MOUNTEBANK

Mountebank Level ☐

PATRON

GOOD LAWFUL CHAOTIC EVIL

MOUNTEBANK

Mountebank Level			
1	■	Beguiling Stare / Mark of Damnation	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
		Bonus Language:	_____
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

BEGUILING STARE

SAVE DC

☐ = 10 + (Mountebank Level ÷ 2) + **CHA**

INFERNAL PATRON

USES PER DAY

☐ rds = (Mountebank Level ÷ 2) + **CHA**

Uses Today
☐☐☐ ☐☐☐ ☐☐☐
☐☐☐☐☐☐☐☐☐ ☐☐☐ ☐☐☐

SAVE DC

☐ = 10 + (Mountebank Level ÷ 2) + **CHA**

MASS BEGUILE

BURST RANGE

☐ ft. = 100 + (10 × Mountebank Level)

INFERNAL GUISE

ALTER SELF DURATION

☐ mins = 10 × Mountebank Level

INFERNAL DEFENSE

DISPLACEMENT DURATION

☐ rds = Mountebank Level

Rounds Passed
☐☐☐ ☐☐☐
☐☐☐☐☐☐☐
☐☐☐ ☐☐☐

INFERNAL JAUNT

DIMENSION DOOR RANGE

☐ ft. = 10 + (5 × Mountebank Level)

☐ Cape of the Mountebank: + 100 ft.

INFERNAL INFLUENCE

CONFUSION DURATION

☐ rds = Mountebank Level

Rounds Passed
☐☐☐ ☐☐☐
☐☐☐☐☐☐☐
☐☐☐

WANDS

CHARGES	#	☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐
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INFERNAL ESCAPE

TELEPORT RANGE

☐ mi. = 100 × Mountebank Level + Misc

INFERNAL DECEPTION

MISLEAD: GREATER INVISIBILITY DURATION

☐ rds = Mountebank Level + Misc

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	Contagion	3	☐	☐
6	Blasphemy	7	☐	☐
7	Unholy Aura	8	☐☐☐	☐
8	Unhallow	5	☐	☐
9	Horrid Wilting	8	☐	☐
10	Summon Monster IX (fiends only)	9	☐	☐
11	Destruction	7	☐	☐
12	_____	__	☐☐☐	☐

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

Smite Good

☐ Smite Good Used Today

SMITING DAMAGE BONUS

+ ☐ = (+ Weapon Damage Bonus) + 20

Outsider Traits

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

SCROLLS

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POTIONS

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