

MESMERIST

Zauber-
stufe

ZAUBER

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

CONSUMMATE LIAR

Bluff bonus $+$ = Mesmerist Level $\div 2$

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

TOWERING EGO

Stufe 2 **WILL BONUS**
 $\square = \text{CH}$

TOUCH TREATMENT

Stufe 3 **EINSETZBAR PRO TAG**
 $\square = 3 + \text{CH}$

- 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**
 $\square = \div 5$ Both HD limit and total HD

BEKANNTE ZAUBER

0

1

$\square \square \square$
 $\square \square \square$
 $\square \square \square$

2

$\square \square \square$
 $\square \square \square$
 $\square \square \square$

3

$\square \square \square$
 $\square \square \square$
 $\square \square \square$
 \square

4

$\square \square \square$
 $\square \square \square$
 $\square \square \square$

5

$\square \square \square$
 $\square \square \square$
 \square

6

$\square \square \square$
 $\square \square \square$

KNOWN TRICKS

Stufe 1

Stufe 2

Stufe 4

Stufe 6

Stufe 8

Stufe 10

Stufe 12

Stufe 14

Stufe 16

Stufe 18

Stufe 20