

Boireannah
 CHARACTER
 Nymph (Petite variant) Small Female
 RACE & LA SIZE GENDER
 177 Neutral Ng the Hooded (TFW:30)
 AGE ALIGNMENT DEITY
 LANGUAGES: Common, Sylvan, Elven, Gnome, Goblin

Hebeloma
 PLAYER
 3'2" 34 lbs auburn amber pale
 HEIGHT WEIGHT HAIR EYES SKIN
 Thousandbreaths, The First World (TFW:51)
 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	12	-2		
DEX	18	4	16	2		
CON	10	0	10			
INT	14	2	14			
WIS	10	0	10			
CHA	26	8	18	2	6	

HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
107	92	15	Fey Mesmerist	11	120	15	5	9	9	15			
TOTAL HP			107	FAVORED CLASS	Fey Mesmerist	TOTALS	11	120	15	5	9	9	15

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	22	-10+	7	0	4	1				
TOUCH	15	-10+			4	1				
FLAT-FOOT	18	-10+	7	0	0	1				

SKILLS RANKS TOTAL 120

	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS	3		4		
* APPRAISE	2		2		
* BLUFF	24	12	8	3	1
* CLIMB	-1		0		
* CRAFT	6	1	2	3	
* DIPLOMACY	12	1	8	3	
* DISABLE DEVICE			4		
* DISGUISE	12	1	8	3	
* ESCAPE ARTIST	18	12	4	3	
* FLY	3		4		
* HANDLE ANIMAL			8		
* HEAL	0		0		
* INTIMIDATE	22	11	8	3	
* KN: (arcana)	17	12	2	3	
* KN: (dungeoneering)	6	1	2	3	
* KN: (history)	6	1	2	3	
* KN: (local)	6	1	2	3	
* KN: (nobility)	6	1	2	3	
* KN: (religion)	6	1	2	3	
* LINGUISTICS	6	1	2	3	
* PERCEPTION	18	15	0	3	
* PERFORM	12	1	8	3	
* PROF			0		
* RIDE	3		4		
* SENSE MOTIVE	18	15	0	3	
* SLEIGHT OF HAND	7	1	4	3	
* SPELLCRAFT	20	15	2	3	
* STEALTH	25	15	4	3	4
* SURVIVAL	0		0		
* SWIM	-1		0		
* USE MAGIC DEVICE	13	2	8	3	

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	5	5	0			
REF	13	9	4			
WILL	19	9	0	2	8	

second attack @ +6 BAB
 third attack @ +1 BAB



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	12	11		0	1	
RANGED	16	11		4	1	
CMB	18	11	CHA	8	1	-2
CMD	24	-10+	0	4	1	-2

FEATS & FEATURES
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Nymph (newpathfinderraces.wordpress) fey
 Petite (variant): base size is small instead of medium
 small: +1 AC, attack, -1 CMD, CMB, +4 Stealth, Move 20
 Blinding Beauty: Blind foe as Blindness (DC Cha-based) (1/day)
 Unearthly Grace: +2 AC vs humanoids
 Confidence: +2 Will saves; Low-light Vision
 Charming Glance: Cast charm person w/ eyes (2/day)
 Mesmerist Tricks (lv/2+ChaMod/day) - See below
 Manifold Tricks: Apply 4 tricks simultaneously to 4 targets
 Fey Magic Specialist (Su): +2 DC Enchantment Spells
 Masterful tricks: In place of Mesmerists Tricks

Class: Mesmerist HD: d8 skills: 6+Int Mod
 Archetype: Fey Mesmerist (LG:FKCC-6)
 Weapon Prof: All Simple & hand crossbow, sap, sword cane, whip
 Armor Proficiency: Light Armor; No Shields
 Towering Ego +Cha Mod to Will saves
 Hypnotic Stare (Su): See below.
 Damage Reduction (Ex): 5/cold iron
 Improved Initiative +4

Specialism: Enchantment (learn 2 new spells instead of trick) (x5)
 Feat: Extra Trick (x3)

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 SLOW MEDIUM FAST 635,000 / 890,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
20					

INIT 8 = 4 DEX MOD + 4 MISC MOD

HERO

SR DR 5/iron

RESISTANCES

POOL POINTS

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Spider-silk bodysuit+4	7	6	-1	10	Lt	4.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dagger +4 (melee)	+12+4	1d3+4	19-20,x2		S		
dagger +4 (ranged)	+16+4	1d3+4	19-20,x2	10	P		
hand crossbow	+16	1d3	19-20,x2	30	P		

