

MESMERIST

Niveau de
Lanceur de Sort

SORTS CONNUS

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"/> <input type="checkbox"/>

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

HYPNOTIC STARE

Niveau	-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.

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

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 PAR JOUR	Mesmerist Level	Utilisation Aujourd'hui
<input type="text"/>	= (<input type="text"/> ÷ 2) + CHA	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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

Bluff bonus + = Mesmerist Level ÷ 2

Niveau 11	Deceive truth-detecting magic.	CASTER LEVEL CHECK DC	Mesmerist Level
		<input type="text"/>	= 15 + <input type="text"/>

TOWERING EGO

Niveau 2	WILL BONUS
<input type="text"/>	= CHA

TOUCH TREATMENT

USES PER DAY

Niveau 3	Fascinated, shaken
6	Confused, dazed, frightened, sickened
10	Cowering, nauseated, panicked, stunned.
14	Brise l'enchantement

MENTAL POTENCY

Niveau 5	HD LIMIT BONUS	Mesmerist Level	Both HD limit and total HD
<input type="text"/>	= <input type="text"/> ÷ 5		

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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