

MOUNTEBANK

Livello
da Mountebank

PATRON



BEGUILING STARE

CD TIRO SALVEZZA Livello da Mountebank

$$\boxed{} = 10 + \left(\frac{}{2} \right) + \text{CAR}$$

INFERNAL PATRON

USI AL GIORNO Livello da Mountebank

$$\boxed{} \text{ rd} = \left(\frac{}{2} \right) + \text{CAR}$$



CD TIRO SALVEZZA Livello da Mountebank

$$\boxed{} = 10 + \left(\frac{}{2} \right) + \text{CAR}$$

MASS BEGUIL

BURST RANGE Livello da Mountebank

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

INFERNAL GUISE

ALTER SELF DURATION Livello da Mountebank

$$\boxed{} \text{ min} = 10 \times $$

INFERNAL DEFENSE

DISPLACEMENT DURATION Livello da Mountebank Round Trascorsi

$$\boxed{} \text{ rd} = $$

INFERNAL JAUNT

PORTA DIMENSIONALE RAGGIO Livello da Mountebank

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

☐ Cape of the Mountebank: +30m

INFERNAL INFLUENCE

CONFUSION DURATION Livello da Mountebank Round Trascorsi

$$\boxed{} \text{ rd} = $$

BACCHETTE

CARICHE #

CARICHE #

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1	<input checked="" type="checkbox"/> Beguiling Stare <input checked="" type="checkbox"/> Mark of Damnation Linguaggio bonus: 	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	<input type="checkbox"/> Deceptive Attack +1d6	Extra damage on beguiled or fainted opponents
3	<input type="checkbox"/> Infernal Patron (IP)	+2 ai tiri salvezza contro incantamenti
4	<input type="checkbox"/> IP: Infernal Guise	Disguise self as similarly shaped creature
5	<input type="checkbox"/> IP: Disguise the Soul's Aspect	Use CHA check against opponent's Sense Motive check to project a false alignment reading
6	<input type="checkbox"/> Deceptive Attack +2d6	
8	<input type="checkbox"/> IP: Infernal Defense	Gain 50% miss chance; self only
10	<input type="checkbox"/> { IP: Infernal Jaunt Deceptive Attack +3d6	Teleport short distance; self only
12	<input type="checkbox"/> IP: Infernal Influence	Cause single target to act irrationally
14	<input type="checkbox"/> Deceptive Attack +4d6	
16	<input type="checkbox"/> IP: Infernal Escape	Teleport self and familiar only, must expend two uses of IP
18	<input type="checkbox"/> Deceptive Attack +5d6	
20	<input type="checkbox"/> { IP: Infernal Deception Aspect of the Damned	Create illusory double and become invisible Become half-fiend NPC thrall to infernal patron

INFERNAL ESCAPE

TELETRASPORTO RAGGIO Livello da Mountebank Varie

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

INFERNAL DECEPTION

MISLEAD: GREATER INVISIBILITY DURATION Livello da Mountebank Varie Round Trascorsi

$$\boxed{} \text{ rd} = + $$

ASPECT OF THE DAMNED: HALF-FIEND ABILITIES

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

Spell-Like Ability	Level	Uses	Save DC
1 Oscurità	2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="text"/>
2 Desecrate	2	<input type="checkbox"/>	<input type="text"/>
3 Unholy Blight	4	<input type="checkbox"/>	<input type="text"/>
4 Veleno	3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="text"/>
5 Contagio	3	<input type="checkbox"/>	<input type="text"/>
6 Blasfemia	7	<input type="checkbox"/>	<input type="text"/>
7 Unholy Aura	8	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="text"/>
8 Profanare	5	<input type="checkbox"/>	<input type="text"/>
9 Orrido Avvizzimento	8	<input type="checkbox"/>	<input type="text"/>
10 Summon Monster IX (fiends only)	9	<input type="checkbox"/>	<input type="text"/>
11 Distruzione	7	<input type="checkbox"/>	<input type="text"/>
12		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="text"/>

SLA Save DC = 10 + **CHA**+ Liv. Incantesimo

Smite Good

☐ Smite Good Used Today

DANNO DI PUNIRE BONUS

+ = + + 20

Outsider Traits

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

PERGAMENE

POZIONI