

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"/> |
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| | | 5 | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
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Spell Save DC = 10 + CHA + Spell Level

HYPNOTIC STARE

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

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

- Level 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.

USES PER DAY Mesmerist Level Uses Today

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

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

CONSUMMATE LIAR

Bluff bonus $\boxed{+}$ = Mesmerist Level $\div 2$

Level 11 Deceive truth-detecting magic.

CASTER LEVEL CHECK DC Mesmerist Level

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

TOWERING EGO

Level 2 WILL BONUS

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

TOUCH TREATMENT

USES PER DAY

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

- Level 3 Fascinated, shaken
- Level 6 Confused, dazed, frightened, sickened
- Level 10 Cowering, nauseated, panicked, stunned.
- Level 14 Break Enchantment

MENTAL POTENCY

Level 5 HD LIMIT BONUS Mesmerist Level

$$\boxed{} = \boxed{} \div 5$$

Both HD limit and total HD

KNOWN SPELLS

0

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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