

Vulë

CHARACTER

Lochgelly Selkie

Medium

Female

RACE & LA

SIZE

GENDER

59

Chaotic Neutral

Naderi, the Lost Maiden

AGE

ALIGNMENT

DEITY

LANGUAGES: Common, Aquan, Sylvan, Elven, Goblin

Hebeloma

PLAYER

5'8"

120 lbs

dark brown

brown

cream

HEIGHT

WEIGHT

HAIR

EYES

SKIN

Songil Sea

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

10

DEX

16

3

14

2

CON

10

0

10

INT

16

3

16

WIS

10

0

12

-2

CHA

20

5

18

2

ABILITY SCORE & RACIAL NOTES

HITPOINTS

CURRENT HP

9

HP GAINED

8

HD

1

CLASS NAME

Mesmerist

NONLETHAL HP DAM

TEMPORARY HP

TOTAL HP

9

FAVORED CLASS

Mesmerist

TOTALS

0

9

1

0

2

2

1

CLASS RECORDER

BAB

SKILL

FC HPS

FORT

REF

WILL

LEVELS

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS

TOTAL

ARMOR

SHIELD

DEX

SIZE

DODGE

NATURAL

DEFLECT

MISC

TEMP

AC

16

-10+

3

0

3

TOUCH

13

-10+

3

FLAT-FOOT

13

-10+

3

0

0

SAVING THROWS

TOTAL

CLASS BASE

ABILITY

ENHANCE

MISC

TEMP

FORT

0

0

0

REF

5

2

3

WILL

2

2

0

ATTACKS

TOTAL

BASE ATTACK BONUS

TEMP

ABILITY

SIZE

MISC

MELEE

0

0

0

RANGED

3

0

3

CMB

5

0

CHA

5

CMD

13

-10+

BOB

0

DEFLECT

3

DEX

ARMOR CHECK PENALTY

0

MAXIMUM DEX

5

SPELL FAILURE

15%

COMBAT NOTES & MODIFIERS



SKILLS

RANKS TOTAL

9

TOTAL

RANKS

ABILITY

TRAINED

MISC

\* ACROBATICS

DEX

3

3

\* APPRAISE

INT

3

3

\* BLUFF

CHA

10

1

5

3

1

\* CLIMB

STR

0

0

\* CRAFT

INT

3

3

\* DIPLOMACY

CHA

5

5

\* DISABLE DEVICE

DEX

3

\* DISGUISE

CHA

9

1

5

3

\* ESCAPE ARTIST

DEX

7

1

3

3

\* FLY

DEX

3

3

\* HANDLE ANIMAL

CHA

5

\* HEAL

WIS

0

0

\* INTIMIDATE

CHA

9

1

5

3

\* KN: arcana

INT

3

\* KN: dungeoneering

INT

3

\* KN: history

INT

3

\* KN: local

INT

3

\* KN: nobility

INT

3

\* KN: religion

INT

3

\* LINGUISTICS

INT

3

\* PERCEPTION

WIS

6

1

0

3

2

\* PERFORM

CHA

5

5

\* PROF

WIS

0

\* RIDE

DEX

3

3

\* SENSE MOTIVE

WIS

4

1

0

3

\* SLEIGHT OF HAND

DEX

3

\* SPELLCRAFT

INT

7

1

3

3

\* STEALTH

DEX

7

1

3

3

\* SURVIVAL

WIS

1

1

0

\* SWIM

STR

0

0

\* USE MAGIC DEVICE

CHA

5

\* STR

STR

\* STR

STR

\* 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

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Lochgelly Selkie (humanoid; amphibious, feykith; shapeshifter) (CSBBB-199)

Class: Mesmerist HD: d8; skills 6+Int Mod (OA)

Racial Buoyancy -50; Depth Tolerance: 600'

Variable Swim Speed: 30' elf; 60' seal

Seabond: Use magnetic fields to know direction home

Change Form: Take form of seal

- Animal Mimicry: +5 Disguise when in seal form

- Seawalker: land speed 5 in seal form

- Trueform: no weapons in seal form

Cold Tolerance: +2 fort save vs cold

Feykith Magic: +2 checks to overcome SR

Feykith Resistance: Immune to Sleep; +2 save vs enchantment

Keen Senses: +2 perception; Low-light Vision

Weapon Prof: all simple& hand crossbow, sap, sword cane, whip

Armor Prof: Light Armor; no shields

Consummate Liar: +lvl/2 Bluff

Hypnotic Stare - 30' range; -2 Will

Mesmerist Tricks (Su) - Plant trick (lvl/2 + Cha Mod/day)

Choose from 20+ tricks in Occult Adv. pp. 40-42

Painful Stare (Su) - if target of hypnotic stare takes damage from ally +lvl/2 dam

if target of hypnotic stare takes damage from mesmerist +1d6 dam

Spell Seal: Cast spells in seal form

Adjusting Transformation: Equipment adjusts to seal form

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION

AC BONUS

MAX DEX

PENALTY

SPELL FAIL

TYPE

WEIGHT

ARMOR

Sea Leaf Armor

3

5

0

15

Lt

10.0

SHIELD

WEAPON NAME & DESCRIPTION

ATTACK MODIFIERS

DAMAGE

CRITICAL

RANGE

TYPE

WEIGHT

AMMO & NOTES

fisher spear

+3

1d6

19-20,x2

10

P

4.0

barbed



