MESMERIST

Уровень Заклинателя ☐

ЗАКЛИНАНИЯ

Заклинаний известно	КС Спасброска от заклинания	Заклинаний в день	Базовых + заклинаний	Бонусных

		Уровень		ХАР - 4 / ХАР - 8 / ХАР - 12
		0		
		1		☐ ☐ ☐ ☐
		2		☐ ☐ ☐ ☐
		3		☐ ☐ ☐ ☐
		4		☐ ☐ ☐ ☐
		5		☐ ☐ ☐
		6		☐ ☐ ☐

КС спаса от заклинания = 10 + ХАР + Уровень заклинания

Известные заклинания

0

1
☐☐☐ ☐☐☐ ☐☐☐

2
☐☐☐ ☐☐☐ ☐☐☐

3
☐☐☐ ☐☐☐ ☐☐☐ ☐

4
☐☐☐ ☐☐☐ ☐☐☐

5
☐☐☐ ☐☐☐ ☐

6
☐☐☐

HYPNOTIC STARE

Уровень 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.

Уровень 3
☐ *Allure* – Penalty applies to initiative and Perception.

7
☐ *Disorientation* – Penelty applies to attack rolls.

11
☐ *Psychic Inception* – Stare affects mindless creatures.
Mind-affecting spells partially work:
+2 to any save and 50% miss change.

15
☐ *Sapped Magic* – Penalty applies to DC of target's spells and spell resistance.

19
☐ *Sluggishness* – Speed -5ft; penalty applies to Reflex.

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

☐ *Timidity* – Penalty applies to damage rolls.

RULE MINDS

Уровень 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.

ИСПОЛЬЗОВАНИЙ В ДЕНЬ Mesmerist Level — Uses Today

$\boxed{} = (\underline{} \div 2) + ХАР$ ☐☐☐☐ ☐☐☐☐

Уровень	Уровень	Уровень	Уровень
5 2 tricks	**9** 3 tricks	**13** 4 tricks	**17** 5 tricks

CONSUMMATE LIAR

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

Уровень 11 Deceive truth-detecting magic.

CASTER LEVEL CHECK DC Mesmerist Level

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

TOWERING EGO

Уровень 2
WILL BONUS $\boxed{} = ХАР$

TOUCH TREATMENT

USES PER DAY $\boxed{} = 3 + ХАР$

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

MENTAL POTENCY

Уровень 5
HD LIMIT BONUS — Mesmerist Level

$\boxed{} = \underline{} \div 5$ Both HD limit and total HD

KNOWN TRICKS

Уровень 1

Уровень 2

Уровень 4

Уровень 6

Уровень 8

Уровень 10

Уровень 12

Уровень 14

Уровень 16

Уровень 18

Уровень 20