

MERISIEL

ROGUE 1

ANCESTRY	ELF (WHISPER)	BACKGROUND	CRIMINAL
SPEED	30 FEET	PERCEPTION	+7 (EXPERT)
SENSES	LOW-LIGHT VISION		
LANGUAGES	COMMON, ELVEN	CLASS DC	17
STRENGTH	DEXTERITY	CONSTITUTION	
STR +1	DEX +4	CON +1	
INTELLIGENCE	WISDOM	CHARISMA	
INT +0	WIS +2	CHA +1	

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	15	18
FORTITUDE	REFLEX	WILL
+4	+9	+7

STRIKES

MELEE	<ul style="list-style-type: none"> ◆ rapier +7 [+2/-3] (deadly 1d8, disarm, finesse), 1d6+4 piercing ◆ dagger +7 [+3/-1] (agile, versatile S), 1d4+4 piercing
RANGED	<ul style="list-style-type: none"> ◆ dagger +7 [+3/-1] (agile, thrown 10 feet, versatile S), 1d4 +1 piercing ◆ shortbow +7 [+2/-3] (deadly 1d10, range increment 60 feet), 1d6 piercing

SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+7 ●	+0	+4 ●
CRAFTING (INT)	DECEPTION (CHA)	DIPLOMACY (CHA)
+3 ●	+4 ●	+1
INTIMIDATION (CHA)	UNDERWORLD LORE (INT)	LORE (OTHER; INT)
+4 ●	+3 ●	+0
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
+5 ●	+2	+0
PERFORMANCE (CHA)	RELIGION (WIS)	SOCIETY (INT)
+1	+2	+3 ●
STEALTH (DEX)	SURVIVAL (WIS)	THIEVERY (DEX)
+7 ●	+5 ●	+7 ●

● = TRAINED ●● = EXPERT ●●● = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES	Forlorn, low-light vision, whisper elf
CLASS FEATS	Trap Finder
SKILL FEATS	Cat Fall, Experienced Smuggler
CLASS ABILITIES	racket (thief), sneak attack +1d6, surprise attack

EQUIPMENT

BULK	Worn: 5, 4 L; Maximum: 6 Bulk
WORN	backpack, leather armor, thieves' toolkit (2 replacement picks), caltrops, dagger (9), rapier, shortbow (10 arrows)
STOWED	bedroll, chalk (10 pieces), crowbar, flint and steel, grappling hook, hammer, piton (5), rations (2 weeks), rope (50 feet), torch (5), waterskin
WEALTH	5 sp, 5 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.

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.

Piton: These small spikes can be used as anchors to make climbing easier. To affix a piton, you must hold it in one hand and use a hammer to drive it in with your other hand. You can attach a rope to the hammered piton so that you don't fall all the way to the ground on a critical failure while Climbing.

Thieves' Toolkit: You need these tools in order to Pick Locks or Disable Devices. If your thieves' toolkit is broken, you can repair it by replacing the lock picks with replacement picks; this doesn't require using the Repair action. If you wear your thieves' toolkit, you can draw and replace it as part of the action that uses it.

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—whichever is higher—as the result of your die roll, adding it to your Stealth modifier to determine your Stealth check result. This provides no benefits when a creature attempts a Perception check while actively searching 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 off-guard 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: On the first round of combat, if you roll Deception or Stealth for initiative, creatures that haven't acted are off-guard 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 gain a +2 circumstance bonus when using the Seek action to find hidden or undetected creatures within 30 feet of you. When you target an opponent that is concealed from you or hidden from you, reduce the DC of the flat check to 3 for a concealed target or 9 for a hidden one. This benefit doesn't apply if you can't hear or if the creature is incapable of making sound (for example, if it's affected by a *silence* spell).