Vulë Hebeloma 5'8"

Lochgelly Selkie Medium Female RACE & LA SIZE GENDER 59 Chaotic Neutral Naderi, the Lost Maiden

120 lbs WEIGHT

HEIGHT

Songil Sea

dark brown HAIR

brown EYES

cream SKIN

AGE ALIGNMENT DEITY	HOMELAND & BACKGROUND OCCUPA	ATION			TOROI	JEIPI	LANY	1000	GA	JOOLE	10
LANGUAGES: Common, Aquan, Sylvan, Elven, Goblin Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012											
LANGUAGES:											
ABILITY SCORE TOTAL MOD BASE ENHANCE MISC TEM	HITPOIN CURRENT HP	HITPOINTS  CURRENT HP HP GAINED HD CL					SKILL	FC HPS	FORT	REF WIL	L LEVELS
<b>STR</b> 10 0 10	CORRENT HP	8	1		CLASS NAME  Mesmerist	О	9	1		2 2	1
DEX 16 3 14 2											1
CON 10 0 10	i										
INT 16 3 16	NONLETHAL HP DAM										
wis 10 0 12 -2	TEMPORARY HP										
	TOTAL H	IP 9	FAVORED CLASS		Mesmerist TOTALS	0	9	1	0	2 2	1
CHA 20 5 18 2	CONDITION	S & MISCELLANEOUS T	RACKING				SKIL		NIKE ABII	RANKS TOTAL TY TRAINE	9 D MISC
RACIAL NOTES					*□ ACROBATICS •	D		3	3	_	D MISC
	& DEFENSE				<b>*</b> ♣ Appraise	- 1	NT :	3	3		
ARMOR CLASS TOTAL ARMOR SHIELD DEX SIZ	DODGE NATURAL DEFLECT	MISC TEMP	1 4840	R CHECK	*2 BLUFF	CI	_	_	1 5	_	1
AC 16 -10+ 3 0 3	_ L L			PENALTY	0 *□ CLIMB +		_	0	0	_	
<b>TOUCH</b> 13 = 10+			М.	AXIMUM	*☑ CRAFT: *☑ DIPLOMACY	CI		3 5	5	_	
			] ]	CDELL	□ DISABLE DEVICE ◆		EX	3	3		
<b>FLAT-FOOT</b> 13 =10+ 3 0 0				SPELL FAILURE	15% ∗☑ DISGUISE	CI	_	9	1 5	_	
		COMBAT NOTES & MC	DIFIERS		*☑ ESCAPE ARTIST •		_	7	_	_	
SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE MIS	ТЕМР		-		* <b>□</b> FLY •	D	EX ;	3	3		
FORT 0 0 0				-	☐ HANDLE ANIMAL	CI	-IA		5		
		-			*□ HEAL	W	_	0	0		
REF 5 2 3					*☑ INTIMIDATE	CI	_	9		_	_
WILL 2 2 0				July 1	✓ KN: arcana		NT	_	3	_	-
W112 Z Z U					✓ KN: dungeoneering		NT	+	3	_	
ATTACKS TOTAL BASE ATTACK BONUS TEMP ABILITY SIZ	MISC		A S	-100	✓ Kn: history ✓ Kn: local		NT NT	_	3	_	
MELEE 0 0			N/D		✓ KN: nobility		NT	-	3		
ATTACK MODIFIER		Alle			✓ KN: religion		NT T		3	_	
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CMB 5 0 CHA 5			_		<b>★☑</b> PERCEPTION	W	/IS (	6	1 0	3	2
					<b>★☑</b> PERFORM:	CI	HA :	5	5	_	
CMD 13 =10+ BOB DODE & DED & STA & STA & DED & DE CT D		PROPERTY.			☑ Prof:		/IS	_	0	_	
J-A					*□ RIDE •		_	3	3	_	-
FEATS (	E FEATURES						EX .	4	1 0	_	
CLASS FEATURES, RACIAL TRA  Race: Lochgelly Selkie (humanoid; amphibious, feykith; shapeshifter) (CSBBB-19	ts, feats, and character features  O Class: Mesmerist HE	D: d8: ekille 6	+Int M	od (OA	☑ Spellcraft		_	7		_	
Racial Buoyancy -50; Depth Tolerance: 600'	Weapon Prof: all simple&	,			, D Survival		_	7	1 3 1 0	_	
Variable Swim Speed: 30' elf; 60' seal	Armor Prof: Light Ar		*□ SWIM •  ✓ USE MAGIC DEVICE	S	_	0	5	_			
<u> </u>			OSE WAGIC DEVICE	STR	<b>"</b>  -		1 5				
Seabond: Use magnetic fields to know direction hom	e Consummate Liar: +	FIVI/2 Bluff				STR	$\top$				
Change Form: Take form of seal	Hypnotic Stare - 30'			STR							
- Animal Mimicry: +5 Disguise when in seal form	Mesmerist Tricks (Su)	· · · · · · · · · · · · · · · · · · ·		STR	+	+					
- Seawalker: land speed 5 in seal form	Choose from 20+ tric			STR	A S S C C V V V	I C WITT -	ANIVECAL	A +3 TOA	ED BOWE		
- Trueform: no weapons in seal form	Painful Stare (Su) - if target of h		* SKILL CAN BE USE	D UNTRAI	NED 4	ARMOR	CHECK PEN.	ALTY APPLIE	S		
Cold Tolerance: +2 fort save vs cold	ıı target or nypnotic stare ta	if target of hypnotic stare takes damage from mesmerist +1d6 dam						0	/	2,00	
Feykith Magic: +2 checks to overcome SR  Feykith Resistance: Immune to Sleep; +2 save vs enchantme					SPEED		30	FLY	30	CLIMB	MISC
Keen Senses: +2 perception; Low-light Vision					INIT 3	<u></u>	<u> </u>	3	DEX		MISC
reen denses. 12 perception, cow-light vision					۲		<u> </u>	мор Т		MOD	
	Spell Seal: Cast spe	ells in seal fo	HERO	=							
	Adjusting Transformation		SR SI SI		DR						
					RESISTANCES						
ARMOR ARMOR NAME & DESCRIPTION	& WEAPONS  AC BONUS	MAX DEX PENALTY S	PELL FAIL	TYPE	WEIGHT POOL POINTS						
ARMOR Sea Leaf Armor	3	5 0	15	Lt	10.0						
SHIELD											
WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAN	MAGE		CRITICAL RANGE TYPE	WEIGH	т		AMMO &	NOTES	

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
fisher spear	+3	1d6	19-20,x2	10	Р	4.0	barbed

FEATS & SPECIAL ABILITIES NAME							FEATS & SPECIAL ABILITIES NAME									
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	EQUIPMENT & MAGIC ITEM	S							E	QUIPN	IENT &	MAGIC	ITEMS			
*	Sea Leaf Armor	-	QTY / USES	WGT N/A	WEIGHT	#				ITEM				QTY / USES	WGT N/A	WEIGHT
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H	none open	$\forall$				1										
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	WORN MAGIC ITEM EQUIPMENT							BAGS	s & CO	NTAII	NERS					
	EQUIPMENT SLOTS FOR MAGIC ITEMS	芾				CONTAIN	ER				٧	OLUME/WEIGH	HT LIMIT/NOT	ES		WEIGHT
_	BELT:	⊢	+													
_	BODY:	⊢	+													
L	CHEST:	⊢	$\vdash$													_
	EYES:				CIII	RREN	~v					TDEAG	SURE C	ADDIED		
_	FEET:			CARE		CARRIE	D WGT N/A	STORE	D	#		TREAS	TREASURE	MMMED		WEIGHT
_	HANDS:	⊢	ATINUM			<u> </u>			$\blacksquare$	$\vdash$						
$oxed{oxed}$	HEAD:	⊢	GOLD			<u> </u>			$\dashv$	$\vdash$						
н	EADBAND:	⊢	ILVER							Ш						
L	NECK:	C	OPPER									LO	ADS &	LIFT		
L	RING:	$\sqsubseteq$								LIGHT	LOAD	HEAVY LOAD		LIFT ABOVE HEAD	LIFT OFF GROUND	PUSH
	RING:	^	RMOR &		CARRI					33	67	100		100	200	500
SH	OULDERS:		EAPONS	CURREN	ICY EQI	JIPMENT	MISC	тот		0	0		MODIFIED LOAD	0	0	0
	WRIST:	L	14.0	0.0		0.0	<u></u>	14	.0	CURRE	NT LOAD	LIGHT	<b>И</b> м	EDIUM 🗖	HEA\	vy 🔲

		SPELLS PER DAY		BLOODLINES & PATRONS	SPELLS PER DAY							
CLASS		Mesmerist	LEVEL 1	BLOODLINE/PATRON		CLASS				LEVE	L	
		ABILITY		BLOODLINE/PATRON					ABILITY		SPELLS	
15	LEVEL	TOTAL CLASS BONUS	MISC KNOWN 4			SAVE DC	O	TOTAL CLAS	S BONUS	MISC	KNOWN	
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	_ 2nd			SUBDOMAIN		$\vdash$	2nd	<b></b>  -	_	<u></u>		
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	9th						9th				لسال	
CLOSE: 25FT + SFT / 2 LVL	25	MEDIUM: 100FT + 10FT / LVL 110	400FT + 40FT / LVL 440	FOCUSED		CLOSE: 25FT + 5FT / 2 LVL	25	MEDIUM: 100FT + 10FT / LVL	100	LONG: 400ft + 40ft / LV	400	
	TOTAL	CLASS ABILITY OT	HER CURRENT POINTS	PROHIBITED			TOTAL	CLASS /	BILITY OTHE		JRRENT POINTS	
SPELI	0	_		PROHIBITED		SPELL POINTS	0			$\sqcup \sqcup$		
				SPELLS								
O P	REP USED	Detect Magic - De		ME & DESCRIPTION nagic items within 60 ft.	Divinatio		ATION	RANGE	SAVE	SR	REFERENCE	
0				with 4 HD or less loses its next action.	Enchantme							
0		Mage Hand - 5-pc			Transmutat							
0		Read Magic - Rea		llbooks.	Divinatio	n						
1		Paranoia - Target	becomes hostile	to all creatures.	Illusion							
1		Charm Person - M	lakes one person	your friend.	Enchantme	ent						
										+		
										+-		