

# MESMERIST

Livello  
Incantatore

## INCANTESIMI

Incantesimi conosciuti	CD TS Incantesimi	Inc. al Giorno	=	Inc. Base	+	Inc. Bonus
		0				CAR - 4 CAR - 8 CAR - 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"/>

CD TS Incantesimo = 10 + CAR + Liv. Incantesimo

## HYPNOTIC STARE

- Livello 8
- 2 Penalty to one target's Will bonus.
  - 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.

- Livello 3
- ☐ *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

- Livello 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.

USI AL GIORNO	Mesmerist Level	Uses Today
<input type="text"/>	<input type="text"/>	<input type="text"/>

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

## CONSUMMATE LIAR

Bluff bonus  +  = Mesmerist Level ÷ 2

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

## TOWERING EGO

Livello 2

WILL BONUS  = CAR

## TOUCH TREATMENT

### USES PER DAY

Livello  = 3 + CAR

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

## MENTAL POTENCY

Livello 5

HD LIMIT BONUS  =  ÷ 5

Both HD limit and total HD

## INCANTESIMI CONOSCIUTI

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## KNOWN TRICKS

Livello 1

Livello 2

Livello 4

Livello 6

Livello 8

Livello 10

Livello 12

Livello 14

Livello 16

Livello 18

Livello 20