Boireannach Hebeloma Nymph (Petite variant) Small Female 3'2" 34 lbs auburn amber 177 SIZE GENDER WEIGHT EYES HEIGHT HAIR Ng the Hooded (TFW:30) Thousandbreaths, The First World (TFW:51) Neutral



AGE ALIGNMENT DEITY	HOMELAND & BACKGRO		•	11 11.0	•,,		(1) (2)	ROL	EPI	AY	1000	3 G	AM	DE/	O	
LANGUAGES: Common, Sylvan, Elven, Gnome, Goblin							Origina	by Neceros. I	Modified	by abellin	us@yah	oo.com.	. Version	1.0.2012		
LANGUAGES:			,													
	EMP CURRENT	TPOINTS	HP GAINED	HD		CLASS NA		SS REC	BAB		FC HPS	FORT	REF	WILL	LEVEL	
<b>STR</b> 10 0 12 -2	_		32	5		Fey Mesi	merist		3	40	5	1	4	4	5	
DEX 18 4 16 2	<b>□</b>   3:	7				<u> </u>			$\neg$	$\neg \dagger$	$\neg$					
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CON 10 0 10										$\longrightarrow$			_	_		
INT 14 2 14	NONLETHAL HP DAM									$\Box$						
	TEMPORARY HP									.						
wis 10 0 10		TOTAL HP	37	FAVORE CLASS	D F	Fey Mesmeris	st T	OTALS	3	40	5	1	4	4	5	
CHA 22 6   18   2   2	-													RANKS	_	
ABILITY SCORE &		CONDITIONS & N	MISCELLANEOUS T	RACKING						SKILL TOTA		NKS A		TOTAL RAINED	40 міsc	
RACIAL NOTES							ACROBATIC	s •		EX 3	_	$\perp$	4	$\Box$		
	KS & DEFENSE SIZE DODGE NATURAL	DEFLECT M	ISC TEMP				Appraise Bluff		II CH	NT 2 HA 12	_	2	6	3	1	
AC 20 =10+ 5 0 4	1			ARM	OR CHECK		CLIMB +			TR -1	_	_	0	_	_	
	<u></u>			] 1 .	PENALTY	¥⊠ (	CRAFT:			NT 6	_	1	2	3		
<b>TOUCH</b> 15 =10+ 4	<u>1</u>			] '	DEX		DIPLOMAC		CH	_	)	1	6	3		
<b>FLAT-FOOT</b> 16 _10+ 5 0 0	1			]	SPELL FAILURE	I 10% I —	DISABLE D	EVICE +	DI	_	+	1	4	2		
			MBAT NOTES & MC	DIFIERS			DISGUISE ESCAPE AR	TIST +	CH DI	_	_	1 2	6	3		
SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE	MISC TEMP					THE RESERVE OF THE PERSON NAMED IN	ELY +		DI	_	_		4			
FORT 1 1 0		84	No. of the last				HANDLE A	NIMAL	CH	_	$\perp$		6			
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	SIZE MISC	19		9.	1	A CONTRACTOR OF THE PARTY OF TH	(N: (local)			νт 6	_	1	2	3		
MELEE 4 3 0	1	3			76	G 3000	N: (nobilit			NT 6	_	1	2	3		
RANGED 8 3 4	1 -	- 8					(N: (religio			NT 6	_	1	2	3		
ATTACK MODIFIER						The second second	PERCEPTIO			ris 8	_	5	0	3		
CMB         8         3         CHA         6	1 -2	*		# 1		4 4	PERFORM:		CH	HA 10	)	1	6	3		
CMD 16 =10+ B3B   DO DE & DEX	1 -2			37	ZM.	100 C	PROF:			'IS	$\bot$	$\perp$	0			
				1			RIDE + Sense Mo	TIVE		ex 3	_	5	0	3		
FEAT:	S & FEATURES						SLEIGHT O			EX 7	_	1	4	3		
CLASS FEATURES, RACIAL	TRAITS, FEATS, AND CHARACTER F					2 €	PELLCRAF	г	11	NT 10	5	5	2	3		
Race: Nymph (newpathfinderraces.wordpress)	fey Class: Mesn	nerist HD:	d8 skills: 6	3+Int I	Mod		STEALTH +			EX 15	_	5	4	3	4	
Petite (variant): base size is small instead of med	um Archetype: F	Archetype: Fey Mesmerist (LG:FKCC-6)								ris 0 TR -1	_	_	0			
small: +1 AC, attack, -1 CMD, CMB, +4 Stealth, Move	20 Weapon Prof: A	Weapon Prof: All Simple & hand crossbow, sap, sword cane, whip							C F	_	_	2	6	3		
Blinding Beauty: Blind foe as Blindness (DC Cha-based) (1/o	day) Armor Profici	Armor Proficiency: Light Armor; No Shields							STR			_		_		
		·							STR		工					
Unearthly Grace: +2 AC vs humanoids		Towering Ego +Cha Mod to Will saves							STR	$\vdash$	+	_	_			
Confidence: +2 Will saves; Low-light Vision	Hypnotic Sta	Hypnotic Stare (Su): See below.							STR	$\perp$	+	_				
Charming Glance: Cast charm person w/ eyes (2/d	ay) Damage Red	Damage Reduction (Ex): 1/cold iron							STR STR							
Mesmerist Tricks (IvI/2+ChaMod/day) - See be	ow								MARK A 🗆 TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONU * SKILL CAN BE USED UNTRAINED • ARMOR CHECK PENALTY APPLIES							
Manifold Tricks: Apply two tricks simultaneously to 2 targ																
									EXPERIENCE 15,000 / 23,000							
Fey Magic Specialist (Su): +1 DC Enchantment Sp	elis								<b>—</b> ,-	BASE	FLY	SW	VIM	CLIMB	MISC	
							SPEED		<u>_</u>  L	20	<u> </u>					
							INIT	4	_ ] :	= [ -	4	DEX MOD	+ [		MISC MOD	
							HERO		一		_					
	Specialism: Enc	hantmort /l	arn 2 nove ar	olle inc	ond of t				<b> </b> -		_				_	
	(XZ)	SR			DR	1/i	ron									
	RE	RESISTANCES														
ARMO ARMOR NAME & DESCRIPTION	WEIGHT	OOL POI	NTS													
Spider cilk bedyguit+2		5 6	DEX PENALTY S	10	TYPE Lt	4.0										
ARMOR Spider-slik bodysult+2		+ - + -	<del>*                                     </del>	10		<del>                                     </del>										
SHIELD																
WEAPON NAME & DESCRIPTION	ATTACK MODIFIER	RS	DAN	MAGE		CRITICAL	RANGE	TYPE	WEIGHT	r		АММС	O & NOTE	S		
dagger +2 (melee)	+4+2		1d	3+2		19-20,x2		S								
dagger +2 (ranged)	+8+2		1d:	3+2		19-20,x2	10	Р		1						
1 - 0 - 0 - 0 - 0 - 0 - 0 - 0 - 0 - 0 -		10.2						-		+-	—					

1d3

19-20,x2

30

Р

+8

hand crossbow

	FEATS & SPECIAL ABILITIES							F	EATS	& SPECI	AL ABIL	ITIES			
Me	NAME esmerist Tricks (IVI/2+ChaMod/day)	USES/DAY	USED	St	are Prop		NA	ME				USES/DAY	USED		
	esmeric Mirror: Create Duplicate Image (1 min/lvI)						takos	s _2 \Mill e	saves (sv	vift\					
	of Will: grant ally Will bonus to will save, Cha bonus to Intimidate/Si				Hypnotic Stare (Su): Foe takes -2 Will saves (swift)  Painful Stare (Su): Subject of Hypnotic Stare takes										
	nish Arrow: grab foe's projectile before shot/thrown w/in med. (			$+\vdash$		damage +lvl/2									
vai	iisii Arrow. grab toe s projectile before shortiliowii wiii filed. (					Su): Hypnotic st									
								tare: at onset							
						$+ \vdash$	eeding Si	lare. at onset	TIVI/3 L	need dan	nage to s	subject	JI State		
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	EQUIPMENT & MAGIC ITEM	S						E	QUIPN	MENT &	MAGIC I	TEMS			
Ħ	Spider-silk bodysuit+2	-	QTY / USES	WGT N/A	WEIGHT	#			ITEM				QTY / USES	WGT N/A	WEIGHT
	dagger+2	$^{\dagger}$				┧┝									
	hand crossbow	$\dagger$				┧┝									
	bolts (10)	+				┪┝	1								
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	WORN MAGIC ITEM EQUIPMENT							BAGS & CO	NTAI	NERS					
	EQUIPMENT SLOTS FOR MAGIC ITEMS	芾				CONTAINE	R				OLUME/WEIGH	T LIMIT/NOT	ES		WEIGHT
	BELT:	H	+												_
	BODY:	H													-
	CHEST:	H	$\vdash$												-
	EYES:	_			CIII	RRENC	·v				TDEAC	IIDE C	ARRIED		
	FEET:			CARRIE			WGT N/A	STORED	*			REASURE	AKKIED		WEIGHT
	HANDS:	H	ATINUM						$\vdash \vdash$						<del>                                     </del>
	HEAD:	⊢	GOLD						$\vdash$						<u> </u>
Н	adband:	⊢	SILVER						Ш						
	NECK:	С	OPPER			<u> </u>						ADS &			
	RING:	L		<u> </u>		<u> </u>			LIGHT	LOAD	HEAVY LOAD		LIFT ABOVE HEAD	GROUND	DRAG & PUSH
	RING:	^	RMOR &		$\neg \neg$	ED WE		TOTAL	33	67	100		100	200	500
SH	OULDERS:		EAPONS	CURRENCY	Y EQI	JIPMENT	MISC	TOTAL	0	0		MODIFIED LOAD	0	0	0
	WRIST:		4.0	0.0		0.0		4.0	CURRE	NT LOAD	LIGHT	<b>Д</b> м	EDIUM 🗖	HEA\	vy 🔲

	SPELLS PER DAY								BLO	ODLINES & PATRONS			S	PELLS I	PER DA	Y			
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SAVE	DC I	.EVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN	BLOODLINE/	PATRON			SAVE	DC LEVEL	то	TAL CL	ABIL SS BON		SPELL	
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25FT + 5FT / 2 LVL	CLOSE: SFT + 35   MEDIUM: 100FT + 100FT / LVL   150   400FT + 40FT / LVL   600						600		CUSED	25FT + 5FT / 2 LVL	25		100FT + 10FT / LVL	100	400F1 40FT /	+ LVL 40	00		
SPE		TOTAL	CLAS	S ABILI	тү отн	ER CUR	KENT POINT	s	IIBITED _			SPE	10		CLASS	ARILITY	OTHER	UKKENT PO	HNTS
POINT		0						PROF	IIBITED			POINT	s (	<u>,                                    </u>		L	L		
LEVEL	PREP	USED						NAME & DESCRIPTION		SPELLS	school		DURATION		RANGE	SAVE	SR	REFERE	NCE
0			Detec	ct Magi	c - Dete	ects spe	ells and	l magic items	within 6	60 ft.	Divinat	ion							
0			Daze - A single humanoid creature with 4 HD or less loses its next action.								Enchantr								
0										–2 on Will saves vs sleep.)									
0			Unwitting Ally - Subject is considered ally for 1 round.  Read Magic - Read scrolls and spellbooks.									nent							
0										Divinat Transmut									
0			Mage Hand - 5-pound telekinesis.									ation							
1			Unnatural Lust - Target is compelled to kiss or caress another.									nent							
1			Hideo	ous Lau	ıghter	- Subje	ect lose	s actions for	1 round/	level.	Enchantr	nent							
1			Murd	erous (	Comma	ınd - Ta	arget is	compelled to	kill its a	ılly.	Enchantr	ment							
1			_					of creatures.			Enchantr								
1			Charm Person - Makes one person your friend.  Color Spray - Knocks unconscious, blinds, and/or stuns weak creatures.								Enchantr								
1			Color	Spray	- Knoo	cks unc	onscio	us, blinds, and	d/or stur	ns weak creatures.	Illusio	n							
2			Jealo	us Rag	ge - tarç	get atta	cks ally	who gains so	me ber	nefit	Enchantr	ment						FKC	C
2						ect is p					Enchantr	ment							
2			Comr	nune w	vith Bird	ds - Yo	u can a	ask birds a qu	estion.		Divinat	ion							
2			Hypnotic Pattern - Fascinates 2d4 + level HD of creatures.								Illusio	n							
2			Oppressive Boredom - Target loses its next action.								Enchantr	ment							
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