

**Boireannach**  
 CHARACTER  
 Nymph (Petite variant) Small Female  
 RACE & LA SIZE GENDER  
 177 Neutral Ng the Hooded (TFW:30)  
 AGE ALIGNMENT DEITY  
 LANGUAGES: Common, Sylvan, Elven, Gnome

**Hebeloma**  
 PLAYER  
 3'2" 34 lbs auburn amber pale  
 HEIGHT WEIGHT HAIR EYES SKIN  
 Thousandbreaths, The First World (TFW:51)  
 HOMELAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	10	0	12	-2		
<b>DEX</b>	18	4	16	2		
<b>CON</b>	10	0	10			
<b>INT</b>	14	2	14			
<b>WIS</b>	10	0	10			
<b>CHA</b>	20	5	18	2		

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
9	8	1	Fey Mesmerist	0	8	1	0	2	2	1	
NONLETHAL HP DAM											
TEMPORARY HP											
<b>TOTAL HP</b>	9	FAVORED CLASS	Fey Mesmerist	<b>TOTALS</b>	0	8	1	0	2	2	1

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	18	-10+	3	0	4	1				
<b>TOUCH</b>	15	-10+			4	1				
<b>FLAT-FOOT</b>	14	-10+	3	0	0	1				

SKILLS

	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS +	DEX 3		4		
* APPRAISE	INT 2		2		
* BLUFF	CHA 10	1	5	3	1
* CLIMB +	STR -1		0		
* CRAFT:	INT 2		2		
* DIPLOMACY	CHA 5		5		
* DISABLE DEVICE +	DEX		4		
* DISGUISE	CHA 5		5		
* ESCAPE ARTIST +	DEX 7	1	4	3	
* FLY +	DEX 3		4		
* HANDLE ANIMAL	CHA		5		
* HEAL	WIS 0		0		
* INTIMIDATE	CHA 5		5		
* KN: (arcana)	INT 6	1	2	3	
* KN: (dungeoneering)	INT		2		
* KN: (history)	INT		2		
* KN: (local)	INT		2		
* KN: (nobility)	INT		2		
* KN: (religion)	INT		2		
* LINGUISTICS	INT		2		
* PERCEPTION	WIS 4	1	0	3	
* PERFORM:	CHA 5		5		
* PROF:	WIS		0		
* RIDE +	DEX 3		4		
* SENSE MOTIVE	WIS 4	1	0	3	
* SLEIGHT OF HAND +	DEX		4		
* SPELLCRAFT	INT 6	1	2	3	
* STEALTH +	DEX 11	1	4	3	4
* SURVIVAL	WIS 0		0		
* SWIM +	STR -1		0		
* USE MAGIC DEVICE	CHA 9	1	5	3	

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	0	0	0			
<b>REF</b>	6	2	4			
<b>WILL</b>	4	2	0	2		



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	1	0		0	1	
<b>RANGED</b>	5	0		4	1	
<b>CMB</b>	4	0	CHA	5	1	-2
<b>CMD</b>	13	-10+	BOB	0	4	-2

**FEATS & FEATURES**

Race: Nymph (newpathfinderraces.wordpress) fey  
 Petite (variant): base size is small instead of medium  
 small: +1 AC, attack, -1 CMD, CMB, +4 Stealth, Move 20  
 Blinding Beauty: Blind foe as Blindness (DC Cha-based) (1/day)  
 Unearthly Grace: +2 AC vs humanoids  
 Confidence: +2 Will saves; Low-light Vision  
 Charming Glance: Cast charm person w/ eyes (2/day)  
 Mesmerist Tricks (lv1/2+ChaMod/day)  
 Mesmeric Mirror: Create Duplicate Image (1 min/lvl)

Class: Mesmerist HD: d8 skills: 6+Int Mod  
 Archetype: Fey Mesmerist (LG:FKCC-6)  
 Weapon Prof: All Simple & hand crossbow, sap, sword cane, whip  
 Armor Proficiency: Light Armor; No Shields  
 Consummate Liar: +lv1/2 Bluff; No prereqs for Feint Feats  
 Hypnotic Stare (Su): Foe takes -2 Will saves (swift)  
 Painful Stare (Su): Subject of Hypnotic Stare takes add'l damage +lv1/2 or 1d6 for Mesmerist damage  
 Specialism: Enchantment (learn 2 new spells instead of trick)

MARK A  TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.  
 \* SKILL CAN BE USED UNTRAINED \* ARMOR CHECK PENALTY APPLIES

EXPERIENCE SLOW  MEDIUM  FAST  0 / 2,000

	BASE	FLY	SWIM	CLIMB	MISC
<b>SPEED</b>	20				
<b>INIT</b>	4	=	4	DEX MOD	+ MISC MOD
<b>HERO</b>					
<b>SR</b>					
<b>DR</b>					
<b>RESISTANCES</b>					
<b>POOL POINTS</b>					

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Spider-silk bodysuit	3	6	-1	10	Lt	4.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dagger (melee)	+1	1d3	19-20,x2		S		
dagger (ranged)	+5	1d3	19-20,x2	10	P		
hand crossbow	+5	1d3	19-20,x2	30	P		



### SPELLS PER DAY

CLASS **Mesmerist** LEVEL **1**

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
15	0					4
16	1st	3	1	2		2+2
	2nd			1		
	3rd			1		
	4th			1		
	5th			1		
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL **25** MEDIUM: 100FT + 10FT / LVL **110** LONG: 400FT + 40FT / LVL **440**

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<b>0</b>					

### BLOODLINES & PATRONS

BLOODLINE/PATRON

BLOODLINE/PATRON

### DOMAINS

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

### WIZARD SPECIALITY SCHOOL

SPECIALITY

FOCUSED

PROHIBITED

PROHIBITED

### SPELLS PER DAY

CLASS  LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL **25** MEDIUM: 100FT + 10FT / LVL **100** LONG: 400FT + 40FT / LVL **400**

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<b>0</b>					

### SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Detect Magic - Detects spells and magic items within 60 ft.	Divination					
0			Daze - A single humanoid creature with 4 HD or less loses its next action.	Enchantment					
0			Lullaby - Makes subject drowsy (-5 on Perception checks, -2 on Will saves vs sleep.)	Enchantment					
0			Unwitting Ally - Subject is considered ally for 1 round.	Enchantment					
1			Unnatural Lust - Target is compelled to kiss or caress another.	Enchantment					
1			Hideous Laughter - Subject loses actions for 1 round/ level.	Enchantment					
1			Murderous Command - Target is compelled to kill its ally.	Enchantment					
1			Hypnotism - Fascinates 2d4 HD of creatures.	Enchantment					