

Everyman Minis

Mesmerist Feats



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ABOUT EVERYMAN GAMING, LLC

Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

Want to check out a full listing of Everyman Gaming LLC products and stay up-to-date with Everyman Gaming LLC's announcements? Visit <http://www.everymangaming.com>! You can also follow Everyman Gaming on Facebook at <https://www.facebook.com/gamingeveryman> or on Twitter at handle [@EMGamingLLC](https://twitter.com/EMGamingLLC).

Welcome to Everyman Minis!

From the company that brought you jewels such as *ULTIMATE CHARISMA*, *MICROSIZED ADVENTURES*, and the *EVERYMAN UNCHAINED* series, *EVERYMAN MINIS* is a serious attempt to answer the eternal question that every publisher has—can we do more for you, the customers of Everyman Gaming LLC? Can we provide more for you? Can we create small snippets of interesting ideas on a weekly basis that will genuinely help to improve your game? We sincerely believe that the answer to all these questions is, “Yes,” and so *EVERYMAN MINIS* was born!

EVERYMAN MINIS combines top *PATHFINDER ROLEPLAYING GAME* talent with the creative minds who have been producing the Everyman Gaming content that you know and love from the very beginning. They focus on a single theme—an idea that takes a variety of forms. Some *EVERYMAN MINIS* are designed to offer small snippets of support to existing Everyman Gaming products, while others contain ideas that while cool, are often too specialized for other Everyman Gaming products. Some are simply vetting grounds for new ideas, while others are tried and true. Regardless of the theme or idea, all *EVERYMAN MINIS* are intended to add something cool or weird to the *PATHFINDER ROLEPLAYING GAME*. We believe that every Everyman Gaming product is something special and wonderful, no matter how small, and hopefully after reading this installment of *EVERYMAN MINIS* you’ll feel the same!

~ Alexander Augunas



New Spells

The following spells are available to all characters, but are notoriously associated with mesmerists.

MINDSHOCK

School divination [mind-affecting, pain]; **Level** antipaladin 2, bloodrager 2, inquisitor 2, medium 2, occultist 2, psychic 2, shaman 2, spiritualist 2, witch 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level (D)

You charge yourself with violent psychic energy so attacks you make with weapons, natural weapons, and unarmed strikes cause the target to recall pain suffered in the past. Such attacks deal 1d4 points of nonlethal damage in addition to their normal damage, though creatures immune to mind-affecting or pain effects ignore this additional damage. In addition, when you confirm a critical hit, the target is confused for 1 round by the pain. Creatures immune to critical hits, mind-affecting, or pain effects ignore the confusion. Even if you confirm multiple critical hits while this spell is in effect, an individual creature can only be confused by a single casting of *mindshock* once.

PHANTASMAL FLAGELLANT

School illusion (phantasm) [mind-affecting, pain]; **Level** bloodrager 4, magus 4, medium 3, mesmerist 4, psychic 4, sorcerer/wizard 4, spiritualist 4, witch 4

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one living creature

Duration 1 hour/level; see text

Saving Throw Will disbelief, then Fortitude partial; see text;

Spell Resistance yes

You create a phantasmal image of the most painful scenario imaginable to the subject and force them to experience it, wrecking them with unimaginable pain born from their subconscious memories and anxieties. This spell functions as *phantasmal killer*, except if the target fails its Fortitude save, it takes 1d6 points of nonlethal damage per caster level you possess (maximum 12d6), becomes exhausted, and falls unconscious. On a successful Fortitude save, the target takes half damage but does not become fatigued or fall unconscious.

New Feats

The following feats are available to characters who meet the prerequisites.

Agonizing Glare

You understand that suffering resides entirely within the mind, and minds are your plaything: easily sculpted, easily twisted, easily broken.

Prerequisites: Mesmerist level 3rd, hypnotic stare class feature.

Benefit: Add the following spells to your mesmerist spell list as mesmerist spells of the indicated level: *persuasive goad*^{UM} (1st); *inflict pain*^{OA}, *mindshock* (2nd); *agonizing rebuke*^{ARG}, *excruciating deformation*^{UM}, *howling agony*^{UM}, *pain strike*^{APG} (3rd); *phantasmal flagellant* (4th); *mass pain strike*^{APG}, *quicken persuasive goad* (5th); *quicken inflict pain*, *quicken mindshock* (6th). You can cast these spells as if they were on your list of mesmerist spells known without needing the listed metamagic feats (if applicable), but if you do so, they can only affect creatures that are also targeted by your hypnotic stare ability and those spells do not benefit from any penalties caused by your hypnotic stare or improvements to it (such as any bold stares you possess). When your hypnotic stare ends for a target, any such spell effect that you have active on it also ends.

If you learn any of the listed spells as a mesmerist spell, you can cast those spells as normal and they benefit normally from your hypnotic stare ability and abilities that improve upon it.

All-Seeing Sight

You gain clairvoyancy over those you have hypnotized.

Prerequisites: Mesmerist level 3rd, hypnotic stare class feature.

Benefit: Add the following spells to your mesmerist spell list and your list of mesmerist spells known as mesmerist spells of the indicated level: *discern next of kin*^{UM}, *see alignment*^{UC} (1st); *blood biography*^{APG}, *locate object* (2nd); *clairaudience/clairvoyance* (3rd), *locate creature* (4th); *scrying* (5th); *legend lore* (6th). You can cast these spells as if they were on your list of mesmerist spells known, but if you do so, they can only affect creatures that are also targeted by your hypnotic stare ability and those spells do not benefit from any penalties caused by your hypnotic stare or improvements to it (such as any bold stares you possess). When your hypnotic stare ends for a target, any such spell effect that you have active on it also ends.

When casting *locate object* as a mesmerist spell, the spell can only point you towards an object within the spell's usual range that is in the possession of a creature that you have targeted with your hypnotic stare ability, as described above. When casting *clairaudience/clairvoyance* as a mesmerist spell, the spell can only allow you to see the location of or hear sounds created by a creature that you have targeted with your hypnotic stare ability, as described above.

If you learn any of the listed spells as a mesmerist spell, you can cast those spells as normal and they benefit normally from your hypnotic stare ability and abilities that improve upon it.

Burning Stare (Combat)

Your eyes flash with thunderous, scorching power capable of rending flesh and stone alike.

Prerequisite: Mesmerist level 3rd, painful stare class feature.

Benefit: Choose either electricity or fire. Whenever you deal damage to a creature using your painful stare, you may deal half of the damage done as damage of the chosen type (electricity or fire) instead of precision damage.

Special: You can gain this feat up to two times. Each time it is selected, you must choose a different energy type. Each time you use your painful stare ability, you must choose whether to deal half your stare's damage as fire damage, electricity damage, or whether to deal all of it as precision damage.

Bright-Blazing Stare (Combat)

Your playthings cannot hide from your sight, for they flicker, roar, and glitter with a cacophonous radiance known only to you.

Prerequisite: Burning Stare, mesmerist level 3rd, painful stare class feature.

Benefit: Whenever the target of your hypnotic stare is dealt at least 1 point of electricity or fire damage, that creature takes a -40 penalty on Stealth checks opposed by your Perception for a number of rounds equal to 1 + your Charisma bonus (minimum 1). Multiple instances of electricity or fire damage reset this duration. This penalty doesn't stack with the penalty from *faerie fire* or similar effects.

In addition, whenever you deal painful stare damage to a creature and use the Burning Stare feat to deal half the stare's damage as electricity or fire damage, the creature must succeed on a Will save (DC 10 + 1/2 your mesmerist level + your Charisma modifier) is engulfed in *faerie fire* (as the spell) until the start of your next turn.

Imperious Stare

Those you bend to your will cannot bear to look upon you.

Prerequisites: Mesmerist level 6th, painful stare class feature.

Benefit: You can force the target of your hypnotic stare to avert its gaze from you. The target must succeed on a Will save (DC 10 + 1/2 your mesmerist level + your Charisma modifier) or be forced to avert its gaze from you for 1 round, as if it were trying to protect itself from a gaze attack. You gain total concealment (50% miss chance) against the target's attacks. Should your hypnotic stare ends for any reason (including when you switch to a different target), the effects of this feat also end.

Blind creatures and those creatures that do not rely on eyesight as their primary sense are unaffected by this feat. This is a mind-affecting enchantment (compulsion) effect.

Kindling Glare (Combat, Stare)

Those who burn before you sight burn swiftly.

Prerequisites: Burning Stare, mesmerist level 3rd, painful stare class feature.

Benefit: Whenever you use the Burning Stare feat to deal electricity or fire damage to a creature, you deal 50%

more damage of that type, as if the target were vulnerable to electricity or fire damage. This doesn't stack with any actual vulnerabilities that the creature possesses.

In addition, any time you deal electricity or fire damage to a creature using the Burning Stare feat, that creature must succeed on a Fortitude save (DC 10 + 1/2 your mesmerist level + your Charisma modifier) or gain vulnerability against all sources of electricity or fire damage (whichever you dealt to it with Burning Stare) for 1 round.

Majestic Stare

The weight of your stare cowers your enemies, forcing them to cower and crawl before you.

Prerequisites: Imperious Stare, mesmerist level 10th, painful stare class feature.

Benefit: Whenever a creature fails its saving throw against your Imperious Stare, that creature cannot attempt to move any closer to you for 1 round, functioning as *antipathy*. In addition, whenever a creature fails its saving throw against your Imperious Stare by 5 or more, it immediately prostrates before you, granting it the prone condition and preventing it from attempting to stand from prone for 1 round.

These effects cannot be applied against more than one creature at a time, even if you have a means of simultaneously targeting multiple creatures with your hypnotic stare.

Wrecking Stare

You compound pain with pain leaving your foes leaving your foes the finest connoisseurs of agony and suffering.

Prerequisites: Mesmerist level 7th, painful stare class feature.

Benefit: Whenever the target of your hypnotic stare class feature attempts a saving throw against a pain effect and fails, you can activate your painful stare class feature to deal damage to the target as if the effect were an attack that deals damage. If the pain effect is a mesmerist spell that you cast, the additional damage caused by your painful stare as if you had made a successful attack against the target and were using painful stare to increase the attack's damage.

The damage dealt by your painful stare ability is still precision damage, regardless of the damage type of your ability (if any). If the triggering pain effect deals nonlethal damage, you may choose to deal nonlethal damage with your painful stare ability. Otherwise, the damage is lethal.

X-Ray Stare

Your stare bores through solid objects.

Prerequisites: Mesmerist level 7th, hypnotic stare class feature.

Benefit: You can see any creature that you are currently targeting with your hypnotic stare through solid matter at a range of 20 feet. When doing so, you ignore all illumination conditions including magical darkness, treating the prevailing illumination as normal light. This vision can pierce 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Uncommon metals, a thin sheet of lead, or thicker substances blocks this ability.

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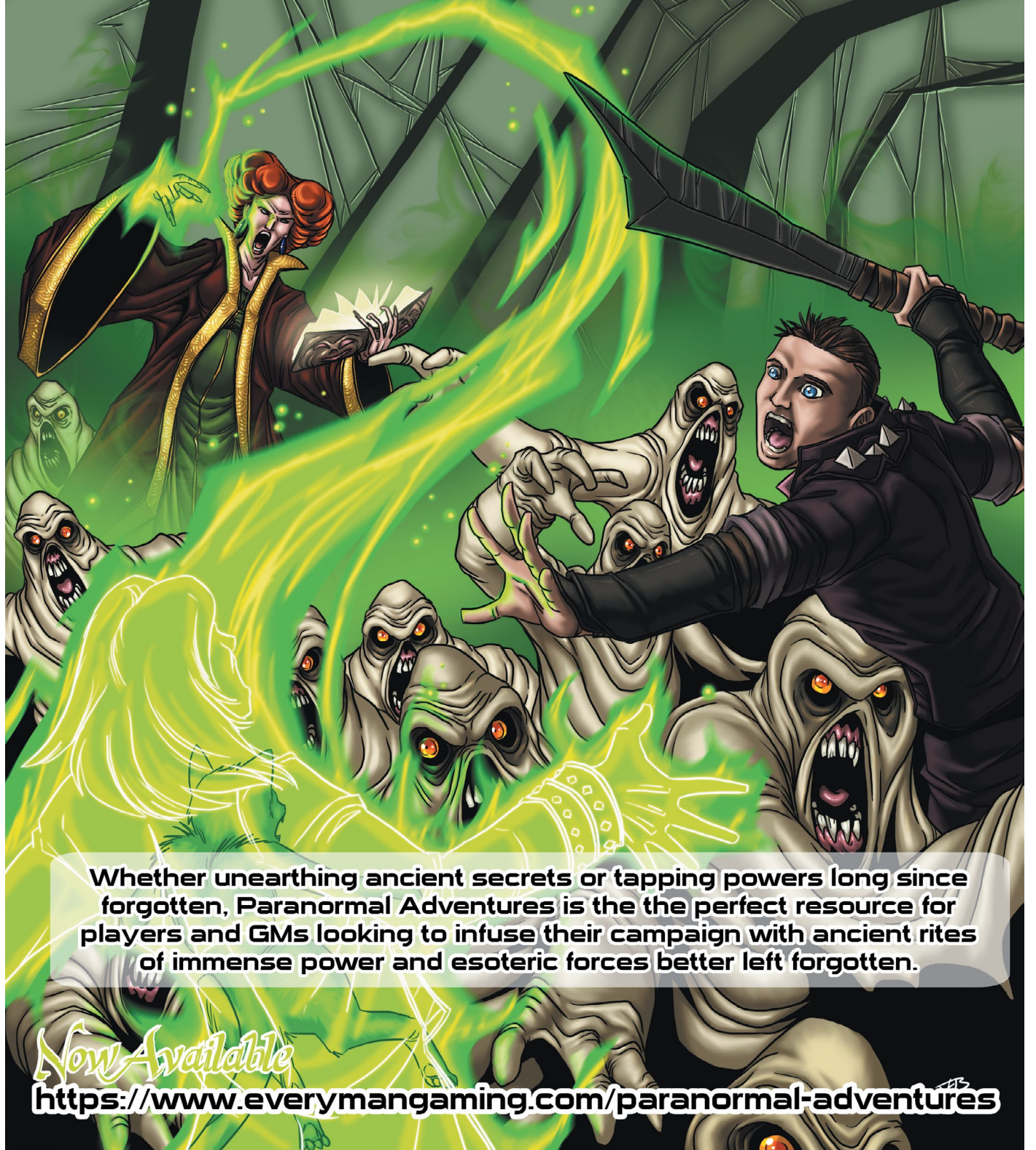
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