

MESMERIST LEVEL 1

Raised as a slave in Cheliah, Meligaster learned how to channel his natural persuasive powers into powerful magical influence over others, making him a master manipulator with a cruel sense of humor.

MELIGASTER

Male halfling mesmerist 1

N Small humanoid (halfling)

Init +2; **Senses** Perception +7

DEFENSE

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

hp 11 (1d8+3)

Fort +3, **Ref** +5, **Will** +4; +2 vs. fear

OFFENSE

Speed 20 ft.

Melee sword cane +0 (1d4-1) or

cold iron dagger +0 (1d3-1/19-20)

Ranged dart +3 (1d3-1)

Special Attacks hypnotic stare (-2), mesmerist trick 4/day (mesmeric mirror)

Mesmerist Spells Known (CL 1st; concentration +6)

1st (2/day)—*charm person* (DC 14), *mental block*^{OA} (DC 14)

0 (at will)—*dancing lights*, *detect magic*, *prestidigitation*, *unwitting ally*^{APG} (DC 13)

STATISTICS

Str 9, **Dex** 14, **Con** 14, **Int** 13, **Wis** 12, **Cha** 17

Base Atk +0; **CMB** -2; **CMD** 10

Feats Improved Feint

Skills Acrobatics +4, Bluff +8, Climb +1, Diplomacy +7, Escape Artist +6, Intimidate +8, Perception +7, Sleight of Hand +6, Stealth +10

Traits bully^{UCA}, *, focused mind^{UCA}, *

Languages Common, Halfling, Vudrani

SQ consummate liar*, fearless*, halfling luck*, keen senses*, sure-footed*, weapon familiarity*

Combat Gear *potion of cure light wounds*; **Other Gear** padded armor, cold iron dagger, darts (6), sword cane, 21 gp

* The effects of this ability are calculated into Meligaster's statistics.

SPECIAL ABILITIES

Alignment As a precondition for joining the Pathfinder Society, Meligaster had to reform some of his crueler tendencies. For the purposes of the organized play campaign, he is neutral rather than neutral evil.

Consummate Liar Meligaster gains a +1 bonus on all Bluff checks. In addition, he qualifies for Improved Feint even if he doesn't have Combat Expertise.

Hypnotic Stare As swift action, Meligaster can target a creature within

30 feet that then takes a -2 penalty on Will saves. He can maintain this effect against only one creature at a time, and it ends if the target moves out of range, Meligaster uses this ability against a new target, or he falls unconscious or dies. Meligaster's target is not even aware that he is using this ability unless he wills it. Penalties from multiple hypnotic stares do not stack. This is a mind-affecting effect.

Improved Feint Meligaster can attempt a Bluff check to feint in combat as a move action.

Mesmerist Tricks Meligaster can implant a hypnotic suggestion in an ally's mind up to four times per day. Doing so requires him to touch the ally as a standard action, and a creature can be the subject of only one mesmerist trick at a time. Meligaster can trigger an implanted trick as an immediate action so long as the subject is within 110 feet.

Mesmeric Mirror: This trick creates a decoy duplicate of the subject when the subject is attacked or becomes the target of a spell that requires an attack roll. The triggering attack has a 50% chance of striking the decoy rather than the intended target. Once hit, the image disappears; otherwise, it lasts for 1 minute. This is an illusion (figment) effect.

Painful Stare Once per round, when an attack that deals damage hits the target of Meligaster's hypnotic stare, he can cause the creature to take 1 additional point of damage. If Meligaster uses this ability to increase his own damage, it instead takes 1d6 extra points of damage.

Spells Meligaster can cast the following spells.

Charm Person: Meligaster is able to magically make one humanoid creature within 25 feet believe that it is his friend (Will DC 14 negates); a target threatened or attacked by Meligaster or his allies receives a +5 bonus on its saving throw. A creature under this effect is not under Meligaster's complete control, but views his actions and suggestions in the most favorable way. This is a mind-affecting effect.

Dancing Lights: Meligaster can create up to four illusory torches or lights.

Detect Magic: Meligaster notices magic in a 60-foot cone. If he concentrates, he learns how many magic auras there are on the next round. The round after that, he can try to find out more about one aura.

Mental Block: Meligaster can prevent a creature from using its skill ranks, spells, feats, and abilities for 1 round (Will DC 14 negates). This is a mind-affecting effect.

Prestidigitation: Meligaster can perform simple magic tricks for 1 hour, such as cleaning his outfit, chilling his drink, or flavoring his meal.

Unwitting Ally: The target of this spell is considered an ally for 1 round for the purposes of flanking enemies (Will DC 13 negates). This is a mind-affecting effect.

Combat Gear Meligaster has the following items.

Potion of Cure Light Wounds: Meligaster's potion heals 1d8+1 points of damage.



“Look deep into my eyes. Everything will be so much easier when I am in complete control.”

A former slave in a minor Chelish noble house, Meligaster used his mental powers to dominate the masters who had treated him so cruelly. He didn't stop there, though—he tyrannized the household's other halfling slaves. It was only when Meligaster's brother, the cheerful bard named Lem, found him that the slaves broke their psychic bonds and prompted a Hellknight investigation at the house. Meligaster fled and began an adventuring career in which he always seeks the easy route to wealth and the finer rewards of success.