

SORTS

Sorts Connus	Sort DD sauvegarde	Sorts par jour	= Base Sorts	Sorts supplémentaires
		0		CHA - 4 CHA - 4 CHA - 8 CHA - 12
		1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		5		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		6		<input type="checkbox"/> <input type="checkbox"/>

DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort

HYPNOTIC STARE

Niveau 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.

-3

Target is unaware of the effect and will not remember unless you allow it.

- Niveau 3
- ☐ *Allure* – Penalty applies to initiative and Perception.
- ☐ *Disorientation* – Penalty applies to attack rolls.
- ☐ *Psychic Inception* – Stare affects mindless creatures. Mind-affecting spells partially work: +2 to any save and 50% miss change.
- ☐ *Sapped Magic* – Penalty applies to DC of target's spells and spell resistance.
- ☐ *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.
- Niveau 7
- Niveau 11
- Niveau 15
- Niveau 19

RULE MINDS

Niveau 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.

UTILISATIONS

Mesmerist

PAR JOUR

Level

Utilisation

Aujourd'hui

= (÷ 2) + CHA

☐ ☐ ☐ ☐ ☐ ☐

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

CONSUMMATE LIAR

Bluff bonus

+

=

Mesmerist

Level

÷ 2

Niveau 11

Deceive truth-detecting magic.

CASTER LEVEL

CHECK DC

Mesmerist

Level

= 15 +

TOWERING EGO

Niveau 2

WILL BONUS

=

CHA

TOUCH TREATMENT

USES PER DAY

= 3 +

CHA

Niveau 3

Fascinated, shaken

Niveau 6

Confused, dazed, frightened, sickened

Niveau 10

Cowering, nauseated, panicked, stunned.

Niveau 14

Break Enchantment

MENTAL POTENCY

Niveau 5

HD LIMIT

BONUS

Mesmerist

Level

=

÷ 5

Both HD limit and total HD

0

1

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2

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KNOWN TRICKS

Niveau 1

Niveau 2

Niveau 4

Niveau 6

Niveau 8

Niveau 10

Niveau 12

Niveau 14

Niveau 16

Niveau 18

Niveau 20