

# MESMERIST

Conjurador  
Nível

## MAGIAS

Magias Conhecidas	Magias de Resistência CD	Magias por dia	=	Base Magia	+	Magias Bônus
		0				CAR - 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"/>

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

## HYPNOTIC STARE

Nível	-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.

- Nível
- 3 ☐ *Allure* – Penalty applies to initiative and Perception.
- 7 ☐ *Disorientation* – Penalty 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 Diplomacy and Intimidate against them.
- ☐ *Timidity* – Penalty applies to damage rolls.

### RULE MINDS

Nível

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.

USOS POR DIA	Mesmerist Level	Uses Today
<input type="text"/>	= ( <input type="text"/> ÷ 2 ) + CAR	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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

## CONSUMMATE LIAR

Bluff bonus  +  = Mesmerist Level ÷ 2

Nível	Deceive truth-detecting magic.	NÍVEL DO CONJURADOR	Mesmerist Level
11		TESTE DC	
		<input type="text"/>	= 15 +

## TOWERING EGO

Nível	WILL BONUS
2	<input type="text"/> = CAR

## TOUCH TREATMENT

USES PER DAY
<input type="text"/> = 3 + CAR

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

## MENTAL POTENCY

Nível	HD LIMIT BONUS	Mesmerist Level	
5	<input type="text"/>	=	÷ 5
			Both HD limit and total HD

## MAGIAS CONHECIDAS

0

1

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## KNOWN TRICKS

Nível

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Nível

2

Nível

4

Nível

6

Nível

8

Nível

10

Nível

12

Nível

14

Nível

16

Nível

18

Nível

20