

MESMERIST

Conjurador
Nível

MAGIAS

Magias Conhecidas	Teste de Resistência CD	Magias por dia	Magias Base	Magias Bônus
		0		CAR -4 CAR -8 CHA -12
		1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		5		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		6		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Resistência a Magia CD = 10 + CAR + Nível da Magia

HYPNOTIC STARE

Nível	-2	Penalty to one target's Will bonus.
8	-3	Ends when either of you dies, target moves more than 30ft away, or you pick a new target.
		Target is unaware of the effect and will not remember unless you allow it.

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

RULE MINDS

Nível

20 Cast a successful enchantment on the target of your spell. 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.

USOS POR DIA	Mesmerist Level	Uses Today
<input type="text"/>	<input type="text"/>	<input type="text"/>

Nível	Nível	Nível	Nível
5	2 tricks	9	3 tricks
13	4 tricks	17	5 tricks

CONSUMMATE LIAR

Bluff bonus + = Mesmerist Level ÷ 2

Nível	Deceive truth-detecting magic.	NÍVEL DO CONJURADOR TESTE DC	Mesmerist Level
11		<input type="text"/>	= 15 + <input type="text"/>

TOWERING EGO

Nível	WILL BONUS
2	<input type="text"/> = CAR

TOUCH TREATMENT

USES PER DAY
<input type="text"/> = 3 + CAR
Nível
3 Fascinated, shaken
6 Confused, dazed, frightened, sickened
10 Cowering, nauseated, panicked, stunned.
14 Break Enchantment

MENTAL POTENCY

Nível	HD LIMIT BONUS	Mesmerist Level	Both HD limit and total HD
5	<input type="text"/>	= <input type="text"/> ÷ 5	

MAGIAS CONHECIDAS

0	
1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
5	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

KNOWN TRICKS

Nível	1
Nível	2
Nível	4
Nível	6
Nível	8
Nível	10
Nível	12
Nível	14
Nível	16
Nível	18
Nível	20