

MESMERIST

Livello
Incant.

INCANTESIMI

Incantesimi conosciuti	CD TS Incantesimi	Inc. al Giorno	=	Inc. Base	+	Inc. Bonus
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		1				<input type="checkbox"/> CAR - 4 <input type="checkbox"/> CAR - 8 <input type="checkbox"/> CAR - 12
		2				<input type="checkbox"/> CAR - 4 <input type="checkbox"/> CAR - 8 <input type="checkbox"/> CAR - 12
		3				<input type="checkbox"/> CAR - 4 <input type="checkbox"/> CAR - 8 <input type="checkbox"/> CAR - 12
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		6				<input type="checkbox"/> CAR - 4 <input type="checkbox"/> CAR - 8 <input type="checkbox"/> CAR - 12

CD Salvezza Inc. = 10 + CAR + Liv. Incantesimo

HYPNOTIC STARE

Livello	-2	Penalty to one target's Will bonus.
8	-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.

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

Livello 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.

USI AL GIORNO	Mesmerist Level	Uses Today
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Livello 5	2 tricks	Livello 9	3 tricks	Livello 13	4 tricks	Livello 17	5 tricks
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CONSUMMATE LIAR

Bluff bonus + = Mesmerist Level ÷ 2

Livello 11	Deceive truth-detecting magic.	CASTER LEVEL CHECK DC	Mesmerist Level
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TOWERING EGO

Livello 2 **WILL BONUS**
 = CAR

TOUCH TREATMENT

USES PER DAY

Livello = 3 + CAR

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

MENTAL POTENCY

Livello 5 **HD LIMIT BONUS**
 = ÷ 5 Both HD limit and total HD

INCANTESIMI CONOSCIUTI

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KNOWN TRICKS

Livello 1

Livello 2

Livello 4

Livello 6

Livello 8

Livello 10

Livello 12

Livello 14

Livello 16

Livello 18

Livello 20