

MESMERIST

Caster
Level

SPELLS

Spells Known	Spell Save DC	Spells per day	=	Base Spells	+ Bonus Spells
		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"/> <input type="checkbox"/>

Spell Save DC = 10 + CHA + Spell Level

HYPNOTIC STARE

Level	-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.

- Level ☐ *Allure* – Penalty applies to initiative and Perception.
- 3 ☐ *Disorientation* – Penalty applies to attack rolls.
- 7 ☐ *Psychic Inception* – Stare affects mindless creatures. Mind-affecting spells partially work: +2 to any save and 50% miss change.
- 11 ☐ *Sapped Magic* – Penalty applies to DC of target's spells and spell resistance.
- 15 ☐ *Sluggishness* – Speed -5ft; penalty applies to Reflex.
- 19 ☐ *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

Level 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.

20

MESMERIST TRICKS

As a standard action, touch a willing target to implant a trick.

USES PER DAY	Mesmerist Level	Uses Today
<input type="text"/>	$(\frac{\text{CHA}}{2}) + \text{CHA}$	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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

Bluff bonus $+ \text{CHA} = \text{Mesmerist Level} \div 2$

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

TOWERING EGO

Level WILL BONUS
2 = CHA

TOUCH TREATMENT

USES PER DAY
 = 3 + CHA

Level 3 Fascinated, shaken

6 Confused, dazed, frightened, sickened

10 Cowering, nauseated, panicked, stunned.

14 Break Enchantment

MENTAL POTENCY

Level HD LIMIT
5 BONUS = Mesmerist Level $\div 5$ Both HD limit and total HD

KNOWN SPELLS

0

1

2

3

4

5

6

KNOWN TRICKS

Level 1

Level 2

Level 4

Level 6

Level 8

Level 10

Level 12

Level 14

Level 16

Level 18

Level 20