

MESMERIST

Niveau de
Lanceur de Sort

SORTS

| Sorts DD de sauvegarde Connus | du sort | Sorts par jour | = Sorts de base | + Sorts supp. CHA - 4 CHA - 8 CHA - 12 |
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DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort

HYPNOTIC STARE

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|----------|----|--|
| Niveau 8 | -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. |
| | -3 | Target is unaware of the effect and will not remember unless you allow it. |

- Niveau 3 ☐ *Allure* – Penalty applies to initiative and Perception.
- Niveau 7 ☐ *Disorientation* – Penalty applies to attack rolls.
- Niveau 11 ☐ *Psychic Inception* – Stare affects mindless creatures. Mind-affecting spells partially work: +2 to any save and 50% miss change.
- Niveau 15 ☐ *Sapped Magic* – Penalty applies to DC of target's spells and spell resistance.
- Niveau 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

Niveau 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.

UTILISATIONS

| PAR JOUR | Niveau d'Hypnotiseur | Utilisation Aujourd'hui |
|----------|-------------------------|----------------------------|
| | $(\div 2) + CHA$ | |

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|----------|----------|----------|----------|-----------|----------|-----------|----------|
| Niveau 5 | 2 tricks | Niveau 9 | 3 tricks | Niveau 13 | 4 tricks | Niveau 17 | 5 tricks |
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CONSUMMATE LIAR

Bluff bonus

$$+ \text{Niveau d'Hypnotiseur} \div 2$$

Niveau 11 Deceive truth-detecting magic.

CASTER LEVEL
CHECK DC

$$= 15 + \text{Niveau d'Hypnotiseur}$$

TOWERING EGO

Niveau 2 WILL BONUS

$$= CHA$$

TOUCH TREATMENT

UTILISATIONS PAR JOUR

$$= 3 + CHA$$

- Niveau 3 Fascinated, shaken
- Niveau 6 Confused, dazed, frightened, sickened
- Niveau 10 Cowering, nauseated, panicked, stunned.
- Niveau 14 Brise l'enchantement

MENTAL POTENCY

Niveau 5 HD LIMIT
BONUS

$$= \text{Niveau d'Hypnotiseur} \div 5$$

Both HD limit and total HD

SORTS CONNUS

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KNOWN TRICKS

Niveau 1

Niveau 2

Niveau 4

Niveau 6

Niveau 8

Niveau 10

Niveau 12

Niveau 14

Niveau 16

Niveau 18

Niveau 20