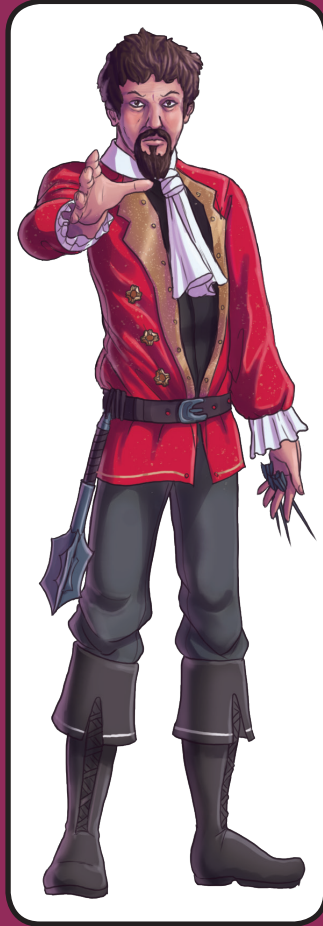




MESMERISTS OF PORPHYRA



HOLLINGSWORTH & MORTON





MESMERISTS OF PORPHYRA

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Mesmerists of Porphyra is compatible with the Porphyra Campaign Setting and the Porphyra Wiki located at:
<http://porphyra.wikidot.com/>

If you have trouble locating reference content on the site drop me an email at gedakm@gmail.com and I will get the content updated and point you to it.



INTRODUCTION

Beauty is fleeting and charm is deceptive, but those who fear the mesmerist are wise indeed. Mesmerism is the mental art of drawing the eye, arresting the senses, and enslaving the will of others. It is by its very nature an affront to moral ideas of free will and personal liberty. Few forms of magic are more imposing, more intrusive, and more violating than the preternatural power of the mesmerist.

The following class options are intended for mesmerists in the Porphyra setting. These options draw inspiration from various sources, including ancient Greek mythology, modern popular anime, horror films, and 16th century European culture to match the world's patchwork ecology.

“There is nothing in your mind... nothing in your heart... nothing in your soul... but Svengali... Svengali... Svengali... !”

-from Svengali, 1931

Tholaday, 13th of Fimonth, 177th year after The Calling

The cordon of siege was passed today, and a new person has come into our desperate court! A strange man, in dark but expensive clothing, with a heavy armed warrioress, who seems strangely devoted to him. He said his name was Revien, or something like that, and that he had “talked” his way past the Elementalists’ siege, using “a few simple tricks”. Our hearts are light, but it does trouble one as to what might be his purpose... and his price.

-excerpt from the journals of Duke Hassig of Sowmoor, Middle Kingdoms

Fortune favours the bold.

-Latin Proverb

ARCHETYPES

The following archetypes are for the mesmerist base class.

ARCANE MANIPULATOR

Some wield minds with the same abstract reason as they do the mystic arts. Arcane manipulators are masterminds who bend those around them to their whims. Their daring intellect grants them insight both into the actions of others and how to twist those wills.

Armor Proficiencies: An arcane manipulator is not proficient in any form of armor or shields. Armor can interfere with somatic components, making it a liability to an arcane manipulator.

This alters weapon and armor proficiencies.

Learned Spellcasting: An arcane manipulator's spells are arcane instead of psychic. Their 0-level spells are known as cantrips instead of knacks. Spells cast by an arcane manipulator do not have emotion or thought components. Instead, they have verbal or somatic components as appropriate to the spell. Furthermore, all of the arcane manipulator's spells are Intelligence based instead of Charisma and any effect normally governed by Charisma in the casting or learning of a Mesmerist spell uses Intelligence instead.

An arcane manipulator cannot spontaneously cast spells and does not use the *Mesmerist Spells Known* table. Instead, he carries a spellbook. From this spellbook he must prepare spells every day to cast. This works the same as for a wizard. He must have an Intelligence score equal to at least 10 + the spell's level in order to prepare a spell, same as casting or learning a spell. So long as he has an Intelligence score of a high enough level he may prepare *read magic* from memory instead of needing to prepare it from a spellbook.

An arcane manipulator begins with a spellbook containing all 0-level mesmerist spells plus three 1st-level mesmerist spells of his choice. He can select additional 1st-level spells from the mesmerist list to add to his spellbook up to his Intelligence modifier. At every arcane manipulator level, he adds 2 spells to his spellbook of any level he can cast. He can also scribe new spells into his book the same as a wizard or magus.

This alters spellcasting and replaces knacks with cantrips.

Arcane Gaze (Su): An arcane manipulator can focus his inner eye upon a creature. This acts identically to hypnotic stare except where noted. The creature takes a -1 penalty to all saving throws instead of a -2 increasing to -3 to Will. The effect is arcane instead of psychic.

This does not alter the value of the hypnotic stare penalty for the purposes of bold stares and other effects based on that value. (-2 increasing to -3 at 8th level.) He may take the following unique bold stare at any level where he could normally take a bold stare.

Mind Break (Su): The hypnotic stare penalty also applies to the target's Will saves.

This alters the hypnotic stare and bold stare class features.

Devious Intellect (Ex) At 2nd level, an arcane manipulator relies on his steely mind to manipulate others. He adds his Intelligence modifier to Bluff, Diplomacy, Intimidate, and Sense Motive checks. He counts as having Combat Expertise for the purposes of meeting the prerequisites of any improved combat maneuver feats, as well as feats that require those improved combat maneuver feats as prerequisites.

This replaces consummate liar and towering ego.

Magic Treatment: Beginning at 3rd level, an arcane manipulator adds additional spells to his spellbook and mesmerist spell list.

At 3rd level he adds *cure light wounds* as a 1st-level spell. At 6th level he adds *remove disease* as a 2nd-level spell. At 10th level, he adds *neutralize poison* as a 4th-level spell. At 14th level, he adds *cleanse* as a 5th-level spell.

This replaces touch treatment.

CARETAKER

Caretakers guard the minds of others, protecting their wards from emotional and even physical attacks. When adventuring, they keep a watchful eye over allies that might be in danger of magical influence. Most caretakers belong to a loose society dedicated to spreading cheer and platonic love throughout the world, and are often marked by lucky tattoos on their abdomens.

Alignment: Caretakers must be of good alignment. A caretaker that becomes lawful neutral, neutral, or chaotic neutral cannot progress as a caregiver. A caregiver that becomes evil loses all supernatural abilities associated with this archetype.

Friend To All (Ex): A caretaker adds 1/2 his mesmerist level (minimum 1) as a bonus on all Diplomacy checks.

This replaces consummate liar.

Auspicious Stare (Su): A caretaker can focus his stare on one ally within 30 feet as a swift action. That ally gains a +2 penalty on Will saving throws. This bonus changes to +3 at 8th level. A caretaker can maintain his stare on only one ally at a time; it remains in effect until the caretaker stares at a new ally, the ally dies, the ally moves farther than 30 feet away, or the caretaker falls unconscious or dies. The auspicious stare is a psychic effect, and relies more on the caretaker's focus than the ally's perception of his stare. It can't be avoided in the same ways a gaze attack can. The caretaker can use this abil-

ity even while blinded, but must succeed at a DC 20 concentration check to do so. Staring at a creature requires the caretaker's focus, so if he uses a gaze attack or similar ability, he must voluntarily end the stare. The bonuses from multiple caretakers' stares don't stack. This is a mind-affecting effect.

This replaces hypnotic stare.

Rescuing Stare (Su): When an attack that deals damage hits the target ally of a caretaker's auspicious stare, the caretaker can cause the damage to be converted into non-lethal damage.

The caretaker can use this ability as a free action, and can use it even if it isn't his turn. This ability does not function if the target ally is immune to non-lethal damage.

This replaces painful stare.

Healing Spells: At 3rd level, the caretaker adds the following spells to his list of spells known and his mesmerist spell list.

At 3rd level, he adds *cure light wounds* as a 1st-level spell. At 6th level, he adds *cure moderate wounds* as a 2nd-level spell. At 9th level, he adds *cure serious wounds* as a 3rd-level spell. At 12th level, he adds *cure critical wounds* as a 4th-level spell. At 15th level, he adds *mass cure light wounds* as a 5th-level spell.

This replaces the bold stare class feature.

Detect Evil (Su): At 11th level, the caretaker gains the detect evil class feature, as per the paladin.

This replaces glib lie.

Care For All (Su): At 20th level, a caretaker achieves the zenith of his love for all things. He can cast *mass heal* once per day as a spell-like ability.

This replaces rule minds.

DAZZLING FLAILER

Filling the battlefield with deadly flourishes and whirling lethality, dazzling flailers spin chained weapons with unnerving grace. Striking fear into his enemies with his centrifugal prowess, the dazzling flailer breaks a foe's resolve before breaking their skulls.

Class Skills: Dazzling Flailers gain skill ranks per level equal to 4 + Int modifier.

This alters class skills.

Weapon and Armor Proficiencies: A dazzling flailer is proficient with all simple weapons, plus the dire flail, flail, heavy flail, meteor hammer, nunchaku, and spiked chain.

This alters the mesmerist's weapon proficiencies.

Dazzling Display (Ex): The dazzling flailer begins with the Dazzling Display feat, even if he does not meet the requirements. He can apply this feat to any of the following weapons: dire flail, flail, heavy flail, meteor hammer, nunchaku, and spiked chain. At 8th level, targets successfully intimidated by this ability are frightened instead of shaken.

This replaces hypnotic stare.

Pendulous Strike (Ex): When wielding a dire flail, flail, heavy flail, meteor hammer, nunchaku, or spiked chain, a dazzling flailer deals additional damage on successful melee attacks on targets that are affected his Dazzling Display. This extra damage is equal to half his mesmerist level (rounded down).

This replaces painful stare.

Bold Display (Su): At 3rd level and every 4 levels thereafter, a dazzling flailer's Dazzling Display imposes a further effect upon its targets. The dazzling flailer chooses one option each time he gains a new bold display improvement, and the choice can't be changed later. The dazzling flailer can't choose the same bold display improvement more than once unless otherwise noted. All of the dazzling flailer's bold display improvements affect the target as long as it is affected by the dazzling flailer's Dazzling Display. Alternatively, a dazzling flailer can select a combat feat in place of a new bold display improvement.

- **Allure:** The Dazzling Display intimidation penalty also applies on initiative checks and Perception checks.
- **Sapped Magic:** The Dazzling Display intimidation penalty also applies to the DCs of spells and spell-like abilities used by the target, and to the target's spell resistance (if any).
- **Sluggishness:** The target of the Dazzling Display intimidation penalty has all of its speeds reduced by 5 feet (to a minimum of 5 feet), and the hypnotic stare penalty also applies to the target's Reflex saving throws.
- **Susceptibility:** The Dazzling Display intimidation penalty also applies to the target's Sense Motive checks to oppose Bluff checks, and to the DCs

of Diplomacy and Intimidate checks made against the target.

- **Timidity:** The Dazzling Display intimidation penalty also applies to damage rolls.

This replaces and alters bold stare.

Mesmerist Trick

The following mesmerist trick is available to the Dazzling Flailer.

Martial Hypnotism: The dazzling flailer can use a dire flail, flail, heavy flail, meteor hammer, nunchaku, or spiked chain as a hypnotist's locket, granting him a +2 circumstance bonus on Diplomacy checks for the hypnotism occult skill unlock. If the weapon possess an enhancement bonus, this bonus also applies to the check.

ELEMENTAL EYE

The wild eyes of these mesmerists contain the very forces of creation. Yet, concentration through their malicious will brings about violent destruction.

In the tents of the southern zendiqi, there arise charismatic tribesmen that seek not to lead camel warriors, but to channel the power of the Four through their eyes and will. The wild eyes of these mesmerists contain the very forces of creation, conversely concentration through their malicious will brings about violent destruction. The cadres of elemental eyes in the NewGods War were feared throughout Deist lands.

Class Skills: An elemental eye adds Knowledge (planes) to their class skills. They do not have Knowledge (religion) as a class skill.

Elemental Stare (Su): When an attack or spell that deals energy damage hits the target of an elemental eye's hypnotic stare, the elemental eye can cause the target to take an amount of additional energy damage equal to 1/2 the mesmerist's class level (minimum 1). The elemental eye can use this ability as a free action, and can use it even if it isn't his turn. If the elemental eye uses this ability to increase his own energy damage (caused by a weapon, spells, or some special attack), the additional damage increases by 1d6 points for every 3 class levels the elemental eye possesses. This damage is energy damage and is not multiplied on a critical hit. An elemental eye can trigger this ability only once per round, but a single creature can take damage from multiple elemental eyes' elemental stares in a round.

This replaces painful stare.

Bold Stares: The following bold stares are available an elemental eye.

- **Caustic Stare:** The hypnotic stare penalty also applies to saving throws against spells with the earth or acid descriptors.
- **Fiery Stare:** The hypnotic stare penalty also applies to saving throws against spells with the fire or light descriptors.
- **Icy Stare:** The hypnotic stare penalty also applies to saving throws against spells with the cold or water descriptors.
- **Shocking Stare:** The hypnotic stare penalty also applies to saving throws against spells with the air or electricity descriptors.

GAZER

Even a Medusa's glare is safer than that of a gazer mesmerist. These strange beings channel psychic energy into devastating gaze attacks that can turn others to stone, burn them to ash, captivate their minds, or raise an army of the damned. The half-medusae of Sthenno pursue this discipline frequently, to no one's surprise.

Weapon and Armor Proficiencies: A gazer is proficient with all simple and martial weapons as well as with hand crossbow and whips. They can wear light and medium armor and carry shields (except tower shields).

Psychic Gaze (Sp) A gazer can try to attack an opponent with a psychic gaze attack. As a standard action, they make a psychic gaze attack against a target of their hypnotic stare. To do so they must look into the eyes of their target. This can be avoided or reflected in the same ways as the gaze universal monster ability. The DC for this ability is equal to $11 + \frac{1}{3}$ rd their mesmerist level (minimum 0) + their Charisma modifier. This ability is useable up to a number of times per day equal to $\frac{1}{2}$ th their mesmerist level + their Charisma modifier. The caster level of psychic gaze is equal to the gazer's mesmerist level. The effects of a psychic gaze persist even after a gazer changes the target of their hypnotic stare.

The effect(s), duration, and saving throw(s) are determined by which specific usage of a psychic gaze a gazer uses. To gain gaze abilities, gazer gains a gazer school which corresponds to the schools of magic, excluding conjuration. At 1st level, a gazer picks one school in which to specialize. At 5th, 11th, and 17th levels, a gazer picks an additional school of magic to add to

their repertoire.

Abjuration

Users of the abjuration gaze school deteriorate the target's ability to cast spells. These antimagic gazers require a Will save or can implant targets with a deteriorated ability to handle magic. This deteriorated ability lasts for 1 round per mesmerist level. Targets must succeed at a concentration check (DC 5 + ½ the mesmerist's level) to cast spells or use spell-like abilities. At 4th level, the DC increases to 10 + ½ the mesmerist's level. At 10th level, for as long as the target is afflicted by the psychic gaze they are afflicted as if by a *lesser spellcrash* spell. They do not receive a saving throw at the end of the round to prevent the effect, but every round they receive a saving throw before losing a spell. If they succeed the spell is not lost. At 16th level, failing the initial Will save makes the target the center of an *antimagic field* as per the spell. This field has no effect on the gazer or creatures the gazer chooses to allow to use magic. All abjuration gaze effects now last for 1 minute per mesmerist level and the 10th level effect functions as spellcrash instead of lesser spellcrash.

Divination

Divination gazers, sometimes called mind gazers, peer into the minds and emotions of those around them. As such saving against these actions is a Will save and they are considered mind-affecting effects. If a creature fails their Will save the mind gazer gains a +2 bonus to AC and attack rolls against the creature for 1 round per level. Every time the creature misses an attack against the mind gazer this bonus increases by 1 to a maximum of +5.

At 4th level, a divination gaze instantly gives information on the target as per the 1st, 2nd, and 3rd rounds of either a *detect anxieties*, *detect desires*, *detect mindscapes*, or *detect thoughts* spell (chosen by the mesmerist). At 10th level, mind gazers can gain the information of all of the above spells at once. (They can choose to leave some out so as to avoid being stunned.) They are also aware of all the spell and spell-like effects on the target be they friendly or enchantments or scrying or any other such effect.

At 16th level, the mind gazer's bonuses against the creature last for 1 hour per mesmerist level. During this time, a mind gazer can keep track of the creature. They are passively able to check on the creature's anxieties, desires, magical effects, mindscapes, and thoughts without using this ability again. If the creature thinks of harming the gazer, that sets off an alarm

that causes the gazer to refocus on the creature. By closing their eyes and blocking out their own sense, the mind gazer can use all the senses of one creature they have affected with this ability.

Enchantment

All enchantment gazes are mind-affecting effects that target the Will save. There are two enchantment gazes. Charm and compulsion. Their users are occasionally called bewitching gazers. The charm gaze functions as per the *charm person* spell lasting for 1 hour per mesmerist level. At 4th level, the charm gaze functions as per *charm monster* for 1 day per mesmerist level. At 16th level, the duration is permanent. Creatures charmed by this effect cannot be charmed again.

The compulsion gaze functions as per a *command* spell which lasts for 1 round. At 10th level, the compulsion gaze functions as per *dominate animal* or *dominate person* and lasts for 1 day per mesmerist level.

Evocation

Fire gazers burn the target with spiteful fire. They deal fire damage equal to 1d6 per mesmerist level with a Reflex save for half damage. At 4th level, the damage dice increase to d8 and failing to save causes a target to catch on fire. The DC to extinguish this fire is equal to the DC of the psychic gaze. Failure to extinguish it results in an additional 1d6 of damage. At 10th level, they must also make a Will save against the gazer's psychic gaze DC or be frightened for 1d4 rounds. At 16th level, passing the Will save still results in being frightened for 1 round and failing results in being panicked for 1d6 rounds. Failing the Reflex save results in being blinded.

Illusion

All illusion gazes are phantasmal effects that require a Will saving throw. Users of this school are sometimes called shadow gazers.

Starting out they can turn invisible in the sight of the target for 1 round per mesmerist level. Unlike an *invisibility* spell the effect is purely in the mind of the target. Abilities such as blindsight and blindsense do not reveal the gazer and small discrepancies such as leaves being pushed aside or *glitterdust* landing on the mesmerist do not give them away. Any actions that would end *invisibility* ends this effect.

At 4th level, this lasts for 1 minute per mesmerist level. At 10th level, they can alternatively use their gaze to install an illusion as per *complex hallucination*. This effect also lasts for 1 minute per mesmerist level. At

16th level, they can either choose to use both abilities with the same action and *complex hallucination* now acts as *scripted hallucination*. If they do not turn invisible, they can install their hallucination with a trigger to be used later. The triggering condition is set and rolling to overcome spell resistance is done when the gaze attack is taken. The target must notice a trigger with their own senses for it to activate the illusion. The effect is permanent until the trigger event is taken after which it lasts for the normal 1 minute per mesmerist level.

Necromancy

Necromantic gazers target living, dead, and undead creatures with their gaze. They can use hypnotic stare on dead and undead creatures. To the target of their hypnotic stare, they ignore the dead or undead creature's immunity to mind-affecting effects with all their mind-affecting mesmerist class features.

Dead focused by a necro-gazer's psychic gaze are treated as if affected by a *grave words* spell. The necro-gazer does not have to touch them and this does not consume a usage of psychic gaze. Dead never get saves against necro-gazers.

Undead targeted by a necro-gazer's psychic gaze receive a Will save, adding their channel resistance, or fall under the gazer's control for 1 day per mesmerist level. (This effect can be refreshed while the undead are still controlled.) A necro-gazer can control any number of undead so long as their total Hit Dice do not exceed the gazer's mesmerist level. Intelligent undead receive a new saving throw each day to shake off this effect. The undead under a gazer's control obey the mesmerist as per the spell control undead.

At 4th level, necro-gazers can use their gaze against living creatures to have them make a Fortitude save or be rendered either blind or deaf. This effect is permanent and which effect is used is chosen by the necro-gazer. At 10th level, a necro-gazer can use their psychic gaze on corpses to turn them into skeletons or undead. This functions as per the spell *raise dead*, except without a range of touch. At 16th level, a necro-gazer can control undead up to twice their mesmerist level in Hit Dice and the undead do not add their channel resistance against this ability. When they raise dead they can choose to instead treat it as create undead using their mesmerist level as their caster level. They can attempt to control the undead as they form with a second usage of their psychic gaze ability.

Transmutation

Transmutation gazers, sometimes known as stone gazers, try to paralyze their opponents. Targets make a Fortitude save or are fatigued. Each round they make take a full-round action to try and break the effect. When they do so they roll again against psychic gaze's DC. At 4th level, they are paralyzed instead. At 10th level, this lasts for 1 minute per mesmerist level and they can no longer take an action to fight it. At 16th level, they are petrified and the duration is permanent.

This replaces spell casting, knacks, and glib lie.

Martial Acumen (Ex): Against the target of a gazer's hypnotic stare a gazer treats their base attack bonus from Mesmerist levels as being equal to their Mesmerist level.

This replaces consummate liar.

Widening Stare (Su): At 3rd level, a gazer widens their mind's eye. They can affect an additional creature with their hypnotic stare. They can choose another additional creature for every 3 mesmerist levels they possess. These creatures can be chosen by the same swift action. They must be within a cone shaped area in front of the mesmerist and otherwise valid targets for hypnotic stare.

By using their psychic gaze as a full-round action, they can affect multiple targets of their hypnotic stare. To do so they expend uses of hypnotic stare equal to the creatures affected + 1.

This replaces painful stare.

Bonus Feats: At 7th level and every 6 levels thereafter, a gazer gains a combat feat as a bonus feat. They must meet the prerequisites for this feat.

Master Gaze (Su): At 20th level, as an immediate action, a gazer may absorb the power of a gaze attack used against them. For up to 2d4 rounds, they may hold on to the power of this gaze attack. During this time they make take a free action to unleash it.

In addition, they chose one of their schools to master. Divination masters have *detect anxieties*, *detect desires*, *detect mindscapes*, and *detect thoughts* as constant spell-like abilities. Enchantment masters gain the rule minds ability, except that instead of using it with a spell they use a gaze attack with a DC equal to their psychic gaze DC. Necromancy masters can choose from create greater undead monsters when they create undead and consider their level as

5 higher when calculating how many Hit Dice of undead they can control. Evocation and transmutation masters gain the universal monster ability gaze with the effects and DC of their respective evocation or transmutation psychic gaze and a range of 30 feet.

Illusion masters gain a 60 feet gaze attack as per the universal monster rules that allows them to project a mindscape on all creatures subject to the gaze attack. All creatures are trapped in the same mindscape, but the gazer can choose to veil victims in mental masks they are not aware of. If a creature passes a Will save against the gazer's psychic gaze DC they see the world as translucent and past any veils the gazer put in place. All the traits of this mindscape are chosen by the gazer. The gazer can manifest a mental duplicate on this mindscape at will. Doing so requires virtually no effort and the duplicate is illusionary in nature, but capable of interacting with objects on the mindscape.

This replaces rule minds.

KYTONIK

A web of bloody chains extends far and wide over many lifetimes and bloodlines. Kytoniks are mesmerists descended from tortuous fiends obsessed with pain and envy.

Unnerving Gaze (Su): Kytoniks have a gaze attack that manipulates the perceptions of those who look upon them. A kytonik's unnerving gaze has a range of 20 ft., and imposes on all non-allies a -1 penalty to Will saves (no save). This penalty increases by 1 at 5th, 10th, 15th, and 20th level. Kytoniks are immune to the unnerving gazes of kytons. At 8th level, the range of the unnerving gaze extends to 30 ft. Unnerving gaze is always a mind-affecting fear effect.

This replaces hypnotic stare.

Painful Gaze (Su): Whenever a target that is currently affected by a kytonik's unnerving gaze fails a Will saving throw, the kytonik can cause the target to take an amount of additional damage equal to 1/2 the kytonik's class level (minimum 1). The kytonik can use this ability as a free action, and can use it even if it isn't his turn. This damage is precision damage. A kytonik can trigger this ability only once per round, but a single creature can take damage from multiple kytoniks' painful gazes in a round.

For the purposes of feats and abilities that use painful stare this counts as the painful stare class feature.

This replaces painful stare.

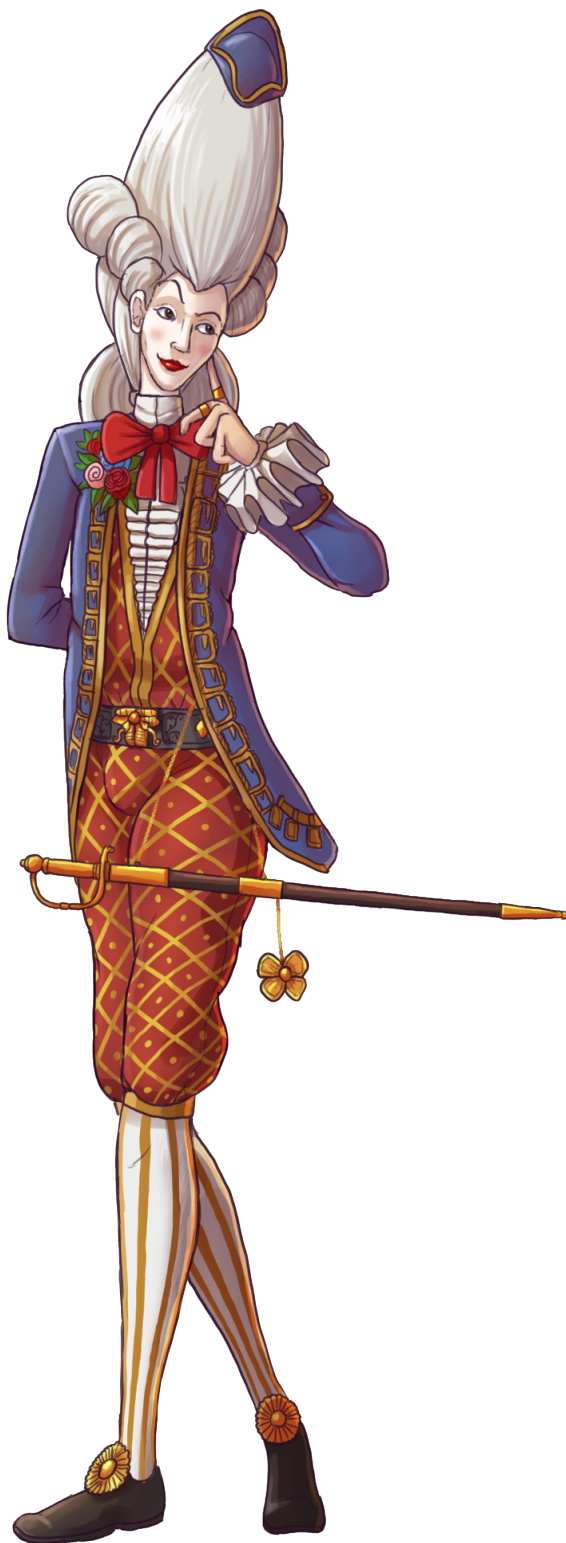
Pain Tolerance (Su): At 2nd level, a mesmerist gains a bonus equal to his Charisma bonus (minimum 0) on Fortitude saving throws. If the mesmerist is under any effect that would prevent him from providing the emotional component of psychic spells, he loses this bonus on saving throws.

This replaces towering ego.

Bold Gaze (Su): At 3rd level and every 4 levels thereafter, a kytonik's unnerving gaze imposes a further effect upon its targets. The kytonik chooses one option each time he gains a new bold gaze improvement, and the choice can't be changed later. The kytonik can't choose the same bold gaze improvement more than once unless otherwise noted. All of the kytonik's bold gaze improvements affect the target as long as it is affected by the kytonik's unnerving gaze.

- **Betraying Gaze:** The kytonik can use the Dirty Trick Combat Maneuver against the targets without provoking attacks of opportunity.
- **Cornering Gaze:** The kytonik can use the Reposition Combat Maneuver against the targets without provoking attacks of opportunity.
- **Covetous Gaze:** The kytonik can use the Steal Combat Maneuver against the targets without provoking attacks of opportunity.
- **Crumpling Gaze:** The kytonik can use the Trip Combat Maneuver against the targets without provoking attacks of opportunity.
- **Disarming Gaze:** The kytonik can use the Disarm Combat Maneuver against the targets without provoking attacks of opportunity.
- **Drawing Gaze:** The kytonik can use the Drag Combat Maneuver against the targets without provoking attacks of opportunity.
- **Driving Gaze:** The kytonik can use the Bull Rush Combat Maneuver against the targets without provoking attacks of opportunity.
- **Impending Gaze:** The kytonik can use the Overrun Combat Maneuver against the targets without provoking attacks of opportunity.
- **Overwhelming Gaze:** The kytonik can use the Grapple Combat Maneuver against the targets without provoking attacks of opportunity.
- **Shattering Gaze:** The kytonik can use the Sunder Combat Maneuver against the targets without provoking attacks of opportunity.

This replaces bold stare.



MACARONI

The clothes make the person. Macaroni are the foppish social elite, urbane slaves to fashion and setters of trends. To these machiavellian schemers, personal appearance is an essential in one's survival and prosperity. No wardrobe is too big. No garment can be too extravagant. No gender role can confine such excellence. While often mistaken for aristocratic snobs, macaroni usually pride themselves in keeping an open mind.

Backhanded Compliment (Su): Whenever a target successful saves against a macaroni's charm spell, or when the charm spell's duration has ended, the target takes 1d6 points of force damage.

This replaces consummate liar.

Social Trickery: A macaroni can select a vigilante social talent in place of gaining a new mesmerist trick.

Open Mind (Ex): At 3rd level, the macaroni learns to better accept things as they are. He becomes immune to the shaken condition. At 6th level, he can no longer be frightened. At 9th level, he cannot be panicked.

This replaces touch treatment.

Slave to Fashion (Ex): At 11th level, a macaroni gains two extra worn item body slots on his person. He is able to wear and gain the benefits from as many as 17 worn magic items, instead of the usual 15. The macaroni can arrange these two extra slots as he pleases, for fashions tend to change rapidly.

This replaces glib lie.

MASTER MESMERIST

These rare mesmerists possess a narrower, yet more powerful range of spellcasting.

Spell Casting: Master mesmerists draw their spells from the divination, enchantment, and illusion spells of the wizard spell list (this includes cantrips). These arcane spells become psychic spells. Like wizards and sorcerers, master mesmerists are 9 level spellcasters. Master mesmerists are spontaneous spellcasters that learn and gain new spells as per the sorcerer spell's known chart.

To learn or cast a spell, a master mesmerist must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a master mesmerist's spell is 10 + the spell level + the master mesmerist's Charisma modifier.

ist's Charisma modifier.

Like other spellcasters, a master mesmerist can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is the same as the druid class. In addition, she receives bonus spells per day if she has a high Charisma score.

This alters and replaces the mesmerist spellcasting and replaces mesmerist tricks.

MIRAHOIRU

There are mesmerists in the fantastic Last Kingdom, colony of the Lung people that come from the ninja tradition, agents of remote clans that charm and manipulate their targets and assignments. These master infiltrators are called mirahoiru. Honing their social affinity into refined and subtle skill, mirahoiru usually lie and cheat on behalf of their clan or employer. One hopes they do not shift their allegiance to the evil oni of the mountains.

Class Skills: The mirahoiru adds Acrobatics to his list of class skills.

Weapon and Armor Proficiencies: A mirahoiru is proficient with all simple weapons, plus the kama, katana, kusarigama, nunchaku, sai, shortbow, short sword, shuriken, siangham, and wakizashi. They are proficient with light armor but not with shields.

This alters the mesmerist's weapon proficiencies.

Diminished Spellcasting: A mirahoiru can cast one fewer spell of each level than normal. If this reduces the number to 0, he may cast spells of that level only if his Charisma allows bonus spells of that level.

Sneak Attack: A mirahoiru gains the sneak attack ability as per the ninja class feature, treating his mirahoiru level as his ninja level.

This replaces painful stare, mental potency, and glib lie.

Ninja Tricks: A mirahoiru can select a ninja trick in place of mesmerist trick. A mirahoiru treats his mesmerist level as his ninja level when it comes to qualifying for ninja tricks.

Diminished Ego (Su): At 2nd level, a mirahoiru sacrifices their sense of personal identity in order to become whomever is needed at the moment. He gains a bonus equal to his Wisdom bonus (minimum 0) on Bluff, Diplo-

macy, and Disguise checks. If the mesmerist is under any effect that would prevent him from providing the emotional component of psychic spells, he loses this bonus on these skill checks.

This replaces towering ego.

PANOPTES

Also called “All-Seeing Ones”, Panoptes often work as guardians to sacred persons or places to prevent or witness mischief. Born with one hundred eyes that cover their bodies, there is little that gets by them. Their existence is usually a lonely one, so they befriend special peacocks to share time with.

Devoted Guardian (Ex): A panoptes adds 1/2 his mesmerist level (minimum 1) as a bonus on all Perception checks. In addition, the panoptes qualifies for the Improved Disarm and Greater Disarm feats, even if he doesn't have Combat Expertise or an Intelligence score of at least 13. He can also ignore Combat Expertise and an Intelligence score of 13 as prerequisites for other feats that require Improved Disarm or Greater Disarm.

This replaces consummate liar.

One Hundred Eyes (Ex): Panoptes have one hundred eyes of various shape and size all over the surface of their bodies. Most of the time, they keep most of these eyes closed as to not frighten people or draw unwanted attention. When a panoptes closes her extra eyes, they blend in seamlessly with her skin. She has all-around vision, seeing all around her at once; a panoptes cannot be flanked. In addition, the panoptes gains a +2 bonus against paralysis, petrification, and gaze attacks. This bonus increases by 2 at 10th level.

This replaces painful stare.

Peacock Familiar (Su): The panoptes begins with a peacock familiar, treating his character level as his effective wizard level, to see her through her dangers. A peacock familiar grants its master a +3 bonus to Intimidate checks

This replaces the mesmerist trick gained at 1st level.

Night Sight (Ex): At 2nd level, the panoptes gains darkvision 60ft. If she already has darkvision, it improves by 30ft. In addition, the panoptes can partially see invisible creatures, and has only a 25% miss chance when attacking them, instead of the normal 50%.

This replaces towering ego.



Halting Presence (Su): At 20th level, the panoptes can cast *mass hold monster* once per day as a spell-like ability, using her mesmerist level as her wizard level.

This replaces rule minds.

SIREN

Like the creatures they are named after, Sirens are bewitching singers. The magical songs they weave twist around the souls of their victims till they find themselves too far into their trap to escape. Guilds of sirens are said to be popular among the alien femanx people, and are very common in their colony on the Rainbow Island of Ghlidra-Yaam.

Spellcasting: A siren's mind-affecting spells contain both thought and verbal components. These verbal components take the nature of a song. These components can be removed through means such as Metamagic.

In addition, they add the following spells to their mesmerist spell list.

1st—*alter musical instrument, aspect of the nightingale*; 2nd—*seducer's eyes*; 4th—*shout*; 5th—*frozen note, song of discord*; 6th—*greater shout*.

This alters spellcasting and replaces towering ego.

Singer (Ex): A siren adds their level to Perform (sing) checks. They add +1 to the DC of will saving throws against mesmerist spells using verbal components.

This replaces consummate liar.

Compelling Voice (Su) A siren does not use a hypnotic stare. Instead, they focus their voice using the same action and mechanics. Any effect that benefits from painful stare benefits from compelling voice the same as normal. They can freely use this while blinded or otherwise unable to see their target. Any condition that would affect the siren's ability to use her verbal components for spells affects her compelling voice in the same way. If the target cannot hear the siren this ability automatically fails or ends. Unlike hypnotic stare, the siren cannot totally erase the knowledge of her compelling voice. Targets are still aware they heard some form of magical and mystical song. Though, they are not aware of its effects unless the siren allows it.

This alters hypnotic stare.

Dedicated Singer (Ex): A siren's mental potency class feature only works with mesmerist spells containing verbal components.

This alters mental potency.

SPELLBINDING SAINT

Sometimes charm is a gift bestowed by divine forces or the result of some cosmic mishap. Spellbinding saints are mesmerists that do not draw their power from gods or elemental lords, but rather, are themselves independently divine. Many are miraculous bastards whose conception and birth was a supernatural event involving a deity, a single mortal parent, or some fluke in the natural order of the world.

Divine Spells: A spellbinding saint's mesmerist spells are divine instead of psychic. Their knacks become orisons. They do not have emotion or thought components. Instead, they have verbal or somatic components as appropriate to the spell.

They do not learn knacks, but learn orisons which follow divine rules, but are otherwise identical.

This alters spells and replaces knacks with orisons.

Saintly Blessings (Su): A spellbinding saint gains two minor blessings (as the warpriest class feature). She uses her mesmerist level as her warpriest level for determining the effects of that blessing. Any Wisdom-based aspects of that blessing instead use the spellbinding saint's Charisma. At 10th level, she gains the major blessings.

A spellbinding saint can choose from the following warpriest blessings. Other blessings can be selected at the GM's discretion.

- Charm Blessing
- Glory Blessing
- Luck Blessing
- Madness Blessing
- Nobility Blessing
- Trickery Blessing

This ability replaces mesmerist tricks, manifold tricks, and masterful tricks.

Inherently Deft (Ex): At 4th, 8th, 16th, and 18th level, the spellbinding saint gains bonus combat feat or metamagic feat.

Miraculous Bastard (Su): At 20th level, the spellbinding saint can call upon

the divine forces to make a miracle. He can cast *miracle* once every three days, but must still supply the material component for the spell.

VISION

Beauty is only skin deep, yet it can pierce the heart and mind as easily as social wiles. Visions are living works of art born with supernatural comeliness. With delicate features that stun and bodies abundant with life's vigor, visions are ideal perfection in form.

Spellcasting: A vision does not gain access to mesmerist spells, and does not have a mesmerist caster level or spell list. This is not considered a spellcasting class.

Suitor From Beyond: The astounding beauty of the vision attracts the attention of a powerful outsider who willingly accompanies the vision on her adventures. The vision gains an eidolon, as per the unchained summoner class feature. She does not gain any summoner class features relating to the eidolon, such as life link.

Mesmerizing Body (Su): All of the vision's supernatural mesmerist abilities are based on her Constitution score instead of her Charisma score. This alters all mesmerist supernatural abilities that rely on Charisma, including those gained from other archetypes.

Physical Potency (Su): At 5th level, a vision gains a +1 bonus on Fortitude and Reflex saving throws. This bonus increases by 1 at 10th, 15th, and 20th level.

This replaces mental potency and glib lie.

Immortalized (Su): At 20th level, the vision becomes immortal. Her type changes to native outsider, she is no longer affected by the negative effects of aging, and she becomes immune to disease, paralyzation, and petrification.

This replaces rule minds.

BOLD STARES

The following new bold stare effects may be added with GM permission.

- **Clumsiness:** The hypnotic stare penalty also applies to Acrobatics, Climb,

and Swim checks.

- **Fumble Tongue:** The hypnotic stare penalty also applies to Bluff and Linguistics checks.
- **Sapped Vigor:** The hypnotic stare penalty also applies to the DCs of extraordinary abilities and feats used by the target.
- **Seduce:** The target of hypnotic stare treats the Mesmerist and his allies as one step more friendly. This does not apply to targets currently engaged in combat.
- **Targeted:** So long as the arcane manipulator maintains his stare, he always knows the exact location of the creature he is staring at and is unaffected by miss chances based on blindness or concealment.
- **Vulnerability:** The hypnotic stare penalty also applies to AC.

MESMERIST TRICKS

The following tricks can be added to the list of possible mesmerist tricks available for selection.

Abettor to Deceit: The subject can take part in the mesmerist's lies. This can be triggered whenever the subject is lying. The subject uses the higher of either the mesmerist's Bluff skill rank and bonuses and modifiers or their own Bluff skill rank and bonuses and modifiers with an additional bonus equal to the mesmerist's Charisma bonus.

Berserker: The subject is launched into a mindless rage. This trick can be triggered whenever the subject takes damage from an attack. The subject gains a +1 morale bonus to Strength and Constitution. The bonus to Strength and Constitution increases by +1 per 4 mesmerist levels up to a total of +6 at 20th level. They also gain a bonus to Will saves equal to half their Strength and Constitution bonus (minimum 1). They take a -2 penalty to AC. Otherwise, this acts as a barbarian's rage using the listed morale bonuses in place of the normal bonuses. This lasts for a number of rounds equal to the mesmerist's Charisma bonus.

Confusing Anatomy: The subject's internal organs reconfigure to better suit the situation. The mesmerist can trigger this trick when the subject is targeted by a critical hit or precision damage. The target gains a 25% chance to negate the crit or precision damage. If the mesmerist is 7th level or higher, the subject gains a 50% chance to negate the crit or precision damage.

Fellowship Mind: The mesmerist sets up a small psychic link to coordinate collective efforts between allies. This trick can be triggered when the subject could take place in a teamwork feat of the mesmerist. When this trick is triggered, the subject treats themselves as possessing one of the mesmerist's teamwork feats for a number of rounds equal to the Mesmerist's Charisma modifier. If the subject is the mesmerist, then it instead triggers when an ally could normally use a teamwork feat if the mesmerist possessed it. The mesmerist treats themselves as possessing the feat for 1 round.

Lurking: The subject becomes scarier when sneaking. The mesmerist can trigger this trick when the subject is discovered while failing a Stealth check. As an immediate action, the subject can make an Intimidate check against the creature that successfully beat the subject's Stealth check with an opposed Perception check. The subject adds the mesmerist's Charisma bonus to this Intimidation check.

Sound Dampening: The subject's eardrums dampen offensive noises. The mesmerist can trigger this trick when the subject must make a saving throw against a bardic performance, sonic, or language-dependant effects. The subject becomes resistant to bardic performances, and to sonic effects in general for a number of rounds equal to the mesmerist's Charisma bonus. The subject gains a +4 bonus on saving throws made against bardic performance, sonic, and language-dependent effects. This does not stack with the well-versed class feature.

Soak Positive Energy: The subject's body responds well to magical healing. The mesmerist can trigger this trick when the subject is healed by positive energy. The subject heals half again the amount of hit points.

Slow Venom: The subject's body grows immunity to venom. The mesmerist can trigger this trick when the subject is exposed to venom. The subject gains immunity to venom for 1d4 rounds. After which the subject is affected by the poison as normal.

Uncanny Dodging: The subject feel less inhibited in trying new forms of dodging. The subject can avoid dangerous blows when surrounded. The mesmerist can trigger this trick when the subject becomes flanked by two or more opponents. The subject gains the benefits of the uncanny dodge class ability for a number of rounds equal to the mesmerist's Charisma bonus. If the mesmerist is 6th level or higher, the subject gains the benefits of improved

uncanny dodge.

Wiley Avoidance: The subject, if unarmored and unencumbered, gains an AC bonus equal to the mesmerist's Charisma bonus. The mesmerist can trigger this trick when the subject is targeted for an attack roll. The subject gains this AC bonus for a number of rounds equal to the mesmerist's Charisma bonus.

VILE TRICKS

Mesmerist tricks are normally quite benign to their allies. Yet, a darker route exists known as vile tricks. This category of tricks are for all purposes mesmerist tricks. However, they are implanted so as to prove a boon to the mesmerist at the cost of hurting their willing dupe. These tricks like normal mesmerist tricks can only be implemented willingly. The subject does not need to be told the nature of the trick, merely allow the mesmerist to implant it. Otherwise, the Mesmerist can also use the Subtle Implantation feat to force these tricks on others.

Due to the destructive nature of these abilities, GMs should take care in what players they allow to take vile tricks. These are not fit for all tables, but can provide for excellent roleplaying options in others. Players may want to speak to their fellow players about their willingness to take these tricks or otherwise restrict their usage to NPCs.

Blundering Confusion: The subject becomes confused when they make a mistake. This trick can be activated whenever the subject rolls a natural 1 on a d20 roll. The subject immediately becomes confused as per the confusion spell until the end of its next turn. If the mesmerist is within 20ft of the subject when this happens, they can immediately attempt the same d20 roll with a +2 bonus.

Careless Distraction: The subject fumbles around like an idiot. This trick can be activated whenever the subject is flanking a creature the mesmerist targets with a spell or ranged attack. The subject carelessly bumbles about taking a -4 penalty to AC until the mesmerist's next turn. This distracts the subject from the mesmerist's triggering spell or attack. Thus, granting a +2 flanking bonus to the mesmerist on a single attack roll (if any) and all DCs directly related to this action.

Intercept Bolt: The subject takes a shot for the mesmerist. This trick can be

activated after an opponent declares a ranged attack action against the mesmerist that passes within 5 feet of the subject's square. The subject blocks for the mesmerist, taking a -5 to AC against all the attacks in the action intended for the mesmerist. If the attack succeeds against the subject they take the attack instead of the mesmerist. If the attack fails the attacker may reroll to attack the mesmerist. They treat the mesmerist as if they had cover against the attack.

Spell Sap Shift: The subject takes on the drawbacks of spells. Whenever the mesmerist casts a spell that would cause temporary ability score damage, they may trigger this trick. The subject receives the negative effects of the spell for the mesmerist.

Undead Ally: This trick is triggered whenever the subject would die. Instead of dying, their soul is trapped in their body and their type changes to undead. This undead uses the mesmerist's Charisma score instead of their own for their Fortitude save and effects based on Constitution. They gain hit points up to their hit dice multiplied by the mesmerist's Charisma score. This score is considered their maximum hit points. Undead created this way fall back into death and release the soul either when their hit points reach 0 or at the end of the day.

Unfortunate Assistance: The subject is used to help the mesmerist balance. This can be triggered whenever the mesmerist would have to make a Reflex check or a Strength or Dexterity based skill check and is within reach of the subject. The mesmerist grabs on to the subject and uses them to balance granting a +4 bonus to the check. The subject gains a -4 penalty to all Reflex checks or Strength or Dexterity based skill checks for 1 round. These adjustments happen before the subject makes any saves that would be required by the triggering event. If the subject is currently using a Strength or Dexterity based skill check or checks, this trick triggers an additional skill check to maintain their action.

Witting Fool: The subject cannot help but believe in the mesmerist. This trick can be activated whenever the mesmerist includes the subject in an enchantment or illusion spell that requires a saving throw. The subject takes a penalty equal to the mesmerist's Charisma modifier against the spell's DC.

MASTER TRICKS

The following master tricks can be added to the list of possible mesmerist tricks available for selection.

Charmed Grace: The subject gains an unearthly grace that aids them when danger nears. The mesmerist can trigger this trick when the subject must make a saving throw. The subject gains a bonus to the saving throw equal to the mesmerist's Charisma bonus.

Counterspell: The mesmerist prepares to counter an enemy spell. To implant this trick, the mesmerist must expend a spell slot with a specific spell he can cast coupled to it. This trick can be triggered when an enemy spellcaster casts a spell on the subject or otherwise includes the subject in a spell that the spell coupled to this trick can attempt to counterspell. Then the mesmerist makes a free counterspell check following all the other rules for a counterspell, but having already provided the spell they are countering with.

Greater Undead Ally: The mesmerist must possess undead ally in order to select this talent. When they trigger undead ally, the undead ally must obey the mesmerist as if they were controlled by command undead. They gain hit points up to their hit dice multiplied by the result of the mesmerist's Charisma score + 4. If the mesmerist possesses the disguise self spell or a spell that functions as disguise self they may consume a casting of this spell while implanting the trick to give the undead ally the disguise of their living self. If the trick is never triggered, the spell is still lost.

Hide Mind: The mesmerist avoids detection magic. This trick is automatically triggered whenever someone tries to cry or gather information about the subject through divination magic. When the trick is triggered the mesmerist is alerted to the attempt. They can attempt a spellcraft check with a -5 penalty in order to identify the spell. If the check to identify the spell succeeds by 10 or more then the mesmerist is granted a vague glimpse or hint about the caster.

Ice Block: This trick can be triggered just before the subject would otherwise fall below 0 HP. Immediately before the triggering event, they cover themselves in ice. This ice is 2 feet thick and has a hardness of 0 and 5 hit points per mesmerist level. While in the ice block the subject is paralyzed, but completely protected from line of effect. Attacks which do not require line of

effect can still target the subject. The subject gains 1 hit point per mesmerist level every round while in the ice block and can end the block as a free action. Otherwise, the block lasts for 1 round per 6 mesmerist levels. Ice block is a evocation (cold) effect.

Thousand Fists: This trick is triggered before a full action attack using unarmed attacks. The subject grows four additional arms which can make unarmed attacks and gains the benefits of the Multiweapon Fighting feat on unarmed attacks.

FEATS

The following feats enhance the ability of mesmerists.

ANIMAL MAGNETISM

Your charming powers are more potent with animals and anthropomorphic creatures.

Prerequisites: Animal Affinity, mesmerist level 1

Benefit: The DCs for all of your mesmerist spells and class abilities are increased by 2 when they are used to target animals or anthropomorphic creatures. The GM decides what is an anthropomorphic creature.

EVERLASTING GAZE

Your hypnotic stare endures even when your target is no longer within sight.

Prerequisite: Hypnotic stare class feature.

Benefit: As a swift action, you can target a single subject that is currently affected by your hypnotic stare to be subjected to your everlasting gaze. The penalties of your hypnotic stare and bold stares remain with this target for the next 24 hrs, even if they are no longer in sight. During this time, you cannot use your hypnotic stare, painful stare, or bold stares on any other target. You can choose to end your everlasting gaze as a free action.

MESMERIST IMPLANTS

You have augmented your body to increase the potency of your stares.

Prerequisite: Hypnotic stare class feature.

Benefit(s): You gain a +1 bonus to Will saving throws. Technology has been directly implanted into your head. What form this takes is up to you. Whenever you can choose a bold stare mesmerist ability you may choose one of the following:

- **Aura Scanner:** You can view the aura of a creature affected by their hypnotic stare. When you begin the hypnotic stare attempt a Sense Motive check opposed by the target's Bluff skill or Will save (whichever is higher). This check is rolled in secret. Success instantly reveals one of the target's aura as per analyze aura. For every 5 by which you beat the check you can view an additional aura. You maintain sight of these auras so long as your hypnotic stare is on the creature. Failing the check by 5 or more reveals false auras that grant misleading information.
- **Cybernetic Interface:** Your hypnotic stare can affect constructs and computers. Constructs affected by your hypnotic stare can be affected by your mind-affecting spells and abilities. You gain a bonus of +6 on Knowledge (engineering) checks against the target of your hypnotic stare.
- **Data Recovery:** You can access memories stored technologically by the subject of your hypnotic stare. To access a memory attempt a Sense Motive check opposed by the target's Bluff skill or Will save (whichever is higher). This check is rolled in secret. Success reveals the desired memory. For every 5 by which you beat the check you gain an additional piece of information. If you fail the check by 5 or more you gain false information.
- **Hacking:** Technology based cyborgs, constructs, and computers gain the confused status. You can choose not to activate this bold stare at the start of a round as a free action.
- **Multi-Interface:** Technology based cyborgs, constructs, and computers affected by your hypnotic stare retain the effects of your hypnotic stare after you stop using your hypnotic stare on them for 1 minute per mesmerist level.
- **Mental Regulators:** You gain a bonus equal to your hypnotic stare penalty on Will saving throws and fear and emotional effects against the target of your hypnotic stare.
- **Predictive Algorithm:** Whenever the target of your hypnotic stare attacks you, you gain a bonus to AC equal to your hypnotic stare penalty.
- **Shutdown:** At the start of each round the target of your hypnotic stare must succeed against a Will saving throw (DC 10 + $\frac{1}{2}$ your mesmerist level + your Charisma modifier). If they fail you can choose to disable any advanced weaponry, cybernetic implants, or other computerised parts of the target for the round. You can choose not to activate this bold stare at the start of a round as a free action.

LASTING STARE (STARE)

You beat your stare into creature.

Prerequisite(s): Mesmerist level 11th, painful stare class feature.

Benefit(s): When a target is damaged by your painful stare, they can have the effects of your hypnotic stare beaten into them. The target attempts a Will saving throw (DC = 10 + 1/2 your mesmerist level + your Charisma modifier). Failure means that you can change the target of your hypnotic stare, and the creature that failed this throw will still be considered under your hypnotic stare's effects. When a creature fails this throw you may change the target of your hypnotic stare as an immediate action.

Only one creature at a time may be afflicted by this feat and it lasts for 1 round per mesmerist level. For every 4 mesmerist levels past 11th you can afflict another creature at a time with this feat.

SPELLBITE STARE (STARE)

You weave a spell into your stare.

Prerequisite(s): Mesmerist level 13th, at least 2 other stare feats, painful stare class feature.

Benefit(s): Your painful stare does no damage. Instead, you cast a spell using your painful stare action. This spell must directly target creatures and cannot require an attack roll. It only affects the target of your painful stare, regardless of how many creatures it can target normally.

The spell is consumed normally and any effect that would affect the casting of spells is applied normally. Effects that increase casting time cannot be used with this feat. Using this feat counts as applying your painful stare damage for the purposes of other effects. (Such as other Stare Feats so long as you have an effect like Compound Pain to do so.)

Special: If you possess Lasting Stare, you may affect multiple targets with the spell cast through Spellbite Stare. To do so, they must all be damaged simultaneously and the spell must normally be able to affect multiple creatures.

SUBTLE IMPLANTATION

You twist your implants into creatures whether they are willing or not.

Prerequisite(s): Hypnotic stare and mesmerist trick class features.

Benefit(s): You can implant your mesmerist tricks without the subject knowing. When focusing a target with your hypnotic stare you can attempt to implant a mesmerist trick in them. To do so, you must not be in combat and make a Sleight of Hand check opposed by the subject's Perception. If the target notices, the attempt fails and the creature might shift in attitude towards

hostile.

If the target fails to notice, you touch the target and they must save at a Will save against your mesmerist trick DC. If the save succeeds, the target is unaffected, but does not notice your attempt to implant the trick and you may try again. If the save fails, they have accepted your mesmerist trick.

VILE MISDIRECTION

You can allow others to benefit from the victims of your vile tricks.

Prerequisite(s): Mesmerist trick class feature.

Benefit(s): The mesmerist can designate another creature as the mesmerist for the purposes of their vile tricks. The benefits granted from the vile trick to the mesmerist are instead granted to this creature.

Special: This feat can only be used by a creature that possesses a vile trick.

WRACKING STARE (STARE)

Your stares are particularly painful.

Prerequisite: Painful stare class feature.

Benefit(s): The target of your hypnotic stare takes 1 point of non-lethal damage per round. This does not affect creatures immune to non-lethal damage. This damage increases by 1 for every 6 levels of mesmerist you possess.

WILTING STARE (STARE)

Your painful stare breaks the resolve of your enemies.

Prerequisite(s): Mesmerist level 9th, painful stare class feature.

Benefit(s): Whenever you apply your painful stare damage, the target takes a -2 saving throw penalty to either your next Painful Stare feat or Will targeted Mesmerist spell. This must be against the first of the two conditions to happen and only counts during this combat.

EQUIPMENT

The following is a list of new gear intended for the mesmerist base class.

Masterwork Mesmerist's Kit

Price 560 gp; **Weight** 29-1/2 lbs.

This kit includes a masterwork backpack, a bedroll, a belt pouch, an entertainer's outfit, tindertwigs (50), a hypnotist's locket (pocket watch), ink (1 ounce), invisible ink (superior, 1 ounce), an inkpen, an iron pot, stationary, journal, everburning torch, trail rations (10 days), and a waterskin.

Mesmer Eyes (Cybertech)

Price 5,000 gp; **Slot** eyes; **Weight** 1 lb.; **Install DC** 28; **Implantation** 1

Description

This special brand of cybernetic eye is enhanced by cyber art art no additional cost, giving it an unusual color or pattern. When a pair of eyes is installed, the user gains a +2 circumstance bonus on Perception checks and a +4 resistance bonus on saving throws against blindness or visual effects. The bonus on Perception checks stacks with circumstance bonuses on Perception checks from other cybernetic sources. A pair of cybernetic eyes can be further enhanced by one veemod at a price equal to twice the veemod's normal price. In addition, the cyber art constantly changes in kaleidoscopic patterns. Three times per day, the user can use the eyes to produce a *hypnotism* effect, as per the spell, with a range of 30 ft. and a DC of 15.

The listed price, implantation value, and install DC are for having two eyes installed. A single cybernetic eye costs half the price and half the listed implantation value, but a creature must replace all of its eyes to receive the benefits above.

Treatment Magnets

Price 1,000 gp **Weight** 2 lbs.

These specially created and psychically charged magnets allow a mesmerist to use their touch treatment ability 1 additional time per day. The mesmerist must keep these magnets on their person for 24 hours in order to gain their benefits. Due to magnetic interference, a mesmerist cannot gain the benefits of multiple treatment magnets.

MAGIC

The following are new special abilities for magic items relevant to the mesmerist class.

Spiraling (shield special ability)

Aura moderate evocation; **CL** 7th; Craft Magic Arms and Armor, *enthrall*;

Price +1 bonus.

Description

The surface of a shield with this ability whirls in a vortex of colorful patterns. The wielder gains the mesmerist's hypnotic stare ability, but with a -1 penalty to Will saving throws instead of -2. If the wielder is a mesmerist with the hypnotic stare class feature, the penalty of their hypnotic stare increases by 1.

Painful (weapon special ability)

Aura faint necromancy; **CL** 5th; Craft Magic Arms and Armor, *doom*; **Price** +1 bonus

Description

When the wielder of a painful weapon deals extra damage with that weapon as part of a mesmerist's painful stare, the target takes 1d6 more points of precision damage.

CORRUPTION

The following corruption is based on the new horror rule set. While it is tailored for mesmerists, it also compliments any spellcasting class that is reliant on Charisma.

NARCISSIST

Vanity and pride can grow beyond mere social annoyance; they can feed one's ego to a point of gluttonous self-seduction and an insatiable need for adoration. When powerful personal charm is turned inward, caring for anything else becomes more difficult. Narcissists are charismatic individuals whose sense of self-worth has corrupted them to a point of moral monstrosity. In magical worlds where affability produces supernatural and magical effects, charm can become an all-consuming fire that burns away all shreds of goodness and decency. Delusions of grandeur become reality. Youth and appearance matter more than health and wisdom. One's own love becomes a thing too precious to share.

Catalyst

The corruption begins with the constant use of Charisma-boosting magic, always jilting worthy lovers without care for their feelings, or ceaselessly pursuing ways to ensure one's own beauty and likability. These marks of pride and vanity achieve a sense of confidence while eschewing humility and altruism.

Progression

Once this corruption sets in, you feel a constant need for adoration, especially from beings who are highly charming and beautiful. You yearn painfully for love, yet it seems that none but you are worthy enough to give you the attention you desire. Each day that you don't spend at least 1 hour per manifestation level gazing at your own reflection (or remaining in proximity of a highly reflective surface that you can see) or you must succeed at a Will save (DC

= 15 + your manifestation level). You also need to attempt such a Will save whenever you are a target of (or in the area of) a spell or spell-like ability with the charm descriptor.

- **Corruption Stage 1:** Once your narcissism gives way to destructive desires, you are overwhelmed by the idea of somehow losing your charm and the power it brings. Your alignment shifts one step toward evil and if you take Charisma damage or drain, attempts to restore your missing Charisma points requires a successful caster check (DC = 15 + double your manifestation level).
- **Corruption Stage 2:** Your needs to feel adored and complimented are ever present. Whenever you encounter a target you think might be more attractive than you (with an equal or higher Charisma score), you attack that person relentlessly until they flee, die, or their Charisma score is lower than yours.
- **Corruption Stage 3:** The third time you fail to see yourself for long enough, you lose yourself, becoming a sociopath fed only by the loving despair of others. You will know your worth by the cries of hearts and minds breaking before your entrancing personage -- a true narcissist under the GM's control.

Removing the Corruption

To quell this corruption you must care for someone other than yourself, and you must prove this care by performing some heroic deed or sacrifice with no help from your Charisma score, lest your pride trick you back into loving yourself in abominable excess..

MANIFESTATIONS

The following are manifestations of the narcissist corruption.

EXPLOITIVE

The power of your personality manifests as a supernatural ability.

Gift: You gain an arcane exploit, treating your character level as your arcanist level. When first selecting this manifestation, you gain an arcane reservoir equal to 3 + your character level.

Stain: You permanently lose 1 point from your Wisdom score. This point cannot be restored in any way as long as you possess this manifestation.

Special: This corruption can be gained multiple times. Each time, you gain a new arcane exploit and lose another point of Wisdom.

ILLUSIONAL THINKING

To you, illusions are a part of a sound and logical reality. Anything is true if you deem it so.

Gain: Add ½ your manifestation level to your caster level when casting spells with the [illusion] descriptor (minimum 1).

Stain: Whenever a target successfully saves against one of your illusion spells, you take 1d4 points of damage per level of that spell.

INFLATED EGO

Your selfishness helps to aid you in moments of peril.

Gift: You apply your Charisma bonus to all of your saving throws.

Stain: If you ever fail a Will saving throw against a charm or fear effect, the duration of the effect is doubled.

LACK OF PERSONAL BOUNDARIES

You can close in on or around your prey with little worry.

Gift: As part of a move action, you can move a number of squares equal to your Charisma bonus and not provoke attacks of opportunity in those squares while moving through them.

Stain: You become too proud to run, and can no longer take the run action.

MARKED BY ARROGANCE

You draw upon the charm of others in order to sustain your own.

Gift: You can deliver a touch attack that deals 1d6 Charisma damage (Will save DC = 10 + your Cha bonus + manifestation level). You can use this ability a number of times per day equal to 3 + your Cha bonus.

Stain: If you do not successfully use this ability on an unwilling creature before midnight each day, you become subject to this ability's effect (no save). Successfully using this ability on an unwilling creature automatically removes the effect it has on you.

MIRROR, MIRROR

You gain an instrument to help you reflect on what matters most.

Gift: You gain a sturdy magic mirror that can be treated as a +1 masterwork club. This mirror is treated as a bonded object, as per the wizard class feature.

Stain: The mirror is highly reflective and scintillates with vibrant colors. Even when hidden on your person, the mirror still gives you a -10 to Stealth checks based on sight.

SENSE OF ENTITLEMENT

You have only one word for the things that you desire: MINE!

Gift: You add your Charisma bonus and manifestation level to all Steal Combat Maneuvers and Sleight of Hand checks.

Stain: You are constantly paranoid that others are trying to rob you. You take a negative penalty equal to your Charisma bonus + your manifestation level to all Sense Motive and Diplomacy checks and to CMD against the Dirty Trick Combat Maneuvers.

SUCCESS ORIENTED

Part of being successful is ensuring the failure of others.

Gift: You gain the Betrayer feat, even if you do not meet the prerequisites. In addition, you add your Charisma bonus + manifestation level to the single melee attack (and possible damage) of the target you are betraying.

Stain: If the target of your betrayal survives your betrayer attack and becomes hostile, they gain a +2 bonus to attack and damage rolls against you for the next 24 hrs.

WITHOUT SHAME

Your shamelessness allows you to ignore unwanted advice.

Prerequisite: Manifestation level 4.

Gift: You become immune to spells with the compulsion descriptor.

Stain: You become slow to react when you've made a mistake. You take a negative penalty on Reflex saves equal to your manifestation level.

ADDITIONAL SPELLS

The following spells from Purple Duck Games are considered to be on the Mesmerist's spell list.

0-level spells—*depilatory, mutual attraction, neglect, unseen musician.*

1st-level spells—*armor, armor transformation, barren seed, fool's gold, friendly face, fumble, idol image, stupefy.*

2nd-level spells—*beauty, enlarged image, forget, limited telepathy, pleasant dreams, repulsiveness.*

3rd-level spells—*alter other, attractiveness, idol image (distant), illusion of invincibility, stun.*

4th-level spells—*forget (mass), idol image (mass), stupefy (mass).*

5th-level spells—*enhance fertility, enlarged image (greater).*

6th-level spells—*cross-fertility spell, stun (mass)*.

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