# MERISIEL

PATHFINDER PLAYTEST

ANCESTRY ELF | BACKGROUND STREET URCHIN

CLASS ROGUE 1 | PERCEPTION +3 (EXPERT)

ALIGNMENT CHAOTIC NEUTRAL | SENSES LOW-LIGHT VISION

LANGUAGES COMMON, ELVEN

| STRENGTH | | | DEXTERITY | | | CONSTITUTION | | |
|---|---|---|---|---|---|---|---|---|
| STR | 12 | MODIFIER (+1) | DEX | 18 | MODIFIER (+4) | CON | 12 | MODIFIER (+1) |

| INTELLIGENCE | | | WISDOM | | | CHARISMA | | |
|---|---|---|---|---|---|---|---|---|
| INT | 12 | MODIFIER (+1) | WIS | 12 | MODIFIER (+1) | CHA | 12 | MODIFIER (+1) |

## ACTIONS

SPEED: 30 feet

MELEE: rapier +5 (1d6+4 piercing); deadly 1d8, disarm, finesse

MELEE: dagger +5 (1d4+4 piercing); agile, thrown 10 feet, versatile S

MELEE: sap +2 (1d6+4 bludgeoning); agile, nonlethal

RANGED: dagger +5 (1d4+1 piercing); agile, thrown 10 feet, versatile S

RANGED: shortbow +5 (1d6 piercing); deadly 1d10

## SKILLS

| | | |
|---|---|---|
| ACROBATICS +4 T | ARCANA +0 | ATHLETICS +1 (+2) T |
| CRAFTING +2 T | DECEPTION +2 T | DIPLOMACY +2 T |
| INTIMIDATION +2 T | LORE (UNDERWORLD) +2 T | LORE (OTHER) +0 |
| MEDICINE +0 | NATURE +0 | OCCULTISM +0 |
| PERFORMANCE +2 T | RELIGION +0 | SOCIETY +2 T |
| STEALTH +4 T | SURVIVAL +2 T | THIEVERY +4 T |

*Use the bonus in parentheses for Athletics checks that have the attack trait, including Break Open, Disarm, Grapple, Shove, and Trip.

## FEATS AND ABILITIES

ANCESTRY FEATS: Forlorn

CLASS FEATS: Trap Finder

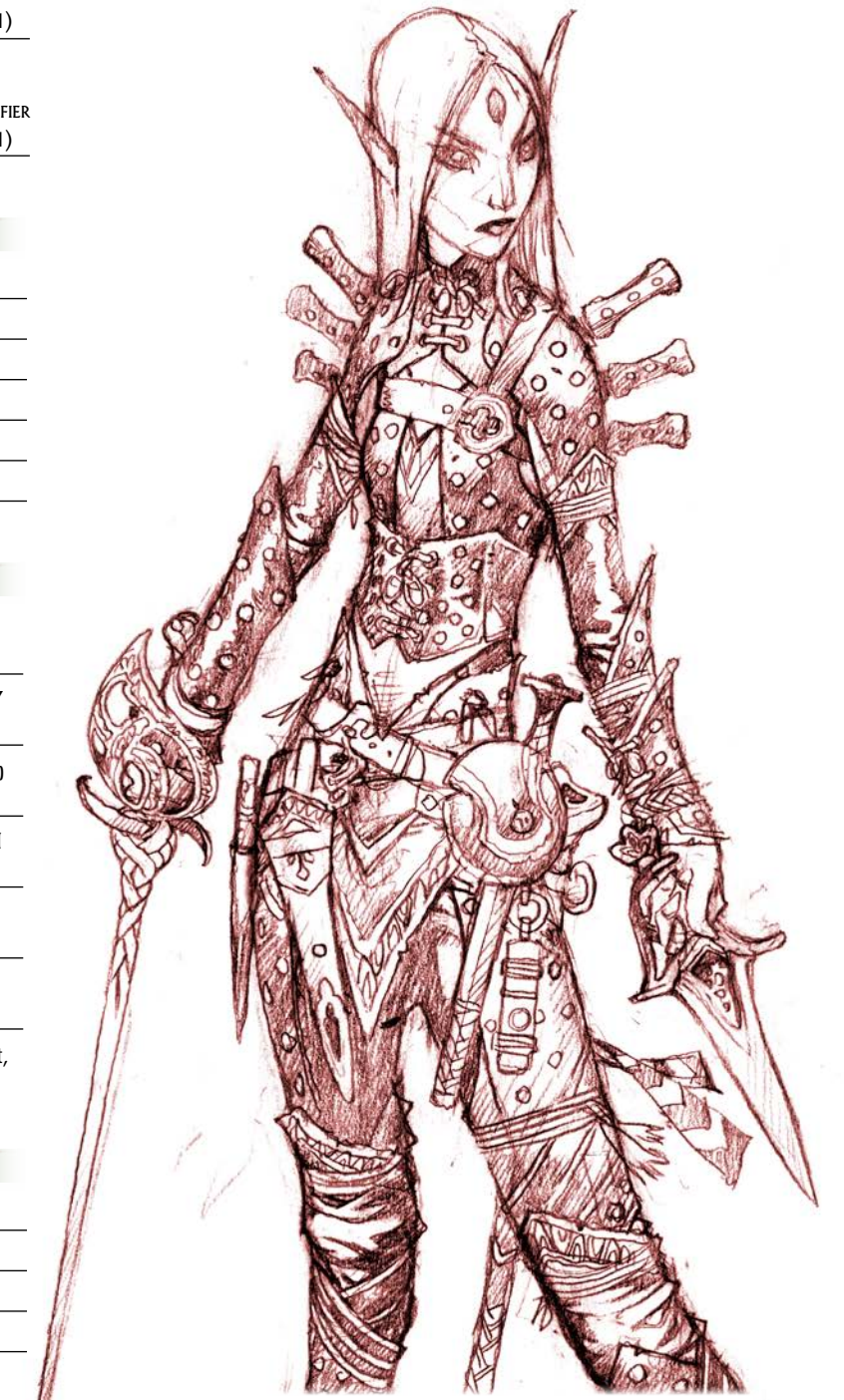
SKILL FEATS: Cat Fall, Pickpocket

CLASS ABILITIES: Finesse Striker, Sneak Attack +1d6, Surprise Attack

## DEFENSES

| HIT POINTS | ARMOR CLASS | TOUCH AC |
|---|---|---|
| 15 | 17 | 15 |

| FORTITUDE | REFLEX | WILL |
|---|---|---|
| +2 | +6 | +3 |



## 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

PATHFINDER PLAYTEST

**CLASS** ROGUE 1

## EQUIPMENT

**BULK** 4.9

**WORN** backpack, ordinary clothing, studded leather armor

**WEAPONS** rapier, daggers (6), sap, shortbow with 10 arrows

**STOWED** bedroll, crowbar (expert), flint and steel, grappling hook, hammer, pitons (5), rations (3 days), rope (silk, 50 feet), sheaths (7), thieves' tools, torches (10), waterskin

**WEALTH** 8 silver, 1 copper

**RESONANCE POINTS** 2

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): On a critical hit, the weapon adds a weapon damage die of the listed size.

**Disarm** (trait): You can use this weapon to attempt disarm checks. If you critically fail the Athletics check, you can drop the weapon to treat it as a normal failure.

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

**Nonlethal** (trait): All attacks with this weapon are nonlethal and are used to knock creatures unconscious instead of kill them.

**Thieves' Tools:** You need these tools 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.

## FEATS AND ABILITIES

Merisiel's feats and abilities are described below. Her Finesse Striker feat is already applied in her character statistics.

**Cat Fall:** You treat all falls as though you had fallen 10 fewer feet.

**Finesse Striker:** When you attack with a one-handed melee weapon that has the agile or finesse trait, you can add your Dexterity modifier to the damage instead of your Strength modifier.

**Forlorn:** Watching your friends age and die fills you with moroseness that girds you against harmful emotions. You gain a +1 circumstance bonus to saves against emotion effects. If you succeed at a saving throw against an emotion effect, treat it as a critical success instead.

**Low-Light Vision:** You can see in dim light as though it were bright light.

**Pickpocket:** You can Palm or Steal Objects that are closely guarded, such as an object in a creature's pocket or a loose ring. You still can't steal objects that are actively wielded or that would be extremely noticeable or time consuming to remove (like worn shoes or armor).

**Sneak Attack:** You can deal additional damage to flat-footed creatures. If you Strike and hit a flat-footed creature with an agile or finesse melee weapon, an agile or finesse unarmed attack, or a ranged attack, you deal 1d6 extra precision damage. For a ranged attack with a thrown weapon, the thrown weapon must also have the agile or finesse trait for sneak attack to apply.

**Surprise Attack:** On the first round of combat, you treat any creatures that haven't acted yet as though they were flat-footed.

**Trap Finder:** You have an intuitive sense that alerts you to the dangers and presence of traps. 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 still get a check to find traps with trained or higher Stealth. You can disable traps as though you had master rank in Thievery.