MESMERIST Livello Incantatore	INCANTESIMI CONOSCIUTI	¥
INCANTESIMI		
Incantesimi CD TS Incantesimi Inc. + Inc. Bon	o o	
conosciuti Incantesimi al giorno Base	15	
CAB		
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3 000		
4 000		
5 000		
6	3	
CD Salvezza Inc. = 10 + CAR + Liv. Incantesimo		
HYPNOTIC STARE		
Penalty to one target's Will bonus.	4	
Livello Livell		
Target is unaware of the effect and will no		
remember unless you allow it.		
Livello		
☐ Psychic Inception — Stare affects mindless creatures		
Mind-affecting spells partially work: +2 to any save and 50% miss change.	6	
☐ Sapped Magic — Penalty applies to DC of target's sp	"	
and spell resistance.		
☐ Sluggishness — Speed -5ft; penalty applies to Reflex☐ Susceptibility — Penalty applied to target's Sense Mo	KNOWNTRICKS	ř
and to DC of Diplimacy and Intimidate against them.		
☐ <i>Timidity</i> — Penalty applies to damage rolls.	_ 1	
RULE MINDS  Livello Cast a successful enchantment on the target of your sp	ell.	
20 If target fails an additional Will save (same DC, or 5 low if target isn't humanoid), they are permanently enslaved	er Livello	
Only one target may be enthralled at once.	2	
MESMERIST TRICKS		
As a standard action, touch a willing target to implant a trick.	Livello	
USI Mesmerist Us PER DAY Level Too	es	
= ( ÷ 2 ) + CAR		
Livello Livello Livello	6	
5 2 tricks 9 3 tricks 13 4 tricks 17 5 tr	icks	
CONSUMMATE LIAR	Livello	
Mesmerist .	2 8	
Bluff bonus + = Level		
Livello Deceive CASTER LEVEL Mesm	el	
truth-detecting magic.	10	
	<del></del>	
TOWERING EGO  Lingle WILL BONUS	Livello	
2 = CAR	14	
	Lindle	
TOUCH TREATMENT	Livello	
USES PER DAY	·	
Livello = 3 + CAR	Livello	
3 Fascinated, shaken	16	
6 Confused, dazed, frightened, sickened 10 Cowering, nauseated, panicked, stunned.		
14 Break Enchantment	Livello	
MENTAL POTENCY	18	
HD LIMIT Mesmerist		
Livello BONUS Level	Livello	
5 = ÷5 Both HD and tota	20	