Boireannach Hebeloma Nymph (Petite variant) Small Female 3'2" 34 lbs auburn amber 177 SIZE WEIGHT GENDER EYES HEIGHT HAIR Ng the Hooded (TFW:30) Thousandbreaths, The First World (TFW:51) Neutral



AGE ALIGNMENT ING THE MOODED (1FVV.SC	HOMELAND & BACKGRO			I F VV.	) )		<b>(1)</b>	ROI	LEP	LAY	1000	G G		DE	O
LANGUAGES: Common, Sylvan, Elven, Gnome, Goblin							Origi	nal by Neceros	. Modifie	d by abell	ius@yal	100.com	. Version	1.0.2012	
LANGUAGES:															
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ABILITY SCORE & RACIAL NOTES							*□ ACROBAT			TO	TAL RA	ANKS A	ABILITY	TOTAL TRAINED	MISC
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			The state of the s	190			*□ RIDE •    SENSE M	OTIVE			3	15	0	3	
FEAT:	& FEATURES						✓ SLEIGHT				-	1	4	3	
	RAITS, FEATS, AND CHARACTER F			0.1.4			☑ Spellcr.	AFT	ı	INT 2	20	15	2	3	
Race: Nymph (newpathfinderraces.wordpress)	<u> </u>						<b>*</b> ★ STEALTH			_	_	15	4	3	4
Petite (variant): base size is small instead of medi	um Archetype: F	ey Mesi	merist (LG:	FKCC	:-6)		*□ SURVIVA *□ SWIM •	_		_	0		0		
small: +1 AC, attack, -1 CMD, CMB, +4 Stealth, Move	20 Weapon Prof: A	II Simple &	hand crossbo	w, sap,	sword ca	ane, whip	☑ USE MAG	IC DEVICE		_	_	2	8	3	
Blinding Beauty: Blind foe as Blindness (DC Cha-based) (1/o	lay) Armor Profici	iency: L	ight Armor;	No S	hields				STR		$\blacksquare$				
Unearthly Grace: +2 AC vs humanoids	Towering Eg								STR	$\perp$	+	$\rightarrow$			
									STR	-	+	_			
Confidence: +2 Will saves; Low-light Vision	Hypnotic Sta								STR						
Charming Glance: Cast charm person w/ eyes (2/d				iron					STR	$\bot$	$\perp$				
Mesmerist Tricks (lvl/2+ChaMod/day) - See bel	ow Improved Init	tiative +4	ļ				MARK A 🗖 TO * SK	SHOW A CLASS ILL CAN BE USE	SKILL. CL	ASS SKILL	ARMOR	RANKS G	AIN A +3 PENALTY	TRAINED APPLIES	BONUS
Manifold Tricks: Apply 4 tricks simultaneously to 4 targ	ets					_		ERIENCE	[	63	35,00	0	/ 8	90,00	0
Fey Magic Specialist (Su): +2 DC Enchantment Sp	ells					-	slow 🗆 M	EDIUM 🗹 FA	. sт 👊 📙	BASE	FLY			CLIMB	MISC
Masterful tricks: In place of Mesmerists Tricks							SPEE	D		20		T			
- Wasterful tricks. III place of Westherlats Tricks							INUT		<del>,                                    </del>		$\frac{1}{\sqrt{1}}$	DEX	_	${}$	MISC
							INIT	3	<u></u>	<u> </u>	4	MOD	+ <u>L</u>	4	MOD
							HER								
	Specialism: Encl	hantment (	learn 2 new s	oells ins	stead of t	rick) (x5)	SR		ī	DR	5/	iron			
	Feat: Extra	Trick (x3	)												
							RESISTA	NCES							
	R & WEAPONS						POOL PO	DINTS	7						
ARMOR NAME & DESCRIPTION		T T	A PENALTY		1	WEIGHT									
ARMOR Spider-silk bodysuit+4		7	6 -1	10	Lt	4.0									
SHIELD															
WEAPON NAME & DESCRIPTION	ATTACK MODIFIER	ts	D	MAGE		CRITICA	L RANGE	TYPE	WEIGH	4T		АММ	O & NOT	ES	
dagger +4 (melee)	+12+4		10	3+4		19-20,	x2	S							
dagger +4 (ranged)	+16+4		10	3+4		19-20,	x2 10	P		$\top$					
hand crossbow	+16			ld3		19-20,		P		+					
Hand Glossbow	710			uJ		19-20,	,^Z   3U	+-	-	+					

	FEATS & SPECIAL ABILITIES	S							FEA'	TS &	SPECIA	AL ABII	LITIES			
Me	PSMERIST Tricks (IVI/2+ChaMod/day)			USES/DAY	USED		tare Prop			NAME					USES/DAY	USED
_	esmeric Mirror: Create Duplicate Image (1 min/lvl)							Stare (Su): Fo	e tal	ces -	3 Will sa	aves (s	wift)			
-	of Will: grant ally Will bonus to will save, Cha bonus to Intimidate/S	Sense	e Motive					are (Su): Subj								
Vai	nish Arrow: grab foe's projectile before shot/thrown w/in med.	(100-	+10*lvl)			1 F		I damage +lvl/2						lamage		
Re	flection of Weakness: Foe suffers any weakness it	infli	icts			B		Su): Allure: Hypnot								
Sp	atial Switch: Switch Spaces with Ally					E	leeding S	Stare: at onset	+lvl,	/3 ble	ed dam	age to	subject o	of stare		
Αv	ian Escape: Turn into tiny bird to escape					T I	ntense Pa	ain: +1d6 dam	age	for P	Painful S	Stare				
						╗	emoralizi	ng Stare: Your	oain	ful sta	are caus	es the s	haken co	ndition.		
Ex	coriating Stare: Your painful stare causes the sickened	cor	ndition.				old Stare	(Su): Timidity: I	lypr	otic s	stare pe	nalty ap	plies to D	amage		
Bolo	d Stare (Su): Psychic Inception: Hypnotic stare penalty applies to those immune	to mir	nd affects			В	old Stare (	Su): Disorientatior	ı: Hy	/pnotic	stare pe	enalty app	olies to att	ack rolls		
	EQUIPMENT & MAGIC ITEM	6						-	OΠ	DME	ENT & I	MACIC	ITEMS			
ж	ITEM	<u>د</u> ا	QTY / USES	WGT N/A	WEIGHT	9	3		ŲΟ	тем	-141 06 1	MAGIC	ITEMS	QTY / USES	WGT N/A	WEIGHT
┝	Spider-silk bodysuit +4	+				$\dashv \vdash$										
┝	dagger +4 hand crossbow	+				$\exists \vdash$	_									
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⊢	bolts (10)	+				$\dashv \vdash$										
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	WORN MAGIC ITEM EQUIPMENT							BAGS & CO	TNC	AINI	ERS					
	EQUIPMENT SLOTS FOR MAGIC ITEMS	*				CONTAIL	1ER				VO	LUME/WEIGH	HT LIMIT/NOTE	ES		WEIGHT
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н	EADBAND:	$\vdash$	ILVER						F							
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	SPELLS PER DAY				BLOODLINES & PATRONS					SPELLS P	ER DAY		
CLA	ss	1	Mesmerist	LEVEL 15	BLOODLINE/PATRON			CLAS	s			LEVEL	
SAV	E DC	LEVEL	ABILITY TOTAL CLASS BONUS	SPELLS MISC KNOWN	BLOODLINE/PATRON			SAVE	DC LEVEL	TOTAL CLAS	ABILITY SS BONUS	MISC	SPELLS KNOWN
	8	0	TOTAL CLASS BONUS	6				SAVE		TOTAL CLAS	SS BONUS	MISC	KNOWN
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L	!	9th			SPECIALITY Enchantment			L	9th				
CLOSE: 25FT + 5FT / 2 LV	60		100FT + 10FT / LVL 250	400FT + 40FT / LVL 1,000	FOCUSED			CLOSE: 25FT + 5FT / 2 LVL	25	MEDIUM: 100FT + 10FT / LVL	100	LONG: 400FT + 40FT / LVL	400
		TOTAL	CLASS ABILITY OTH	MER CURRENT POINTS	PROHIBITED				TOTAL	CLASS /	ABILITY OTHE	R CUR	RENT POINTS
SPE	ITS	0			PROHIBITED			SPEI POINT	0				
					SPELI	LS							
LEVEL	PREP	USED	Detect Magic - Det		me & description nagic items within 60 ft.		scноог Divinati		DURATION	RANGE	SAVE	SR	REFERENCE
0					with 4 HD or less loses its nex	t action	Enchantr						
0					Perception checks, –2 on Will s		Enchantr						
0			Unwitting Ally - Su		Enchantr								
0			Read Magic - Rea		Divinati								
0			Mage Hand - 5-po		Transmut								
<u> </u>			mage name to pe										
1			Unnatural Lust - T	arget is compelle	ed to kiss or caress another.		Enchantr	nent					
1			Hideous Laughter	- Subject loses	actions for 1 round/ level.		Enchantr	nent					
1			Murderous Comma		Enchantr	ment							
1			Hypnotism - Fasc		Enchantr	ment							
1			Charm Person - M		Enchantr	nent							
1			Color Spray - Kno	ocks unconscious	, blinds, and/or stuns weak cre	eatures.	Illusio	n					
1			Aphasia - Prevent	t a target from un	derstanding language.		Enchantr	ment					
1			Unseen Servant -	Invisible force of	peys your commands.		Conjura	tion					
2			Jealous Rage - tar	get attacks ally w	ho gains some benefit		Enchantr	ment					FKCC
2			Hold Person - Sub				Enchantr	_					
2			Commune with Bir		<u> </u>		Divinati						
2					+ level HD of creatures.		Illusio						
2			Oppressive Boredo				Enchantr						
2					ct blinded or deafened.		Necroma						
2			Invisible - Target b				Illusio						
2			Blistering Invective	e - Set fire to ener	mies with insults		Evocati	ion					
_													

			SPELLS						
3	PREP	USED	NAME & DESCRIPTION  Confusion - Causes confusion in targets	Enchantment	DURATION	RANGE	SAVE	SR	REFERENCE
3			Charm Monster - Makes one monster your friend.	Enchantment					
3			Geas (Lesser) - Force 7HD or lesser creature to carry out a service.	Enchantment					
3			Terrible Remorse - Cause creature to harm itself	Enchantment					
3			Crushing Despair - Cone causes foes great sadness resulting in -2 to all rolls						
<u> </u>									
3			Dispel Magic - Remove magical effects	Abjuration					
3			Vampiric Touch - deal 1d6/2 levels & gain equal number of temporary hp	Necromancy					
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4			Charm Person (Mass) - As charm person, but affects multiple creatures within 30 ft.	Enchantment					
4			Command (Greater) - As command, but 1 person/level	Enchantment					
4			Hold Monster - Paralyze Monster	Enchantment					
4			Curse (Major) - As curse but save is DC+5	Necromancy					
4			Invisibility (Greater) - Make target invisible even during attacks	Illusion					
4			Phantasmal Killer - create ilusion of greatest fear so that target dies from fright	Illusion					
5			Joyful Rapture - free allies of harmful emotion effects & heals 1d4 ability damage	Enchantment					
5			Symbol of Sleep - All 10 HD or less creatures fall asleep	Enchantment					
5			Suggestion (Mass) - As suggestion but 1 creature/level	Enchantment					
5			Heroism (Greater) - +4 to all rolls & immunity to fear + temp hp = caster's level	Enchantment					
5			Vengeful Outrage - cause target to seek out a foe and attack it	Enchantment					
5			Shadow Walk - Travel long distances via shadow	Illusion					
"			Stradow Wark - Traveriority distances via stradow	Illusion					
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