**Mesmer**

**10 HP per level**

**Poor BAB**

**6 skills**

**KOM: CHA**

**KDM: INT**

The Mesmer is a master of control-type magic. The Mesmer views his or her foes' minds as the finest silk rope—pliable, easily twisted, and an excellent tool to use to tie things up.

By default, a Mesmer's fast track is Inspiration Magic, their medium track is Domination Magic, and their slow track is Illusion Magic, all detailed below.

***Inspiration Magic***

**First Circle: Ether Feast (Su)** Whenever an opponent within [Medium] range uses a spell, a spell-like ability, or a supernatural ability, as an immediate action, you may recover HP equal to twice your level.

**Second Circle: Mantra Against Elements (Su)** As a swift action, choose a descriptor that is an energy type ([Acid], [Cold], [Electricity], or [Fire]). Until the end of the [Encounter], you gain [Resistance] to energy damage with the chosen descriptor. As a swift action, you may choose a different descriptor that is an energy type; if you do, you lose the [Resistance] that this ability was providing and instead gain [Resistance] to the new descriptor. You start each [Encounter] without a chosen descriptor and must activate this ability each [Encounter] that you wish to use it.

**Third Circle: Drain Enchantment (SLA)** As a standard action, you may end a single target effect created by a spell or spell-like ability of a circle lower than your highest Inspiration Magic circle that has a duration and that originates from a creature or square within [Medium] range or targeted a creature within [Medium] range. If you do, you heal an amount of HP equal to your KDM times the circle of the ended effect. This is a [Dispelling] effect.

**Fourth Circle: Fast Casting (Ex)** Once per [Round], you may take an additional swift or immediate action.

**Fifth Circle: Distortion (Su)** As an immediate action, when an opponent makes an attack roll against you, you may become [Fully concealed] against that opponent until the end of that opponent's turn.

**Sixth Circle: Energy Tap (Su)** As a swift action, choose an opponent within [Medium] range. The next time that opponent takes damage, it must make a Will save (DC 10 + 1/2 your level + your KOM); if it fails, you heal an amount of HP equal to the damage taken, to a maximum of twice your level.

**Seventh Circle: Power Leech (Su)** Once per [Encounter] as an immediate action, when an opponent within [Medium] range activates a spell, a spell-like ability, or a supernatural ability, you may cancel the triggering action. (The ability counts as having been activated for the purpose of any resource cost (such as spell slots), and if an action was spent for the ability, the action counts as having been used.) You then recover 1d6 HP per level you possess.

***Domination Magic***

Unless noted otherwise, all abilities from this track are spell-like abilities that are activated as a standard action and that target a single enemy within [Medium] range. Unless noted otherwise, these abilities are usable at will. When an ability from this track allows a saving throw, the save DC is 10 + 1/2 your level + your KOM.

**First Circle: Empathy** Choose an opponent within [Medium] range. Unless the target succeeds on a Will save, they are affected by Empathy until the end of the [Encounter]. While affected by Empathy, the first time each [Round] that the target makes an attack roll, it takes damage equal to your level. At fourth circle, this occurs the first two times each [Round] that the target makes an attack roll, and at sixth circle, this occurs the first three times each [Round] that the target makes an attack roll.

**Second Circle: Backfire** Choose an opponent within [Medium] range. If the target uses an offensive action that is a spell, a spell-like ability, or a supernatural ability within the next three [Rounds], they take 4 damage per level you possess. This can only affect a given opponent once per [Encounter].

**Third Circle: Stumble** Choose an opponent within [Medium] range. The next time that the target moves more than half its move speed (rounded down) in a single [Round], it takes damage equal to your level and falls [Prone] at the end of the movement.

**Fourth Circle: Clumsiness** Choose an opponent within [Medium] range. The next time the target misses with an attack (either because they failed to meet their target's AC, or because their target had [Miss chance]) within the next [Round], it takes 1d6 damage per level you possess. If the target's attack was made using a weapon that is not a natural weapon, the target drops the weapon, as though it had been successfully Disarmed.

**Fifth Circle: Shame** Choose an opponent within [Medium] range. If the target fails a Will save, the next time that one of your allies succeeds on a saving throw against an ability or effect the target activates, your target is [Dazed] until the end of its next turn. This can only affect a given opponent once per [Encounter].

**Sixth Circle: Cry of Frustration** As an immediate action when an opponent within [Medium] range activates a spell, a spell-like ability, or a supernatural ability, that opponent and all opponents within your [Close] range of the target take damage equal to your level, and the target must succeed on a Will save or cancel the triggering action. (The ability counts as having been activated for the purpose of any resource cost (such as spell slots), and if an action was spent for the ability, the action counts as having been used.) This ability can only target a given opponent once per [Encounter].

**Seventh Circle: Supreme Shattering** Once per [Encounter], choose an opponent within [Medium] range. End any number of spells and/or spell-like effects that have durations and that originate from or target your target. For each effect ended, the target takes 1d6 damage per circle of the ended effect. This is a [Dispelling] effect.

***Illusion Magic***

[Illusory] effects do not require an action, but instead are used as part of using a spell-like ability that targets one or more opponents or that is an offensive action against one or more opponents. As a [Surge] effect, one opponent included in the triggering spell-like ability suffers the [Illusory] effect. If the triggering spell-like ability allows a saving throw, the target is subject to the [Illusory] effect if they fail the saving throw, but they negate the [Illusory] effect if they succeed on the saving throw. If the triggering spell-like ability does not allow a saving throw, the target must make a Will save (DC 10 + 1/2 your level + your KOM); success negates the [Illusory] effect.

**First Circle** You gain the following two abilities.

**Conjure Phantasm (SLA)** Target opponent within [Medium] range takes damage equal to your level + your KOM and begins [Burning]. Activating this ability is a standard action.

**Phantom Pain (Su)** The target begins [Bleeding]. This is an [Illusory] effect.

**Second Circle: Imagined Burden (Su)** The target becomes [Entangled] for two [Rounds]. This is an [Illusory] effect.

**Third Circle: Fragility (Su)** Until the end of the [Encounter], whenever the target gains or loses one of the conditions listed below, it takes damage equal to one-half your level. This happens no more than once per combatant's turn. The conditions that trigger this effect are [Battered], [Bleeding], [Blinded], [Burning], [Checked], [Confused], [Cowering], [Dazed], [Dazzled], [Deafened], [Energy Drained], [Entangled], [Exhausted], [Fatigued], [Frightened], [Nauseated], [Panicked], [Paralyzed], [Petrified], [Revealed], [Shaken], [Sickened], [Slowed], or [Stunned]. This is an [Illusory] effect.

**Fourth Circle: Ineptitude (Su)** The target becomes [Blinded] for two [Rounds]. This is an [Illusory] effect.

**Fifth Circle: Insecurity (Su)** The target becomes [Battered] for two [Rounds]. This is an [Illusory] effect.

**Sixth Circle: Lassitude (Su)** The target becomes [Slowed] for two [Rounds]. This is an [Illusory] effect.

**Seventh Circle: Overwhelm (Su)** The target becomes [Exhausted] until the end of the [Encounter]. This is an [Illusory] effect.