

MESMERIST

Poziom
Czarującego

CZARY

Znane Czary	ST Rzutu Obronnego	Czary Dziennie	= Czary Bazowe	Czary Premiiowe
		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"/>

ST Rz. Obr. = 10 + CHA + Poziom Czaru

HYPNOTIC STARE

Poziom	-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.

- Poziom
- ☐ **Allure** – Penalty applies to initiative and Perception.
 - ☐ **Disorientation** – Penalty applies to attack rolls.
 - ☐ **Psychic Inception** – Stare affects mindless creatures. Mind-affecting spells partially work: +2 to any save and 50% miss change.
 - ☐ **Sapped Magic** – Penalty applies to DC of target's spells and spell resistance.
 - ☐ **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

Poziom
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.

UŻYCIA

NA DZIEŃ

Mesmerist
Level

Użyć
Dziś

$$\boxed{} = \left(\boxed{} \div 2 \right) + \text{CHA}$$

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

CONSUMMATE LIAR

Bluff bonus

$$+ \boxed{} = \text{Mesmerist Level} \div 2$$

Poziom
11 Deceive truth-detecting magic.

POZIOM CZARUJĄCEGO
STOPIEŃ TRUDNOŚCI

$$\boxed{} = 15 + \boxed{}$$

TOWERING EGO

Poziom
2 WILL BONUS

$$\boxed{} = \text{CHA}$$

TOUCH TREATMENT

USES PER DAY

$$\boxed{} = 3 + \text{CHA}$$

- Poziom
- 3 Fascinated, shaken
 - 6 Confused, dazed, frightened, sickened
 - 10 Cowering, nauseated, panicked, stunned.
 - 14 Złamanie Zaklęcia

MENTAL POTENCY

Poziom

$$\text{HD LIMIT BONUS} \boxed{} = \text{Mesmerist Level} \div 5$$

Both HD limit and total HD

ZNANE CZARY

0

1

2

3

4

5

6

KNOWN TRICKS

Poziom

1

Poziom

2

Poziom

4

Poziom

6

Poziom

8

Poziom

10

Poziom

12

Poziom

14

Poziom

16

Poziom

18

Poziom

20