

# ROGUE (LEVEL 4)

*Never the sharpest knife in the drawer, Merisiel makes up for this by carrying at least a dozen of them on her person at any given time.*

## MERISIEL

Female elf rogue 4

CN Medium humanoid (elf)

**Init** +6; **Senses** low-light vision; Perception +10

## DEFENSE

**AC** 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 dodge)

**hp** 35 (4d8+12)

**Fort** +4, **Ref** +9, **Will** +3; +2 vs. enchantment

**Defensive Abilities** evasion, trap sense +1, uncanny dodge;

**Immune** sleep

## OFFENSE

**Speed** 30 ft.

**Melee** +1 rapier +8 (1d6+3/18–20)

**Ranged** dagger +7 (1d4+2/19–20)

**Special Attacks** sneak attack +2d6

## STATISTICS

**Str** 15, **Dex** 18, **Con** 12, **Int** 10, **Wis** 12, **Cha** 10

**Base Atk** +3; **CMB** +5; **CMD** 20

**Feats** Dodge\*, Point-Blank Shot, Toughness\*, Weapon Finesse\*

**Skills** Acrobatics +11, Climb +9, Disable Device +13, Escape Artist +11, Knowledge (local) +7, Perception +10 (+12 to locate traps), Sleight of Hand +11, Stealth +11

**Traits** forlorn\*, reactionary\*

**Languages** Common, Elven

**SQ** elven magic\*, rogue talents (combat trick\*, finesse rogue\*), trapfinding\* +2, weapon familiarity\*

**Combat Gear** oil of keen edge, potions of cure light wounds (2), potion of invisibility, potion of jump, acid flask, alchemist's fire, tanglefoot bag; **Other Gear** +1 studded leather, +1 rapier, daggers (12), cloak of resistance +1, universal solvent, backpack, hooded lantern, oil (5), masterwork thieves' tools, silk rope (50 ft.), 31 gp

\* The effects of this ability are already calculated into Merisiel's statistics.

## SPECIAL ABILITIES

**Sneak Attack:** If Merisiel can catch an opponent when it is unable to defend itself effectively from her attack, she can strike a vital spot for extra damage. Her attack deals an additional 2d6 points of damage anytime her target would be denied a Dexterity bonus to AC, or when she flanks her target. Should Merisiel score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

**Evasion** If Merisiel makes a successful Reflex saving throw against an effect that would normally deal half damage on a successful save, she instead takes no damage. If she is helpless, she does not gain the benefit of evasion.

**Point-Blank Shot** Merisiel gains a +1 bonus on attack and damage rolls on ranged attacks against targets up to 30 feet away.

**Trap Sense** Merisiel gains a +1 bonus on Reflex saving throws to avoid the effects of traps and a +1 dodge bonus to AC against attacks made by traps.

**Trapfinding** Merisiel gains a +2 bonus on Perception checks to locate traps and on Disable Device checks. She can use Disable Device to disarm magic traps.

**Uncanny Dodge** Merisiel cannot be caught flat-footed, nor does she lose her Dexterity bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if she is immobilized or if an opponent successfully uses the feint action against her.

The elves have a name for elven children unfortunate enough to be born and raised in human society—the Forlorn. Merisiel is one of these, born in the Varisian city of Magnimar to elven parents who were either unable or unwilling to raise a child on their own. Merisiel's parents left her in the care of the city's temple to Calistria. The priests raised her as a ward of the temple, but she had little patience for teachers and prayer. Eventually, she left and spent many years on the streets of Magnimar, earning a living as a freelance thief. When her growing reputation as a pincher became inconvenient, she decided to seek out new settlements to explore and enjoy.

Merisiel became a master at stowing away on ships, talking her way out of trouble, and finding her way in new societies. She's called dozens of cities home, leaving one for another when her companions have outgrown her or she's outlived them. Life has been hard for Merisiel, made more so by the fact that she's always found it difficult to master skills that come easily to her companions. Faced often with situations where a quick tongue or stealth won't suffice to keep her out of trouble, Merisiel has taken to carrying a dozen knives. When things go wrong with her carefully laid plans (as they almost always seem to do), the knives come out. To date, Merisiel hasn't met a problem that can't, in one way or another, be solved with a blade.

Merisiel's life experiences have taught her to enjoy things to their fullest as they occur—it's impossible to tell when the good times might end. She's open and expressive, always on the move and working on her latest batch of plots to make easy money. In the end, it comes down to being faster than everyone else—either on her feet or with her beloved blades. She wouldn't have it any other way.



**"If I've got a big problem, I cut it into smaller pieces and most of the time that solves it!"**