

MESMERIST

Zauber-
stufe

ZAUBER

Bekannte Zauber	RW gegen Zauber	Zauber pro Tag	= Grund- + Bonuszauber zauber	CH - 4	CH - 8	CH - 12
		0				
		1				
		2				
		3				
		4				
		5				
		6				

RW gegen Zauber (SG) = 10 + CH + Zaubergrad

HYPNOTIC STARE

Stufe 8	-2	Penalty to one target's Will bonus.
	-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.

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

Stufe 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.

ANZAHL PRO TAG	Mesmerist Level	Nutzungen Heute	
<div></div>	<div>= (<div></div> ÷ 2) + CH <div></div></div>	<div><div></div><div></div><div></div><div></div><div></div></div>	
Stufe 5 2 tricks	Stufe 9 3 tricks	Stufe 13 4 tricks	Stufe 17 5 tricks

CONSUMMATE LIAR

Bluff bonus $\div 2$ = Mesmerist Level $\div 2$

Stufe	Deceive truth-detecting magic.	ZAUBERSTUFEN- WURF SG	Mesmerist Level
11			

TOWERING EGO

Stufe 2 **WILL BONUS**
= CH

TOUCH TREATMENT

Stufe 3 **EINSETZBAR PRO TAG**
= 3 + CH

- Stufe 3 Fascinated, shaken
- Stufe 6 Confused, dazed, frightened, sickened
- Stufe 10 Cowering, nauseated, panicked, stunned.
- Stufe 14 Break Enchantment

MENTAL POTENCY

Stufe 5 **HD LIMIT BONUS**
= $\div 5$ Both HD limit and total HD

BEKANNTE ZAUBER

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KNOWN TRICKS

Stufe 1

Stufe 2

Stufe 4

Stufe 6

Stufe 8

Stufe 10

Stufe 12

Stufe 14

Stufe 16

Stufe 18

Stufe 20