

Merisel (1)

Female elf rogue 1 - CR 1/2

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

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	17	+3	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	10	0	
WIS WISDOM	13	+1	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+1	=	+1				
Elven Immunities: +2 vs. enchantments							
REFLEX (DEXTERITY)	+5	=	+2	+3			
Elven Immunities: +2 vs. enchantments							
WILL (WISDOM)	+1	=	+1				
Elven Immunities: +2 vs. enchantments							

Elven Immunities		Elven Immunities - Sleep							
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc	
AC	16	=	+2		+3			+1	+6
Touch AC	14								
				Flat-Footed AC					12
				BAB	Strength	Size	Misc		
CM Bonus	+1	=	-	+1	-	-			
				BAB	Strength	Dexterity	Size		
CM Defense	15	=	10	-	+1	+3	-		
Base Attack			+0						
									HP
									10
Initiative			+3						
									Damage / Current HP
Speed			30 ft						

Dagger

Main hand: **+1, 1d4+1**

Crit: 19-20/x2

Ranged: **+3, 1d4+1**

Rng: 10'
Light, P/S

Rapier

Main hand: **+1, 1d6+1**

Crit: 18-20/x2

Both hands: **+1, 1d6+1**

1-hand, P

Leather armor

+2

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+7	DEX (3)	1	
Appraise	+0	INT (0)	-	
Bluff	+4	CHA (0)	1	
Climb	+5	STR (1)	1	
Diplomacy	+0	CHA (0)	-	
Disable Device	+8	DEX (3)	1	
Disguise	+0	CHA (0)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+3	DEX (3)	-	
Heal	+1	WIS (1)	-	
Intimidate	+0	CHA (0)	-	
Perception	+7	WIS (1)	1	
Trapfinding: +1 to locate traps				
Ride	+3	DEX (3)	-	
Sense Motive	+1	WIS (1)	-	
Sleight of Hand	+7	DEX (3)	1	
Stealth	+7	DEX (3)	1	
Survival	+1	WIS (1)	-	
Swim	+5	STR (1)	1	

Feats

Armor Proficiency (Light)
Dodge
Elven Weapon Proficiencies
Rogue Weapon Proficiencies
Simple Weapon Proficiency - All

Special Abilities

Elven Magic
Low-Light Vision
Sneak Attack +1d6
Trapfinding +1

Gear

Total Weight Carried: 40/130 lbs, Light Load
(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)

Acid	1 lb
Alchemist's fire x2	1 lb
Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Dagger x12	1 lb
Grappling hook <In: Another PC>	4 lbs
Hooded lantern <In: Another PC>	2 lbs
Leather armor	15 lbs
Money	0.5 lbs
Oil x5 <In: Another PC>	1 lb
Rapier	2 lbs
Silk rope <In: Another PC>	5 lbs
Thieves' tools	1 lb
Thunderstone	1 lb
Trail rations x3	1 lb

Experience & Wealth

Experience Points: **0/2000**
Current Cash: **25 gp**

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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Thunderstone	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Elven

Background

Merisiel's life experiences have taught her to enjoy things to their fullest as they occur, since it's impossible to tell when the good times might end. Never the sharpest knife in the drawer, Merisiel makes up for this by carrying at least a dozen of them on her person. She hasn't met a problem yet that can't, in one way or another, be solved with things that slice. While she's always on the move and working on her latest batch of plots for 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.

Sourcebooks Used

(none)

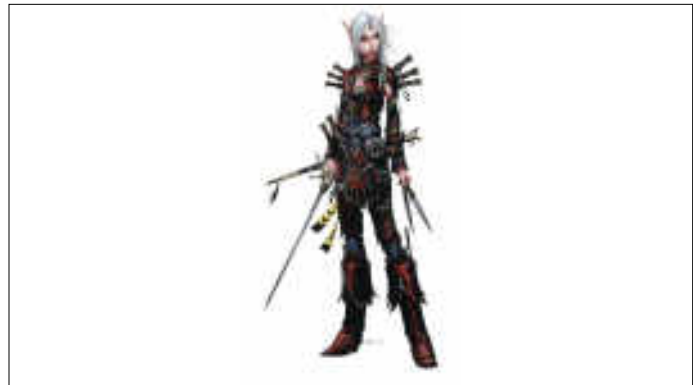
Merisel (10)



Female elf rogue 10 - CR 9

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

Ability	Score	Modifier	Temporary
STR STRENGTH	12/14	+1/+2	
DEX DEXTERITY	19/21	+4/+5	
CON CONSTITUTION	12/14	+1/+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	13	+1	
CHA CHARISMA	10	0	



Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6 =	+3	+2	+1			

Elven Immunities: +2 vs. enchantments

REFLEX (DEXTERITY)	+13 =	+7	+5	+1			
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Trap Sense: +3 bonus vs. traps, Elven Immunities: +2 vs. enchantments

WILL (WISDOM)	+5 =	+3	+1	+1			
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Elven Immunities: +2 vs. enchantments

Elven Immunities		Elven Immunities - Sleep						
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 23 =	+4		+5		+1	+2	+1	+13

Touch AC 18	Flat-Footed AC 17
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Trap Sense: +3 bonus vs. traps, **Mobility**: +4 Dodge bonus vs. Attacks of Opportunity because you moved out of or within a threatened area

CM Bonus	BAB	Strength	Size	Misc
+9 =	+7	+2	-	-

CM Defense	BAB	Strength	Dexterity	Size
27 = 10	+7	+2	+5	-

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

Base Attack	+7	HP	78
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Initiative	+9	Damage / Current HP	
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Speed	30 ft
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+2 keen rapier

Main hand: **+14/+9, 1d6+4** Crit: 15-20/x2

Both hands: **+14/+9, 1d6+4** 1-hand, P

Dagger

Main hand: **+12/+7, 1d4+2** Crit: 19-20/x2

Ranged: **+12/+7, 1d4+2** Rng: 10'
Light, P/S

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+23	DEX (5)	10	
Ring of jumping: +5 competence bonus to make high or long jumps				
Appraise	+0	INT (0)	-	
Bluff	+13	CHA (0)	10	
Climb	+15	STR (2)	10	
Diplomacy	+0	CHA (0)	-	
Disable Device	+23	DEX (5)	10	
Disguise	+0	CHA (0)	-	
Escape Artist	+5	DEX (5)	-	
Fly	+5	DEX (5)	-	
Heal	+1	WIS (1)	-	
Intimidate	+0	CHA (0)	-	
Perception	+16	WIS (1)	10	
Trapfinding: +5 to locate traps				
Ride	+5	DEX (5)	-	
Sense Motive	+1	WIS (1)	-	
Sleight of Hand	+18	DEX (5)	10	
Stealth	+23	DEX (5)	10	
Survival	+1	WIS (1)	-	
Swim	+15	STR (2)	10	

Feats

Armor Proficiency (Light)
 Combat Reflexes (6 AoO/round)
 Dodge
 Elven Weapon Proficiencies
 Improved Initiative
 Mobility
 Quick Draw
 Rogue Weapon Proficiencies
 Simple Weapon Proficiency - All
 Weapon Finesse

Special Abilities

Bleeding Attack +5 (Ex)
 Elven Magic
 Fast Stealth (Ex)
 Improved Evasion (Ex)
 Improved Uncanny Dodge (Lv >=14) (Ex)
 Low-Light Vision

+2 shadow leather armor

+4

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light

Experience & Wealth

Experience Points: **105000**/155000
Current Cash: **25 gp**

Gear

Total Weight Carried: 38/175 lbs, Light Load
(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

+2 keen rapier	2 lbs
+2 shadow leather armor	15 lbs
Acid	1 lb
Alchemist's fire x2	1 lb
Amulet of natural armor +1	-
Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Belt of physical perfection +2	1 lb
Boots of elvenkind	1 lb
Cloak of resistance +1	1 lb
Dagger x8	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
Potion of cure moderate wounds x2	-
Potion of invisibility	-
Ring of jumping	-
Ring of protection +2	-
Silk rope <In: Another PC>	5 lbs
Thieves' tools	1 lb
Trail rations x3	1 lb

Special Abilities

Sneak Attack +5d6
Trap Sense +3 (Ex)
Trap Spotter (Ex)
Trapfinding +5

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"/>
Potion of cure moderate wounds	<input type="checkbox"/> <input type="checkbox"/>
Potion of invisibility	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Elven

Background

Merisiel's life experiences have taught her to enjoy things to their fullest as they occur, since it's impossible to tell when the good times might end. Never the sharpest knife in the drawer, Merisiel makes up for this by carrying at least a dozen of them on her person. She hasn't met a problem yet that can't, in one way or another, be solved with things that slice. While she's always on the move and working on her latest batch of plots for 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.

Sourcebooks Used

(none)

Merisel (13)



Female elf rogue 13 - CR 12

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

Ability	Score	Modifier	Temporary
STR STRENGTH	12/16	+1/+3	
Stone of good luck (Luckstone) : +1 Luck bonus on ability checks			
DEX DEXTERITY	20/24	+5/+7	
Stone of good luck (Luckstone) : +1 Luck bonus on ability checks			
CON CONSTITUTION	12/16	+1/+3	
Stone of good luck (Luckstone) : +1 Luck bonus on ability checks			
INT INTELLIGENCE	10	0	
Stone of good luck (Luckstone) : +1 Luck bonus on ability checks			
WIS WISDOM	13	+1	
Stone of good luck (Luckstone) : +1 Luck bonus on ability checks			
CHA CHARISMA	10	0	
Stone of good luck (Luckstone) : +1 Luck bonus on ability checks			



Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+11	=	+4	+3	+3	+1	
Elven Immunities : +2 vs. enchantments							
REFLEX (DEXTERITY)	+19	=	+8	+7	+3	+1	
Trap Sense : +4 bonus vs. traps, Elven Immunities : +2 vs. enchantments							
WILL (WISDOM)	+9	=	+4	+1	+3	+1	
Elven Immunities : +2 vs. enchantments							

Elven Immunities		Elven Immunities - Sleep								
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc		
AC	29	=	+7		+5		+3	+3	+1	+19
Touch AC	19		Flat-Footed AC							23

Trap Sense: +4 bonus vs. traps, **Mobility**: +4 Dodge bonus vs. Attacks of Opportunity because you moved out of or within a threatened area

CM Bonus	Total	BAB	Strength	Size	Misc
+12	=	+9	+3	-	-

CM Defense	Total	BAB	Strength	Dexterity	Size
33	=	10	+9	+3	+7

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

Base Attack	+9	HP	114
Initiative	+12	Damage / Current HP	
Speed	30 ft		

+3 keen rapier

Main hand: **+19/+14, 1d6+6**
Both hands: **+19/+14, 1d6+6**

Crit: 15-20/x2
1-hand, P

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+29	DEX (7)	13	
Ring of jumping (improved) : +10 Competence bonus to make high or long jumps				
Appraise	+1	INT (0)	-	
Bluff	+17	CHA (0)	13	
Climb	+20	STR (3)	13	
Diplomacy	+1	CHA (0)	-	
Disable Device	+30	DEX (7)	13	
Disguise	+1	CHA (0)	-	
Escape Artist	+8	DEX (7)	-	
Fly	+8	DEX (7)	-	
Heal	+2	WIS (1)	-	
Intimidate	+1	CHA (0)	-	
Perception	+20	WIS (1)	13	
Trapfinding : +6 to locate traps				
Ride	+8	DEX (7)	-	
Sense Motive	+2	WIS (1)	-	
Sleight of Hand	+24	DEX (7)	13	
Stealth	+29	DEX (7)	13	
Survival	+2	WIS (1)	-	
Swim	+20	STR (3)	13	

Feats

Armor Proficiency (Light)
Combat Reflexes (8 AoO/round)
Dodge
Elven Weapon Proficiencies
Improved Initiative
Mobility
Quick Draw
Rogue Weapon Proficiencies
Simple Weapon Proficiency - All
Spring Attack
Weapon Finesse

Special Abilities

Bleeding Attack +7 (Ex)
Elven Magic
Fast Stealth (Ex)
Improved Evasion (Ex)
Improved Uncanny Dodge (Lv >=17) (Ex)

Dagger

Main hand: **+16/+11, 1d4+3**

Crit: 19-20/x2

Ranged: **+16/+11, 1d4+3**

Rng: 10'

Light, P/S

+4 shadow studded leather

+7

Max Dex: +5, Armor Check: -

Spell Fail: 15%, Light

Gear

Total Weight Carried: 60/230 lbs, Light Load

(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)

+3 keen rapier	2 lbs
+4 shadow studded leather	20 lbs
Acid	1 lb
Alchemist's fire x2	1 lb
Amulet of natural armor +3	-
Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Belt of physical perfection +4	1 lb
Boots of elvenkind	1 lb
Cloak of resistance +3	1 lb
Dagger x8	1 lb
Grappling hook	4 lbs
Hooded lantern	2 lbs
Money	2.08 lbs
Oil x5	1 lb
Potion of cure serious wounds	-
Potion of invisibility	-
Ring of jumping (improved)	-
Ring of protection +3	-
Silk rope	5 lbs
Stone of good luck (Luckstone)	-
Thieves' tools	1 lb
Trail rations x3	1 lb

Special Abilities

Low-Light Vision
 Sneak Attack +7d6
 Surprise Attacks (Ex)
 Trap Sense +4 (Ex)
 Trap Spotter (Ex)
 Trapfinding +6

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"/>
Potion of cure serious wounds	<input type="checkbox"/>
Potion of invisibility	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Elven

Experience & Wealth

Experience Points: **315000/445000**

Current Cash: **104 gp**

Background

Merisiel's life experiences have taught her to enjoy things to their fullest as they occur, since it's impossible to tell when the good times might end. Never the sharpest knife in the drawer, Merisiel makes up for this by carrying at least a dozen of them on her person. She hasn't met a problem yet that can't, in one way or another, be solved with things that slice. While she's always on the move and working on her latest batch of plots for 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.

Sourcebooks Used

(none)

Merisel (15)

Female elf rogue 15 - CR 14

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

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
Stone of good luck (Luckstone) : +1 Luck bonus on ability checks			
DEX DEXTERITY	20/26	+5/+8	
Stone of good luck (Luckstone) : +1 Luck bonus on ability checks			
CON CONSTITUTION	12	+1	
Stone of good luck (Luckstone) : +1 Luck bonus on ability checks			
INT INTELLIGENCE	10	0	
Stone of good luck (Luckstone) : +1 Luck bonus on ability checks			
WIS WISDOM	13	+1	
Stone of good luck (Luckstone) : +1 Luck bonus on ability checks			
CHA CHARISMA	10	0	
Stone of good luck (Luckstone) : +1 Luck bonus on ability checks			

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+12 =	+5	+1	+5	+1		
Elven Immunities: +2 vs. enchantments							
REFLEX (DEXTERITY)	+23 =	+9	+8	+5	+1		
Trap Sense: +5 bonus vs. traps, Elven Immunities: +2 vs. enchantments							
WILL (WISDOM)	+12 =	+5	+1	+5	+1		
Elven Immunities: +2 vs. enchantments							

Elven Immunities		Elven Immunities - Sleep						
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 27 =	+8		+3		+5		+1	+17
Touch AC 14	Flat-Footed AC 23							

Trap Sense: +5 bonus vs. traps, **Mobility**: +4 Dodge bonus vs. Attacks of Opportunity because you moved out of or within a threatened area

CM Bonus	BAB	Strength	Size	Misc
+12 =	+11	+1	-	-

CM Defense	BAB	Strength	Dexterity	Size
31 = 10	+11	+1	+8	-

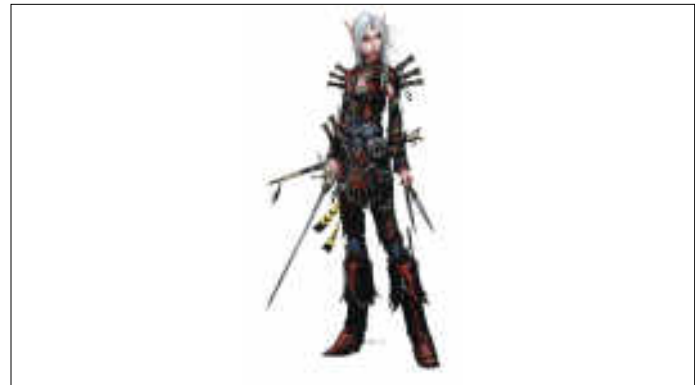
See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+11	HP	119
Initiative	+13	Damage / Current HP	
Speed	30 / 20 ft		

+4 keen rapier

Main hand: **+23/+18/+13, 1d6+5**
Both hands: **+23/+18/+13, 1d6+5**

Crit: 15-20/x2
1-hand, P



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+27	DEX (8)	18	
Ring of jumping (improved) : +10 Competence bonus to make high or long jumps, Speed greater/less than 30 ft. : -4 to jump				
Appraise	+1	INT (0)	-	
Bluff	+19	CHA (0)	15	
Climb	+18	STR (1)	16	
Diplomacy	+1	CHA (0)	-	
Disable Device	+27	DEX (8)	11	
Disguise	+1	CHA (0)	-	
Escape Artist	+6	DEX (8)	-	
Fly	+6	DEX (8)	-	
Heal	+2	WIS (1)	-	
Intimidate	+1	CHA (0)	-	
Perception	+22	WIS (1)	15	
Trapfinding: +7 to locate traps				
Ride	+6	DEX (8)	-	
Sense Motive	+2	WIS (1)	-	
Sleight of Hand	+27	DEX (8)	18	
Stealth	+37	DEX (8)	18	
Survival	+2	WIS (1)	-	
Swim	+31	STR (1)	29	

Feats

Armor Proficiency (Light)
Combat Reflexes (9 AoO/round)
Dodge
Elven Weapon Proficiencies
Improved Initiative
Mobility
Quick Draw
Rogue Weapon Proficiencies
Simple Weapon Proficiency - All
Spring Attack
Weapon Finesse
Wind Stance

Special Abilities

Bleeding Attack +8 (Ex)
Elven Magic
Fast Stealth (Ex)
Improved Evasion (Ex)

Masterwork dagger

Main hand: **+20/+15/+10, 1d4+1**

Crit: 19-20/x2

Ranged: **+20/+15/+10, 1d4+1**

Rng: 10'

Light, P/S

+5 shadow, improved studded leather

+8

Max Dex: +5, Armor Check: -

Spell Fail: 15%, Light

Gear

Total Weight Carried: 68/130 lbs, Medium Load

(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)

+4 keen rapier	2 lbs
+5 shadow, improved studded leather	20 lbs
Acid	1 lb
Alchemist's fire x2	1 lb
Amulet of natural armor +5	-
Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Bag of holding I (empty)	15 lbs
Belt of incredible dexterity +6	1 lb
Cloak of resistance +5	1 lb
Goggles of night	-
Grappling hook	4 lbs
Hooded lantern	2 lbs
Masterwork dagger	1 lb
Money	2.08 lbs
Oil x5	1 lb
Potion of cure serious wounds	-
Potion of invisibility	-
Ring of jumping (improved)	-
Ring of protection +4	-
Silk rope	5 lbs
Stone of good luck (Luckstone)	-
Thieves' tools	1 lb
Trail rations x3	1 lb
Winged boots (3/day)	1 lb

Special Abilities

Improved Uncanny Dodge (Lv >=19) (Ex)

Low-Light Vision

Opportunist (1/round) (Ex)

Sneak Attack +8d6

Surprise Attacks (Ex)

Trap Sense +5 (Ex)

Trap Spotter (Ex)

Trapfinding +7

Tracked Resources

Acid	<input type="checkbox"/>
Alchemist's fire	<input type="checkbox"/>
Masterwork dagger	<input type="checkbox"/>
Opportunist (1/round) (Ex)	<input type="checkbox"/>
Potion of cure serious wounds	<input type="checkbox"/>
Potion of invisibility	<input type="checkbox"/>
Trail rations	<input type="checkbox"/>

Experience & Wealth

Experience Points: **635000/890000**

Current Cash: **104 gp**

Tracked Resources

Winged boots (3/day)

Languages

Common

Elven

Background

Merisiel's life experiences have taught her to enjoy things to their fullest as they occur, since it's impossible to tell when the good times might end. Never the sharpest knife in the drawer, Merisiel makes up for this by carrying at least a dozen of them on her person. She hasn't met a problem yet that can't, in one way or another, be solved with things that slice. While she's always on the move and working on her latest batch of plots for 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.

Sourcebooks Used

(none)

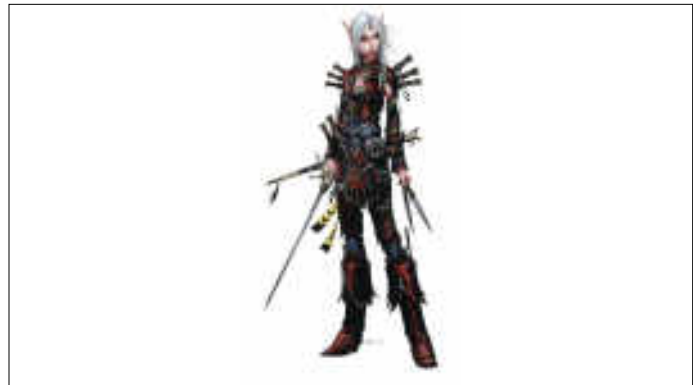
Merisel (4)



Female elf rogue 4 - CR 3

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

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	10	0	
WIS WISDOM	13	+1	
CHA CHARISMA	10	0	



Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3 =	+1	+1	+1			
Elven Immunities: +2 vs. enchantments							
REFLEX (DEXTERITY)	+9 =	+4	+4	+1			
Trap Sense: +1 bonus vs. traps, Elven Immunities: +2 vs. enchantments							
WILL (WISDOM)	+3 =	+1	+1	+1			
Elven Immunities: +2 vs. enchantments							

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+11	DEX (4)	4	
Appraise	+0	INT (0)	-	
Bluff	+7	CHA (0)	4	
Climb	+8	STR (1)	4	
Diplomacy	+0	CHA (0)	-	
Disable Device	+13	DEX (4)	4	
Disguise	+0	CHA (0)	-	
Escape Artist	+4	DEX (4)	-	
Fly	+4	DEX (4)	-	
Heal	+1	WIS (1)	-	
Intimidate	+0	CHA (0)	-	
Perception	+10	WIS (1)	4	
Trapfinding: +2 to locate traps				
Ride	+4	DEX (4)	-	
Sense Motive	+1	WIS (1)	-	
Sleight of Hand	+11	DEX (4)	4	
Stealth	+11	DEX (4)	4	
Survival	+1	WIS (1)	-	
Swim	+8	STR (1)	4	

Elven Immunities		Elven Immunities - Sleep						
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 18 =	+3		+4				+1	+8
Touch AC 15	Flat-Footed AC 13							
Trap Sense: +1 bonus vs. traps								

CM Bonus	BAB	Strength	Size	Misc
+4 =	+3	+1	-	-
CM Defense	BAB	Strength	Dexterity	Size
19 = 10	+3	+1	+4	-
See the AC section (above) for situational modifiers that may also apply to CMD				

Base Attack	+3	HP	29
Damage / Current HP			
Initiative	+4		
Speed	30 ft		

+1 rapier

Main hand: **+8, 1d6+2** Crit: 18-20/x2
Both hands: **+8, 1d6+2** 1-hand, P

Dagger

Main hand: **+7, 1d4+1** Crit: 19-20/x2
Ranged: **+7, 1d4+1** Rng: 10'
Light, P/S

Feats

Armor Proficiency (Light)
Dodge
Elven Weapon Proficiencies
Rogue Weapon Proficiencies
Simple Weapon Proficiency - All
Weapon Finesse

Special Abilities

Bleeding Attack +2 (Ex)
Elven Magic
Evasion (Ex)
Low-Light Vision
Sneak Attack +2d6
Trap Sense +1 (Ex)
Trap Spotter (Ex)
Trapfinding +2
Uncanny Dodge (Ex)

+1 leather armor**+3**Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light**Experience & Wealth**Experience Points: **9000/15000**
Current Cash: **25 gp****Gear****Total Weight Carried: 40/130 lbs, Light Load**
(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)

+1 leather armor	15 lbs
+1 rapier	2 lbs
Acid	1 lb
Alchemist's fire x2	1 lb
Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Cloak of resistance +1	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
Potion of cat's grace x2	-
Potion of cure moderate wounds	-
Potion of invisibility	-
Silk rope <In: Another PC>	5 lbs
Thieves' tools	1 lb
Trail rations x3	1 lb

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"/> <input type="checkbox"/>
Potion of cat's grace	<input type="checkbox"/> <input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/>
Potion of invisibility	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Elven

Background

Merisiel's life experiences have taught her to enjoy things to their fullest as they occur, since it's impossible to tell when the good times might end. Never the sharpest knife in the drawer, Merisiel makes up for this by carrying at least a dozen of them on her person. She hasn't met a problem yet that can't, in one way or another, be solved with things that slice. While she's always on the move and working on her latest batch of plots for 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.

Sourcebooks Used

(none)

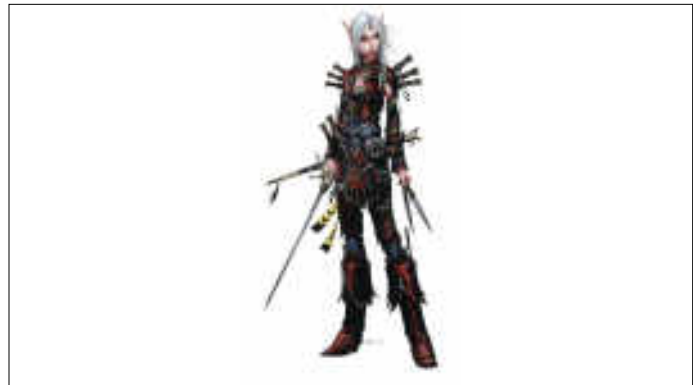
Merisel (7)



Female elf rogue 7 - CR 6

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

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	18/20	+4/+5	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	10	0	
WIS WISDOM	13	+1	
CHA CHARISMA	10	0	



Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4 =	+2	+1	+1			
	Elven Immunities: +2 vs. enchantments						
REFLEX (DEXTERITY)	+11 =	+5	+5	+1			
	Trap Sense: +2 bonus vs. traps, Elven Immunities: +2 vs. enchantments						
WILL (WISDOM)	+4 =	+2	+1	+1			
	Elven Immunities: +2 vs. enchantments						

Elven Immunities		Elven Immunities - Sleep						
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 21 =	+4		+5		+1		+1	+11

Touch AC 16	Flat-Footed AC 15
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Trap Sense: +2 bonus vs. traps, **Mobility**: +4 Dodge bonus vs. Attacks of Opportunity because you moved out of or within a threatened area

CM Bonus	BAB	Strength	Size	Misc
+6 =	+5	+1	-	-

CM Defense	BAB	Strength	Dexterity	Size
22 = 10	+5	+1	+5	-

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

Base Attack	+5	HP	49
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Initiative	+9	Damage / Current HP	
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Speed	30 ft
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+1 keen rapier

Main hand: **+11, 1d6+2** Crit: 15-20/x2
Both hands: **+11, 1d6+2** 1-hand, P

Dagger

Main hand: **+10, 1d4+1** Crit: 19-20/x2
Ranged: **+10, 1d4+1** Rng: 10'
Light, P/S

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+15	DEX (5)	7	
Ring of jumping: +5 competence bonus to make high or long jumps				
Appraise	+0	INT (0)	-	
Bluff	+10	CHA (0)	7	
Climb	+11	STR (1)	7	
Diplomacy	+0	CHA (0)	-	
Disable Device	+18	DEX (5)	7	
Disguise	+0	CHA (0)	-	
Escape Artist	+5	DEX (5)	-	
Fly	+5	DEX (5)	-	
Heal	+1	WIS (1)	-	
Intimidate	+0	CHA (0)	-	
Perception	+13	WIS (1)	7	
Trapfinding: +3 to locate traps				
Ride	+5	DEX (5)	-	
Sense Motive	+1	WIS (1)	-	
Sleight of Hand	+15	DEX (5)	7	
Stealth	+15	DEX (5)	7	
Survival	+1	WIS (1)	-	
Swim	+11	STR (1)	7	

Feats

Armor Proficiency (Light)
Dodge
Elven Weapon Proficiencies
Improved Initiative
Mobility
Rogue Weapon Proficiencies
Simple Weapon Proficiency - All
Weapon Finesse

Special Abilities

Bleeding Attack +4 (Ex)
Elven Magic
Evasion (Ex)
Fast Stealth (Ex)
Low-Light Vision
Sneak Attack +4d6
Trap Sense +2 (Ex)
Trap Spotter (Ex)

+2 leather armor

+4

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light

Experience & Wealth

Experience Points: **35000**/51000
Current Cash: **25 gp**

Gear

Total Weight Carried: 41/130 lbs, Light Load
(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)

+1 keen rapier	2 lbs
+2 leather armor	15 lbs
Acid	1 lb
Alchemist's fire x2	1 lb
Amulet of natural armor +1	-
Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Belt of incredible dexterity +2	1 lb
Cloak of resistance +1	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
Potion of cat's grace x2	-
Potion of cure moderate wounds x2	-
Potion of invisibility	-
Ring of jumping	-
Silk rope <In: Another PC>	5 lbs
Thieves' tools	1 lb
Trail rations x3	1 lb

Background

Merisiel's life experiences have taught her to enjoy things to their fullest as they occur, since it's impossible to tell when the good times might end. Never the sharpest knife in the drawer, Merisiel makes up for this by carrying at least a dozen of them on her person. She hasn't met a problem yet that can't, in one way or another, be solved with things that slice. While she's always on the move and working on her latest batch of plots for 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.

Sourcebooks Used

(none)

Special Abilities

Trapfinding +3
Uncanny Dodge (Ex)

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"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of cat's grace	<input type="checkbox"/> <input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/> <input type="checkbox"/>
Potion of invisibility	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Elven