

# MESMERIST

Poziom  
Czarującego

## CZARY

Znane Czary	ST Rzutu Obronnego	Czary na dzień	= Czary Bazowe	Premiowe Czary
		0		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"/>

ST Rz. Obr. = 10 + CHA + Poziom CZaru

## HYPNOTIC STARE

Poziom	-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.

- Poziom
- ☐ *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.

### RULE MINDS

Poziom  
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.

UŻYCIA  
NA DZIEŃ

Mesmerist  
Level

Użyć  
Dziś

$$\boxed{\phantom{00}} = \left( \boxed{\phantom{00}} \div 2 \right) + \text{CHA}$$

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

## CONSUMMATE LIAR

Bluff bonus

+

=

Mesmerist  
Level

÷ 2

Poziom  
11 Deceive truth-detecting magic.

CASTER LEVEL  
CHECK DC

Mesmerist  
Level

$$\boxed{\phantom{00}} = 15 + \boxed{\phantom{00}}$$

## TOWERING EGO

Poziom  
2 WILL BONUS

$$\boxed{\phantom{00}} = \text{CHA}$$

## TOUCH TREATMENT

USES PER DAY

$$\boxed{\phantom{00}} = 3 + \text{CHA}$$

- Poziom
- 3 Fascinated, shaken
  - 6 Confused, dazed, frightened, sickened
  - 10 Cowering, nauseated, panicked, stunned.
  - 14 Break Enchantment

## MENTAL POTENCY

Poziom  
5 HD LIMIT  
BONUS

Mesmerist  
Level

$$\boxed{\phantom{00}} = \boxed{\phantom{00}} \div 5$$

Both HD limit  
and total HD

## ZNANE CZARY

0

1

☐ ☐ ☐  
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☐ ☐ ☐

2

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## KNOWN TRICKS

Poziom

1

Poziom

2

Poziom

4

Poziom

6

Poziom

8

Poziom

10

Poziom

12

Poziom

14

Poziom

16

Poziom

18

Poziom

20