Merisiel

Player: Heath M
Rogue 2
CN, Medium, Elf, Humanoid
Ancestry: Elf (Whisper Elf)
Background: Criminal
Alignment: Chaotic Neutral
Speed: 30 ft.
Languages: Elven, Gnoll, Mwangi

Hit Points	Hero Points
24	3
	1

	Str	Dex	Con	Int	Wis	Cha	
	+2	+4	+1	+1	+1	+0	14 Str / 18 Dex / 12 Con / 12 Int / 12 Wis / 10 Cha

PERCEPTION $+7_E$* = +6 Base +1 Wis +0 Misc

FORTITUDE $+5_T$ = +4 Base +1 Con +0 Misc

REFLEX $+10_E$ = +6 Base +4 Dex +0 Misc

WILL $+7_E$ = +6 Base +1 Wis +0 Misc

AC 19_T = +14 Base +4 Dex +1 Misc

Defenses

Perception (Trap Finder): +1 circumstance bonus to find traps

Perception (Whisper Elf): +2 circumstance bonus to Seek a unseen creature that you hear within 30 ft.

All Saves (Forlorn): Successes vs. emotion effects are critical successes instead.

All Saves (Forlorn): +1 circumstance bonus to saves against emotion effects.

All Saves (Trap Finder): +1 circumstance bonus vs. traps

All Armor Classes (Nimble Dodge): +2 circumstance bonus vs. triggering attack when using Nimble Dodge

All Armor Classes (Trap Finder): +1 circumstance bonus vs. traps

Leather armor (Trained)

AC: +1, Max Dex: +4, Armor Check: –, Speed: –

+1 shortsword (Trained)

Melee: **+9/+5/+1** (1d6+4 P, Crit ×2)

Traits: versatile S, agile, finesse

Dagger (Trained)

Melee: **+8/+4/+0** (1d4+4 P, Crit ×2)
Ranged (10 ft.) : **+8/+4/+0** (1d4+2 P, Crit ×2)
Traits: versatile S, thrown 10 ft., agile, finesse

Rapier (Trained)

Melee: **+8/+3/-2** (1d6+4 P, Crit ×2 +1d8 P)
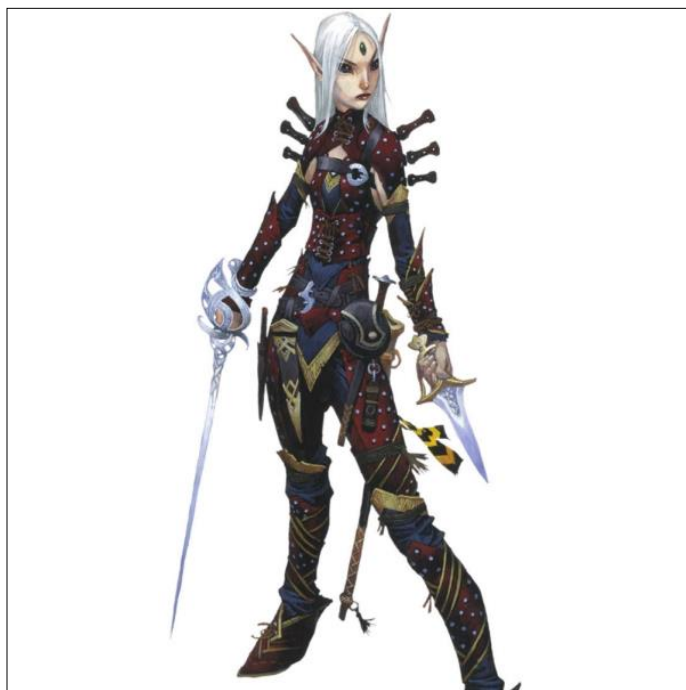Traits: disarm, deadly d8, finesse

Shortbow (Trained)

Ranged (60 ft.) : **+8/+3/-2** (1d6 P, Crit ×2 +1d10 P)
Traits: deadly d10

Special Abilities

Low-Light Vision
See in dim light as if it were normal light.

Skills

	$+8_T$	**Acrobatics** Dex
	$+1_U$	**Arcana** Int
	$+6_T$	**Athletics** Str
	$+5_T$	**Crafting** Int
	$+4_T$	**Deception** Cha
	$+4_T$	**Diplomacy** Cha
	$+4_T$	**Intimidation** Cha
	$+5_T$	**Medicine** Wis
	$+1_U$	**Nature** Wis
	$+1_U$	**Occultism** Int
	$+0_U$	**Performance** Cha
	$+1_U$	**Religion** Wis
	$+5_T$	**Society** Int
	$+10_E$	**Stealth** Dex
	$+5_T$	**Survival** Wis
	$+8_T$	**Thievery** Dex
	$+5_T$	**Underworld Lore** Int

Special Abilities

Sneak Attack (1d6)
Strikes vs. flat-footed foes with agile/finesse weapons or ranged attacks deal extra damage.

Weapon Proficiencies

Trained: All Simple Weapons, All Unarmed Attacks, Rapier, Sap, Shortbow, Shortsword

Armor Proficiencies

Trained: All Light Armor, Unarmored Defense

Special Abilities

Surprise Attack
Used Deception or Stealth for initiative: Creatures that haven't acted are flat-footed to you.

Treat Wounds (2d8, DC 15)
Use Medicine to restore HP to adjacent living creature based on check result.

Whisper Elf
Use hearing to Seek in a 60 ft cone.

Feats

Forlorn [Ancestry Feats Selection]
+1 on saves vs. emotion effects. Success on save vs. emotion effect becomes critical success.

Nimble Dodge [Class Feats Selection]
If you are being attacked by an enemy you can see, gain a +2 circ bonus to AC vs. that attack.

Trap Finder [Class Feats Selection]
+1 circ bonus to AC and saves vs. traps. +1 Perception to find traps, and if you are trained in Stealth, you always check even if you're not searching. Disable traps as though Master in Thievery (Legendary if already Master).

Cat Fall [Skill Feats Selection]
Treat falls as 10' shorter.

Pickpocket [Skill Feats Selection]
Steal or Palm an Object that's closely guarded without taking the –5 penalty.

Experienced Smuggler
When the GM rolls your Stealth check she uses the number rolled or 10, whichever is higher.

Innate Spells

Illusory Disguise (self only, 1/day) (1st) ☐

Tracked Resources

Arrows	☒☒☒☐☐ ☐☐☐☐☐
Caltrops	☐
Dagger	☐☐☐☐☐ ☐☐☐☐
Healing potion, minor (1d8)	☐
Piton	☐☐☐☐☐
Torch	☐☐☐

Gear (Encum: 7 bulk, Over: 12 bulk)

Total Bulk Carried: 4.57, Unencumbered

+1 shortsword	L
Backpack *<Holds: 16 @ 0.9 blk>*	L
Bedroll *<In: Backpack>*	L
Caltrops	L
Crowbar *<In: Backpack>*	L
Dagger x9	0.9
eggshell necklace	-
Flint and steel *<In: Backpack>*	-
Grappling hook *<In: Backpack>*	L
Hammer *<In: Backpack>*	L
Hat of disguise	-
Healing potion, minor (1d8)	L
Leather armor	1
Money *<In: Backpack>*	-
Piton x5 *<In: Backpack>*	-
Rapier	1
Rations (1 week) *<In: Backpack>*	L
Replacement pick x2	-
Rope (foot) x50	L
Shortbow	1.07

Experience & Wealth

Career Experience Points: **1,326** (326/1,000 to 3rd)
Current Cash: **23 gp, 8 sp, 7 cp**

Gear

Thieves' tools	L
Torch x3 *<In: Backpack>*	0.3
Waterskin *<In: Backpack>*	L

Personal Details

Gender: Female; **Age:** 20

Cat Fall   (Feat, Skill Feats Selection)

Traits: General, Skill

Your catlike aerial acrobatics allow you to cushion your falls. Treat falls as 10 feet shorter. If you're an expert in Acrobatics, treat falls as 25 feet shorter. If you're a master in Acrobatics, treat them as 50 feet shorter. If you're legendary in Acrobatics, you always land on your feet and don't take damage, regardless of the distance of the fall.

Experienced Smuggler   (Background Selection, Feat)

Traits: General, Skill

You often smuggle things past the authorities. When the GM rolls your Stealth check to see if a passive observer notices a small item you have concealed, the GM uses the number rolled or 10—whichever is higher—as the result of your die roll, adding it to your Stealth modifier to determine your Stealth check result. If you're a master in Stealth, the GM uses the number rolled or 15, and if you're legendary in Stealth, you automatically succeed at hiding a small concealed item from passive observers. This provides no benefits when a creature attempts a Perception check while actively searching you for hidden items. Due to your smuggling skill, you're more likely to find more lucrative smuggling jobs when using Underworld Lore to Earn Income.

Forlorn   (Ancestry Feats Selection, Feat)

Traits: Elf

Watching your friends age and die fills you with moroseness that protects you against harmful emotions. You gain a +1 circumstance bonus to saving throws against emotion effects. If you roll a success on a saving throw against an emotion effect, you get a critical success instead.

Nimble Dodge   (Class, Class Feats Selection, Feat, Rogue)

Traits: Rogue
[reaction]

You deftly dodge out of the way, gaining a +2 circumstance bonus to AC against the triggering attack.

Pickpocket   (Feat, Skill Feats Selection)

Traits: General, Skill

You can Steal or Palm an Object that's closely guarded, such as in a pocket, without taking the –5 penalty. You can't steal objects that would be extremely noticeable or time consuming to remove (like worn shoes or armor or actively wielded objects). If you're a master in Thievery, you can attempt to Steal from a creature in combat or otherwise on guard. When doing so, Stealing requires 2 manipulate actions instead of 1, and you take a –5 penalty.

Trap Finder   (Class, Class Feats Selection, Feat, Rogue)

Traits: Rogue

You have an intuitive sense that alerts you to the dangers and presence of traps. You gain a +1 circumstance bonus to Perception checks to find traps, to AC against attacks made by traps, and to saves against traps. Even if you aren't Searching, you get a check to find traps that normally require you to be Searching. You still need to meet any other requirements to find the trap.

You can disable traps that require a proficiency rank of master in Thievery. If you have master proficiency in Thievery, you can disable traps that require a proficiency rank of legendary instead, and your circumstance bonuses against traps increase to +2.

Low-Light Vision   (Elf, Race)

The creature can see in dim light as though it were bright light, so it ignores the concealed condition due to dim light.

Sneak Attack (1d6)   (Class, Rogue)

When your enemy can't properly defend itself, you take advantage to deal extra damage. If you Strike a creature that has the flat-footed condition (page 620) with an agile or finesse melee weapon, an agile or finesse unarmed attack, a ranged weapon attack, or a ranged unarmed attack, you deal an extra 1d6 precision damage. For a ranged attack with a thrown melee weapon, that weapon must also be agile or finesse.

As your rogue level increases, so does the number of damage dice for your sneak attack. Increase the number of dice by one at 5th, 11th, and 17th levels.

Surprise Attack   (Class, Rogue)

You spring into combat faster than foes can react. On the first round of combat, if you roll Deception or Stealth for initiative, creatures that haven't acted are flat-footed to you.

Treat Wounds (2d8, DC 15)

Traits: Exploration, Healing, Manipulate

You spend 10 minutes treating one injured living creature (targeting yourself, if you so choose). The target is then temporarily immune to Treat Wounds actions for 1 hour, but this interval overlaps with the time you spent treating (so a patient can be treated once per hour, not once per 70 minutes).

The Medicine check DC is usually 15, though the GM might adjust it based on the circumstances, such as treating a patient outside in a storm, or treating magically cursed wounds. If you're an expert in Medicine, you can instead attempt a DC 20 check to increase the Hit Points regained by 10; if you're a master of Medicine, you can instead attempt a DC 30 check to increase the Hit Points regained by 30; and if you're legendary, you can instead attempt a DC 40 check to increase the Hit Points regained by 50. The damage dealt on a critical failure remains the same.

If you succeed at your check, you can continue treating the target to grant additional healing. If you treat them for a total of 1 hour, double the Hit Points they regain from Treat Wounds.

The result of your Medicine check determines how many Hit Points the target regains.

Critical Success The target regains 4d8 Hit Points, and its wounded condition is removed.
Success The target regains 2d8 Hit Points, and its wounded condition is removed.
Critical Failure The target takes 1d8 damage.

Whisper Elf   (Ancestry Heritage Selection)

Traits: Elf

Your ears are finely tuned, able to detect even the slightest whispers of sound. As long as you can hear normally, you can use the Seek action to sense undetected creatures in a 60-foot cone instead of a 30-foot cone. You also gain a +2 circumstance bonus to locate undetected creatures that you could hear within 30 feet with a Seek action.

Weapons

Arrows

These projectiles are the ammunition for bows. The shaft of an arrow is made of wood. It is stabilized in flight by fletching at one end and bears a metal head on the other.

Dagger

This small, bladed weapon is held in one hand and used to stab a creature in close combat. It can also be thrown.

Weapon Traits

Agile
The multiple attack penalty you take with this weapon on the second attack on your turn is –4 instead of –5, and –8 instead of –10 on the third and subsequent attacks in the turn.

Deadly d8
On a critical hit, the weapon adds a weapon damage die of the listed size. Roll this after doubling the weapon's damage. This increases to two dice if the weapon has a *greater striking* rune and three dice if the weapon has a *major striking* rune. For instance, a rapier with a *greater striking* rune deals 2d8 extra piercing damage on a critical hit. An ability that changes the size of the weapon's normal damage dice doesn't change the size of its deadly die.

Disarm
You can use this weapon to Disarm with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls (if any) as an item bonus to the Athletics check. If you critically fail a check to Disarm using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure. On a critical success, you still need a free hand if you want to take the item.

Finesse
You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still use your Strength modifier when calculating damage.

Nonlethal
Attacks with this weapon are nonlethal, and are used to knock creatures unconscious instead of kill them. You can use a nonlethal weapon to make a lethal attack with a –2 circumstance penalty.

Thrown 10 ft.
You can throw this weapon as a ranged attack; it is a ranged weapon when thrown. You add your Strength modifier to damage as you would for a melee weapon. When this trait appears on a melee weapon, it also includes the range increment. Ranged weapons with this trait use the range increment in the weapon's Range entry.

Unarmed
An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though it's categorized with weapons for weapon groups, and it might have weapon traits. Since it's part of your body, an unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage generally works like a free-hand weapon.

Versatile S
A versatile weapon can be used to deal a different type of damage than that listed in the Damage entry. This trait indicates the alternate damage type. For instance, a piercing weapon that is versatile S can be used to deal piercing or slashing damage. You choose the damage type each time you make an attack.

Gear

Caltrops
These four-pronged metal spikes can cause damage to a creature's feet. You can scatter caltrops in an empty square adjacent to you with an Interact action. The first creature that moves into that square must succeed at a DC 14 Acrobatics check or take 1d4 piercing damage and 1 persistent bleed damage. A creature taking persistent bleed damage from caltrops takes a –5-foot penalty to its Speed. Spending an Interact action to pluck the caltrops free reduces the DC to stop the bleeding. Once a creature takes damage from caltrops, enough caltrops are ruined that other creatures moving into the square are safe.

Deployed caltrops can be salvaged and reused if no creatures took damage from them. Otherwise, enough caltrops are ruined that they can't be salvaged.

Crowbar
When Forcing Open an object that doesn't have an easy grip, a crowbar makes it easier to gain the necessary leverage. Without a crowbar, prying something open takes a –2 item penalty to the Athletics check to Force Open (similar to using a shoddy item).

Flint and steel
Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be practical during an encounter. Even in ideal conditions, using flint and steel to light a flame requires using at least 3 actions, and often significantly longer.

Grappling hook
You can throw a grappling hook with a rope tied to it to make a climb easier. To anchor a grappling hook, make an attack roll with the secret trait against a DC depending on the target, typically at least DC 20. On a success, your hook has a firm hold, but on a critical failure, the hook seems like it will hold but actually falls when you're partway up.

Hat of disguise
Traits: Illusion, Invested, Magical

This ordinary-looking hat allows you to cloak yourself in illusions.

Activate 1 minute (Interact); **Frequency** once per day; **Effect** The hat casts a 1st-level *illusory disguise* spell on you. While setting up the disguise, you can magically alter the hat to appear as a comb, ribbon, helm, or other piece of headwear.

Healing potion, minor (1d8)
Traits: Consumable, Healing, Magical, Necromancy, Positive, Potion
[1 action]

A healing potion is a vial of a ruby-red liquid that imparts a tingling sensation as the drinker's wounds heal rapidly. When you drink a *healing potion*, you regain the listed number of Hit Points.

Minor
The potion restores 1d8 Hit Points.

Piton
These small spikes can be used as anchors to make climbing easier. To affix a piton, you must hold it in one hand and use a hammer to drive it in with your other hand. You can attach a rope to the hammered piton so that you don't fall all the way to the ground on a critical failure while Climbing.

Torch
A torch sheds bright light in a 20-foot radius (and dim light to the next 20 feet). It can be used as an improvised weapon that deals 1d4 bludgeoning damage plus 1 fire damage.

Illusory Disguise (self only, 1/day)   Spell 1

Spell 1
Action [2]
Illusion, Visual
Traditions arcane
Cast [2 actions] somatic, verbal
Duration 1 hour

In-Play Information

Cast [2 actions] somatic, verbal
Duration 1 hour

Calculation Breakdown
Proficiency Level (Trained)
•**Base Bonus** (+4): Character Level (+2), Trained Proficiency Modifier (+2)
You create an illusion that causes you to appear as another creature of the same body shape, and with roughly similar height (within 6 inches) and weight (within 50 pounds), as yourself. The disguise is typically good enough to hide your identity, but not to impersonate a specific individual. The spell doesn't change your voice, scent, or mannerisms. You can change the appearance of your clothing and worn items, such as making your armor look like a dress. Held items are unaffected, and any worn item you remove returns to its true appearance.

Casting *illusory disguise* counts as setting up a disguise for the Impersonate use of Deception; it ignores any circumstance penalties you might take for disguising yourself as a dissimilar creature, it gives you a +4 status bonus to Deception checks to prevent others from seeing through your disguise, and you add your level even if you're untrained. You can Dismiss this spell.

Heightened (2nd) The spell also disguises your voice and scent, and it gains the auditory trait.
Heightened (3rd) You can appear as any creature of the same size, even a specific individual. You must have seen an individual to take on their appearance. The spell also disguises your voice and scent, and it gains the auditory trait.

Nothing to print!