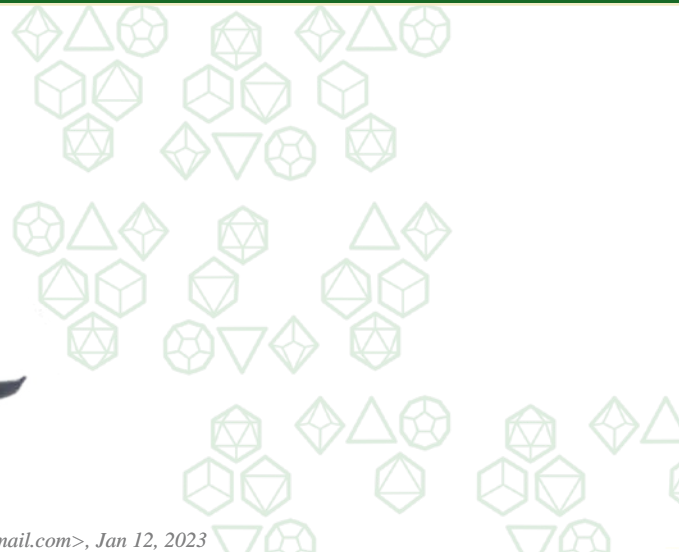




MERISIEL THE ROGUE

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



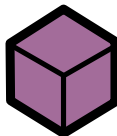
PATHFINDER

BEGINNER BOX

DICE



d4



d6



d8



d10



d12



d20

ACTIONS



One Action



Two Actions



Three Actions



Reaction

PROFICIENCY

UNTRAINED
0

TRAINED
2 + level

EXPERT
4 + level

CHARACTER NAME

Merisiel

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).

D ABILITY MODIFIERS

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

E HIT POINTS

MAXIMUM	CURRENT
15	

NOTES

F SPEED

30 FEET

STRIDE \blacklozenge (move)
Move up to your Speed

G SKILLS

ACROBATICS	+7	4	3	0
		DEX	PROF	ARMOR
ARCANA	+1	1	0	
		INT	PROF	
ATHLETICS	+4	1	3	0
		STR	PROF	ARMOR
CRAFTING	+4	1	3	
		INT	PROF	
DECEPTION	+3	0	3	
		CHA	PROF	
DIPLOMACY	+3	0	3	
		CHA	PROF	
INTIMIDATION	+3	0	3	
		CHA	PROF	
LORE	+4	1	3	
		INT	PROF	

Underworld

MEDICINE	+5	2	3	
		WIS	PROF	
NATURE	+2	2	0	
		WIS	PROF	
OCCULTISM	+1	1	0	
		INT	PROF	
PERFORMANCE	+0	0	0	
		CHA	PROF	
RELIGION	+2	2	0	
		WIS	PROF	
SOCIETY	+4	1	3	
		INT	PROF	
STEALTH	+7	4	3	0
		DEX	PROF	ARMOR
SURVIVAL	+5	2	3	
		WIS	PROF	
THIEVERY	+7	4	3	0
		DEX	PROF	ARMOR

SKILL NOTES

CHARACTER SHEET

PRONOUNS

She/her

ALIGNMENT

Chaotic neutral

L LEVEL

1

PLAYER NAME

XP

C CLASS

Rogue

CLASS ABILITIES
(LEVEL 1)

See the facing page for your special actions and abilities.
Sneak Attack 1d6: Add 1d6 damage against flat-footed enemies.
Surprise Attack: Enemies are flat-footed 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.

H PERCEPTION

$$+7 = 2 + 5$$

WIS PROF

SENSES AND NOTES
Low-Light Vision (facing page)
Whisper Elf (facing page)

I SAVING THROWS

FORTITUDE	+4	1	3	
		CON	PROF	
REFLEX	+9	4	5	
		DEX	PROF	
WILL	+7	2	5	
		WIS	PROF	

NOTES

J DEFENSES

ARMOR	Unarmored Defense	Light
PROFICIENCIES	Medium	Heavy
AC	18	
	10 + 4 + 3 + 1 + 0	
	DEX or DEX CAP PROF ITEM OTHER	
NOTES		

K WEAPONS AND ATTACKS

WEAPON PROFICIENCIES	Simple	Martial	Fist
Other Weapon Proficiencies	longbow, longsword, rapier, shortbow, shortsword		
MELEE WEAPON	Rapier		
DAMAGE	1d6 + 4		
	DIE DEX		
TRAITS	deadly d8, finesse		
MELEE WEAPON	Shortsword		
DAMAGE	1d6 + 4		
	DIE DEX		
TRAITS	agile, finesse, versatile S		
RANGED WEAPON	Dagger		
DAMAGE	1d4 + 1		
	DIE STR (thrown)		
TRAITS	agile, finesse, versatile S		

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 ABILITY 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 tools	shortsword
bedroll	leather armor	soap
chalk (10 pieces)	rapier	thieves' tools
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 flat-footed 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 flat-footed 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 flat-footed against your attacks.

Thief

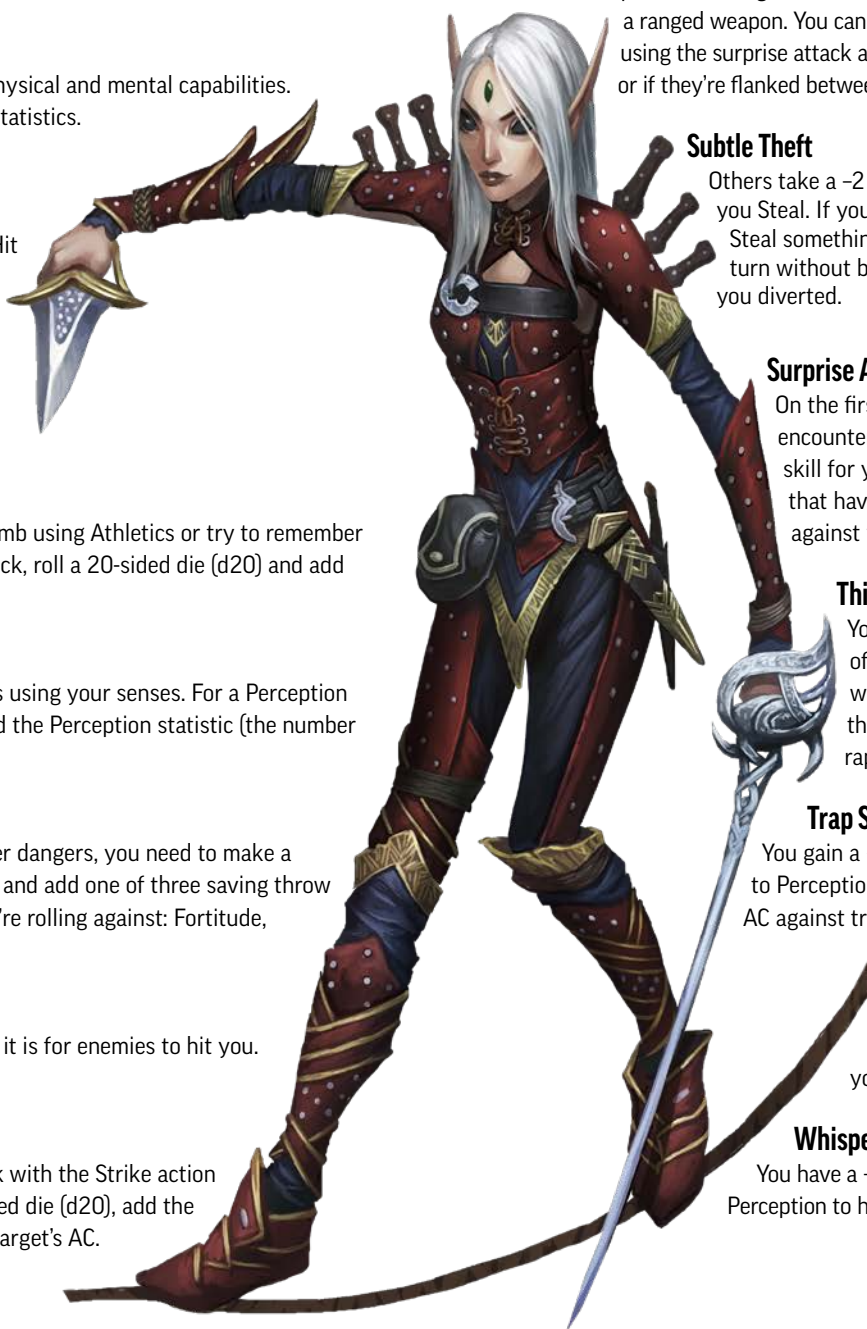
You can add Dexterity instead of Strength on damage rolls with melee weapons that have the finesse trait (like your rapier, dagger, and shortsword).

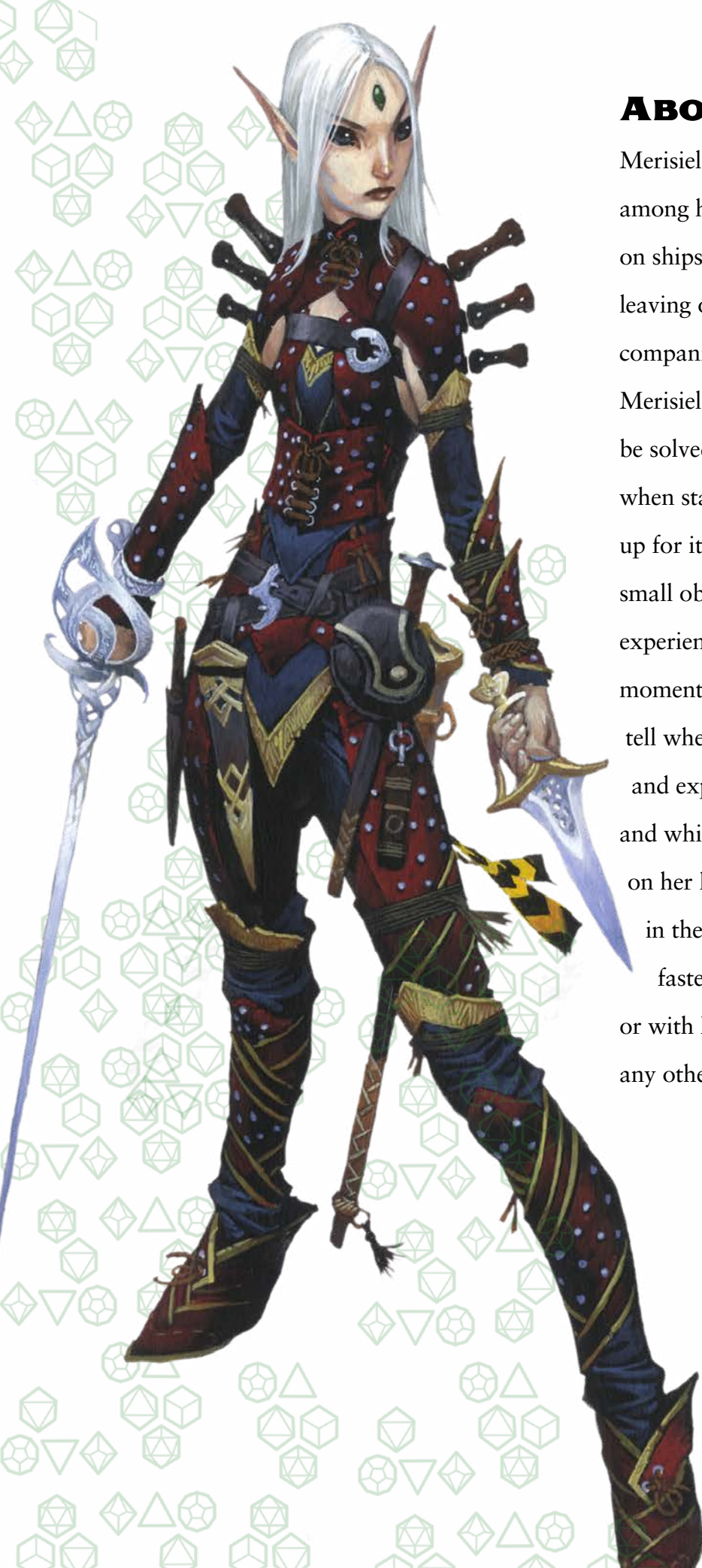
Trap Spotter

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.





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.