Character	Player
Lumamo	David

Race & LA	Size	Gender	Height	Weight	Hair	Eyes	Skin
Vishkanya	Medium	Male	6'3"	145	black	white	sallow

Age	Alignment	Deity	Homeland & Background Occupation
29	Neutral		

Languages: common, Vishkanya

Pathfinder Roleplaying Game

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

Ability Score	Total	Mod	Base	Enhance	Misc	Temp
STR	13	1	13			
DEX	11	0	9	2		
CON	16	3	16			
INT	20	5	20			
WIS	13	1	15	-2		
CHA	23	6	21	2		

Ability Score & Racial Notes

HITPOINTS

Current HP: 11

Nonlethal HP Dam

Temporary HP

Total HP: 11

CLASS RECORDER

Class Name	HP Gained	HD	BAB	Skill	FC HPs	Fort	Ref	Will	Levels
Mesmerist	11	1	0	11		0	2	2	1
Totals		Favored Class	0	11	0	0	2	2	1

Conditions & Miscellaneous Tracking

ATTACKS & DEFENSE

Armor Class	Total		Armor	Shield	Dex	Size	Dodge	Natural	Deflect	Misc	Temp
AC	13	=10+	3	0	0						
Touch	10	=10+			0						
Flat-Foot	13	=10+	3	0	0						

Armor Check Penalty: -1

Maximum Dex: 5

Spell Failure: 0%

Combat Notes & Modifiers

Saving Throws	Total	Class Base	Ability	Enhance	Misc	Temp
Fort	3	0	3			
Ref	2	2	0			
Will	3	2	1			

Attacks	Total	Base Attack Bonus	Temp	Ability	Size	Misc
Melee Attack Modifier	1	0		1		
Ranged Attack Modifier	0	0		0		
CMB	1	0	STR	1		
CMD	11	=10+	BAB 0	Dodge & Deflect 0	Str & Dex 1	

SKILLS

Ranks Total Trained: 11

Skill	Ability	Total	Ranks	Ability	Trained	Misc
☆ ☐ Acrobatics ♦	DEX	-1		0		
☆ ☑ Appraise	INT	5		5		
☆ ☑ Bluff	CHA	6		6		
☆ ☐ Climb ♦	STR	0		1		
☆ ☑ Craft:	INT	9	1	5	3	
☆ ☑ Diplomacy	CHA	6		6		
☐ Disable Device ♦	DEX			0		
☆ ☑ Disguise	CHA	6		6		
☆ ☑ Escape Artist ♦	DEX	5	1	0	3	2
☆ ☐ Fly ♦	DEX	-1		0		
☐ Handle Animal	CHA			6		
☆ ☐ Heal	WIS	1		1		
☆ ☑ Intimidate	CHA	10	1	6	3	
☐ Kn: Arcana	INT	6	1	5		
☑ Kn: Dungeoneering	INT	9	1	5	3	
☑ Kn: History	INT	9	1	5	3	
☑ Kn: Local	INT	9	1	5	3	
☑ Kn: Nobility	INT			5		
☑ Kn: Religion	INT			5		
☑ Linguistics	INT			5		
☆ ☑ Perception	WIS	7	1	1	3	2
☆ ☑ Perform:	CHA	6		6		
☑ Prof:	WIS			1		
☆ ☐ Ride ♦	DEX	-1		0		
☆ ☑ Sense Motive	WIS	5	1	1	3	
☑ Sleight of Hand ♦	DEX	3	1	0	3	
☑ Spellcraft	INT			5		
☆ ☑ Stealth ♦	DEX	5	1	0	3	2
☆ ☐ Survival	WIS	1		1		
☆ ☐ Swim ♦	STR	0		1		
☑ Use Magic Device	CHA			6		
☐	STR					
☐	STR					
☐	STR					
☐	STR					
☐	STR					
☐	STR					

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: 0 / 2,000
Slow ☐ Medium ☑ Fast ☐

	Base	Fly	Swim	Climb	Misc
Speed	30				

Init: 0 = 0 (Dex Mod) + (Misc Mod)

Hero

SR

DR

Resistances

Pool Points

FEATS & FEATURES

Class features, racial traits, feats, and character features

- Vishkanya (ARG-208) Mesmerist (OA-38) HD d8
- Lowlight vision
- +HD save vs poison
- skilled in poison, never poison themselves
- Toxic - poison a weapon Con Mod/day
- Prof: blowguns, kukri, and shuriken
- Prof: simple weapons, sword cane, whip, hand crossbow
- Prof: Light armor
- consummate liar +lvl/2 on bluff (OA-39)
- hypnotic stare (Su) -2 on will save, out to 40' (OA-39)
- Mesmerist Trick (Su) implant 7 suggestions/day (OA-39)
- painful stare (Su) +1 dam on subject of hypnotic star (OA-39)
- Reflection of weakness attacker gains same condition (OA-41)
- Sleep venom - make venom cause sleep (ARG-209)
- Extended stare - extend hypnotic stare 10' (OA-133)

ARMOR & WEAPONS

	Armor Name & Description	AC Bonus	Max Dex	Penalty	Spell Fail	Type	Weight
Armor	studded leather	3	5	-1			
Shield							

Weapon Name & Description	Attack Modifiers	Damage	Critical	Range	Type	Weight	Ammo & Notes
blowgun		1d2	x2	20	P		
shuriken (5)		1d2	x2	20	P		
dagger		1d4	19-20/x2	10	P/S		

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FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED
Vishkanya Venom: Injury;		
save Fort DC 10 + 1/2 the vishkanya's HD + the vishkanya's Con Mod		
frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save.		

FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT
	standard adventurer's kit			15.0
	studded leather armor			20.0
	shuriken (5)			1.0
	blowgun w/ 20 darts			1.0
	dagger			1.0

EQUIPMENT & MAGIC ITEMS

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT

WORN MAGIC ITEM EQUIPMENT

EQUIPMENT SLOTS FOR MAGIC ITEMS

BELT:	
BODY:	
CHEST:	
EYES:	
FEET:	
HANDS:	
HEAD:	
HEADBAND:	
NECK:	
RING:	
RING:	
SHOULDERS:	
WRIST:	

BAGS & CONTAINERS

⌘	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY

	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

TREASURE CARRIED

⌘	TREASURE	WEIGHT

CARRIED WEIGHT

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
0.0	0.0	38.0		38.0

LOADS & LIFT

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
51	101	152		152	304	760
0	0		MODIFIED LOAD	0	0	0

CURRENT LOAD LIGHT ☑ MEDIUM ☐ HEAVY ☐

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SPELLS PER DAY

CLASS: Mesmerist | LEVEL: 1

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
17	1st		1	2		
	2nd			2		
	3rd			1		
	4th			1		
	5th			1		
	6th			1		
	7th					
	8th					
	9th					

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

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT 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	MEDIUM: 100FT + 10FT / LVL	LONG: 400FT + 40FT / LVL
25	100	400

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			bleed - cause stabilized creature below 0 hp to resume dying	necromancy	instant	close	will	Yes	PCR-249
0			detect poison - detect and identify (DC 20 wisdom check) poison	divination	instant	close	none	No	PCR-268
0			ghost sound - create illusory sounds	illusion	1 rnd/lvl	close	will	No	PCR-289
0			read magic - read magic	divination	10 min/lvl	personal	none	No	PCR-330
1			murderous command - force enemy to attack nearest ally	enchantment	1 rnd	close	Will	Yes	UM-230
1			unnatural lust - force enemy to kiss/caress another creature	enchantment	1 rnd	close	Will	Yes	UM-245

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