	MES	MERIS	Nivel de Lanzador	×	CONJURG	OS CONOCIDOS	" (
7		CONJUI					
Conjur	os CD Sal		uros _Conjut@spjuros Adicional	25		0	
	dos de Conju						
		0	CAR CAR			1	
		1	7777				
		2	0000				
		3				2	
		4					
		5					
		6				3	
CD Sa	lv de Coniuro	= 10 + CAR + Niv					
S G G		HYPNOTIC					
	Penalty to one target's Will bonus.					4	
Nivel 8		Ends when either	er of you dies, target moves			4	
		more than 30ft away, or you pick a new target. Target is unaware of the effect and will not					
	-3	remember unles				Г	
Nivel						5	
3		-	pplies to attack rolls.				
7	☐ Psychic I Mind-affe	nception — Stare ecting spells parti	affects mindless creatures. ally work:				
11	+2 to any	save and 50% m	iss change.			6	
	☐ Sapped Magic — Penalty applies to DC of target's spells and spell resistance.						
15	☐ Sluggishness — Speed -5ft; penalty applies to Reflex.			X	77101		
19	19 ☐ Susceptibility — Penalty applied to target's Sense Motive,				KNU	WN TRICKS	# (
	and to DC of Diplimacy and Intimidate against them.			Nivel			
	RULE MINDS			1			
Nivel	Cast a succ	essful enchantme	nt on the target of your spell.				
20			ill save (same DC, or 5 lower are permanently enslaved.	Nivel 2			
Only one target may be enthralled at once.				2			
×		IESMERIST					
		_	target to implant a trick.	Nivel			
USOS Mesmerist Usos PER DAY Level Hoy				4			
= (÷ 2) + CAR				AC			
				Nivel 6			
Nivel Nivel Nivel 5 2 tricks 9 3 tricks 13 4 tricks 17 5 tricks							
		ONSUMMA		Nivel			
			Manuscript	8			
Bluff	bonus	+	= Mesmerist ÷ 2				
NC I	Deceive		TER LEVEL Mesmerist	Nivel			
Nivel 11	truth-detect	ing	2010.	10			
	magic.		= 15 +				
		TOWERIN	G EGO	Nivel			
Nivel	WILL BOI	IUS		12			
2	= CAR						
*	TOUCH TREATMENT			Nivel			
	USOS PER	DAY		14			
		= 3 + CA	AR				
Nivel	Fascinated,	 shaken		Nivel			
6		azed, frightened,	sickened	16			
10		auseated, panicke					
14 Break Enchantment				Nivel 18			
*	i	MENTAL PO	OTENCY .	10			
Nival	HD LIMIT						
Nivel 5	BONUS	Level	Both HD limit	Nivel			
_		= =	Both HD limit and total HD	20			