

# MERISIEL

ROGUE

1

<b>ANCESTRY</b> ELF (WHISPER ELF)	<b>BACKGROUND</b> CRIMINAL
<b>SPEED</b> 30 FEET	<b>PERCEPTION</b> +6 (EXPERT) <b>LOW-LIGHT VISION</b>
<b>ALIGNMENT</b> CHAOTIC NEUTRAL	
<b>LANGUAGES</b> COMMON, ELVEN, GNOLL	

<b>STRENGTH</b>	<b>DEXTERITY</b>	<b>CONSTITUTION</b>
<b>STR</b> 14 <small>MODIFIER (+2)</small>	<b>DEX</b> 18 <small>MODIFIER (+4)</small>	<b>CON</b> 12 <small>MODIFIER (+1)</small>
<b>INTELLIGENCE</b>	<b>WISDOM</b>	<b>CHARISMA</b>
<b>INT</b> 12 <small>MODIFIER (+1)</small>	<b>WIS</b> 12 <small>MODIFIER (+1)</small>	<b>CHA</b> 10 <small>MODIFIER (+0)</small>

## STRIKES

<b>MELEE</b>	rapier +7 (deadly 1d8, disarm, finesse), 1d6+4 piercing dagger +7 (agile, versatile S), 1d4+4 piercing
<b>RANGED</b>	dagger +7 (agile, thrown 10 feet, versatile S), 1d4 +2 piercing shortbow +7 (deadly 1d10, range increment 60 feet), 1d6 piercing

## SKILLS

<b>ACROBATICS (DEX)</b> +7 •	<b>ARCANA (INT)</b> +1	<b>ATHLETICS (STR)</b> +5 •
<b>CRAFTING (INT)</b> +4 •	<b>DECEPTION (CHA)</b> +3 •	<b>DIPLOMACY (CHA)</b> +0
<b>INTIMIDATION (CHA)</b> +3 •	<b>UNDERWORLD LORE (INT)</b> +4 •	<b>LORE (OTHER: INT)</b> +1
<b>MEDICINE (WIS)</b> +4 •	<b>NATURE (WIS)</b> +1	<b>OCCULTISM (INT)</b> +1
<b>PERFORMANCE (CHA)</b> +0	<b>RELIGION (WIS)</b> +1	<b>SOCIETY (INT)</b> +4 •
<b>STEALTH (DEX)</b> +7 •	<b>SURVIVAL (WIS)</b> +4 •	<b>THIEVERY (DEX)</b> +7 •

• = TRAINED •• = EXPERT ••• = MASTER

## FEATS AND ABILITIES

<b>ANCESTRY ABILITIES</b>	Forlorn
<b>CLASS FEATS</b>	Trap Finder
<b>SKILL FEATS:</b>	Cat Fall, Experienced Smuggler
<b>CLASS ABILITIES:</b>	racket (thief), sneak attack +1d6, surprise attack

## DEFENSES

<b>HIT POINTS</b> 15	<b>ARMOR CLASS</b> 18	
<b>FORTITUDE</b> +4	<b>REFLEX</b> +9	<b>WILL</b> +6

**Forlorn:** Merisiel has a benefit on saves against emotion effects.

# PATHFINDER

## EQUIPMENT

<b>BULK</b>	6, 2L
<b>WORN</b>	backpack, leather armor
<b>WEAPONS</b>	dagger (9), rapier, shortbow (10 arrows)
<b>STOWED</b>	bedroll, caltrops, crowbar (expert), flint and steel, grappling hook, hammer, minor elixir of life, piton (5), rations (3 weeks), rope (50 feet), sheath (10), thieves' tools, torch (3), waterskin
<b>WEALTH</b>	8 sp, 2 cp



## WHAT IS A ROGUE?

You are a skilled and opportunistic adventurer, adept at sneaking, fast-talking, vaulting over obstacles, disabling traps, and striking unaware enemies.

# MERISIEL

## EQUIPMENT

The following rules apply to Merisiel's equipment.

**Agile** (trait): The multiple attack penalty you take on the second attack each round with this weapon is -4 instead of -5, and -8 instead of -10 on the third and any further attacks in the round.

**Deadly** (trait): When you critically succeed at an attack with this weapon, add the listed additional damage die. Roll this after doubling the weapon's damage.

**Disarm** (trait): You can use this weapon to Disarm with the Athletics skill even if you don't have a free hand. If you critically fail a check to Disarm using the weapon, you can drop the weapon to take the effects of failure rather than critical failure. On a critical success, you still need a free hand if you want to take the item.

☐ **Elixir of Life, Minor:** Upon drinking this elixir, you regain 1d6 Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.

**Finesse** (trait): You can choose to use Dexterity instead of Strength on attack rolls with this melee weapon.

**Grappling Hook:** You can throw a grappling hook with a rope tied to it to make a climb easier. To anchor a grappling hook, make a secret attack roll against a DC depending on the target (typically 20). On a success, your hook has a firm hold, but on a critical failure, the hook seems like it will hold but actually falls when you're partway through.

**Thieves' Tools:** You need these tools in order to Pick Locks or Disable Devices.

**Thrown** (trait): You can throw this weapon as a ranged attack. A thrown weapon adds your Strength modifier to damage just like a melee weapon does. When this trait appears on a melee weapon, it also includes the range increment in feet.

**Versatile** (trait): A versatile weapon can be used to deal an alternate damage type listed. For instance, a piercing weapon that has "versatile S" can be used to deal piercing or slashing damage. Choose the damage type each time you make an attack.

# PATHFINDER

## FEATS AND ABILITIES

Merisiel's feats and abilities are described below.

**Cat Fall:** You treat falls as 10 feet shorter.

**Experienced Smuggler:** You are adept at smuggling items past the authorities. When the GM rolls your Stealth check to see if a passive observer notices a small item you've concealed, the GM uses the number rolled or 10 as the number rolled, whichever is higher. This provides no benefit when a creature attempts a Perception check to actively search you for hidden items.

**Forlorn:** You gain a +1 circumstance bonus to saving throws against emotion effects; if you roll a success on a saving throw against an emotion, you get a critical success instead.

**Sneak Attack:** If You Strike a creature that has the flat-footed condition with an agile or finesse melee weapon or unarmed strike, with a ranged attack, or with a thrown weapon that has the agile or finesse trait, you deal an extra 1d6 precision damage.

**Surprise Attack:** When You roll Deception or Stealth for initiative, creatures that haven't acted yet are flat-footed to you.

**Trap Finder:** You gain a +1 circumstance bonus to Perception checks to find traps, to AC against attacks made by traps, and to saves against traps. Even if you aren't Searching, you get a check to find traps that normally require you to be Searching (you still need to meet any other requirements to find the trap). You can disable traps that require a proficiency rank of master in Thievery.

**Whisper Elf:** You can Seek to sense undetected creatures in a 60-foot cone, and you gain a +2 circumstance bonus to locate undetected creatures that you could hear within 30 feet when using the Seek action.