

# MESMERIST

Poziom  
Czarującego

## CZARY

Znane Czary	ST Rzutu Obronnego	Czary Dziennie	Czary Bazowe	Czary Premiiowe
		0		CHA - 4 CHA - 8 CHA - 12
		1		
		2		
		3		
		4		
		5		
		6		

ST Rz. Obr. = 10 + CHA + Poziom Czaru

## HYPNOTIC STARE

Poziom	-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.

## PAINFUL STARE

Mesmerist Level	Bonus damage when target of your stare is damages.
$\square = \square \div 2$	
<input type="checkbox"/> Allure – Penalty applies to initiative and Perception.	
<input type="checkbox"/> Disorientation – Penalty applies to attack rolls.	
<input type="checkbox"/> Psychic Inception – Stare affects mindless creatures. Mind-affecting spells partially work: +2 to any save and 50% miss change.	
<input type="checkbox"/> Sapped Magic – Penalty applies to DC of target's spells and spell resistance.	
<input type="checkbox"/> Sluggishness – Speed -5ft; penalty applies to Reflex.	
<input type="checkbox"/> Susceptibility – Penalty applied to target's Sense Motive, and to DC of Diplomacy and Intimidate against them.	
<input type="checkbox"/> Timidity – Penalty applies to damage rolls.	

## RULE MINDS

Poziom	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.

### UŻYCIA NA DZIEŃ

Mesmerist Level

Użyć  
Dziś

$$\square = (\square \div 2) + \text{CHA}$$

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

## GLIB LIE

Poziom	Deceive truth-detecting magic.	POZIOM CZARUJĄCEGO STOPIEŃ TRUDNOŚCI	Mesmerist Level
11		$\square = 15 +$	

## TOWERING EGO

Poziom	WILL BONUS
2	$\square = \text{CHA}$

## TOUCH TREATMENT

### USES PER DAY

Poziom	
$\square = 3 + \text{CHA}$	
3	Fascinated, shaken
6	Confused, dazed, frightened, sickened
10	Cowering, nauseated, panicked, stunned.
14	Złamanie Zaklęcia

## MENTAL POTENCY

Poziom	HD LIMIT BONUS	Mesmerist Level	Both HD limit and total HD
5	$\square = \square \div 5$		

## ZNANE CZARY

0

1

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2

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4

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5

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6

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## KNOWN TRICKS

Poziom

1

Poziom

2

Poziom

4

Poziom

6

Poziom

8

Poziom

10

Poziom

12

Poziom

14

Poziom

16

Poziom

18

Poziom

20