MESMERIST Zauber- stufe	BEKANNTE ZAUBER
ZAUBER	0
Bekannte RW gegen Zauber = Grund-+ Bonuszauber Zauber Zauber pro Tag zauber	
0	1
1 0000	
	2
3	
4 0000	
5 000	3
6	
RW gegen Zauber (SG) = 10 + CH + Zaubergrad	
HYPNOTIC STARE	
Penalty to one target's Will bonus.  Ends when either of you dies, target moves	4
more than 30ft away, or you pick a new target.	
Stufe 8 Target is unaware of the effect and will not remember unless you allow it.	
PAINFUL Mesmerist	5
STARE Level Bonus damage when	
= target of your stare is damages.	
☐ Allure — Penalty applies to initiative and Perception.	6
Stufe Disorientation — Penelty applies to attack rolls.	
3  Psychic Inception – Stare affects mindless creatures.	
Mind-affecting spells partially work: 7 +2 to any save and 50% miss change.	KNOWN TRICKS
☐ Sapped Magic — Penalty applies to DC of target's spells	Stufe
and spell resistance.  15 Sluggishness — Speed -5ft; penalty applies to Reflex.	1
☐ Susceptibility — Penalty applied to target's Sense Motive,	
and to DC of Diplimacy and Intimidate against them.    Timidity - Penalty applies to damage rolls.	Stufe
RULE MINDS	2
Stufe 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.	Stufe
Only one target may be enthralled at once.	4
MESMERIST TRICKS	
As a standard action, touch a willing target to implant a trick zungen  ANZAHL Mesmerist Heute	Stufe
PRO TAG Level	6
= ( ÷ 2) + CH	
Stufe Stufe Stufe Stufe	Stufe
5 2 tricks 9 3 tricks 13 4 tricks 17 5 tricks	8
GLIB LIE	
ZAUBERSTUFEN- Mesmerist	Stufe
11 truth-detecting	10
magic. = <b>15</b> +	
TOWERING EGO	Stufe
Stufe WILL BONUS	12
2 = CH	
TOUCH TREATMENT	Stufe
EINSETZBAR PRO TAG	14,
= 3 + CH	
Stufe 3 Fascinated, shaken	Stufe
6 Confused, dazed, frightened, sickened	10
10 Cowering, nauseated, panicked, stunned.	
14 Break Enchantment	Stufe
MENTAL POTENCY	
HD LIMIT Mesmerist	
Stufe BONUS Level  5 Both HD limit	Stufe
= ÷ 5 Both HD IImit and total HD	40