

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. enchantments

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 +7, Escape Artist +7, Knowledge (local) +4, Perception +7, Sleight of Hand +8, Stealth +7;

Armor Check –1

Traits Forlorn, Reactionary

Languages Common, Elven

SQ trapfinding +1, elven magic, weapon familiarity

Combat Gear acid flask, alchemist's fire; **Other Gear** studded leather, daggers (6), rapier, backpack, hooded lantern, oil (5), silk rope (50 ft.), thieves' tools, 13 gp

SPECIAL ABILITIES

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, which has already been included in her stats.

Keen Senses: Elves receive a +2 racial bonus on Perception skill checks, which has already been calculated into her statistics.

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, which has already been calculated into her stats.

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.



“If I’ve got a big problem, I cut it into smaller pieces and most of the time that solves it!”

Trapfinding: Merisiel adds +1 to Perception skill checks made to locate traps and to Disable Device skill 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. This bonus has already been applied to her statistics.

Just over a century old—still an adolescent as her people count age—Merisiel’s already grown used to watching her friends grow old. She’s open and expressive with her thoughts and emotions, and never hesitates to make them known when things go wrong—which they often do. As a Pathfinder, her mercurial personality can grate on her allies, but her “quiet” skills and quick knifeplay more than make up for 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 33 (4d8+12)

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

Defensive Abilities evasion, trap sense +1, uncanny dodge; **Immune** magic sleep effects

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, Sleight of Hand +11, Stealth +11; **Armor Check** 0

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), silk rope (50 ft.), masterwork thieves' tools, 31 gp

SPECIAL ABILITIES

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 receives a +1 bonus on attack and damage rolls on ranged attacks up to ranges of 30 feet.

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.



“If I’ve got a big problem, I cut it into smaller pieces and most of the time that solves it!”

Trap Sense Merisiel receives a +1 bonus on Reflex saves made to avoid the effects of traps and a +1 dodge bonus to AC against attacks made by traps.

Trapfinding: Merisiel adds +2 to Perception skill checks made to locate traps and to Disable Device skill 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 immobilized or if an opponent successfully uses the feint action against her.

* The effects of this ability have already been calculated into Merisiel's statistics.

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ROGUE (LEVEL 7)



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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 56 (7d8+21)

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

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

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, Sleight of Hand +15, Stealth +15; **Armor Check** 0

Traits Forlorn (*Advanced Player's Guide* 331)*, 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), silk rope (50 ft.), masterwork thieves' tools, 14 gp

SPECIAL ABILITIES

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 when using the Stealth skill without penalty.

Point Blank Shot Merisiel receives a +1 bonus on attack and damage rolls on ranged attacks up to ranges of 30 feet.

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



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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.

Trap Sense Merisiel receives a +2 bonus on Reflex saves made to avoid the effects of traps and a +2 dodge bonus to AC against attacks made by traps.

Trapfinding: Merisiel adds +3 to Perception skill checks made to locate traps and to Disable Device skill 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 immobilized or if an opponent successfully uses the feint action against her.

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