

Lumamo
 CHARACTER: Vishkanya Medium Male
 RACE & LA: 29 Neutral
 AGE: 29 ALIGNMENT: Neutral DEITY:
 Languages: common, Vishkanya, undercommon

David
 PLAYER: 6'3" 145 black white sallow
 HEIGHT: 6'3" WEIGHT: 145 HAIR: black EYES: white SKIN: sallow
 HOMELAND & BACKGROUND OCCUPATION:



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 | 27 | 8 | 21 | 2 | 4 | |

| HITPOINTS | | | CLASS RECORDER | | | | | | | |
|------------|-----------|----|------------------|-----|-------|--------|------|-----|------|--------|
| CURRENT HP | HP GAINED | HD | CLASS NAME | BAB | SKILL | FC HPS | FORT | REF | WILL | LEVELS |
| 92 | 92 | 10 | Mesmerist | 7 | 110 | | 3 | 7 | 7 | 10 |
| TOTAL HP | | | TOTALS | | | | | | | |
| 92 | | | 7 110 0 3 7 7 10 | | | | | | | |

| | |
|------------------------------|--|
| ABILITY SCORE & RACIAL NOTES | |
|------------------------------|--|

| 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 | | | | | |

| SAVING THROWS | | | | | | |
|---------------|------------|---------|---------|------|------|--|
| TOTAL | CLASS BASE | ABILITY | ENHANCE | MISC | TEMP | |
| FORT | 6 | 3 | 3 | | | |
| REF | 7 | 7 | 0 | | | |
| WILL | 16 | 7 | 1 | 8 | | |

| ATTACKS | | | | | | |
|---------|-------------------|------|---------|------|-----------|--|
| TOTAL | BASE ATTACK BONUS | TEMP | ABILITY | SIZE | MISC | |
| MELEE | 8 | | 7 | 1 | | |
| RANGED | 7 | | 7 | 0 | | |
| CMB | 8 | 7 | STR | 1 | | |
| CMD | 18 | -10+ | B7B | 0 | STR & DEX | |

| FEATS & FEATURES | |
|---|---|
| CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES | |
| Vishkanya (ARG-208) Mesmerist (OA-38) HD d8 | Mesmerist Trick (Su) implant 13 suggestions/day (OA-39) |
| Lowlight vision | Reflection of weakness attacker gains same condition (OA-41) |
| +HD save vs poison | Shadow Splinter move 11 points damage from one creature to another within range (OA-42) |
| skilled in poison, never poison themselves | False Flanker Duplicate of mesmerist appears to flank enemy (OA-40) |
| Toxic - poison a weapon Con Mod/day | Mesmeric Mirrors 3 images of ally appear, randomly hit by enemy (OA-41) |
| Prof: blowguns, kukri, and shuriken | Fearsome Guise make ally appear as monster (OA-40) |
| Prof: simple weapons, sword cane, whip, hand crossbow | |
| Prof: Light armor | |
| consummate liar +lvl/2 on bluff (OA-39) | hypnotic stare (Su) -3 on will save, out to 40' (OA-39) |
| Towering Ego (Su) +Cha Mod to Will (OA-42) | painful stare (Su) +5 or +3d6 dam on subject of hypnotic star (OA-42) |
| Touch Treatment (Su) removes conditions 11/day (OA-43) | Extended stare - extend hypnotic stare 10' (OA-133) |
| Manifold Tricks (Su) 3 tricks at a time (OA-43) | bold stare (Su) Disorientation -3 to hit (OA-42) |
| Mental Potency (Ex) Enchantment/Illusion spells increase +2 creatures or HD (OA-43) | bold stare (Su) Sapped Magic -3 to spell DC, +3 SR (OA-43) |
| Sleep venom - make venom cause sleep (ARG-209) | bleeding stare - 1/3 lvl dam (OA-129) |
| Improved Initiative +4 & Eschew materials (PCR) | demoralizing stare causes fear (will save) (OA-129) |

| SKILLS | | | | | RANKS TOTAL |
|---------------------|-------|---------|---------|------|-------------|
| TOTAL | RANKS | ABILITY | TRAINED | MISC | 111 |
| * ACROBATICS | DEX | -1 | 0 | | |
| * APPRAISE | INT | 9 | 1 | 5 | 3 |
| * BLUFF | CHA | 18 | 7 | 8 | 3 |
| * CLIMB | STR | 0 | | 1 | |
| * CRAFT | INT | 15 | 7 | 5 | 3 |
| * DIPLOMACY | CHA | 18 | 7 | 8 | 3 |
| * DISABLE DEVICE | DEX | | | 0 | |
| * DISGUISE | CHA | 12 | 1 | 8 | 3 |
| * ESCAPE ARTIST | DEX | 5 | 1 | 0 | 3 |
| * FLY | DEX | -1 | | 0 | |
| * HANDLE ANIMAL | CHA | | | 8 | |
| * HEAL | WIS | 1 | | 1 | |
| * INTIMIDATE | CHA | 18 | 7 | 8 | 3 |
| * KN: Arcana | INT | 12 | 7 | 5 | |
| * KN: Dungeoneering | INT | 13 | 5 | 5 | 3 |
| * KN: History | INT | 13 | 5 | 5 | 3 |
| * KN: Local | INT | 12 | 4 | 5 | 3 |
| * KN: Nobility | INT | 12 | 4 | 5 | 3 |
| * KN: Religion | INT | 12 | 4 | 5 | 3 |
| * LINGUISTICS | INT | 9 | 1 | 5 | 3 |
| * PERCEPTION | WIS | 14 | 8 | 1 | 3 |
| * PERFORM | CHA | 16 | 5 | 8 | 3 |
| * PROF: | WIS | 9 | 5 | 1 | 3 |
| * RIDE | DEX | -1 | | 0 | |
| * SENSE MOTIVE | WIS | 11 | 7 | 1 | 3 |
| * SLEIGHT OF HAND | DEX | 3 | 1 | 0 | 3 |
| * SPELLCRAFT | INT | 16 | 8 | 5 | 3 |
| * STEALTH | DEX | 12 | 8 | 0 | 3 |
| * SURVIVAL | WIS | 1 | | 1 | |
| * SWIM | STR | 0 | | 1 | |
| * USE MAGIC DEVICE | CHA | 19 | 8 | 8 | 3 |
| | STR | | | | |
| | STR | | | | |
| | STR | | | | |
| | STR | | | | |
| | STR | | | | |
| | STR | | | | |

| | | |
|------------|-------------------|------|
| EXPERIENCE | 105,000 / 105,000 | |
| SLOW | MEDIUM | FAST |

| ARMOR & WEAPONS | | | | | | |
|---------------------------|------------------|---------|----------|------------|------|--------|
| ARMOR NAME & DESCRIPTION | AC BONUS | MAX DEX | PENALTY | SPELL FAIL | TYPE | WEIGHT |
| ARMOR: studded leather | 3 | 5 | -1 | | | |
| SHIELD: | | | | | | |
| WEAPONS | | | | | | |
| WEAPON NAME & DESCRIPTION | ATTACK MODIFIERS | DAMAGE | CRITICAL | RANGE | TYPE | WEIGHT |
| blowgun | | 1d2 | x2 | 20 | P | |
| shuriken (5) | | 1d2 | x2 | 20 | P | |
| dagger | | 1d4 | 19-20/x2 | 10 | P/S | |

| SPEED | | | | |
|-------------|-----|------|---------|------|
| BASE | FLY | SWIM | CLIMB | MISC |
| 30 | | | | |
| INIT | | | | |
| 4 | = | 0 | DEX MOD | + 4 |
| HERO | | | | |
| SR | | | | |
| DR | | | | |
| RESISTANCES | | | | |
| POOL POINTS | | | | |

| ARMOR & WEAPONS | | | | | | |
|---------------------------|------------------|---------|----------|------------|------|--------|
| ARMOR NAME & DESCRIPTION | AC BONUS | MAX DEX | PENALTY | SPELL FAIL | TYPE | WEIGHT |
| ARMOR: studded leather | 3 | 5 | -1 | | | |
| SHIELD: | | | | | | |
| WEAPONS | | | | | | |
| WEAPON NAME & DESCRIPTION | ATTACK MODIFIERS | DAMAGE | CRITICAL | RANGE | TYPE | WEIGHT |
| blowgun | | 1d2 | x2 | 20 | P | |
| shuriken (5) | | 1d2 | x2 | 20 | P | |
| dagger | | 1d4 | 19-20/x2 | 10 | P/S | |

SPELLS PER DAY

CLASS LEVEL

| SAVE DC | LEVEL | TOTAL | CLASS | ABILITY BONUS | MISC | SPELLS KNOWN |
|---------------------------------|------------|--------------------------------|--------------------------------|--------------------------------|----------------------|--------------------------------|
| <input type="text"/> | 0 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text" value="6"/> |
| <input type="text" value="19"/> | 1st | <input type="text" value="7"/> | <input type="text" value="5"/> | <input type="text" value="2"/> | <input type="text"/> | <input type="text" value="5"/> |
| <input type="text" value="20"/> | 2nd | <input type="text" value="6"/> | <input type="text" value="4"/> | <input type="text" value="2"/> | <input type="text"/> | <input type="text" value="5"/> |
| <input type="text" value="21"/> | 3rd | <input type="text" value="5"/> | <input type="text" value="3"/> | <input type="text" value="2"/> | <input type="text"/> | <input type="text" value="4"/> |
| <input type="text" value="22"/> | 4th | <input type="text" value="3"/> | <input type="text" value="1"/> | <input type="text" value="2"/> | <input type="text"/> | <input type="text" value="2"/> |
| <input type="text"/> | 5th | <input type="text"/> | <input type="text"/> | <input type="text" value="1"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 6th | <input type="text"/> | <input type="text"/> | <input type="text" value="1"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 7th | <input type="text"/> | <input type="text"/> | <input type="text" value="1"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 8th | <input type="text"/> | <input type="text"/> | <input type="text" value="1"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 9th | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

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

| TOTAL | CLASS | ABILITY | OTHER | CURRENT POINTS |
|--|----------------------|----------------------|----------------------|----------------------|
| SPELL POINTS <input type="text" value="0"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

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 |
|----------------------|------------|----------------------|----------------------|----------------------|----------------------|----------------------|
| <input type="text"/> | 0 | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 1st | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 2nd | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 3rd | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 4th | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 5th | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 6th | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 7th | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 8th | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 9th | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

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

| TOTAL | CLASS | ABILITY | OTHER | CURRENT POINTS |
|--|----------------------|----------------------|----------------------|----------------------|
| SPELL POINTS <input type="text" value="0"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

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 |
| 0 | | | detect magic - detect magic | divination | 1 min/lvl | 60' | none | No | PCR-267 |
| 0 | | | touch of fatigue | necromancy | 1 rnd/lvl | touch | fort | yes | PCF-360 |
| 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 |
| 1 | | | delusional pride - -2 attack and skills, +2 morale save vs charm | enchantment | 1 min | close | will | yes | UM-216 |
| 1 | | | hypnotism - hypnotise 2d4 HD of creatures | enchantment | 2d4 rnd | close | will | yes | PCR-298 |
| 1 | | | adoration - 1creature +2 performance/diplomacy checks | transmutation | 1 min/lvl | close | will | yes | UC-222 |
| 2 | | | Miserable Pity - enemies can't attack one creature out of pity | abjuration | 1 rnd/lvl+1m | touch | will | yes | UM-229 |
| 2 | | | Oppressive Boredom - save each round or take not action | enchantment | 1 rnd/lvl | close | will | yes | UM-230 |
| 2 | | | Unadulterated Loathing - fill one creature with loathing for another, nauseated until 60' | enchantment | 1 day/lvl | close | will | yes | UM-244 |
| 2 | | | Howling Agony - 1 creature/lvl -2 to hit, dam, AC, Ref saves & make DC check to cast | necromancy | 1 rnd/lvl | close | fort | yes | UM-223 |
| 2 | | | Mad Hallucination -2 on Will saves, caster checks, Int & Wis based skills | illusion | 5 min/lvl | close | will | yes | UM-226 |
| 3 | | | Smug narcissism, -2 skills, fight defensively | enchantment | 10 min/lvl | close | will | yes | UM-238 |
| 3 | | | Terrible Remorse - cause 1 creature to do 1d8+str damage to itself per round | enchantment | 1 rnd/lvl | close | will | yes | UM-243 |
| 3 | | | Crushing Despair -2 on all rolls | enchantment | 1 min/lvl | 30' | will | yes | PCR-262 |
| 3 | | | Overwhelming Grief - 1 creature, no actions, -2 AC, lose Dex bonus | enchantment | 1 rnd/lvl | close | will | yes | UM-230 |
| 4 | | | Curse Major - Bestow curse, remove requires DC+5, -6 ability, -4 all rolls, 50% do nothing | necromancy | permanent | close | will | yes | UM-215 |
| 4 | | | Forbid Action - Greater - targets cannot attack or cast spells or (Sp), or communicate or move | enchantment | 1 rnd/lvl | 1/lvl | will | yes | UM-220 |