

MAGIAS CONHECIDAS

Magias de Resistência CD Magias por dia Magias Base Magias Bônus
Conhecidas

Resistência a Magia CD = 10 + CAR + Nível da Magia

Penalty to one target's Will bonus.
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.

- Nivel 3 ☐ *Allure* – Penalty applies to initiative and Perception.
- 7 ☐ *Disorientation* – Penalty applies to attack rolls.
- 11 ☐ *Psychic Inception* – Stare affects mindless creatures. Mind-affecting spells partially work: +2 to any save and 50% miss chance.
- 15 ☐ *Sapped Magic* – Penalty applies to DC of target's spells and spell resistance.
- 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

Level 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.

As a standard action, touch a willing target to implant a trick.

$$\text{USOS POR DIA} = \left(\frac{\text{Mesmerist Level}}{2} \right) + \text{CAR}$$

Nível	Nível	Nível	Nível
5 2 tricks	9 3 tricks	13 4 tricks	17 5 tricks

$$\text{Bluff bonus} + \text{Mesmerist level} \div 2$$

Nível	Deceive truth-detecting magic.	NIVEL DO CONJURADOR	Level
11		TESTE DC	
		15 +	

Nível **WILL BONUS**

Nível 2 = CAR

USES PER DAY

Nível = 3 + CAR

3 Fascinated, shaken
6 Confused, dazed, frightened, sickened
10 Cowering, nauseated, panicked, stunned.
14 *Break Enchantment*

Nível	HD LIMIT BONUS	Mesmerist Level
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5 = \div 5 Both HD limit and total HD

O

1

2

3

4

5

9

6

KNOWN TRICKS

Nível
1

Nível
2

Nível
4

Nível
6

Nível
8

Nível
10

Nível
12

Nível
14

Nível
16

Nível
18

Nível
20