

# MESMER

## A DAGGERHEART™ COMPATIBLE CLASS

Designed and Written by Lky7

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Mesmer Class for Daggerheart

Created by Lky7 <https://ko-fi.com/lky7>

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*Hey everyone! Thank you for checking out the Mesmer class. This is my very first attempt at homebrewing for Daggerheart, and I've poured a lot of passion into bringing it to life. I'm really excited to share it with you, and I hope you have a blast playing it.*

*I'm definitely looking for feedback, so please be gentle but honest! Whether you love it, have ideas for improvement, or spot something that just doesn't quite work, I'd love to hear from you. Feel free to reach out on my socials or Ko-fi (<https://ko-fi.com/lky7>). Your thoughts will help me grow as a designer!*



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# MESMER

Mesmers are dreamwalkers, manipulators of feeling and perception who twist reality at its seams. Whether as honey-voiced healers, oracles or ruthless deceivers, they charm, distract, and reshape the world through illusion, empathy, and psychic finesse. To a Mesmer, emotion is both weapon and shield—capable of restoring shattered spirits or breaking wills with a whisper. Some tread gently, soothing hearts like silk over skin. Others revel in mental theater, crafting dazzling lies or haunting echoes that compel, confuse, or comfort—whatever the moment demands.

## DOMAINS

Grace & Splendor

## STARTING EVASION

10

## STARTING HIT POINTS

5

## CLASS ITEMS

A vial of perfumed oil or a mirror that reflects lies

## MESMER'S HOPE FEATURE

**Velvet Restoration:** Spend 3 Hope to clear 1d4 Stress on yourself or an ally.

## CLASS FEATURES

### Heart's Whisper

You instinctively sense the surface emotions of creatures within Very Close range. This does not reveal specific thoughts or secrets, only general states.

### Veil Sight

**Mark a stress.** Describe what you see—a flicker of wrongness, a whisper of the past, or a place where the world feels thin. The GM may pick a category which it represents from the options below, or combine elements:

- **Hidden Flaw:** An unnatural distortion in an object or space. You or an ally gains Advantage on the next interaction with it.
- **Residual Echo:** Lingering traces of powerful emotion or events, or a fractured psychic impression from the recent past or a nearby mind. Learn one relevant, useful fact.
- **Thin Spot:** A fragile point in reality's fabric. Interact with it in one unexpected, beneficial way.

## MESMER SUBCLASSES

Choose either the Siren or the Veilwalker subclass.

### SIREN

Play the Siren if you want to sway hearts and harness emotion to heal, charm, or unnerve.

#### SPELLCAST TRAIT

Presence.

#### FOUNDATION FEATURES

**Heartlink:** You can use this ability a number of times equal to your Spellcast trait per long rest. Choose one:

- **Soothe:** Clear a Stress from yourself and an ally within Close range. If you Describe how you bring comfort or calm, you both gain 1 Hope.
- **Torment:** Inflict a Stress on an adversary within Close range. Their next attack has Disadvantage.

**Bleeding Heart:** When you've run out of uses, you may still invoke Heartlink—but each time you do, the GM gains a Fear.

#### SPECIALIZATION FEATURE

**Soulthether:** When you use Heartlink, you may also inflict one of the following temporary effects. Choose two targets within Close range.

- **Shared Suffering:** If any target clears a Stress, the other targets clear a Stress as well.
- **Empathic Reflection:** If any target marks a Stress, the other targets gain a Hope.
- **Double Sorrow:** If any target marks a Stress, the other targets mark a Stress as well.

#### MASTERY FEATURE

**Web of Hearts:** For every Stress you have currently marked, you can choose an additional target to be affected by the chosen effect of Soulthether.



## VEILWALKER

Play the Veilwalker if you want to manipulate space, perception, and the boundary between reality and illusion.

### SPELLCAST TRAIT

Knowledge.

### FOUNDATION FEATURE

**Mirage:** Once per long rest, you conjure an illusory double of yourself within Close range. The illusion lasts for the remainder of the scene.

- You and the illusion can move independently. At any time, you may decide which of the two is your true body. The other becomes the illusion.
- When taking an action, you may choose whether it originates from your true self or the illusion.
- If an effect or attack targets the illusion, it instead affects you.
- When you would lose Hit Points or gain a Condition, you may dissipate the illusion to negate the effect entirely.

### SPECIALIZATION FEATURES

**Fata Morgana:** While *Mirage* is active, you gain a +1 bonus to Evasion. You can use *Mirage* twice before requiring a long rest.

**Flicker:** Make a **Spellcast Roll (15)** to swap places with a target within Close range of you or your *Mirage*. The target cannot be bigger than you. If you succeed, the target can be:

- **Spend 2 Hope.** A willing ally or an object.
- **Mark a Stress.** An adversary.

### MASTERY FEATURE

**Twin Paradox:** **Spend 3 Hope.** Once per session, you create a mirror image of yourself or an ally within Far range. This image acts simultaneously with the target, initiating a **Tag Team Roll**. This does not count towards your or your allies' Tag Team uses.

## BACKGROUND QUESTIONS

Answer any of the following background questions. You can also create your own questions.

- What is the most beautiful illusion you have ever created, and why?
- What truth did you once see in someone's heart that changed how you see the world?
- Where do your illusions draw their shape from? What dream, fear, or distant memory lingers in everything you conjure?

## CONNECTIONS

Ask your fellow players one of the following questions for their character to answer, or create your own questions.

- What moment of shared vulnerability brought us closer, even if we never talk about it?
- When the world feels false, how do you remind me what's real?
- How did I rely on you to survive something neither of us fully understands?



**Welcome, aspiring Mesmer!** As you embark on this journey of twisting perceptions and weaving emotions, the choices you make here will define the very essence of your character. The Mesmer, regardless of their chosen path, thrives on mental acuity, subtle influence, and an understanding of the unseen currents that shape reality.

When distributing your starting modifiers (+2, +1, +1, 0, 0, -1) across your six core traits – Agility, Strength, Finesse, Instinct, Presence, and Knowledge – remember that your choices should not only optimize your Mesmer's mechanical effectiveness but also reflect the *kind* of Mesmer you envision.

## SIREN

If you choose the **Siren**, you are a master of emotion and influence. Your **Spellcast Trait is Presence**, making it your most important attribute. A high **Presence** allows you to effortlessly charm, perform, and deceive.

### ■ Suggested Siren Traits:

Presence: +2 Instinct: +1 Knowledge: +1

Finesse: 0 Agility: 0 Strength: -1

### ■ Suggested Primary Weapon:

Scepter, Presence Far, d6 mag, Two-Handed

Versatile: Presence Melee, d8

### ■ Suggested Armor:

Gambeson Armor - Thresholds 5/11 - Score 3

Flexible: +1 Evasion

## VEILWALKER

Should you choose the **Veilwalker**, you become a master of space, perception, and illusion. Your **Spellcast Trait is Knowledge**, making it the pillar of your mental artistry. Your power stems from understanding the fundamental patterns of reality and how to subtly unravel them.

### ■ Suggested Veilwalker Traits:

Knowledge: +2 Instinct: +1 Presence: +1

Finesse: 0 Agility: 0 Strength: -1

### ■ Suggested Primary Weapon:

Greatstaff, Knowledge Very Far, d6 mag, Two-Handed

Powerful: Roll an additional damage die and discard the lowest.

### ■ Suggested Armor:

Gambeson Armor - Thresholds 5/11 - Score 3

Flexible: +1 Evasion

### ■ Inventory

**Take:** a torch, 50 feet of rope, basic supplies, and a handful of gold

### Then choose between:

a Minor Health Potion OR

a Minor Stamina Potion

### and either:

A vial of perfumed oil OR

a mirror that reflects lies

### ■ Character Description

Choose one (or more) from each line, or write your own description.

**Clothes that are:** shimmering, flowing, camouflaged, tailored, understated, theatrical

**Eyes like:** moonstone, liquid mercury, deep wells, shifting smoke, warm embers

**Body that's:** ethereal, gracefully poised, subtly restless, deceptively frail, unnervingly still, almost translucent

**Skin the color of:** twilight mist, polished jade, ancient parchment, cool alabaster, deep indigo, sun-dappled water

**Attitude like:** a puppeteer, a dreamer, a mirror, a chameleon, a whisper, a silent observer



## MESMER VEILWALKER

*Foundation*

### SPELLCAST: PRESENCE

**Mirage:** Once per long rest, you conjure an illusory double of yourself within Close range. The illusion lasts for the remainder of the scene.

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## MESMER VEILWALKER

*Specialization*

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## MESMER VEILWALKER

*Mastery*

**Twin Paradox:** **Spend 3 Hope.** Once per session, you create a mirror image of yourself or an ally within Far range. This image acts simultaneously with the target, initiating a **Tag Team Roll**. This does not count towards your or your allies' Tag Team uses.

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## MESMER SIREN

*Foundation*

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**Bleeding Heart:** When you've run out of uses, you may still invoke *Heartlink*—but each time you do, the GM gains a Fear.

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*Specialization*

**Soulthether:** When you use *Heartlink*, you may also inflict one of the following temporary effects. Choose two targets within Close range.

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- **Empathic Reflection:** If any target marks a Stress, the other targets gain a Hope.
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## MESMER

*Class Features*

**Heart's Whisper:** You instinctively sense the surface emotions of creatures within Very Close range. This does not reveal specific thoughts or secrets, only general states.

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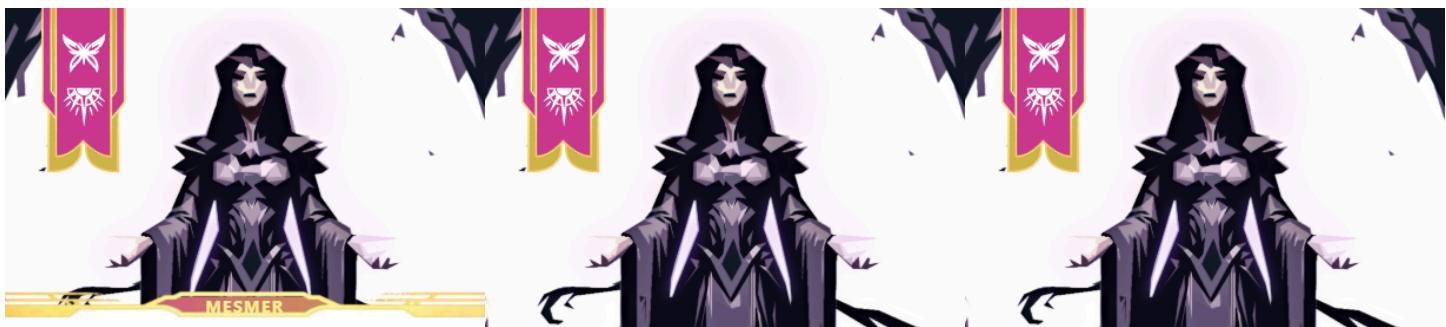
- **Hidden Flaw:** An unnatural distortion in an object or space. You or an ally gains Advantage on the next interaction with it.
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### SIREN

#### Mastery



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### Foundation

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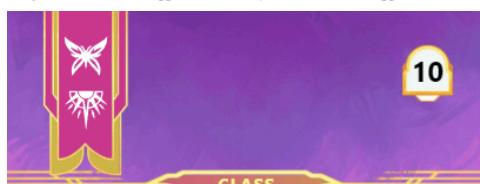
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