

# MESMERIST

Уровень  
Заклинателя

## ЗАКЛИНАНИЯ

Заклинаний КС Спаса  
известно от заклинания

Заклинаний Базовый Доп. Заклинания  
в день Заклинаний

		0			ХАР - 4	ХАР - 8	ХАР - 12
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КС спаса от заклинания = 10 + ХАР + Уровень заклинания

## HYPNOTIC STARE

Уровень **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.

- Уровень **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

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 = (  $\frac{\text{Mesmerist Level}}{2}$  ) + ХАР  
Исп. Сегодня

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

## CONSUMMATE LIAR

Bluff bonus + = Mesmerist Level ÷ 2

Уровень **11** Deceive truth-detecting magic. **CASTER LEVEL CHECK DC** = 15 + Mesmerist Level

## TOWERING EGO

Уровень **2** **WILL BONUS** = ХАР

## TOUCH TREATMENT

### ИСПОЛЬЗОВАНИЙ В ДЕНЬ

Уровень **3** = 3 + ХАР

- 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 ÷ 5 Both HD limit and total HD

## Известные заклинания

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## KNOWN TRICKS

Уровень **1**

Уровень **2**

Уровень **4**

Уровень **6**

Уровень **8**

Уровень **10**

Уровень **12**

Уровень **14**

Уровень **16**

Уровень **18**

Уровень **20**