

# MESMERIST

Nível de  
Conjurador

## MAGIAS

Magias de Resistência CD = Magias por dia = Base + Magias Bônus

Magias Conhecidas	Resistência CD	Magias por dia	Base	Magias Bônus
	0			CAR -4 CAR -8 CAR -12
	1			
	2			
	3			
	4			
	5			
	6			

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

## HYPNOTIC STARE

-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.

Nível  
8

-3

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

☐ *Allure* – Penalty applies to initiative and Perception.

Nível ☐ *Disorientation* – Penalty applies to attack rolls.

3 ☐ *Psychic Inception* – Stare affects mindless creatures.  
Mind-affecting spells partially work:  
+2 to any save and 50% miss change.

7 ☐ *Sapped Magic* – Penalty applies to DC of target's spells  
and spell resistance.

11 ☐ *Sluggishness* – Speed -5ft; penalty applies to Reflex.

15 ☐ *Susceptibility* – Penalty applied to target's Sense Motive,  
and to DC of Diplomacy and Intimidate against them.

19 ☐ *Timidity* – Penalty applies to damage rolls.

## RULE MINDS

Nível 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.

USOS  
POR DIA

Mesmerist  
Level

USOS  
Hoje  
☐  
☐  
☐  
☐

= (  ÷ 2 ) + CAR

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

## GLIB LIE

Nível Deceive  
11 truth-detecting  
magic.

NÍVEL DO CONJURADOR  
TESTE DC

= 15 +

## TOWERING EGO

Nível WILL BONUS

2  = CAR

## TOUCH TREATMENT

USOS POR DIA

Nível  = 3 + CAR

3 Fascinated, shaken

6 Confused, dazed, frightened, sickened

10 Cowering, nauseated, panicked, stunned.

14 Quebrar Encantamento

## MENTAL POTENCY

Nível HD LIMIT  
BONUS

5  =  ÷ 5

Both HD limit  
and total HD

## MAGIAS CONHECIDAS

0

1

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6

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## KNOWN TRICKS

Nível

1

Nível

2

Nível

4

Nível

6

Nível

8

Nível

10

Nível

12

Nível

14

Nível

16

Nível

18

Nível

20