

ROGUE (LEVEL 1)

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 1

CN Medium humanoid (elf)

Init +6; **Senses** low-light vision; Perception +7

DEFENSE

AC 17, touch 14, flat-footed 13 (+3 armor, +4 Dex)

hp 10 (1d8+2)

Fort +2, **Ref** +6, **Will** +1; +2 vs. enchantment

Immune sleep

OFFENSE

Speed 30 ft.

Melee rapier +4 (1d6+2/18-20)

Ranged dagger +4 (1d4+2/19-20)

Special Attacks sneak attack +1d6

STATISTICS

Str 14, **Dex** 18, **Con** 12, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +0; **CMB** +2; **CMD** 16

Feats Weapon Finesse*

Skills Acrobatics +7, Climb +5, Disable Device +8, Escape Artist +7, Knowledge (local) +4, Perception +7 (+8 to locate traps), Sleight of Hand +8, Stealth +7; **Armor Check Penalty** -1

Traits forlorn*, reactionary*

Languages Common, Elven

SQ elven magic*, keen senses*, trapfinding* +1, weapon familiarity

Combat Gear acid, alchemist's fire; **Other Gear** studded leather, daggers (6), rapier, backpack, hooded lantern, oil (5), silk rope (50 ft.), thieves' tools, 13 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 1d6 points of damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), 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.

Elven Immunities Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Forlorn Having lived outside of traditional elf society for much of her life, Merisiel knows the world can be cruel, dangerous, and

unforgiving of the weak. She gains a +1 trait bonus on Fortitude saving throws.

Keen Senses Elves receive a +2 racial bonus on Perception checks.

Low-Light Vision As an elf, Merisiel can see twice as far as humans in conditions of dim light.

Reactionary Merisiel is quick on her feet, and gains a +2 trait bonus on initiative checks.

Trapfinding Merisiel gains a +1 bonus on Perception checks to locate traps and on Disable Device checks. She can use Disable Device to disarm magic traps.

Weapon Familiarity Elves are proficient with longbows, longswords, rapiers, and shortbows, and treat any weapon with the word "elven" in its name as a martial weapon.

Weapon Finesse With a light weapon, rapier, whip, or spiked chain, Merisiel uses her Dexterity modifier instead of her Strength modifier on attack rolls.

Armor Check Penalty Merisiel's armor weighs her down when she attempts physical tasks. She takes a -1 penalty on skill checks with Dexterity- and Strength-based skills. This penalty is already calculated into the skills listed in her statistics.

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. Her parents left her in the care of Varisia's temple to Calistria. The priests raised her, but she had little patience for teachers and prayer. Eventually, she left and spent 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. 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!"

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.



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ROGUE (LEVEL 7)

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 7

CN Medium humanoid (elf)

Init +11; **Senses** low-light vision; Perception +13

DEFENSE

AC 23, touch 17, flat-footed 17 (+5 armor, +1 deflection, +5 Dex, +1 dodge, +1 shield)

hp 59 (7d8+21)

Fort +5, **Ref** +11, **Will** +4; +2 vs. enchantment

Defensive Abilities evasion, trap sense +2, uncanny dodge; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee +1 keen rapier +11 (1d6+3/15–20)

Ranged dagger +10 (1d4+2/19–20)

Special Attacks sneak attack +4d6

STATISTICS

Str 15, **Dex** 20, **Con** 12, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +7; **CMD** 24

Feats Dodge*, Improved Initiative*, Mobility, Point-Blank Shot, Toughness*, Weapon Finesse*

Skills Acrobatics +20, Climb +12, Disable Device +17, Escape Artist +15, Knowledge (local) +10, Perception +13 (+16 to locate traps), Sleight of Hand +15, Stealth +15

Traits forlorn*, reactionary*

Languages Common, Elven

SQ rogue talents (combat trick*, fast stealth, finesse rogue*), trapfinding* +3, elven magic*, weapon familiarity*

Combat Gear *potion of cure serious wounds*, *potion of invisibility*, acid flask, alchemist's fire, tanglefoot bag; **Other Gear** +2 studded leather, masterwork buckler, +1 keen rapier, daggers (12), *cloak of resistance* +1, *belt of incredible dexterity* +2, *boots of elvenkind*, *ring of protection* +1, *universal solvent*, backpack, hooded lantern, oil (5), masterwork thieves' tools, silk rope (50 ft.), 14 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 4d6 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.

Fast Stealth Merisiel can move at full speed without penalty when using Stealth.

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 +2 bonus on Reflex saving throws to avoid the effects of traps and a +2 dodge bonus to AC against attacks made by traps.

Trapfinding Merisiel gains a +3 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 Dex 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.

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