

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, Goblin

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
STR	10	0	12	-2		
DEX	18	4	16	2		
CON	10	0	10			
INT	14	2	14			
WIS	10	0	10			
CHA	22	6	18	2	2	

HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
37	32	5	Fey Mesmerist	3	40	5	1	4	4	5			
TOTAL HP			37	FAVORED CLASS	Fey Mesmerist	TOTALS	3	40	5	1	4	4	5

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	20	-10+	5	0	4	1				
TOUCH	15	-10+			4	1				
FLAT-FOOT	16	-10+	5	0	0	1				

SKILLS RANKS TOTAL 40

	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS *	DEX	3		4	
* APPRAISE	INT	2		2	
* BLUFF	CHA	12	2	6	3
* CLIMB *	STR	-1		0	
* CRAFT:	INT	6	1	2	3
* DIPLOMACY	CHA	10	1	6	3
* DISABLE DEVICE *	DEX			4	
* DISGUISE	CHA	10	1	6	3
* ESCAPE ARTIST *	DEX	8	2	4	3
* FLY *	DEX	3		4	
* HANDLE ANIMAL	CHA			6	
* HEAL	WIS	0		0	
* INTIMIDATE	CHA	10	1	6	3
* KN: (arcana)	INT	7	2	2	3
* KN: (dungeoneering)	INT	6	1	2	3
* KN: (history)	INT	6	1	2	3
* KN: (local)	INT	6	1	2	3
* KN: (nobility)	INT	6	1	2	3
* KN: (religion)	INT	6	1	2	3
* LINGUISTICS	INT	6	1	2	3
* PERCEPTION	WIS	8	5	0	3
* PERFORM:	CHA	10	1	6	3
* PROF:	WIS			0	
* RIDE *	DEX	3		4	
* SENSE MOTIVE	WIS	8	5	0	3
* SLEIGHT OF HAND *	DEX	7	1	4	3
* SPELLCRAFT	INT	10	5	2	3
* STEALTH *	DEX	15	5	4	3
* SURVIVAL	WIS	0		0	
* SWIM *	STR	-1		0	
* USE MAGIC DEVICE	CHA	11	2	6	3
	STR				
	STR				
	STR				
	STR				
	STR				
	STR				

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	1	1	0			
REF	8	4	4			
WILL	12	4	0	2	6	



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	4	3		0	1	
RANGED	8	3		4	1	
CMB	8	3	CHA	6	1	-2
CMD	16	-10+	B3B	0	4	-2

FEATS & FEATURES
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER 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 (lv/2+ChaMod/day) - See below
 Manifold Tricks: Apply two tricks simultaneously to 2 targets
 Fey Magic Specialist (Su): +1 DC Enchantment Spells

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
 Towering Ego +Cha Mod to Will saves
 Hypnotic Stare (Su): See below.
 Damage Reduction (Ex): 1/cold iron

Specialism: Enchantment (learn 2 new spells instead of trick) (x2)
 Feat: Extra Trick (x2)

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 15,000 / 23,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
20					

INIT 4 = 4 DEX MOD + MISC MOD

HERO

SR DR 1/iron

RESISTANCES

POOL POINTS

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Spider-silk bodysuit+2	5	6	-1	10	Lt	4.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dagger +2 (melee)	+4+2	1d3+2	19-20,x2		S		
dagger +2 (ranged)	+8+2	1d3+2	19-20,x2	10	P		
hand crossbow	+8	1d3	19-20,x2	30	P		

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text" value="16"/>	<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="6"/>
<input type="text" value="17"/>	<input type="text" value="1st"/>	<input type="text" value="6"/>	<input type="text" value="4"/>	<input type="text" value="2"/>	<input type="text"/>	<input type="text" value="4+2"/>
<input type="text" value="18"/>	<input type="text" value="2nd"/>	<input type="text" value="4"/>	<input type="text" value="2"/>	<input type="text" value="2"/>	<input type="text"/>	<input type="text" value="3+2"/>
<input type="text"/>	<input type="text" value="3rd"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="4th"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="5th"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="6th"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="7th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="8th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="9th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
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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
<input type="text"/>	<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="1st"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="2nd"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="3rd"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="4th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="5th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="6th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="7th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="8th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="9th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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					
0			Read Magic - Read scrolls and spellbooks.	Divination					
0			Mage Hand - 5-pound telekinesis.	Transmutation					
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					
1			Charm Person - Makes one person your friend.	Enchantment					
1			Color Spray - Knocks unconscious, blinds, and/or stuns weak creatures.	Illusion					
2			Jealous Rage - target attacks ally who gains some benefit	Enchantment					FKCC
2			Hold Person - Subject is paralyzed	Enchantment					
2			Commune with Birds - You can ask birds a question.	Divination					
2			Hypnotic Pattern - Fascinates 2d4 + level HD of creatures.	Illusion					
2			Oppressive Boredom - Target loses its next action.	Enchantment					