

Merisel

Female elf rogue 14 - CR 13

Chaotic Neutral Humanoid (Elf); Deity: **Calistria**; Age: **124**;
Height: **6' 1"**; Weight: **127 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	18/22	+4/+6	
CON CONSTITUTION	12/16	+1/+3	
INT INTELLIGENCE	14	+2	
WIS WISDOM	14	+2	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+7 =	+4	+3				
	Elven Immunities: +2 vs. enchantments						
REFLEX (DEXTERITY)	+15 =	+9	+6				
	Trap Sense: +4 bonus vs. traps, Elven Immunities: +2 vs. enchantments						
WILL (WISDOM)	+6 =	+4	+2				
	Elven Immunities: +2 vs. enchantments						

Elven Immunities		Elven Immunities - Sleep						
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 28 = 10	+8		+6			+3	+1	

Touch AC 20	Flat-Footed AC 21
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Trap Sense: +4 bonus vs. traps

CM Bonus	BAB	Strength	Size	Misc
+12 =	+10	+2	-	-

CM Defense	BAB	Strength	Dexterity	Size
32 = 10	+10	+2	+6	-

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack +10	HP 142
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Initiative	Speed	Damage / Current HP
+6	30 ft	

+3 agile sneaky rapier

Main hand: **+19/+14, 1d6+9** Crit: 18-20/x2
 Both hands: **+19/+14, 1d6+9** 1-hand, P
 Main w/ offhand: **+13/+8, 1d6+9**
 Main w/ light off: **+15/+10, 1d6+9**
 Offhand: **+9, 1d6+6**



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+27	DEX (6)	14	
Appraise	+7	INT (2)	1	
	Goblin Watcher: +5 trait bonus to identify the most valuable item in a treasure horde			
Bluff	+10	CHA (0)	7	
Climb	+19	STR (2)	14	
Diplomacy	+4	CHA (0)	1	
Disable Device	+30	DEX (6)	14	
Disguise	+0	CHA (0)	-	
Escape Artist	+27	DEX (6)	14	
Fly	+8	DEX (6)	-	
Heal	+2	WIS (2)	-	
Intimidate	+0	CHA (0)	-	
Perception	+22	WIS (2)	14	
	Trapfinding: +7 to locate traps			
Ride	+6	DEX (6)	-	
Sense Motive	+16	WIS (2)	11	
Sleight of Hand	+23	DEX (6)	14	
Stealth	+27	DEX (6)	14	
Survival	+2	WIS (2)	-	
Swim	+13	STR (2)	8	
Use Magic Device	+17	CHA (0)	14	

Feats

Acrobatic

You get a +2 bonus on all Acrobatics checks and Fly checks.

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Combat Reflexes (7 AoO/round)

You can make extra attacks of opportunity.

Disorienting Maneuver

After successful tumble through opponent's square, gain +2 on attack rolls vs. that opponent

Dodge

+1 AC.

Elven Weapon Proficiencies

You are proficient with the Longsword, Rapier, Longbow (including Composite Longbow) and Shortbow (including Composite Shortbow).

Rogue Weapon Proficiencies

You are proficient with the Hand Crossbow, Rapier, Sap, Shortbow and Shortsword.

Feats

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Stealthy

You get a +2 bonus on all Escape Artist checks and Stealth checks.

Twist Away

When in light or no armor, may make Ref save instead of Fort, if red eff, avoid entirely.

Weapon Finesse

Can use Dex to attack with light and certain other weapons. Shields give ACP penalty to attack rolls.

Traits

Dirty Fighter

+1 damage when flanking.

Goblin Watcher

+5 to Appraise checks to determine most valuable item in a hoard.

Dagger

Main hand: **+16/+11, 1d4+2**

Crit: 19-20/x2

Main w/ offhand: **+10/+5, 1d4+2**

Rng: 10'

Main w/ light off: **+12/+7, 1d4+2**

Light, P/S

Offhand: **+8, 1d4+1**

Ranged: **+16, 1d4+2**

Ranged w/ offhand: **+10, 1d4+2**

Ranged w/ light off: **+12, 1d4+2**

Ranged offhand: **+8, 1d4+1**

Unarmed strike

Main hand: **+16/+11, 1d3+2**

Crit: x2

nonlethal

Light, B, Nonlethal

Main w/ offhand: **+10/+5, 1d3+2**

nonlethal

Main w/ light off: **+12/+7, 1d3+2**

nonlethal

Offhand: **+8, 1d3+1 nonlethal**

+4 mithral chain shirt

+8

Max Dex: +6, Armor Check: -

Spell Fail: 10%, Light

Gear

Total Weight Carried: 38/175 lbs, Light Load

(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

+3 agile sneaky rapier 2 lbs

+4 mithral chain shirt 12.5 lbs

Acid 1 lb

Alchemist's fire x2 1 lb

Artisan's outfit (Free) -

Backpack (empty) 2 lbs

Belt of physical might +4 (Dex, Con) 1 lb

Dagger x12 1 lb

Grappling hook <In: Another PC> 4 lbs

Hooded lantern <In: Another PC> 2 lbs

Money 0.5 lbs

Oil x5 <In: Another PC> 1 lb

Experience & Wealth

Experience Points: **450000/635,000**

Current Cash: **25 gp**

Gear

Total Weight Carried: 38/175 lbs, Light Load

(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

Ring of protection +3 -

Ring of return (UE, 3/day) -

Shadow falconer's gloves (1/day) 1 lb

Silk rope <In: Another PC> 5 lbs

Thieves' tools 1 lb

Trail rations x3 1 lb

Special Abilities

Bleeding Attack +7 (Ex)

A rogue with this ability can cause living opponents to bleed by hitting them with a sneak attack. This attack causes the target to take 1 additional point of damage each round for each die of the rogue's sneak attack (e.g., 4d6 equals 4 points of

Elven Magic

Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft checks made to identify the properties of magic items.

Evasion (Ex)

If exposed to any effect that normally allows you to attempt a Reflex saving throw for half damage, you take no damage with a successful saving throw.

Expert Leaper (Ex)

When making jump checks, the rogue is always considered to have a running start. Also, when the rogue deliberately falls, a DC 15 Acrobatics check allows her to ignore the first 20 feet fallen, instead of the first 10 feet.

Fast Stealth (Ex)

This ability allows a rogue to move at full speed using the Stealth skill without penalty.

Hunter's Surprise (2/day) (Ex)

Once per day, a rogue with this talent can designate a single enemy she is adjacent to as her prey. Until the end of her next turn, she can add her sneak attack damage to all attacks made against her prey, even if she is not flanking it

Improved Uncanny Dodge (Lv >= 18) (Ex)

You gain the ability to react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dex bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if

Low-Light Vision

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Offensive Defense (Ex)

When a rogue with this talent hits a creature with a melee attack that deals sneak attack damage, the rogue gains a +1 dodge bonus to AC for each sneak attack die rolled for 1 round.

Sneak Attack +7d6

If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

Trap Sense +4 (Ex)

A character gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the character

Trap Spotter (Ex)

Whenever a rogue with this talent comes within 10 feet of a trap, she can attempt an immediate Perception check to notice the trap. This check should be made in secret by the GM.

Trapfinding +7

A rogue adds 1/2 her level on Perception checks to locate traps and on Disable Device checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

Wall Scramble (Ex)

A rogue with this talent rolls twice when making Climb checks and takes the better of the two rolls. If she already rolls twice while making a Climb check because of another ability or effect, she gains a +2 insight bonus on both of those

Merisel – Abilities & Gear

Acrobatic Feat

You are skilled at leaping, jumping, and flying.

Benefit: You get a +2 bonus on all Acrobatics and Fly skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Appears In: Not Consolidated Skills

Combat Reflexes (7 AoO/round) Feat

You can make additional attacks of opportunity.

Benefit: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Special: The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

Disorienting Maneuver Feat

Your erratic movements disorient your opponent.

Prerequisites: Dodge, Acrobatics 5 ranks.

Benefit: If you successfully use Acrobatics to tumble through an opponent's space, you gain a +2 circumstance bonus on attack rolls against that opponent until the start of your next turn. If you choose to make a trip attempt against that opponent, you gain a +4 circumstance bonus on your combat maneuver check. This bonus on trip also lasts until the start of your next turn.

Appears In: Ultimate Combat

Dodge Feat

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

Prerequisite: Dex 13.

Benefit: You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Stealthy Feat

You are good at avoiding unwanted attention and slipping out of bonds.

Benefit: You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Appears In: Not Consolidated Skills

Twist Away Feat

Your quick reflexes and dexterous movements make up for your lack of stamina.

Prerequisite: Evasion.

Benefit: While you are wearing light armor or no armor, if you are forced to attempt a Fortitude saving throw, you can use an immediate action to instead attempt a Reflex saving throw (at the same DC). If you succeed at this saving throw and the attack has a reduced effect on a successful save, you avoid the effect entirely.

Whether the saving throw is successful or not, you are staggered until the end of your next turn.

Appears In: Advanced Class Guide

Weapon Finesse Feat

You are trained in using your agility in melee combat, as opposed to brute strength.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: Natural weapons are considered light weapons.

Dirty Fighter Trait

You wouldn't have lived to make it out of childhood without the aid of a sibling, friend, or companion on whom you could always count to distract your enemies long enough to do a little bit more damage than normal. That companion may be another PC or an NPC (who may even be recently departed from your side). When you hit a foe you are flanking, you deal an additional 1 point of damage (this damage is added to your base damage, and is multiplied on a critical hit). This additional damage is a trait bonus.

Appears In: Character Traits Web Enhancement, Advanced Player's Guide Traits

Goblin Watcher Trait

You grew up in Sandpoint staring off the cliff across the Varisian Gulf. Spending so much time there at Junker's Edge watching the goblins below as they scrounged through the discarded junk and seeing what they made out of the garbage, you developed an eye for spotting the most useful and valuable discarded items. You gain a +1 trait bonus on Perception and Appraise checks, and a +5 trait bonus on Appraise checks to determine the most valuable item visible in a treasure hoard.

Appears In: Rise of the Runelords Anniversary Edition

Elven Immunities Racial Ability (E1)

+2 racial bonus on saving throws against enchantment spells and effects.

Elven Immunities - Sleep Unknown

You are immune to magic sleep effects.

Elven Magic Racial Ability (E1)

Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft checks made to identify the properties of magic items.

Improved Uncanny Dodge (Lv >= 18) (Ex) Unknown

You gain the ability to react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dex bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.

When you gain the 'Improved' version of this ability you can no longer be flanked. This defense denies a rogue the ability to sneak attack you by flanking, unless the attacker has at least four more rogue levels than you have levels in classes that grant Uncanny Dodge.

If you have uncanny dodge already from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank you.

Low-Light Vision Racial Ability,Senses

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Bleeding Attack +7 (Ex) Class Ability (Rogue,Rogue (Ur

A rogue with this ability can cause living opponents to bleed by hitting them with a sneak attack. This attack causes the target to take 1 additional point of damage each round for each die of the rogue's sneak attack (e.g., 4d6 equals 4 points of bleed). Bleeding creatures take that amount of damage every round at the start of each of their turns. The bleeding can be stopped by a successful DC 15 Heal check or the application of any effect that heals hit point damage. Bleed damage from this ability does not stack with itself. Bleed damage bypasses any damage reduction the creature might possess.

Special: This talent adds an effect to the rogue's sneak attack. Only one such talent can be applied to an individual attack and the decision must be made before the attack is rolled.

Evasion (Ex) Class Ability (Rogue)

If exposed to any effect that normally allows you to attempt a Reflex saving throw for half damage, you take no damage with a successful saving throw.

Expert Leaper (Ex) Class Ability (Investigator,Rogi

When making jump checks, the rogue is always considered to have a running start. Also, when the rogue deliberately falls, a DC 15 Acrobatics check allows her to ignore the first 20 feet fallen, instead of the first 10 feet.

Appears In: Advanced Player's Guide

Fast Stealth (Ex) Class Ability (Investigator,Rogi

This ability allows a rogue to move at full speed using the Stealth skill without penalty.

Hunter's Surprise (2/day) (Ex) Class Ability (Rogue,Rogue (Ur

Once per day, a rogue with this talent can designate a single enemy she is adjacent to as her prey. Until the end of her next turn, she can add her sneak attack damage to all attacks made against her prey, even if she is not flanking it or it is not flat-footed.

Appears In: Advanced Player's Guide

Offensive Defense (Ex) Class Ability (Rogue)

When a rogue with this talent hits a creature with a melee attack that deals sneak attack damage, the rogue gains a +1 dodge bonus to AC for each sneak attack die rolled for 1 round.

Special: This talent adds an effect to the rogue's sneak attack. Only one such talent can be applied to an individual attack and the decision must be made before the attack is rolled.

Appears In: Advanced Player's Guide

Sneak Attack +7d6 Class Ability (Rogue)

If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The character's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the character flanks her target. Should the character 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.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a character can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The character must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A character cannot sneak attack while striking a creature with concealment.

Trap Sense +4 (Ex) Class Ability (Rogue)

A character gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the character reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

Trap Spotter (Ex) Class Ability (Crypt Breaker,Inv

Whenever a rogue with this talent comes within 10 feet of a trap, she can attempt an immediate Perception check to notice the trap. This check should be made in secret by the GM.

Trapfinding +7 Class Ability (Rogue)

A rogue adds 1/2 her level on Perception checks to locate traps and on Disable Device checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

Wall Scramble (Ex) Class Ability (Investigator,Rogi

A rogue with this talent rolls twice when making Climb checks and takes the better of the two rolls. If she already rolls twice while making a Climb check because of another ability or effect, she gains a +2 insight bonus on both of those rolls instead. If the rogue is under the effect of a spell or ability that forces her to roll two dice and take the worse result, she only needs to roll 1d20 while making Climb checks.

Appears In: Ultimate Combat

Ring of protection +3

Ring

This ring offers continual magical protection in the form of a deflection bonus of +3 to AC.

Construction

Requirements: Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 9,000 gp

Ring of return (UE, 3/day)

Ring

This gold ring is set with three stones: blue, green, and red. Three times per day, the wearer of the ring can, as a move action, use it to form a link with the particular 5-foot square she occupies at that moment. This causes one of the stones on the ring to glow. As a swift action, the wearer of the ring can teleport to any unoccupied linked square within 100 feet.

Construction

Requirements: Forge Ring, *dimension door*; **Cost** 16,800 gp

Appears In: Ultimate Equipment

Belt of physical might +4 (Dex, Con) Wondrous Item (Belt)

This belt has a large steel buckle, usually depicting the image of a giant. The belt grants the wearer an enhancement bonus to Dexterity and Constitution of +4. Treat this as a temporary ability bonus for the first 24 hours the belt is worn. The ability score bonuses are chosen when the belt is created and cannot be changed.

Construction

Requirements: Craft Wondrous Item, *bear's endurance*, *cat's grace*; **Cost** 20,000 gp

Shadow falconer's gloves (1/day) Wondrous Item (Hands)

This elbow-length, heavy leather glove's fine embroidery is marred by dozens of claw marks. Once per day on command, its wearer can gesture toward a creature within 30 feet. When he does, a featureless silhouette of a bird of prey appears, swoops toward the target, and performs a disarm or steal combat maneuver (wearer's choice, CMB +16). The shadow falcon is a magical effect, not a creature, and this action does not provoke attacks of opportunity. If the hand wearing the glove is empty, the shadow falcon brings the item to the wearer's hand. If the gloved hand is occupied, the shadow falcon deposits the item on the ground in an unoccupied space adjacent to the wearer. The shadow falcon then disappears.

Construction

Requirements Craft Wondrous Item, *shadow conjuration*; **Cost** 4,000 gp

Appears In: Ultimate Equipment

Tracked Resources

Acid		<input type="checkbox"/>
Alchemist's fire		<input type="checkbox"/> <input type="checkbox"/>
Dagger	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/>	
Hunter's Surprise (2/day) (Ex)		<input type="checkbox"/> <input type="checkbox"/>
Shadow falconer's gloves (1/day)		<input type="checkbox"/>
Trail rations		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common
Elven

Gnoll
Goblin

Title - Merisel (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2010/09/08

XP Reward: 441000 XP; **Net Cash:**

- no notes -