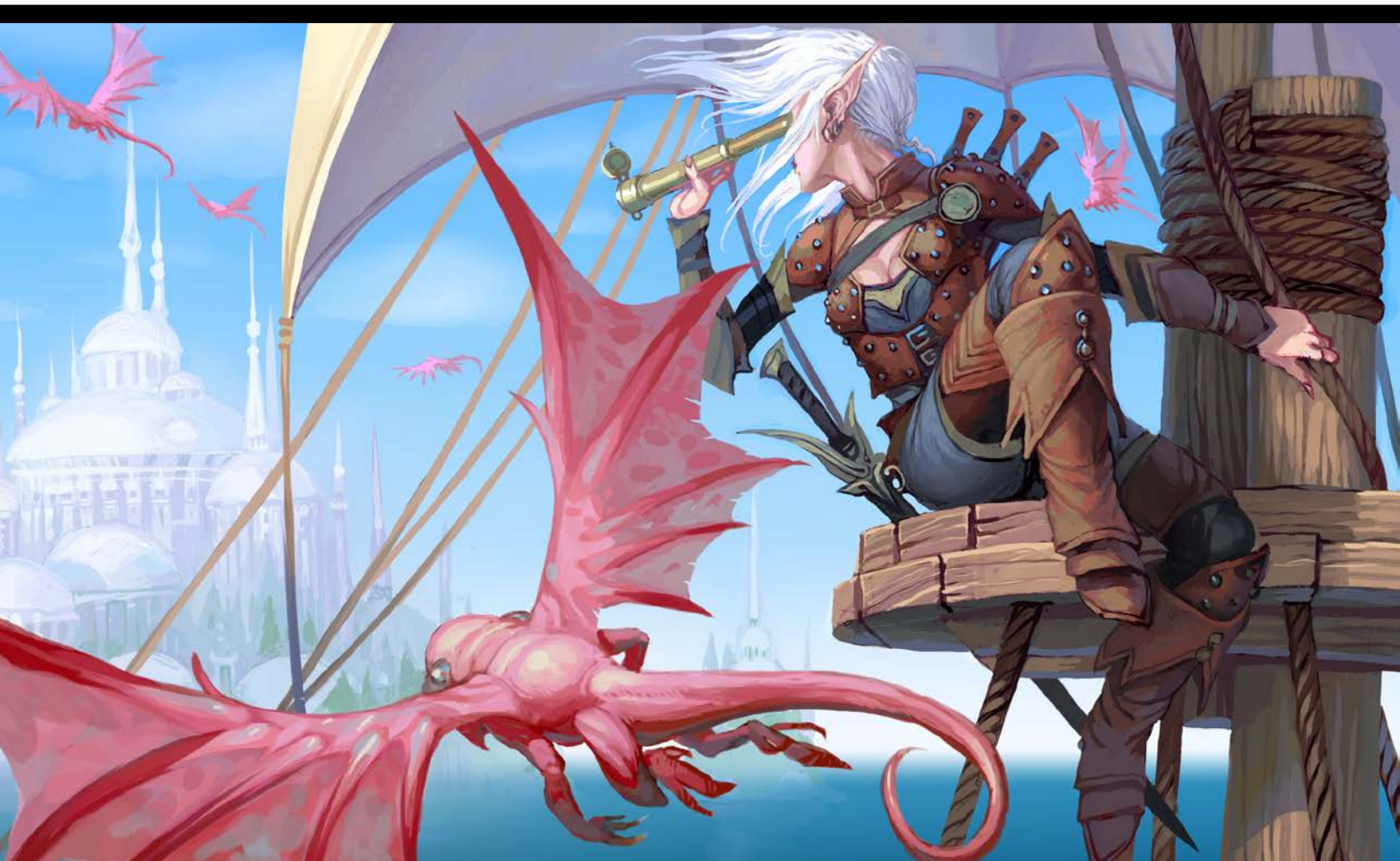


ABOUT MERISIEL

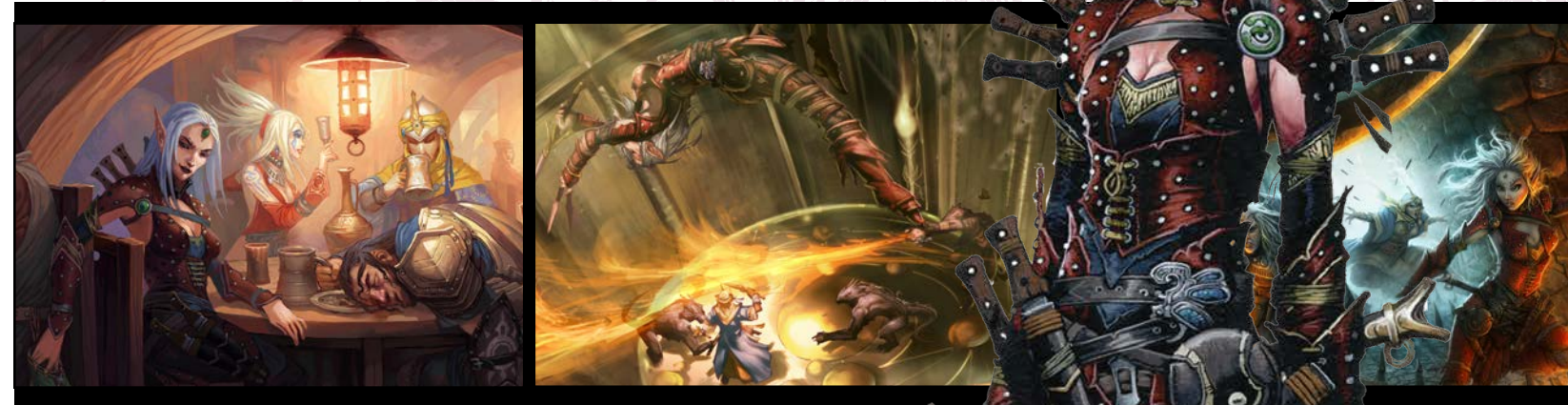
Merisiel is an elf who grew up as an orphan among humans. She is a master at stowing away on ships, and has called dozens of cities home, leaving one for another after her human companions grew up and she stayed young. Merisiel isn't exactly the sharpest knife in the drawer, but she makes up for this by being incredibly agile and skilled with small objects, such as daggers and lockpicks. So far, Merisiel hasn't met a problem that can't, in one way or another, be solved with daggers.

Merisiel's life experiences have taught her to enjoy things to their fullest as they occur—it's impossible to tell when the good times might end. She's open and expressive with her thoughts and emotions, and while she's always on the move and working on her latest batch of plots for easy money, in the end all her schemes come down to being faster than everyone else—either on her feet, or with her beloved blades.

She wouldn't have it any other way.



ROGUE



**PLAY THIS ROGUE CHARACTER
IF YOU'D LIKE TO BE GOOD AT:**

»» SNEAKING

»» DOING ACROBATICS

»» BEING A SWASHBUCKLER

»» PICKING LOCKS

»» FINDING TRAPS

»» DISCOVERING SECRETS

»» STABBING MONSTERS WHEN
THEY'RE DISTRACTED




A YOUR CHARACTER SHEET

This character sheet gives you all the information you need to make dice rolls for your rogue character. It also gives you places to keep track of your equipment and treasure.

B ABILITY SCORES AND ABILITY MODIFIERS

Ability Scores represent your raw physical and mental talent. Higher numbers are better. The better an Ability Score is, the better its Ability Modifier is.


 Sometimes you have to make an ability check to do something simple, like break open a door or remember the name of an innkeeper. You make an ability check by rolling 1d20 and adding the ability modifier (not the ability score). For example, to make a STR check you roll 1d20+1 (because your STR Mod is +1).

C ELF RACIAL TRAITS

Your speed is how many feet or squares you can move as a “move action.” You can see twice as far as a human in dim light. Your Perception skill (Section D) includes a +2 bonus for being an elf.

D MAKING SKILL CHECKS

Skills are things that anyone can do, like climb or swim. As a rogue, you're talented at athletics, observation, sneaking, and working with locks and traps.

 You make a skill check when you try to use a skill. Higher numbers are better. Roll 1d20 and add the Total (the last column) for that skill. For example, to make a Stealth check you roll 1d20+7. You're trying to equal or exceed the Difficulty Class (DC) number for the skill. You can use a skill only if there is a number in its Total box.

WHAT YOU CAN DO ON YOUR TURN

YOU CAN DO ONE STANDARD ACTION:

- Attack with a weapon (you're allowed to attack diagonally)
- Move up to 30 feet
- Use a magic item (like a potion)
- Start picking a lock
- Move up to 15 feet with Stealth

AND ONE MOVE ACTION:

- Take an item from your pack
- Draw a weapon
- Open or close a door
- Finish picking a lock
- Move up to 30 feet
- Move up to 15 feet with Stealth
- Pick up an item from the ground
- Reload your crossbow

AND ONE FREE ACTION:

- Speak
- Drop an item
- Drop prone in your square
- Move 5 feet (if you don't use your standard or move action to move)

ROGUE CHARACTER SHEET

A CHARACTER NAME

Merisiel	ALIGNMENT CN	RACE Elf	XP 0
	GENDER Female	CLASS Rogue	LEVEL 1

B ABILITY SCORES

STRENGTH	12	+1	STR MODIFIER
DEXTERITY	17	+3	DEX MODIFIER
CONSTITUTION	12	+1	CON MODIFIER
INTELLIGENCE	10	+0	INT MODIFIER
WISDOM	13	+1	WIS MODIFIER
CHARISMA	10	+0	CHA MODIFIER

C RACIAL TRAITS

SPEED 30 Feet (6 Squares)	
Low-Light Vision	
Keen Senses	

D SKILLS

	CLASS SKILL?	RANKS	ABILITY MOD	MISC. MOD	TOTAL
ACROBATICS	<input checked="" type="checkbox"/>	1	+3	+3	+7
BLUFF	<input checked="" type="checkbox"/>	1	+0	+3	+4
CLIMB	<input checked="" type="checkbox"/>	1	+1	+3	+5
DIPLOMACY	<input checked="" type="checkbox"/>	0	+0	+0	+0
DISABLE DEVICE*	<input checked="" type="checkbox"/>	1	+3	+3	+7
HEAL	<input type="checkbox"/>	0	+1	+0	+1
KNOWLEDGE ARCANA*	<input type="checkbox"/>				
KNOWLEDGE DUNGEONEERING*	<input checked="" type="checkbox"/>				
KNOWLEDGE GEOGRAPHY*	<input type="checkbox"/>				
KNOWLEDGE HISTORY*	<input type="checkbox"/>				
KNOWLEDGE LOCAL*	<input checked="" type="checkbox"/>				
KNOWLEDGE NATURE*	<input type="checkbox"/>				
KNOWLEDGE RELIGION*	<input type="checkbox"/>				
PERCEPTION	<input checked="" type="checkbox"/>	1	+1	+5	+7
RIDE	<input type="checkbox"/>	0	+3	+0	+3
SENSE MOTIVE	<input checked="" type="checkbox"/>	1	+1	+3	+5
SPELLCRAFT*	<input type="checkbox"/>				
STEALTH	<input checked="" type="checkbox"/>	1	+3	+3	+7
SWIM	<input checked="" type="checkbox"/>	1	+1	+3	+5

*TRAINED ONLY

E ARMOR AND WEAPON PROFICIENCIES

<input type="checkbox"/> SHIELDS	<input type="checkbox"/> MEDIUM ARMOR	<input checked="" type="checkbox"/> SIMPLE WEAPONS
<input checked="" type="checkbox"/> LIGHT ARMOR	<input type="checkbox"/> HEAVY ARMOR	<input type="checkbox"/> MARTIAL WEAPONS
rapier	short sword	longsword
shortbow	longbow	

F CLASS FEATURES

FORTITUDE SAVE	CLASS 0	+	CON MOD 1	+	MISC	=	TOTAL +1
REFLEX SAVE	CLASS 2	+	DEX MOD 3	+	MISC	=	TOTAL +5
WILL SAVE	CLASS 0	+	WIS MOD 1	+	MISC	=	TOTAL +1
ATTACK BONUS	0				SKILL RANKS		8

Trapfinding +1
Sneak Attack +1d6

G WEAPONS AND ATTACKS

INITIATIVE	IMPROVED INITIATIVE 0	+	DEX MOD 3	=	TOTAL +3
MELEE ATTACK	ATTACK BONUS 0	+	STR MOD 1	=	TOTAL +1
RANGED ATTACK	ATTACK BONUS 0	+	DEX MOD 3	=	TOTAL +3

WEAPON Rapier					
ATTACK BONUS	DAMAGE	CRITICAL THREAT	DAMAGE TYPE	RANGE INCREMENT	AMMUNITION
+3	1d6+1	18-20	P	-	-

WEAPON Dagger (thrown)					
ATTACK BONUS	DAMAGE	CRITICAL THREAT	DAMAGE TYPE	RANGE INCREMENT	AMMUNITION
+3	1d4+1	19-20	P	10 Feet	8

H ARMOR AND ARMOR CLASS

AC	ARMOR 3	+	SHIELD 0	+	DEX MOD 3	+	MAGIC 0	+ 10	=	TOTAL 16
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I FEATS

Weapon Finesse	

J EQUIPMENT


YOUR EQUIPMENT IS ON THE RIGHT SIDE OF THIS PAGE 

K SPELLS

ROGUES DO NOT CAST SPELLS

F SAVING THROWS

You make saving throws to resist special attacks like spells, poison, fear, traps, and dragon breath.

 You make a saving throw by rolling 1d20 and adding the Total for the kind of save you're making. For example, your Reflex save is 1d20+5. Rolling a 20 on the die always succeeds. Rolling a 1 on the die always fails.

ROGUE CLASS FEATURES

Add +1 to your Perception skill checks (Section D) when looking for traps.


Add +1d6 damage to your weapon damage if:

- your target hasn't acted yet in combat, or
- your target is paralyzed or helpless, or
- you and an ally are flanking (on opposite sides of) your target (see the diagram).



G COMBAT

You make an initiative check (1d20+3) at the start of combat. The highest roll goes first, second-highest goes second, and so on.

 You can make one attack once per round on your turn. To attack, roll 1d20 and add your Attack Bonus for that weapon. For example, your rapier attack is 1d20+3. If your total is equal to or higher than your enemy's Armor Class, you hit and roll damage! Rolling a 20 always hits. Rolling a 1 always misses. If you roll the critical threat number, the blow may be a critical hit! The Game Master has more information on critical hits.

H ARMOR AND DEFENSE

Your Armor Class represents how hard it is for enemies to hit you. Higher numbers mean you're harder to hit.

I FEATS

Weapon Finesse: Your attacks use agility rather than brute strength. Your attack rolls include your +3 DEX Mod rather than your +1 STR Mod.

J EQUIPMENT

- | | |
|-----------------------|------------------------|
| studded leather armor | sack |
| daggers (8) | set of clothes |
| rapier | thieves' tools |
| backpack | torches (10) |
| bedroll | trail rations (5 days) |
| belt pouch | waterskin |
| chalk | 28 gp |
| rope | |