

# HYPNOTIST

CLASS: WIZARD

PLAYSTYLE: CONTROL

RACE: \_\_\_\_\_

DIFFICULTY: HARD

## APPEARANCE

## ROLEPLAYING

IDEALS:

LANGUAGES:

1) Common

3)

2)

4)

BONDS:

PERSONALITY:

FLAWS:

ALIGNMENT: \_\_\_\_\_

- I

+ I

+ 3

+ 6

+ I

+ 0

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

(30 FT.)

+ I  
INIT



II  
AC



/23  
HP

## SPECIAL

### *Hypnotic Gaze.*

As an action, hypnotize a target, reducing its speed to 0 and incapacitating it. On subsequent turns, you can use your action to extend the duration by 1 round as long as you are in range. [5 ft. range, lasts 1 round (WIS save: no effect)].

## REACTIONS

## ITEMS

### EQUIPMENT:

**Main Hand.** Pendulum.

**Off-Hand.**

**Armor.** Unarmored.

### TOOLS/KITS:

**Jeweler's Tools.** Small saw and hammer, files, pliers, and tweezers to identify and beautify gems.

**Hit Dice.**

During a short rest (1 hr.), heal yourself for 1d6+3.

### BACKPACK:

**Entertainer's Pack.**

- bedroll
- disguise kit, costumes (2)
- candles (5)
- waterskin, rations (5)

MONEY: Copper: \_\_\_\_\_ Silver: \_\_\_\_\_ Gold: 50

## ATTACKS (+6)

### *Invasive Thoughts.* $\infty$

Ranged (60 ft.), 1d4 psychic. Target has disadvantage on its next attack roll.

## BONUS ACTIONS

## ABILITIES (DC 14)

### *Friends.* $\infty$

You gain advantage on all CHA checks at one creature that isn't hostile towards you. After the effect ends, they become hostile towards you. [Self range, lasts 1 min.]

### *Charm Person.*

Make a humanoid friendly. If you or an ally harm it, the effect ends. In combat, the target's save is made with advantage. [30 ft. range, lasts 1 hr. (WIS save: no effect)].

### *Sleep.*

All within 20 ft. of a point fall unconscious, starting from the creature with the lowest hit points and up to a total 5d8 hit points. [90 ft. range, lasts 1 min.]

### *Suggestion.*

Suggest a reasonable course of action for a target to execute. If you or an ally harm it, the effect ends. [30 ft. range, lasts 8 hrs. (WIS save: no effect)].

## FEATURES

**Hypnotic Recovery.** You regain 1 of your suggestion uses after a short rest.

**Hypnotic Resistance.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.