

**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
<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>	24	7	18	2	4	

HITPOINTS		
CURRENT HP	HP GAINED	HD
72	62	10
NONLETHAL HP DAM		
TEMPORARY HP		
<b>TOTAL HP</b>	72	<b>FAVORED CLASS</b>
		Fey Mesmerist

CLASS RECORDER									
CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS		
Fey Mesmerist	7	80	10	3	7	7	10		
<b>TOTALS</b>	7	80	10	3	7	7	10		

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	21	-10+	6	0	4	1				
<b>TOUCH</b>	15	-10+			4	1				
<b>FLAT-FOOT</b>	17	-10+	6	0	0	1				

SKILLS RANKS TOTAL 80

SKILL	DEX	INT	CHA	STR	WIS	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS *	DEX	3				3		4		
* APPRAISE	INT	2				2		2		
* BLUFF	CHA	18	7	7	3	35		1		
* CLIMB *	STR	-1		0		-1				
* CRAFT:	INT	6	1	2	3	12				
* DIPLOMACY	CHA	11	1	7	3	22				
* DISABLE DEVICE *	DEX			4		4				
* DISGUISE	CHA	11	1	7	3	22				
* ESCAPE ARTIST *	DEX	13	7	4	3	27				
* FLY *	DEX	3		4		7				
* HANDLE ANIMAL	CHA			7		7				
* HEAL	WIS	0		0		0				
* INTIMIDATE	CHA	16	6	7	3	32				
* KN: (arcana)	INT	12	7	2	3	24				
* KN: (dungeoneering)	INT	6	1	2	3	12				
* KN: (history)	INT	6	1	2	3	12				
* KN: (local)	INT	6	1	2	3	12				
* KN: (nobility)	INT	6	1	2	3	12				
* KN: (religion)	INT	6	1	2	3	12				
* LINGUISTICS	INT	6	1	2	3	12				
* PERCEPTION	WIS	13	10	0	3	26				
* PERFORM:	CHA	11	1	7	3	22				
* PROF:	WIS			0		0				
* RIDE *	DEX	3		4		7				
* SENSE MOTIVE	WIS	13	10	0	3	26				
* SLEIGHT OF HAND *	DEX	7	1	4	3	15				
* SPELLCRAFT	INT	15	10	2	3	30				
* STEALTH *	DEX	20	10	4	3	37		4		
* SURVIVAL	WIS	0		0		0				
* SWIM *	STR	-1		0		-1				
* USE MAGIC DEVICE	CHA	12	2	7	3	24				

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
<b>FORT</b>	3	3	0			
<b>REF</b>	11	7	4			
<b>WILL</b>	16	7	0	2	7	

COMBAT NOTES & MODIFIERS



ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
<b>MELEE</b>	8		0	1		
<b>RANGED</b>	12		4	1		
<b>CMB</b>	13	7	CHA	7	1	-2
<b>CMD</b>	20	-10+	B7B	4	1	-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 3 tricks simultaneously to 3 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): 3/cold iron

Specialism: Enchantment (learn 2 new spells instead of trick) (x4)  
 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  105,000 / 155,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
20					

INIT 4 = 4 DEX MOD + MISC MOD

HERO

SR DR 3/iron

RESISTANCES

POOL POINTS

**ARMOR & WEAPONS**

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

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dagger +3 (melee)	+4+3	1d3+3	19-20,x2		S		
dagger +3 (ranged)	+8+3	1d3+3	19-20,x2	10	P		
hand crossbow	+8	1d3	19-20,x2	30	P		



**SPELLS PER DAY**

CLASS	Mesmerist				LEVEL	10
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
17	0					6
18	1st	7	5	2		5+2
19	2nd	6	4	2		5+2
20	3rd	5	3	2		4+2
21	4th	2	1	1		2+2
	5th			1		
	6th			1		
	7th			1		
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL	50	MEDIUM: 100FT + 10FT / LVL	200	LONG: 400FT + 40FT / LVL	800
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TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	0			

**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
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TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	0			

**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					
1			Aphasia - Prevent a target from understanding language.	Enchantment					
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					
2			Blindness/Deafness - Makes subject blinded or deafened.	Necromancy					

