

# MERISIEL

ROGUE

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**ANCESTRY** ELF (FORLORN) **BACKGROUND** CRIMINAL

**SPEED** 30 FEET **PERCEPTION** +6 (EXPERT) **LOW-LIGHT VISION**

**ALIGNMENT** CHAOTIC NEUTRAL

**LANGUAGES** COMMON, ELVEN, GNOLL

**STRENGTH** **STR** 14 MODIFIER (+2) **DEXTERITY** **DEX** 18 MODIFIER (+4) **CONSTITUTION** **CON** 12 MODIFIER (+1)

**INTELLIGENCE** **INT** 12 MODIFIER (+1) **WISDOM** **WIS** 12 MODIFIER (+1) **CHARISMA** **CHA** 10 MODIFIER (+0)

## STRIKES

**MELEE** rapier +7 (deadly 1d8, disarm, finesse), 1d6+4 piercing  
dagger +7 (agile, versatile S), 1d4+4 piercing

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

• = TRAINED •• = EXPERT ••• = MASTER

## FEATS AND ABILITIES

**ANCESTRY ABILITIES** Forlorn

**CLASS FEATS** Trap Finder

**SKILL FEATS:** Cat Fall, Experienced Smuggler

**CLASS ABILITIES:** racket (thief), sneak attack +1d6, surprise attack

## DEFENSES

**HIT POINTS** 15 **ARMOR CLASS** 18

**FORTITUDE** +4 **REFLEX** +9 **WILL** +6

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

# PATHFINDER

## EQUIPMENT

**BULK** **Worn:** 4, 3 L; **Stowed:** 1

**WORN** backpack, leather armor, sheath (10), thieves' tools (2 replacement picks), caltrops, dagger (9), *minor healing potion*, rapier, shortbow (10 arrows)

**STOWED** bedroll, crowbar, flint and steel, grappling hook, hammer, piton (5), rations (1 week), rope (50 feet), torch (3), waterskin

**WEALTH** 2 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.

## 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.

**Backpack:** A backpack can hold up to 4 Bulk worth of items. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible. The first 2 Bulk of items stowed in your backpack do not count against your Bulk limits (and are not included in your worn Bulk).

**Caltrops:** You can scatter caltrops in an empty square adjacent to you with an interact action. The first creature the moves into that square must succeed at a DC 14 Acrobatics check or take 1d4 piercing damage and 1 persistent bleed damage. A creature taking persistent bleed damage from caltrops takes a -5 foot penalty to its Speed. Spending an Interact action to pluck the caltrops free reduces the DC to stop the bleeding.

**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.

☐ **Healing Potion, Minor:** Upon drinking this elixir, you regain 1d8 Hit Points.

**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.

## 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.

**Racket (thief):** When you attack with a finesse melee weapon, you can add your Dexterity modifier to damage rolls instead of your Strength modifier.

**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.