

# MESMERIST

Zauber-  
stufe

## ZAUBER

Bekannte Zauber	RW gegen Zauber	Zauber pro Tag	= Grund- zauber	+ Bonuszauber zauber
		0		CH - 4 CH - 8 CH - 12
		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>	
Stufe 5 2 tricks	Stufe 9 3 tricks	Stufe 13 4 tricks	Stufe 17 5 tricks

## CONSUMMATE LIAR

Bluff bonus + = Mesmerist Level ÷ 2

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

## TOWERING EGO

Stufe 2 WILL BONUS = CH

## TOUCH TREATMENT

### NUTZUNGEN PRO TAG

Stufe 3 = 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 = Mesmerist Level ÷ 5 Both HD limit and total HD

## BEKANNTE ZAUBER

0

1



2



3



4



5



6



## KNOWN TRICKS

Stufe 1

Stufe 2

Stufe 4

Stufe 6

Stufe 8

Stufe 10

Stufe 12

Stufe 14

Stufe 16

Stufe 18

Stufe 20