

## Mesmer

**Role:** Defender

**Key Abilities:** Charisma and Intelligence

**Armor Proficiency:** Cloth

**Implements:** Rod, staff, wand

**Weapon Proficiency:** Simple melee, simple ranged

**Bonus to Defense:** +2 Will

**Hit Points at 1st Level:** 10 + Constitution Score

**Bonus Hit Points per Level:** 4

**Healing Surges per Day:** 6 + Constitution Modifier

**Trained Skills:** Choose four from your list of class skills.

**Class Skills:** Arcana (Int), Bluff (Cha), Diplomacy (Cha), History (Int), Insight (Wis), Intimidate (Cha), Religion (Int), Streetwise (Cha).

**Class Features:** Bolt of Chaos, Dazzling Defense, Diversion Expert, Domination Magic, Power Spike, Slippery Mind

### Level 1:

#### BOLT OF CHAOS

You gain the **bolt of chaos** power.

**Bolt of Chaos** [Arcane, Implement, Force]

**Standard action** Ranged 10

**Target:** One creature. **Attack:** Charisma vs. Reflex

**Hit:** 1d12 + Charisma modifier force damage.

Level 21: 2d12 + Charisma modifier.

**Special:** You can use this power in place of a basic attack.

#### DAZZLING DEFENSE

When you're hit by a melee attack, you can deal radiant damage to your attacker equal to your Intelligence modifier as an immediate interrupt.

#### DIVERSION EXPERT

You gain a +1 bonus to attack rolls made as part of an opportunity action.

## DOMINATION MAGIC

You gain the **backfire** and **empathy** powers.

**Backfire** [Arcane, Implement, Force]

**Opportunity action** Ranged 10

**Trigger:** An enemy within 10 squares hits an ally with a ranged attack.

**Target:** One triggering creature. **Attack:** Charisma vs. Will

**Hit:** 1d12 + Charisma modifier force damage, and the target grants combat advantage until the end of your next turn.

Level 21: 2d12 + your Charisma modifier.

**Empathy** [Arcane, Implement, Psychic]

**Opportunity action** Ranged 10

**Trigger:** An enemy within 10 squares hits an ally with a melee attack.

**Target:** One triggering creature. **Attack:** Charisma vs. Will

**Hit:** Reduce the damage your ally takes from the triggering attack by an amount equal to 5 + your Charisma modifier.

Level 11: 10 + your Charisma modifier.

Level 21: 15 + your Charisma modifier.

**Effect:** Intelligence modifier psychic damage.

## POWER SPIKE

You gain the **power spike** power.

**Power Spike** [Arcane, Implement, Force]

**No action** Special

**Trigger:** You hit with an arcane implement attack.

**Effect:** The triggering attack deals 1d12 extra force damage.

Level 17: 2d12 extra force damage.

Level 27: 3d12 extra force damage.

**Special:** You can use this power only once per turn.

### **SLIPPERY MIND**

You can make a saving throw against the dazed, stunned, and dominated conditions at the start of your turn, even if the effect doesn't normally allow for a saving throw. If your saving throw succeeds, you can take your turn as though you weren't affected by the condition.

If the saving throw at the start of your turn fails, you can still make a saving throw at the end of your turn.

### **Level 2:**

#### **CRY OF FRUSTRATION**

When you use second wind or total defense as a standard action, you can mark each enemy within 5 squares until the start of your next turn.

### **Level 3:**

#### **LEVEL 3 EXTRA POWER SPIKE**

You gain an additional use of power spike per encounter. You can still only use power spike once per turn.

### **Level 5:**

#### **HEX BREAKER**

You gain a +1 bonus to saving throws.

### **Level 6:**

#### **SHATTER HEX**

You gain the **shatter hex** power.

<b>Shatter Hex</b>	<b>[Arcane, Force]</b>
<b>Minor action</b>	<b>Ranged 10</b>
<b>Target:</b> One ally with a condition or effect a save can end.	
<b>Effect:</b> You grant the target a saving throw. If the saving throw succeeds, each enemy in a square adjacent to the target takes force damage equal to your Intelligence modifier.	

### **Level 7:**

#### **LEVEL 7 EXTRA POWER SPIKE**

You gain an additional use of power spike per encounter. You can still only use power spike once per turn.

### **Level 9:**

#### **IGNORANCE**

When you score a critical hit with an arcane implement attack made against the target's Will defense, the target is dazed until the end of your next turn.

### **Level 10:**

#### **MIND WRACK**

Your arcane force attacks deal psychic damage in addition to their normal type, and gain the psychic keyword.