

# MESMERIST

Nível do Conjurador

## MAGIAS

Magias Conhecidas	Teste de Resistência CD	Magias por dia	= Base Magia	+ Magias Bônus
		0		CAR -4 CAR -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

-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.

Nível  
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.

Nível ☐ *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.

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

15 ☐ *Susceptibility* – Penalty applied to target's Sense Motive, and to DC of Diplomacy and Intimidate against them.

19 ☐ *Timidity* – Penalty applies to damage rolls.

## RULE MINDS

Nível 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.

20

## MESMERIST TRICKS

As a standard action, touch a willing target to implant a trick.

USOS  
POR DIA

Mesmerist Level

Uses Today  
☐ ☐ ☐ ☐

=

( ÷ 2 )

+ CAR

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

## GLIB LIE

Nível Deceive truth-detecting magic.

11

NÍVEL DO CONJURADOR  
TESTE DC Mesmerist Level

= 15 +

## TOWERING EGO

### WILL BONUS

Nível

2

=

CAR

## TOUCH TREATMENT

### USES PER DAY

Nível  = 3 + CAR

3

Fascinated, shaken

6

Confused, dazed, frightened, sickened

10

Cowering, nauseated, panicked, stunned.

14

Break Enchantment

## MENTAL POTENCY

HD LIMIT  
BONUS

Mesmerist Level

Nível

5

=

÷ 5

Both HD limit and total HD

## MAGIAS CONHECIDAS

0

1

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## KNOWN TRICKS

Nível

1

Nível

2

Nível

4

Nível

6

Nível

8

Nível

10

Nível

12

Nível

14

Nível

16

Nível

18

Nível

20