

MESMERIST LEVEL 7

Raised as a slave in Cheliax, 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 7

N Small humanoid (halfling)

Init +2; Senses Perception +10

DEFENSE

AC 20, touch 14, flat-footed 18 (+6 armor, +1 deflection, +2 Dex, +1 size)

hp 59 (7d8+21)

Fort +7, **Ref** +10, **Will** +14; +2 vs. fear

OFFENSE

Speed 20 ft.

Melee +1 sword cane +6 (1d4) or cold iron dagger +5 (1d3-1/19-20)

Ranged dart +8 (1d3-1)

Special Attacks bold stare (disorientation, psychic inception), hypnotic stare (-2), mental potency (+1), mesmerist tricks 10/day (levitation buffer, mesmeric mirror, psychosomatic surge, vanish arrow)

Mesmerist Spells Known (CL 7th; concentration +14)

3rd (2/day)—*dispel magic*, *synaptic pulse*^{OA} (DC 19)

2nd (4/day)—*aversion*^{OA} (DC 18), *babble*^{OA} (DC 18), *invisibility*, *suggestion* (DC 18)

1st (6/day)—*charm person* (DC 17), *demand offering*^{OA} (DC 17), *mental block*^{OA} (DC 16), *paranoia*^{OA} (DC 16), *vanish*^{APG} (DC 16)

0 (at will)—*dancing lights*, *detect magic*, *mage hand*, *open/close* (DC 15), *prestidigitation*, *unwitting ally*^{APG} (DC 16)

STATISTICS

Str 9, **Dex** 14, **Con** 14, **Int** 13, **Wis** 12, **Cha** 20

Base Atk +5; **CMB** +3; **CMD** 16

Feats Extra Mesmerist Tricks^{OA*}, Improved Feint, Mesmerizing Feint, Spell Focus (enchantment)*

Skills Acrobatics +3 (-1 to jump), Bluff +18, Climb +0, Diplomacy +15, Escape Artist +7, Intimidate +15, Perception +10, Sense Motive +8, Sleight of Hand +7, Stealth +15, Use Magic Device +15

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

Languages Common, Halfling, Vudrani

SQ consummate liar*, fearless*, halfling luck*, keen senses*, sure-footed*, touch treatment 8/day (moderate), weapon familiarity*

Combat Gear *potion of cure moderate wounds*, *potion of cure serious wounds*, *potion of fly*, *potion of lesser restoration*, *scroll of glitterdust*, *wand of slow* (13 charges); **Other Gear** +2 chain shirt, +1 sword cane, cold iron dagger, darts (6), cloak of resistance +2,

headband of alluring charisma +2, lesser talisman of beneficial winds, ring of protection +1, everburning torch, 73 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.

Bold Stare This ability improves Meligaster's hypnotic stare ability, allowing him to use the following ability with it.

Disorientation: Meligaster's hypnotic stare penalty also applies on attack rolls and damage rolls.

Psychic Inception: Meligaster's hypnotic stare can affect mindless creatures and creatures immune to mind-affecting effects. He can also partially affect such a creature with mind-affecting spells and abilities when it's under the effects of his stare; it gains a +2 bonus on its saving throw and still has a 50% chance each round of ignoring the effect for 1 round.

Consummate Liar Meligaster gains a +3 bonus on Bluff checks. He also qualifies for Improved Feint even if he doesn't have Combat Expertise.

Extra Mesmerist Tricks Meligaster can use his mesmerist tricks 2 additional times per day.

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.

Mental Potency Meligaster can increase the Hit Dice limit and total Hit Dice of his enchantment or illusion spells by 1.

Mesmerist Tricks Meligaster can implant a hypnotic suggestion in an ally's mind up to 10 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 170 feet.

Levitation Buffer: When the subject of this trick begins its turn with one or more enemies adjacent to it or an enemy moves adjacent to it, Meligaster can either lift the enemies in the air causing them to move at half speed and take a -4 penalty to their CMDs against bull rush, drag, or reposition combat maneuver checks for 1 round (Will DC 18 negates), or he can perform a bull rush combat maneuver against them with an effective Combat Maneuver Bonus of +12.

Mesmeric Mirror: This trick creates a decoy duplicate of the subject



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when the subject is attacked or is targeted by a spell that requires an attack roll. The triggering attack has a 50% chance of striking the decoy rather than the subject. Once hit, the image disappears; otherwise it lasts for 1 minute. This is an illusion (figment) effect.

Psychosomatic Surge: When the subject of this trick takes damage, it gains 1d8+2 temporary hit points that last for 1 hour or until discharged. If the damage would have reduced the subject to 0 or fewer hit points, the trick grants an additional 1d8 temporary hit points.

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Vanish Arrow: When the subject of this trick is targeted with a ranged weapon attack, Meligaster can attempt a Sleight of Hand check opposed by the attacker's Perception to snatch the projectile before it's even fired, causing the attack to automatically miss.

Mesmerizing Feint Instead of taking a -4 penalty when feinting against non-humanoid creatures, Meligaster takes only a -2 penalty.

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 3 extra points of damage. If Meligaster uses this ability to increase his own damage, the creature instead takes 2d6 extra points of damage.

Touch Treatment Eight times per day as a standard action, Meligaster can touch a creature and remove the confused, dazed, fascinated, frightened, shaken, or sickened condition. This ability is a swift action if he uses it on himself.

Spells Meligaster can cast the following spells.

Aversion: A creature within 40 feet avoids an object or area up to 50 feet to a side designated by Meligaster (Will DC 18 negates).

Babble: One target within 40 feet that fails a DC 18 Will save babbles incoherently and is nauseated for 7 rounds. Other creatures within 30 feet of the babbling creature must succeed at Will saves or become fascinated for as long as the babbling persists.

Charm Person: Meligaster magically makes one humanoid creature within 40 feet his friend (Will DC 17 negates); a target threatened or attacked by him 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 creates up to 4 illusory torches or lights.

Demand Offering: A creature within 5 feet uses an immediate action to give Meligaster an object it is holding (Will DC 17 negates). If it is holding more than one object, it gives Meligaster one of the items at random. This is a mind-affecting effect.

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.

Dispel Magic: Meligaster can attempt a caster level check (+7 total) to shut down a spell or magical effect within 170 feet.

Invisibility: A touched target vanishes for 4 minutes or until the target attacks. While the target is invisible, it gains a +20 bonus on Stealth checks (+40 if standing perfectly still), it gains a +2 bonus on the attack roll for any attack it makes before becoming visible, and the enemy likely loses its Dexterity bonus to AC.

Mage Hand: Meligaster can move a nonmagical unattended object weighing 5 pounds or less up to 15 feet as a move action. The object must remain within 40 feet of Meligaster.

Mental Block: Meligaster prevents a creature within 40 feet from using its skill ranks, spells, feats, and abilities for 7 rounds (Will DC 17 negates). This is a mind-affecting effect.

Open/Close: Meligaster can open or close an object weighing 30 pounds or less or a portal that can be opened or closed from a distance of 40 feet.

Paranoia: One target within 40 feet treats all other creatures as enemies (Will DC 17 negates). The target must attempt attacks of opportunity whenever a creature provokes it, and when the target is adjacent to two or more creatures, it takes a -2 penalty on attack rolls, weapon damage rolls, ability checks, skill checks, and saving throws.

Prestidigitation: Meligaster performs simple magic tricks for 1 hour, such as cleaning his outfit, chilling drinks, or flavoring meals.

Suggestion: Meligaster influences the actions of a target within 170 feet that fails its saving throw by suggesting a course of action that is limited to a sentence or two (Will DC 18 negates). Asking the creature to perform some obviously harmful act automatically negates the spell's effect. This is a mind-affecting effect.

Synaptic Pulse: Meligaster emits a mental blast that stuns creatures in a 30-foot-radius spread centered on him for 1 round (Will DC 19 negates).

Unwitting Ally A creature within 40 feet is considered an ally for 1 round for the purposes of flanking enemies (Will DC 16 negates). This is a mind-affecting effect.

Vanish: One target Meligaster touches becomes invisible for 7 rounds or until the target attacks. See *invisibility* above for more details.

Gear Meligaster has the following items.

Lesser Talisman of Beneficial Winds: The first time Meligaster falls at least 5 feet, he is automatically affected by *feather fall*. The talisman crumbles to dust after it is activated.

Potion of Cure Moderate Wounds: The potion heals 2d8+3 points of damage.

Potion of Cure Serious Wounds: The potion heals 3d8+5 points of damage.

Potion of Fly: A touched target gains a 60 foot fly speed and a +7 bonus on Fly checks for 7 minutes.

Potion of Lesser Restoration: This potion heals 1d4 points of ability damage to any ability score or eliminates most magical effects reducing ability scores. The imbiber is no longer fatigued, and if exhausted, she is fatigued instead.

Scroll of Glitterdust: Creatures in a 10-foot radius take a -40 penalty on Stealth checks and lose the benefit of invisibility and the like for 3 rounds. If they fail DC 14 Will saves, they are also blinded, but at the end of each of their turns, they can attempt new Will saves to end the blindness.

Wand of Slow: Meligaster can affect up to 7 targets, no two of which can be more than 30 feet apart. Creatures that fail a DC 14 Will



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save can take only a single move action or standard action each turn, and take a -1 penalty on attack rolls, to AC, and on Reflex saves. A slowed creature moves at half its normal movement speed.

Meligaster used his mental powers to dominate both his cruel slave masters and other halfling slaves until his brother, Lem, found him and helped the slaves break their psychic bonds. Meligaster fled and began an adventuring career, seeking wealth and comfort.