

# MERISIEL

ROGUE

5

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

**SPEED** 35 FEET **PERCEPTION** +11 (EXPERT) **LOW-LIGHT VISION**

**ALIGNMENT** CHAOTIC NEUTRAL

**LANGUAGES** COMMON, ELVEN, GNOLL

**STRENGTH** **STR** 16 **MODIFIER** (+3) **DEXTERITY** **DEX** 19 **MODIFIER** (+4) **CONSTITUTION** **CON** 14 **MODIFIER** (+2)

**INTELLIGENCE** **INT** 12 **MODIFIER** (+1) **WISDOM** **WIS** 14 **MODIFIER** (+2) **CHARISMA** **CHA** 10 **MODIFIER** (+0)

## STRIKES

**MELEE:** ♦ +1 striking rapier +14 (deadly 1d8, disarm, finesse), 2d6+4 piercing  
♦ +1 striking dagger +14 (agile, finesse, versatile S), 2d4+4 piercing

**RANGED:** ♦ dagger +13 (agile, thrown 10 feet, versatile S), 1d4+3 piercing  
♦ +1 shortbow +14 (deadly 1d10, range increment 60 feet), 1d6 piercing

## SKILLS

<b>ACROBATICS (DEX)</b> +14 ••	<b>ARCANA (INT)</b> +1	<b>ATHLETICS (STR)</b> +10 •
<b>CRAFTING (INT)</b> +8 •	<b>DECEPTION (CHA)</b> +9 ••	<b>DIPLOMACY (CHA)</b> +0
<b>INTIMIDATION (CHA)</b> +7 •	<b>UNDERWORLD LORE (INT)</b> +8 •	<b>LORE (OTHER: INT)</b> +1
<b>MEDICINE (WIS)</b> +9 •	<b>NATURE (WIS)</b> +2	<b>OCCULTISM (INT)</b> +1
<b>PERFORMANCE (CHA)</b> +0	<b>RELIGION (WIS)</b> +2	<b>SOCIETY (INT)</b> +8 •
<b>STEALTH (DEX)</b> +13 ••	<b>SURVIVAL (WIS)</b> +9 •	<b>THIEVERY (DEX)</b> +13 ••

• = TRAINED •• = EXPERT ••• = MASTER

## FEATS AND ABILITIES

**ANCESTRY ABILITIES:** Ageless Patience, Forlorn

**CLASS FEATS:** Quick Draw, Scout's Warning, Trap Finder

**SKILL FEATS:** Cat Fall, Experienced Smuggler, Nimble Crawl, Streetwise, Terrain Stalker (rubble), Wary Disarmament

**GENERAL FEATS:** Fleet\*

**CLASS ABILITIES:** deny advantage, racket (thief), sneak attack +2d6, surprise attack, weapon tricks

\*Abilities with an asterisk have already been calculated into Merisiel's statistics and do not appear elsewhere.

## DEFENSES

**HIT POINTS** 56 **ARMOR CLASS** 22

**FORTITUDE** +9 **REFLEX** +13 **WILL** +11

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

# PATHFINDER

## EQUIPMENT

**BULK** Worn: 4, 5 L; Stowed: 1, 2 L

**WORN** backpack, bracelet of dashing, doubling rings, leather armor, sheath (10), thieves' tools (2 replacement picks), caltrops, dagger (9), lesser elixir of life, +1 shortbow (10 arrows), +1 striking rapier

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

**WEALTH** 16 gp, 4 sp, 1 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).

☐ **Bracelet of Dashing** This silver bracelet grants you a +1 item bonus to Acrobatics checks (factored into Merisiel's statistics). **Activate** ◆ Command; **Frequency** 1/day; **Effect** You gain a +10-foot status bonus to Speed for 1 minute.

**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.

**Doubling Rings:** When you wield a melee weapon in a hand wearing one of these rings, the weapon's fundamental runes are replicated onto any melee weapon you wield in the hand wearing the other ring. This allows Merisiel to grant a held dagger her rapier's +1 *striking* benefits, though this does not apply to thrown daggers.

☐ **Elixir of Life, Lesser** (alchemical, consumable, elixir, healing) **Activate** ◆ (Interact); **Effect** Upon drinking this elixir, you regain 3d6+6 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 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.

**Ageless Patience:** You can voluntarily spend twice as much time as normal on a Perception check or skill check to gain a +2 circumstance bonus to that check. You also don't treat a natural 1 as worse than usual on these checks; you get a critical failure only if your result is 10 lower than the DC. For example, you could get these benefits if you spent 2 actions to Seek, which normally takes 1 action. You can get these benefits during exploration by taking twice as long exploring as normal, or in downtime by spending twice as much downtime.

The GM might determine that a situation doesn't grant you this benefit, such as if a delay would be directly counterproductive to your success.

**Cat Fall:** You treat falls as 25 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.

**Nimble Crawl:** You can Crawl up to half your speed, instead of 5 feet.

**Quick Draw** ◆ You draw your weapon and attack with the same motion. You Interact to draw a weapon, then Strike with that weapon.

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

**Scout's Warning** ◆ **Trigger** You are about to roll a Perception or Survival check for initiative. **Effect** You visually or audibly warn your allies of danger, granting them each a +1 circumstance bonus to their initiative rolls. Depending on whether you use gestures or call out, this action gains either the visual or auditory trait, respectively.

**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 2d6 precision damage.

**Streetwise:** You can use your Society modifier instead of your Diplomacy modifier to Gather Information. In any settlement you frequent regularly, you can use the Recall Knowledge action with Society to know the same sorts of information that you could discover with Diplomacy to Gather Information.

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

**Terrain Stalker (rubble):** While undetected by all non-allies in rubble terrain, you can Sneak without attempting a Stealth check as long as you move no more than 5 feet and do not move within 10 feet of an enemy at any point during your movement. This also allows you to automatically approach creatures to within 15 feet while Avoiding Notice during exploration as long as they aren't actively Searching or on guard.

**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 needs to meet any other requirements to find the trap). You can disable traps that require a proficiency rank of master in Thievery.

**Wary Disarmament:** If you trigger a device or set off a trap while disarming it, you gain a +2 circumstance bonus to your AC or saving throw against the device or trap. This applies only to attacks or effects triggered by your failed check, not to later ones (like from a complex hazard).

**Weapon Tricks:** When you critically succeed at an attack against a flat-footed target while using an agile or finesse simple weapon (or your rapier or shortbow) you gain an additional benefit

**Dagger:** The target takes 1d6 persistent bleed damage.

**Rapier:** The target becomes flat-footed until the start of your next turn.

**Shortbow:** If the target is adjacent to a surface, it's immobilized and must spend an Interact action to attempt a DC 10 Athletics check to free itself.

**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.