Merisiel
the Rogue

About Merisiel

Merisiel is an elf who grew up as an orphan among humans. She is a master at stowing away on ships and has called dozens of cities home, leaving one place for another after her human companions grew old and she stayed young. Merisiel has never met a problem that couldn't be solved with a knife in one way or another. But when stabbing's not the best solution, she makes up for it by being incredibly agile and skilled with small objects, such as lockpicks. Merisiel's life experiences have taught her to enjoy things in the moment and to their fullest—it's impossible to tell when the good times might end. She's open and expressive with her thoughts and emotions, and while she's always on the move and working on her latest batch of schemes for easy money, in the end all her plots come down to being faster than everyone else—either on her feet, or with her beloved blades. She wouldn't have it any other way.
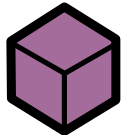
PLAY A ROGUE IF YOU WANT TO...

• Sneak up on foes to deal more damage

• Steal things without being seen

• Excel at a variety of skills

DICE

- d4 (yellow triangle)
- d6 (purple cube)
- d8 (orange)
- d10 (green)
- d12 (blue)
- d20 (red)

ACTIONS

- ◆ One Action
- ◆◆ Two Actions
- ◆◆◆ Three Actions
- ↻ Reaction

PROFICIENCY

- UNTRAINED 0
- TRAINED 2 + level
- EXPERT 4 + level

CHARACTER NAME
Merisiel

PRONOUNS She/her
PLAYER NAME

L LEVEL 1
XP

A — ANCESTRY
Elf
HERITAGE Whisper Elf
ANCESTRY ABILITY
Low-Light Vision (facing page)
Whisper Elf (facing page)

B — BACKGROUND
Criminal
BACKGROUND ABILITY
Subtle Theft: Enemies are less likely to detect you when you Steal (facing page).

C — CLASS
Rogue
CLASS ABILITIES (LEVEL 1)
See the facing page for your special actions and abilities.
Sneak Attack 1d6: Add 1d6 damage against off-guard enemies.
Surprise Attack: Enemies are off-guard to you on the first turn of combat.
Thief: Use Dex instead of Str for some melee damage rolls.
Trap Spotter: +1 Perception to find traps and to AC and saves against traps.

D — ATTRIBUTE MODIFIERS
STRENGTH	+1	STR
DEXTERITY	+4	DEX
CONSTITUTION	+1	CON
INTELLIGENCE	+1	INT
WISDOM	+2	WIS
CHARISMA	+0	CHA

E — HIT POINTS
MAXIMUM 15
CURRENT
Dying ○○○○
Wounded

F — SPEED
30 FEET
STRIDE ◆ (move)
Move up to your Speed

G — SKILLS

Skill	Total		Attr		Prof		Armor
ACROBATICS (T/E)	+7	=	4 DEX	+	3 PROF	-	0 ARMOR
ARCANA (T/E)	+1	=	1 INT	+	0 PROF		
ATHLETICS (T/E)	+4	=	1 STR	+	3 PROF	-	0 ARMOR
CRAFTING (T/E)	+4	=	1 INT	+	3 PROF		
DECEPTION (T/E)	+3	=	0 CHA	+	3 PROF		
DIPLOMACY (T/E)	+3	=	0 CHA	+	3 PROF		
INTIMIDATION (T/E)	+3	=	0 CHA	+	3 PROF		
LORE (T/E) Underworld	+4	=	1 INT	+	3 PROF		
MEDICINE (T/E)	+5	=	2 WIS	+	3 PROF		
NATURE (T/E)	+2	=	2 WIS	+	0 PROF		
OCCULTISM (T/E)	+1	=	1 INT	+	0 PROF		
PERFORMANCE (T/E)	+0	=	0 CHA	+	0 PROF		
RELIGION (T/E)	+2	=	2 WIS	+	0 PROF		
SOCIETY (T/E)	+4	=	1 INT	+	3 PROF		
STEALTH (T/E)	+7	=	4 DEX	+	3 PROF	-	0 ARMOR
SURVIVAL (T/E)	+5	=	2 WIS	+	3 PROF		
THIEVERY (T/E)	+7	=	4 DEX	+	3 PROF	-	0 ARMOR

SKILL NOTES

H — PERCEPTION
+7 = 2 WIS + 5 PROF (T/E)
SENSES AND NOTES
Low-Light Vision (facing page)
Whisper Elf (facing page)

I — SAVING THROWS
	Total		Attr		Prof		
FORTITUDE	+4	=	1 CON	+	3 PROF	(T/E)	
REFLEX	+9	=	4 DEX	+	5 PROF	(T/E)	
WILL	+7	=	2 WIS	+	5 PROF	(T/E)	

NOTES

J — DEFENSES

Armor Class AC 18
Armor Proficiencies
Unarmored (T/E) Light (T/E) Medium (T/E) Heavy (T/E)

Shield +
Hardness
HP
Max HP / BT

10 + 4 + 3 + 1
Base Dex* Prof Item
* Use armor's Dex cap if lower

K — WEAPONS AND ATTACKS

WEAPON PROFICIENCIES
Simple (T/E) Martial (T/E) Fist (T/E)

Other Weapon Proficiencies (T/E)
longbow, longsword, rapier, shortbow, shortsword

MELEE WEAPON Rapier
ATTACK +7 = 4 DEX + 3 PROF (T/E)
DAMAGE 1d6 DIE + 4 DEX
□ BLUDGEONING ■ PIERCING □ SLASHING
TRAITS deadly d8, finesse

MELEE WEAPON Shortsword
ATTACK +7 = 4 DEX + 3 PROF (T/E)
DAMAGE 1d6 DIE + 4 DEX
□ BLUDGEONING ■ PIERCING □ SLASHING
TRAITS agile, finesse, versatile S

RANGED WEAPON Dagger
ATTACK +7 = 4 DEX + 3 PROF (T/E)
DAMAGE 1d4 DIE + 1 STR (thrown) PIERCING
RANGE INC. 10 FEET RELOAD 1
TRAITS agile, finesse, versatile S
AMMO

M — IS ON THE FACING PAGE ➤

YOUR CHARACTER SHEET

This character sheet has all the statistics, abilities, spells, and equipment for playing Merisiel the rogue. Take a **reference card** from the box for details on rolls, DCs, and actions. The **action counters** can help you track your actions. Each portion of the character sheet has a letter code. You can find out more about what they mean below. For statistics, a higher number is always better.

A — ANCESTRY
You have acute hearing due to being an elf.

B — BACKGROUND
As a criminal, you learned about organized crime, giving you the Underworld Lore skill, and got the Subtle Theft ability.

C — CLASS
You're a rogue, which gives you extra skills and the abilities listed here.

D — ATTRIBUTE MODIFIERS
These numbers represent your basic physical and mental capabilities. They're used to determine your other statistics.

E — HIT POINTS
You can take 15 damage before being knocked out. Healing can restore lost Hit Points, but your Hit Points can't go above this maximum.

F — SPEED
When you use the Stride action, you move up to 30 feet.

G — SKILLS
Skills are things anyone can do, like climb using Athletics or try to remember something using Nature. For a skill check, roll a 20-sided die (d20) and add the skill statistic (in the leftmost box).

H — PERCEPTION
You use this ability to try to find things using your senses. For a Perception check, roll a 20-sided die (d20) and add the Perception statistic (the number in the magnifying glass).

I — SAVING THROWS
To resist some spells, poisons, and other dangers, you need to make a saving throw. Roll a 20-sided die (d20) and add one of three saving throw statistics determined by the effect you're rolling against: Fortitude, Reflex, or Will.

J — DEFENSES
Your Armor Class represents how hard it is for enemies to hit you. As a rogue, you can wear light armor.

K — WEAPONS AND ATTACKS
You can make a melee or ranged attack with the Strike action (see your reference card). Roll a 20-sided die (d20), add the attack statistic, and compare it to the target's AC.

L — LEVEL
You're a 1st-level rogue. As you gain Experience Points in adventures, you can track it in the XP box.

M — EQUIPMENT

backpack	healer's toolkit	shortsword
bedroll	leather armor	soap
chalk (10 pieces)	rapier	thieves' toolkit
dagger	rations (2 weeks)	torches (5)
flint and steel	replacement picks (3 sets)	waterskin
grappling hook	rope (50 feet)	1 gold piece (gp)

Low-Light Vision
You can see as well in dim light as in bright light.

Sneak Attack 1d6
You deal an extra 1d6 damage to off-guard creatures when you Strike them with a fist, a melee weapon with the agile or finesse trait, a thrown dagger, or a ranged weapon. You can make a creature off-guard using the surprise attack ability, if you're using Stealth, or if they're flanked between you and your ally.

Subtle Theft
Others take a –2 to their Perception DC when you Steal. If you Create a Diversion, you can Steal something before the end of your turn without being seen by the creature you diverted.

Surprise Attack
On the first round of a combat encounter, if you rolled the Stealth skill for your initiative roll, creatures that haven't acted yet are off-guard against your attacks.

Thief
You can add Dexterity instead of Strength on damage rolls with melee weapons that have the finesse trait (like your rapier, dagger, and shortsword).

Trap Spotter
You gain a +1 circumstance bonus to Perception checks to find traps, to AC against traps, and to saving throws against traps. Even if you aren't Searching, the GM rolls a secret check to see if you find any traps where you are.

Whisper Elf
You have a +2 circumstance bonus to Perception to hear creatures within 30 feet.