

MESMERIST

Caster
Level

SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells
		0		CHA - 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"/>

Spell Save DC = 10 + CHA + Spell Level

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.

Level
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.

Level ☐ *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.

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

19 ☐ *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

Level 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.

USES
PER DAY

Mesmerist
Level

Uses
Today
☐ ☐ ☐ ☐
☐ ☐ ☐ ☐

= (÷ 2) + CHA

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

GLIB LIE

Level Deceive
11 truth-detecting
magic.

CASTER LEVEL
CHECK DC

Mesmerist
Level

= 15 +

TOWERING EGO

Level WILL BONUS

2 = CHA

TOUCH TREATMENT

USES PER DAY

Level = 3 + CHA

3 Fascinated, shaken

6 Confused, dazed, frightened, sickened

10 Cowering, nauseated, panicked, stunned.

14 Break Enchantment

MENTAL POTENCY

Level HD LIMIT
BONUS

5 = ÷ 5

Both HD limit
and total HD

KNOWN SPELLS

0

1

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2

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3

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4

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5

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6

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KNOWN TRICKS

Level

1

Level

2

Level

4

Level

6

Level

8

Level

10

Level

12

Level

14

Level

16

Level

18

Level

20