MERISIEL

PATHFINDER PLAYTEST

ANCESTRY ELF | BACKGROUND STREET URCHIN

CLASS ROGUE 5 | PERCEPTION +8 (EXPERT)

ALIGNMENT CHAOTIC NEUTRAL | SENSES LOW-LIGHT VISION

LANGUAGES COMMON, ELVEN

STRENGTH			DEXTERITY			CONSTITUTION		
STR	14	MODIFIER (+2)	DEX	18	MODIFIER (+4)	CON	14	MODIFIER (+2)

INTELLIGENCE			WISDOM			CHARISMA		
INT	12	MODIFIER (+1)	WIS	14	MODIFIER (+2)	CHA	14	MODIFIER (+2)

ACTIONS

SPEED: 30 feet

MELEE: *+1 rapier* +10 (2d6+4 piercing); deadly 1d8, disarm, finesse

MELEE: dagger +9 (1d4+4 piercing); agile, finesse, thrown 10 feet, versatile S

MELEE: expert sap +8 (1d6+2 bludgeoning [see *doubling rings*]); agile, nonlethal

RANGED: dagger +9 (1d4+2 piercing); agile, finesse, thrown 10 feet, versatile S

RANGED: shortbow +9 (1d6 piercing); deadly 1d10

SKILLS

ACROBATICS +10 E	ARCANA +4	ATHLETICS +7 T
CRAFTING +6 T	DECEPTION +7 T	DIPLOMACY +7 T
INTIMIDATION +7 T	LORE (UNDERWORLD) +6 T	LORE (OTHER) +4
MEDICINE +7 T	NATURE +5	OCCULTISM +4
PERFORMANCE +7 T	RELIGION +5	SOCIETY +6 T
STEALTH +10 E	SURVIVAL +7 T	THIEVERY +10 E

FEATS AND ABILITIES

ANCESTRY FEATS: Forlorn, Nimble

CLASS FEATS: Footpad's Focus, Trap Finder, Quick Draw

GENERAL FEATS: Fleet

SKILL FEATS: Battle Medic, Cat Fall, Charming Liar, Pickpocket, Quick Jump, Quiet Allies

CLASS ABILITIES: Deny Advantage, Finesse Striker, Sneak Attack +2d6, Surprise Attack

*Abilities marked with an asterisk are already reflected in other statistics

DEFENSES

HIT POINTS	ARMOR CLASS	TOUCH AC
56	22	20

FORTITUDE	REFLEX	WILL
+8	+11	+9

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.

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EQUIPMENT

BULK 6, 3L

WORN backpack, clothing, *+1 studded leather armor**

WEAPONS *+1 rapier*, daggers (6), expert sap, shortbow with 10 arrows

STOWED bedroll, *bloodseeker beak* (2), crowbar (expert), disguise kit, *doubling rings**, flint and steel, grappling hook, hammer, healer's tools, *minor healing potions* (3), pitons (5), rations (3 days), rope (silk, 50 feet), sheaths (7), smokestick, thieves' tools (Expert) and replacement picks, torches (3), waterskin

WEALTH 2 gold, 7 silver, 4 copper

RESONANCE POINTS 7 (5 remaining)

The following rules apply to Merisiel's equipment.

Merisiel is assumed to have invested resonance in equipment marked with an asterisk (*) above.

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.

☐ ☐ **Bloodseeker Beak**: (◇ Focus Activation) You may activate this trinket when you deal sneak attack damage with your rapier to add 1d4 persistent bleed damage to the attack. After using the first trinket, you or an ally may spend 1 hour and attempt a DC 11 Craft check to affix the second trinket to your rapier. A failed check does not harm the trinket.

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 with a +1 item bonus. If you critically fail the Athletics check, you can drop the weapon to treat it as a normal failure.

Disguise Kit: You need this kit to set up a disguise in order to Impersonate someone using the Deception skill.

Doubling Rings: Whenever you wield your *+1 rapier*, any melee weapon of at least expert quality wielded in your other hand becomes a *+1 weapon* for as long as you wield it. This increases your sap's damage from 1d6+2 to 2d6+2.

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.

Healer's Tools: You need these tools in order to Administer First Aid, Treat a Disease, or Treat a Poison.

☐ ☐ ☐ **Healing Potion, Minor**: Drinking this potion restores 1d8 hit points.

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

Smokestick: (◆◆ Operate Activation) You create a 5-foot-burst of smoke centered on one corner of your square that grants all creatures in the area concealment for 1 minute or until the smoke is dispersed.

Thieves' Tools (Expert): You need these tools in order to Pick Locks or Disable Devices and gain a +1 item bonus to such checks. If you critically fail a Thievery check using these tools, your picks break, but you can use your set of replacement picks instead.

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.

◆◆ **Battle Medic**: You may attempt a DC 20 Medicine check to attempt to heal yourself or an adjacent ally. On a success, the target regains 1d10+2 Hit Points, on a critical success the target regains 2d10+2 Hit Points, and on a critical failure the target takes 1d10 points of damage. Regardless of the result, the target is bolstered to your use of this ability after the attempt.

Cat Fall: You treat all falls as through you had fallen 25 fewer feet.

Charming Liar: When you get a critical success with the Lie action, the target's attitude towards you improves by 1 step as though you'd succeeded at a Diplomacy check. This works only once per conversation, and the lie must seem to impart important information (trivial or irrelevant lies have no effect.)

Deny Advantage: You aren't flat-footed to sensed, unseen, or flanking creatures of your level or lower; they can still provide allies a flank.

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.

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).

◆◆ **Quick Jump**: You perform a High Jump or Long Jump; you don't perform the initial Stride and don't need to have moved 10 feet.

Quiet Allies: Allies within 30 feet of you reduce their check penalty to Stealth checks from armor by 2.

Sneak Attack: You can deal additional damage to flat-footed creaturea. 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 2d6 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.