

Cawbra

Male nagaji mesmerist (vexing daredevil) 1, Grand

Lodge faction - CR 1/2

Chaotic Neutral Humanoid (Reptilian); Deity: **Nalinivati**;

Age: **23**; Height: **6' 2"**; Weight: **229lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	15	+2	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	10	0	
CHA CHARISMA	16	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+2	=	+2				

Jungle Resilience: +2 trait bonus vs. poison, **Resistant:** +2 vs. mind-affecting effects and poison

REFLEX (DEXTERITY)	+4	=	+2	+2			
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Resistant: +2 vs. mind-affecting effects and poison

WILL (WISDOM)	+2	=	+2				
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Resistant: +2 vs. mind-affecting effects and poison

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17	=	+4		+2		+1		

Touch AC 12		Flat-Footed AC 15
	BAB	Strength
		Size
		Misc

CM Bonus +2	=	-	+2	-	-
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CM Defense	Total	BAB	Strength	Dexterity	Size
CM Defense 14	=	10	-	+2	+2

Base Attack	+0	HP	11
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Initiative	+2	Damage / Current HP
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Speed	30 ft
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Dagger

Main hand: **+2, 1d4+2** Crit: 19-20/x2

Rng: 10'

Ranged: **+2, 1d4+2** Light, P/S

Nodachi

Both hands: **+2, 1d10+3** Crit: 18-20/x2

2-hand, P/S, Brace

Lamellar (leather) armor

+4

Max Dex: +3, Armor Check: -2

Spell Fail: 20%, Light

Character Number: -



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+4	DEX (2)	1	
Appraise	+0	INT (0)	-	
Bluff	+9	CHA (3)	1	
Climb	+0	STR (2)	-	
Diplomacy	+3	CHA (3)	-	
Disguise	+3	CHA (3)	-	
Escape Artist	+0	DEX (2)	-	
Fly	+0	DEX (2)	-	
Heal	+0	WIS (0)	-	
Intimidate	+7	CHA (3)	1	
Perception	+0	WIS (0)	-	
Ride	+0	DEX (2)	-	
Sense Motive	+0	WIS (0)	-	
Sleight of Hand	+4	DEX (2)	1	
Stealth	+4	DEX (2)	1	
Survival	+0	WIS (0)	-	
Swim	+0	STR (2)	-	
Use Magic Device	+7	CHA (3)	1	

Feats

Armor Proficiency (Light)
Improved Feint
Martial Weapon Proficiency (Nodachi)
Simple Weapon Proficiency - All

Traits

Fast-Talker
Jungle Resilience

Special Abilities

Hypnotic Stare (-2, 30 feet) (Su)
Low-Light Vision
Mesmerist Tricks (110 feet, 4/day) (Su)
Painful Stare (+1 damage) (Su)
Resistant (Ex)

Spell-Like Abilities

Hypnotic Gaze (DC 14) (Sp)

Gear

Total Weight Carried: 35/200 lbs, Light Load
(Light: 66 lbs, Medium: 133 lbs, Heavy: 200 lbs)

Dagger	1 lb
Lamellar (leather) armor	25 lbs
Money	0.56 lbs
Nodachi	8 lbs
Traveller's outfit (Free)	-

Tracked Resources

Dagger	<input type="checkbox"/>
Mesmerist Tricks (110 feet, 4/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Draconic

Spells & Powers

Mesmerist (Vexing Daredevil) spells known (CL 1st; concentration +4)

Melee Touch +2 Ranged Touch +2

1st (2/day)—*paranoia* (DC 14), *vanish*^{APG} (DC 14)

0th (at will)—*daze* (DC 13), *detect magic*, *prestidigitation*, *unwitting ally*^{APG} (DC 13)

Experience & Wealth

Experience Points: **0/3**

Current Cash: **28 gp**

Grand Lodge: **Fame: 0, PP: 0**