MOUNTEBANK

Charlatão Nível

PATRON

BOM · LEGAL · CAÓTICO · MAL

BEGUILING STARE

TESTE CD

$$= 10 + (\quad \div 2) + \text{CAR}$$

Charlatão Nível

INFERNAL PATRON

USOS POR DIA

$$\boxed{\quad} \text{rds} = (\quad \div 2) + \text{CAR}$$

Charlatão Nível

Hoje

☐☐☐ ☐☐☐ ☐☐☐
☐☐☐☐☐☐☐☐☐☐☐☐

TESTE CD

$$= 10 + (\quad \div 2) + \text{CAR}$$

Charlatão Nível

MASS BEGUILE

BURST RANGE

$$\boxed{\quad} \text{m.} = 100 + (10 \times \quad)$$

Charlatão Nível

INFERNAL GUISE

ALTER SELF DURATION

$$\boxed{\quad} \text{Mins.} = 10 \times \quad$$

Charlatão Nível

INFERNAL DEFENSE

DISPLACEMENT DURATION

$$\boxed{\quad} \text{rds} = \quad$$

Charlatão Nível

Rounds Passed
☐☐☐ ☐☐☐
☐☐☐☐☐☐☐☐

INFERNAL JAUNT

DIMENSION DOOR RANGE

$$\boxed{\quad} \text{m.} = 10 + (5 \times \quad)$$

Charlatão Nível

☐ Cape of the Mountebank: + 30 m

INFERNAL INFLUENCE

CONFUSÃO DURAÇÃO

$$\boxed{\quad} \text{rds} = \quad$$

Charlatão Nível

Rounds Passed
☐☐☐ ☐☐☐
☐☐☐☐☐☐☐

VARINHAS

CARGAS #	☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐
CARGAS #	☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐
CARGAS #	☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐
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MOUNTEBANK

Charlatão Nível			
1	■	Beguiling Stare Mark of Damnation Bônus de Idioma:	Beguile Victim; -2 Will, and -5 Sense Motive, lose **DEX** to **AC** DC 25 Diplomacy or Bluff check to be resurrected, gain bonus equal to half Mountebank level
2	☐	Deceptive Attack +1d6	Extra damage on beguiled or feinted opponents
3	☐	Infernal Patron (IP)	+2 to saves against enchantments
4	☐	IP. Infernal Guise	Disguise self as similarly shaped creature
5	☐	IP. Disguise the Soul's Aspect	Use **CHA** check against opponent's Sense Motive check to project a false alignment reading
6	☐	Deceptive Attack +2d6	
8	☐	IP. Infernal Defense	Gain 50% miss chance; self only
10	☐	IP. Infernal Jaunt Deceptive Attack +3d6	Teleport short distance; self only
12	☐	IP. Infernal Influence	Cause single target to act irrationally
14	☐	Deceptive Attack +4d6	
16	☐	IP. Infernal Escape	Teleport self and familiar only, must expend two uses of IP
18	☐	Deceptive Attack +5d6	
20	☐	IP. Infernal Deception Aspect of the Damned	Create illusory double and become invisible Become half-fiend NPC thrall to infernal patron

INFERNAL ESCAPE

TELEPORT RANGE

$$\boxed{\quad} \text{mi.} = 100 \times \quad + \quad$$

Charlatão Nível   Outros

INFERNAL DECEPTION

MISLEAD: GREATER INVISIBILITY DURATION

$$\boxed{\quad} \text{rds} = \quad + \quad$$

Charlatão Nível   Outros

Rounds Passed
☐☐☐ ☐☐☐
☐☐☐ ☐☐☐

ASPECT OF THE DAMNED: HALF-FIEND ABILITIES

Spell-Like Abilities (If **INT** or **WIS** is 8 or higher)

	Spell-Like Ability	Level	Uses	Save DC
1	Darkness	2	☐☐☐	
2	Desecrate	2	☐	
3	Unholy Blight	4	☐	
4	Poison	3	☐☐☐	
5	Praga	3	☐	
6	Blasphemy	7	☐	
7	Unholy Aura	8	☐☐☐	
8	Unhallow	5	☐	
9	EVAPORAÇÃO	8	☐	
10	Invocar Monstro IX (fiends only)	9	☐	
11	Destruição	7	☐	
12	_____	___	☐☐☐	

SLA Save DC = 10 + **CHA** + Spell Level

Destruir o Bem

☐ Smite Good Used Today

SMITING DAMAGE BONUS

Bônus Dano da Arma

$$\boxed{+ \quad} = \boxed{+ \quad} + 20$$

Outsider Traits

Immune to Charm Person and other effects that target non-outsiders.
Damage reduction 10/magic

PERGAMINHOS

POÇÕES