Inphidian (Dancer) Medium Female 5'6" 120 lbs None Yellow WEIGHT HAIR EYES Ydersius GENDER HEIGHT



30 Chaotic Neutral Ydersius											
LANGUAGES: Inphidian, Common, Undercommon, Draconic, G											
LANGUAGES: INFINITION, COMMINGN, CHACLESTIMMON, DIAGONIC, C								2			
ABILITY SCORE TOTAL MOD BASE ENHANCE MISC TEMP	HITPOIN CURRENT HP	HP GAINED	HD	CLAS	CLASS REC	BAB		FC HPS FO	RT REF	WILL	LEVELS
STR 16 3 12 4	4.0	40	4 Inpl	hidian: Mon	strous Humanoid	4	36	1	3	3	4
DEX 22 6 16 6	48	8	1	Mes	merist	0	10) 2	2	1
CON 14 2 10 4	10										
INT 18 4 16 2	NONLETHAL HP DAM										
	TEMPORARY HP									1	П
wis 12 1 10 2	TOTAL F	1P 48	FAVORED CLASS	Inphidia	n TOTALS	4	46	0 1	5	5	5
CHA 20 5 18 2	CONDITION	NS & MISCELLANEOUS T					SKILI	S		RANKS TOTAL	46
ABILITY SCORE & RACIAL NOTES				,	☐ Acrobatics •		EX 6	AL RANKS	ABILITY 6	TRAINED	
	DEFENSE			*	☑ Appraise		NT 8		4	3	
ARMOR CLASS TOTAL ARMOR SHIELD DEX SIZE	DODGE NATURAL DEFLECT	MISC TEMP	ARMOR CHE		BLUFF		HA 10		5	3	1
AC 27 -10+ 6 0 6			PENAI	LTY U	☐ CLIMB • ☑ CRAFT:		TR 8	_	3	3	5
TOUCH 17 = 10+			MAXIMI		☑ DIPLOMACY		на 9	1	5	3	
FLAT-FOOT 2010+ 6 0 0	4		SPI FAILU		☐ DISABLE DEVICE ◆ ☑ DISGUISE		HA 10) 2	5	3	
		COMBAT NOTES & MO	DIFIERS	*	☑ ESCAPE ARTIST •		EX 11	_	6	3	
SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE MISC	ТЕМР		S	1	FLY +		EX 6		6		
FORT 3 1 2					☐ HANDLE ANIMAL ☐ HEAL		HA /IS 1		5		
REF 11 5 6			To the		✓ INTIMIDATE		HA 1(_	5	3	
WILL 6 5 1					☑ KN: arcana		NT 12	_	4	3	
W112 0 0 1			23	18 (✓ KN: dungeoneering✓ KN: history		NT 8	_	4	3	
ATTACKS TOTAL BASE ATTACK BONUS TEMP ABILITY SIZE	MISC		2 (SKD)	10	☑ Kn: local	- 1	ΝТ 8	_	4	3	
MELEE 7 4 3		_	2/1	65	Kn: nobility		NT 8	_	4	3	
RANGED 10 4 6		_		3.	✓ KN: religion✓ LINGUISTICS		NT 8	_	4	3	
CMB 10 4 DEX 6					☑ Perception	V	/IS 7	3	1	3	
	<u> </u>		16	, *	✓ Perform: dance ✓ Prof:		HA 16		5	3	3
CMD 24 =10+ B4B Donge & STO & DEX			- all	rkp3	RIDE +		EX 6	_	6	3	
	4	SENSE MOTIVE		/IS 7	_	1	3				
	FEATURES FEATS, AND CHARACTER FEATURES				✓ SLEIGHT OF HAND ◆ ✓ SPELLCRAFT		EX 11	_	6	3	
Race: Inphidian (ToHC-379) (Monstrous Humanoid, reptilian)	Inphidian Feats (2):	*	☑ STEALTH +		EX 19	_	6	3	5		
Darkvision 60', HD: d10; skills: 4+IntMod	Skill Focus: Perforn		SURVIVAL		/IS 1		1		\Box		
Natural Weapons: Snake-hands (1d4 plus poison).	Improved Initiative +	*	☐ SWIM ◆ ☑ USE MAGIC DEVICE		TR 3	_	5	3			
AC: +4 natural AC bonus	Dodge +1 AC			STR							
Entrancing Dance (Su) - Perform check to charm all w/in 30'				STR	\perp	_			\blacksquare		
- Will save vs perform or be fascinated for 1d4+2 rounds				STR STR							
·				STR							
Poison (DC 16)		 .	MARK A TO SHOW A CLASS S	STR	ASS SKILLS	WITH DANIE	S GAIN A ±	3 TRAINES	D RONUS		
Class: Mesmerist HD: d8 skills: 6 + Int Mod		* SKILL CAN BE USED	UNTRAI	NED +	ARMOR CHE	CK PENALT	APPLIES				
Weapon Prof: all simple weapons, hand crossbow, sap, sword cane & whip		EXPERIENCE SLOW MEDIUM FAS	, o		0	/	2,000)			
Armor Proficiency: Light Armor, no shield	tivate later	CDEED	— ,	BASE	FLY	SWIM	CLIMB	MISC			
Consummate Liar - + lvl/2 bluff Psychosomatic Surge: Add 1d8+lvl/2 hp for 1 hour to ally					SPEED	4	30				
Hypnotic Stare (Su) w/in 30', lower foe's Will by -2	- extra (1d8 if target if	triggering hit r	educes be	elow 0 hp)	INIT 10		=	6 MOI		4	MISC MOD
Painful Stare (Su) - when subject of stare takes dam, extra lvl/2 dam		HERO									
			SR DR								
				RESISTANCES							
ARMOR & ARMOR NAME & DESCRIPTION	WEAPONS	MAX DEX PENALTY S	PELL FAIL TVO	TYPE WEIGHT							
Inphidian Spaka Spala Mail ±1	6										
ARMOR		10 0	10 Lt	t 15.0							
SHIELD		<u> </u>									
WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS		1+3	20 v2	RANGE TYPE	WEIGH	$\overline{}$	oieon (e	MO % NO.		

	FEATS & SPECIAL ABILITIES						F	EATS &	SPECIA	L ABILITIES			
Po	ison (Ex) Bite—injury; save: Fort DC 12 + 1/2 HD + 0	Con Mod	USES/DAY	USED				NAME				USES/DAY	USED
	quency: 1/round for 4 rounds; effect: 1d4 Strength of				┧┝								
	re: 1 save. The save is Constitution based.	aumago,			┧┝								
Cu	re. 1 save. The save is constitution based.				┨┝								
					┨╟								
					┨╟								-
					┨┝								
					┨┝								
					┨┝								
					┨┝								
					┚┖								
	EQUIPMENT & MAGIC ITEMS						F	ошемі	FNT & N	AAGIC ITEMS			
ж	ITEM	QTY / USES	WGT N/A	WEIGHT	*					MAGIC ITEMS	QTY / USES	WGT N/A	WEIGHT
					┨┝	-	n Gauntlets - a			akes heads	2		0.5
	quarterstaff				┨┝		faint transmuta						
	whip				┨┝	- Slot h	ands; Price 24	I,000; W	eight1/2	? lb.			
	hand crossbow				┨┝								
	quiver w/ 20 bolts				⇃⇂	+	n Snakescale						
					⇃닎	+			10, no arr	nor check penalty.			
					╛┕	+5 stea	Ith & climb bor	nus					
					┚┖	+x intim	idate bonus w	here x=	# of inph	idians in party			
					J L	OR intir	nidating prowe	ess - ado	d Str Mo	d to Intimidate			
					J L								
					1 🗆								
					1 [
					1 🗆								
					1 🗆								
					1								
					1								
					1 🗀								
					1 🗀								
					1 🗀								
					1								
					1								
					1								
					1								
					┧┝								
					┧┝								
					┧┝								
		+			┧┝								
	WORN MAGIC ITEM EQUIPMENT						BAGS & CO	NTAIN					
	EQUIPMENT SLOTS FOR MAGIC ITEMS BELT:	#			CONTAINI	ER			VO	UME/WEIGHT LIMIT/NOT	ES		WEIGHT
	BODY:						1						
	CHEST:												
	EYES:			CUI	RRENC	Y				TREASURE C	ARRIFD		
	FEET:		CARR			WGT N/A	STORED	#		TREASURE	AMMILD		WEIGHT
		PLATINUM						\vdash					
	HEAD:	GOLD						\vdash					
н	EADBAND:	SILVER											
	NECK:	COPPER								LOADS &			
	RING:							LIGHT	MEDIUM LOAD	HEAVY LOAD	HEAD	GROUND	DRAG & PUSH
	RING:	ARMOR &			ED WE		TOTAL	77	153	230	230	460	1150
SH	OULDERS:	WEAPONS	CURREN	CY EQI	JIPMENT	MISC	TOTAL	0	0	MODIFIED LOAD	0	0	0
_	WRIST:	25.0	0.0		0.5		25.5	CURRENT	LOAD	LIGHT 🗹 M	EDIUM 🗖	HEA\	/Y 🔲

		SPELLS PER DAY		BLOODLINES & PATRONS	SPELLS PER DAY					
CLASS		Mesmerist	LEVEL 1	BLOODLINE/PATRON	С	LASS		LEVE	L	
		ABILITY	SPELLS	BLOODLINE/PATRON			ABILITY	1	SPELLS	
15	LEVEL	TOTAL CLASS BONUS	MISC KNOWN 4			SAVE DC LEVEL	TOTAL CLASS BONUS	MISC	KNOWN	
16	ıst	4 2 2		DOMAINS		1st		┰	iHi.	
	╡			DOMAIN				╬		
	_ 2nd			SUBDOMAIN		2nd	 _		-	
	3rd			DOMAIN		3rd		<u> </u>		
	4th	1		SUBDOMAIN		4th				
	5th	1				5th				
	6th			DOMAIN		6th				
				SUBDOMAIN				İ		
	8th		iiiiii	WIZARD SPECIALITY SCHOOL		8th		i	i ll	
	9th			SPECIALITY SPECIALITY		9th		╬		
CLOSE: F		MEDIUM:	LONG:				MEDIUM:	TONG		
CLOSE: 25FT + SFT / 2 LVL	25	MEDIUM: 100ft + 10ft / LVL 110	400ft + 40ft / LVL 440	FOCUSED	25 5FT	OSE: FT + 2 LVL	100FT + 10FT / LVL 100	400ft - 40ft / L	400	
	TOTAL	CLASS ABILITY OTH	HER CURRENT POINTS	PROHIBITED		TOTAL	CLASS ABILITY OTH	IER CI	JERENT POINTS	
SPELI POINTS	0			PROHIBITED		POINTS 0				
				SPELLS						
O F	PREP USED	Detect Magic - De		me & DESCRIPTION magic items within 60 ft.	SCHOOL Divination	DURATION	RANGE SAVE	SR	REFERENCE	
0		Read Magic - Rea			Divination					
0				Perception checks, –2 on Will saves against sleep)						
0		Daze - A single hu	ımanoid creature	with 4 HD or less loses its next action.	Enchantment					
1		Hypnotism - Fasc			Enchantment					
1		Murderous Comma	and - Target is co	ompelled to kill its ally.	Enchantment					
		1								