

# MESMERIST

Livello  
Incantatore

## INCANTESIMI

| Incantesimi<br>conosciuti | CD TS<br>Incantesimi | Inc.<br>al Giorno | = | Inc.<br>Base | + | Inc. Bonus                     |
|---------------------------|----------------------|-------------------|---|--------------|---|--------------------------------|
|                           |                      | 0                 |   |              |   | CAR - 4<br>CAR - 8<br>CAR - 12 |
|                           |                      | 1                 |   |              |   |                                |
|                           |                      | 2                 |   |              |   |                                |
|                           |                      | 3                 |   |              |   |                                |
|                           |                      | 4                 |   |              |   |                                |
|                           |                      | 5                 |   |              |   |                                |
|                           |                      | 6                 |   |              |   |                                |

CD TS Incantesimo = 10 + CAR + Liv. Incantesimo

## SGUARDO IPNOTICO

|         |    |  |
|---------|----|--|
| Livello | -2 | Penalità al bonus Volontà contro un bersaglio.<br>Termina quando uno di voi muore, il bersaglio si muove<br>più lontano di 9m, o scegli un nuovo obiettivo |
| 8       | -3 | Target is unaware of the effect and will not<br>remember unless you allow it.  |

### PAINFUL STARE

Mesmerista  
Livello

Bonus damage when  
target of your stare is  
damages.

=  ÷ 2

- ☐ *Allure* – Penalty applies to initiative and Perception.
- Livello ☐ *Disorientamento* La penalità si applica ai tiri per colpire.
- 3 ☐ *Psychic Inception* – Stare affects mindless creatures.  
Mind-affecting spells partially work:  
+2 to any save and 50% miss change.
- 7 ☐ *Sapped Magic* – Penalty applies to DC of target's spells  
and spell resistance.
- 11 ☐ *Sluggishness* – Speed -5ft; penalty applies to Reflex.
- 15 ☐ *Susceptibility* – Penalty applied to target's Sense Motive,  
and to DC of Diplomacy and Intimidate against them.
- 19 ☐ *Timidity* – Penalty applies to damage rolls.

### RULE MINDS

- Livello Cast a successful enchantment on the target of your spell.
- 20 If target fails an additional Will save (same DC, or 5 lower  
if target isn't humanoid), they are permanently enslaved.  
Only one target may be enthralled at once.

## MESMERIST TRICKS

As a standard action, touch a willing target to implant a trick.

USI  
AL GIORNO

Mesmerista  
Livello

Usi  
Oggi

= (  ÷ 2 ) + CAR

|         |          |         |          |
|---------|----------|---------|----------|
| Livello | Livello  | Livello | Livello  |
| 5       | 2 tricks | 9       | 3 tricks |
| 13      | 4 tricks | 17      | 5 tricks |

## GLIB LIE

|         |                                      |                                 |                       |
|---------|--------------------------------------|---------------------------------|-----------------------|
| Livello | Deceive<br>truth-detecting<br>magic. | LIVELLO INCANTATORE<br>PROVA CD | Mesmerista<br>Livello |
| 11      |                                      | <input type="text"/> = 15 +     |                       |

## TOWERING EGO

|         |                            |
|---------|----------------------------|
| Livello | VOLONTÀ' BONUS             |
| 2       | <input type="text"/> = CAR |

## TOUCH TREATMENT

UTILIZZI AL GIORNO

= 3 + CAR

- Livello 3 Affascinato, scosso
- 6 Confuso, stordito, spaventato, nauseato
- 10 Cowering, nauseated, panicked, stunned.
- 14 Spezzare Incantamento

## MENTAL POTENCY

|         |   |                       |                               |
|---------|---|-----------------------|-------------------------------|
| Livello | HD LIMIT<br>BONUS                               | Mesmerista<br>Livello | Both HD limit<br>and total HD |
| 5       | <input type="text"/> = <input type="text"/> ÷ 5 |                       |                               |

## INCANTESIMI CONOSCIUTI

0

1

2

3

4

5

6

## TRUCCHI CONOSCIUTI

Livello

1

Livello

2

Livello

4

Livello

6

Livello

8

Livello

10

Livello

12

Livello

14

Livello

16

Livello

18

Livello

20