	MFS	MERI	IST	Caster Level		×	KNOWN SPELLS
	WILO			Level	<u> </u>		
Spells	Spell	SPI	ELLS Spells _	Raco R	onus Spells		0
Known		:	Spells = per day	Spells	4 8 5		
		0			CHA -		1
		1			7777		
		2					555
		3					2
		4					
		5					
		6					3
Spell Sa	ave DC = 10 +	+ CHA + Spel	ll Level				
HYPNOTIC STARE					*		
	-2	Penalty to o	_				4
Level		Ends when a more than 3			et moves new target.		
O	-3	Target is un			d will not	_	
		remember u					5
Level	□ Allure – P □ Disorienta						
,	□ Psychic In	nception — S	tare affects	mindless o			
7		Mind-affecting spells partially work: +2 to any save and 50% miss change.					6
		ed Magic — Penalty applies to DC of target's spells					
15	and spell resistance. ☐ Sluggishness — Speed -5ft; penalty applies to Reflex.						
10	Susceptibility − Penalty applied to target's Sense Motive,				ense Motive,	*	KNOWN TRICKS
and to DC of Diplimacy and Intimidate against them. Timidity — Penalty applies to damage rolls.					st them.	Level	
	RULE MIN		ones to dan	lage rolls.		1	
Level	Cast a succe	ssful enchan	ntment on t	he target of	your spell.		
20	If target fails if target isn't	humanoid),	they are pe	rmanently		Level	
	Only one targ						
*		ESMERI			*	Level	
	As a standard action, touch a willing target to implant a trick. USOS Mesmerist IJSPS					4	
PER DAY Level Today							
= (÷ 2) + CHA						Level	
Level Level Level						6	
5 2 tricks 9 3 tricks 13 4 tricks 17 5 tricks					7 5 tricks		
CONSUMMATE LIAR						Level	
Bluff b	onus		+	= Mesm	erist ÷ 2	0	
		C	ASTER LI		Mesmerist		
Level	Deceive truth-detecti	C	HECK DC		Level	Level 10	
11	magic.			= 15 -	ŀ		
×		TOWER	ING EG	0	-	Level	
Level	WILL BON	us				12	
2		= CH	A				
TOUCH TREATMENT						Level	
	USES PER					14	
		= 3 +	CHA				
Level	Fascinated, s	⊐ - shaken				Level 16	
_						10	
10 Cowering, nauseated, panicked, stunned.						, ,	
14	Break Enchai					Level 18	
×		MENTAL		ICY	*		
	HD LIMIT BONUS	Mesmer Level				Level	
5		=	÷ 5		oth HD limit and total HD	20	