

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.



MERISIEL THE ROGUE

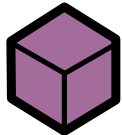
PLAY A ROGUE IF YOU WANT TO...

- Sneak up on foes to deal more damage
- Steal things without being seen
- Excel at a variety of skills

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 ATTRIBUTE MODIFIERS

STRENGTH

+1

STR

DEXTERITY

+4

DEX

CONSTITUTION

+1

CON

INTELLIGENCE

+1

INT

WISDOM

+2

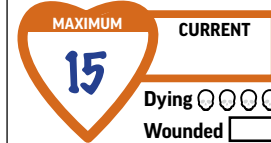
WIS

CHARISMA

+0

CHA

E HIT POINTS



F SPEED

30 FEET

STRIDE → (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
PLAYER NAME

L LEVEL

1

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 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.

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 Class

AC 18

Armor Proficiencies
Unarmored Light Medium Heavy

Shield

Hardness

HP

Max HP BT

Base Dex* Prof Item

* Use armor's Dex cap if lower

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

BLUDGEONING PIERCING SLASHING

TRAITS

deadly d8, finesse

MELEE WEAPON

Shortsword

DAMAGE $1d6 + 4$
DIE DEX

BLUDGEONING PIERCING SLASHING

TRAITS

agile, finesse, versatile S

RANGED WEAPON

Dagger

DAMAGE $1d4 + 1$
DIE STR (thrown)

PIERCING RANGE INC. RELOAD

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.

