unarmed Strike	

TEMPLATES	

# Elenya Cranberry



Human

RACE

28

AGE

Female

GENDER

VISION

Neutral

ALIGNMENT

Right

DOMINANT HAND

5' 8"

HEIGHT

154 lbs.

WEIGHT

grey

EYE COLOUR

natural

SKIN COLOUR

blond, long

HAIR

City guards

PROBIAS

Unbearable,

PERSONALITY TRAITS

Gold

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

Kassen

RESIDENCE

LOCATION

None

REGION

**Description:**

**Biography:**