

MESMERIST

Caster
Level

SPELLS

Spells Known	Spell Save DC	Spells per day	=	Base Spells	+ Bonus Spells
		0			CHA - 4 CHA - 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"/>

Spell Save DC = 10 + CHA + Spell Level

HYPNOTIC STARE

Level	-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.

PAINFUL STARE

Mesmerist Level		Bonus damage when target of your stare is damages.
	=	÷ 2
Level		
3		<input type="checkbox"/> <i>Allure</i> – Penalty applies to initiative and Perception.
7		<input type="checkbox"/> <i>Disorientation</i> – Penalty applies to attack rolls.
11		<input type="checkbox"/> <i>Psychic Inception</i> – Stare affects mindless creatures. Mind-affecting spells partially work: +2 to any save and 50% miss change.
15		<input type="checkbox"/> <i>Sapped Magic</i> – Penalty applies to DC of target's spells and spell resistance.
19		<input type="checkbox"/> <i>Sluggishness</i> – Speed -5ft; penalty applies to Reflex.
		<input type="checkbox"/> <i>Susceptibility</i> – Penalty applied to target's Sense Motive, and to DC of Diplomacy and Intimidate against them.
		<input type="checkbox"/> <i>Timidity</i> – Penalty applies to damage rolls.

RULE MINDS

Level	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.

USES PER DAY	Mesmerist Level	Uses Today
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Level		
5	2 tricks	
9	3 tricks	
13	4 tricks	
17	5 tricks	

GLIB LIE

Level	Deceive truth-detecting magic.	CASTER LEVEL CHECK DC	Mesmerist Level
11		<input type="text"/>	
		= 15 +	

TOWERING EGO

Level	WILL BONUS
2	<input type="text"/> = CHA

TOUCH TREATMENT

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

MENTAL POTENCY

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

KNOWN SPELLS

0

1

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KNOWN TRICKS

Level

1

Level

2

Level

4

Level

6

Level

8

Level

10

Level

12

Level

14

Level

16

Level

18

Level

20