MESMERIST	Zauber- stufe	BEKANNTE ZAUBER	×
ZAUBER			
	= Grund-+ Bonuszauber zauber	0	
	zauber 4 & 2	1	
0	5 5 5 5		
1			
2		2	
3			
4			
5 6		3	
RW gegen Zauber (SG) = 10 + CH + Zauber	rorad		
HYPNOTIC STARE			
Penalty to one target		4	
Stufe more than 30ft away, or you pick a new target. Target is unaware of the effect and will not			
remember unless you		5	
Stufe Allure — Penalty applies to initiative and Perception. 3 Disorientation — Penelty applies to attack rolls. Description — Stare affects mindless creatures. Mind-affecting spells partially work: +2 to any save and 50% miss change.			
		6	
Sapped Magic — Penalty applies and spell resistance.	s to DC of target's spells		
☐ Sluggishness — Speed -5ft; penalty applies to Reflex.		KNOWN TRICKS	×
19 ☐ Susceptibility — Penalty applied and to DC of Diplimacy and Intin			
☐ <i>Timidity</i> — Penalty applies to da		Stufe	
RULE MINDS			
Stufe 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.		Stufe	
		2	
MESMERIST TR	RICKS		
As a standard action, touch a willing targe	•	Stufe	
ANZAHL Mesmerist PRO TAG Level	Nutzungen Heute	4	
= (÷ 2)+	· CH	Chris	
Stufe Stufe Stufe		Stufe 6	
Stufe Stufe Stufe Stufe 5 2 tricks 9 3 tricks 13 4 tricks 17 5 tricks			
CONSUMMATE	LIAR	Stufe	
Bluff bonus +	= Mesmerist Level ÷ 2	8	
ZAUBERS			
Stufe Deceive WURF SG		Stufe 10	
11 magic.	= 15 +		
TOWERING E	GO	Stufe	
Stufe WILL BONUS		12	
2 = CH			
TOUCH TREATMENT		Stufe	
EINSETZBAR PRO TAG		14	
Stufe = 3 + CH			
3 Fascinated, shaken		Stufe	
6 Confused, dazed, frightened, sicker			
10 Cowering, nauseated, panicked, stu14 Break Enchantment	unned.	Stufe	
MENTAL POTENCY		18	
HD LIMIT Mesmerist			
Stufe BONUS Level	Bath UD limit	Stufe	
⁵ = ÷ 5	Both HD limit and total HD	20	