

MESMERIST

Caster
Level

SPELLS

| Spells Known | Spell Save DC | Spells per day | = Basis Spreuken | Bonus Spreuken |
|-----------------|------------------|-------------------|---------------------|--|
| | | 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 8 | -2 | Penalty to one target's Will bonus. |
| | -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. |

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

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 |
|----------------------|--------------------------------------|--|
| <input type="text"/> | $(\text{Level} \div 2) + \text{CHA}$ | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

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

CONSUMMATE LIAR

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

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

TOWERING EGO

| | |
|----------------------|----------------|
| Level 2 | WILL BONUS |
| <input type="text"/> | $= \text{CHA}$ |

TOUCH TREATMENT

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

MENTAL POTENCY

| HD LIMIT BONUS | Mesmerist Level | Both HD limit and total HD |
|------------------------------|-------------------------|-------------------------------|
| Level 5 <input type="text"/> | $= \text{Level} \div 5$ | |

KNOWN SPELLS

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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