

MERISIEL

ROGUE 5

ANCESTRY	ELF (WHISPER)	BACKGROUND	CRIMINAL
SPEED	35 FEET	PERCEPTION	+11 (EXPERT)
SENSES	LOW-LIGHT VISION		
LANGUAGES	COMMON, ELVEN	CLASS DC	21
STRENGTH	DEXTERITY	CONSTITUTION	
STR +2	DEX +4	CON +2	
INTELLIGENCE	WISDOM	CHARISMA	
INT +0	WIS +3	CHA +1	

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	56	22
FORTITUDE	REFLEX	WILL
+9	+13	+12

Merisiel's Forlorn, Trap Finder, and Wary Disarmament feats grant her situational bonuses on saving throws. See page 2 for more details.

STRIKES

MELEE	<ul style="list-style-type: none"> +1 striking rapier +14 [+9/+4] (deadly 1d8, disarm, finesse), 2d6+4 piercing +1 striking dagger +14 [+10/+6] (agile, finesse, versatile S), 2d4+4 piercing
RANGED	<ul style="list-style-type: none"> dagger +13 [+9/+5] (agile, thrown 10 feet, versatile S), 1d4+2 +1 shortbow +14 [+9/+4] (deadly 1d10, range 60 feet), 1d6 piercing

SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+14 ●●	+0	+9 ●
CRAFTING (INT)	DECEPTION (CHA)	DIPLOMACY (CHA)
+7 ●	+10 ●●	+1
INTIMIDATION (CHA)	UNDERWORLD LORE (INT)	LORE (OTHER; INT)
+8 ●	+7 ●	+0
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
+10 ●	+3	+0
PERFORMANCE (CHA)	RELIGION (WIS)	SOCIETY (INT)
+1	+3	+7 ●
STEALTH (DEX)	SURVIVAL (WIS)	THIEVERY (DEX)
+13 ●●	+10 ●	+13 ●●

● = TRAINED ●● = EXPERT ●●● = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES	Ageless Patience, Forlorn, low-light vision, whisper elf
CLASS FEATS	Quick Draw ♦, Scout's Warning ♦, Trap Finder
GENERAL FEATS	Fleet*
SKILL FEATS	Cat Fall, Experienced Smuggler, Nimble Crawl, Streetwise, Terrain Stalker (rubble), Wary Disarmament
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.

EQUIPMENT

BULK	Worn: 5, 7 L; Maximum: 7 Bulk
WORN	backpack, bracelet of dashing, caltrops, dagger (9), doubling rings, minor healing potion (2), leather armor, +1 striking rapier, +1 shortbow (10 arrows), thieves' toolkit (2 replacement picks)
STOWED	bedroll, crowbar, flint and steel, grappling hook, hammer, piton (5), rations (2 weeks), rope (50 feet), soap, torch (3), waterskin
WEALTH	7 sp



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 jangling, silver bracelet grants you a +1 item bonus to Acrobatics checks (factored into Merisiel's statistics). **Activate—Jangling Dash**  (concentrate) **Frequency** once per 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.

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.

☐ ☐ **Healing Potion, Minor** (consumable, healing, magical, potion, vitality) **Usage** held in 1 hand; **Activate**  (manipulate) **Effect** A healing potion is a vial of a ruby-red liquid that imparts a tingling sensation as the drinker's wounds heal rapidly. When you drink a healing potion, you regain 1d8 Hit Points.

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.

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.

Deny Advantage: You aren't off-guard to hidden, undetected, or flanking creatures of your level or lower, or creatures of your level or lower using surprise attack. However, they can still help their allies flank.


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 effect, 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 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 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 off-guard 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 an off-guard target while using an agile or finesse weapon or an agile or finesse unarmed attack, you apply the listed critical specialization effect for that weapon or unarmed attack.

Dagger: The target takes 1d6 persistent bleed damage. You gain an item bonus to this bleed damage equal to the weapon's item bonus to attack rolls.

Rapier: The target becomes off-guard 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 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).