MOUNTEBANK

Livello da Mountebank

PATRON

☐ BUONO ☐ LEGALE
☐ CAOTICO ☐ MALVAGIO

MOUNTEBANK

Livello da Mountebank			
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
		Linguaggio bonus:	
2	☐	Deceptive Attack +1d6	Extra damage on beguiled or feinted opponents
3	☐	Infernal Patron (IP)	+2 ai tiri salvezza contro incanamenti
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

CD TIRO SALVEZZA Livello da Mountebank

$= 10 + (\quad \div 2) +$ **CAR**

INFERNAL PATRON

USI AL GIORNO Livello da Mountebank

rd $= (\quad \div 2) +$ **CAR**

Usi oggi
☐☐☐ ☐☐☐ ☐☐☐
☐☐☐☐☐☐☐☐☐ ☐☐☐

CD TIRO SALVEZZA Livello da Mountebank

$= 10 + (\quad \div 2) +$ **CAR**

MASS BEGUILE

BURST RANGE Livello da Mountebank

m $= 100 + (10 \times \quad)$

INFERNAL GUISE

ALTER SELF DURATION Livello da Mountebank

min $= 10 \times \quad$

INFERNAL DEFENSE

DISPLACEMENT DURATION Livello da Mountebank Round Trascorsi
☐☐☐ ☐☐☐
☐☐☐☐☐☐☐☐☐
☐☐☐ ☐☐☐

rd $=$ _____

INFERNAL JAUNT

PORTA DIMENSIONALE RAGGIO Livello da Mountebank

m $= 10 + (5 \times \quad)$

☐ Cape of the Mountebank: +30m

INFERNAL INFLUENCE

CONFUSION DURATION Livello da Mountebank Round Trascorsi
☐☐☐ ☐☐☐
☐☐☐☐☐☐☐☐☐
☐☐☐ ☐☐☐

rd $=$ _____

BACCHETTE

CARICHE # ☐☐☐ ☐☐☐ ☐☐☐
☐☐☐☐☐☐☐☐☐ ☐☐☐

CARICHE # ☐☐☐ ☐☐☐ ☐☐☐
☐☐☐☐☐☐☐☐☐ ☐☐☐

CARICHE # ☐☐☐ ☐☐☐ ☐☐☐
☐☐☐☐☐☐☐☐☐ ☐☐☐

CARICHE # ☐☐☐ ☐☐☐ ☐☐☐
☐☐☐☐☐☐☐☐☐ ☐☐☐

INFERNAL ESCAPE

TELETRASPORTO RAGGIO Livello da Mountebank Varie

mi. $= 100 \times \quad + \quad$

INFERNAL DECEPTION

MISLEAD: GREATER INVISIBILITY DURATION Livello da Mountebank Varie Round Trascorsi
☐☐☐ ☐☐☐
☐☐☐☐☐☐☐☐☐
☐☐☐ ☐☐☐

rd $= \quad + \quad$

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	☐☐☐	
2	Desecrate	2	☐	
3	Unholy Blight	4	☐	
4	Veleno	3	☐☐☐	
5	Contagio	3	☐	
6	Blasfemia	7	☐	
7	Unholy Aura	8	☐☐☐	
8	Profanare	5	☐	
9	Orrido Avvizzimento	8	☐	
10	Summon Monster IX (fiends only)	9	☐	
11	Distruzione	7	☐	
12	_____	__	☐☐☐	

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

Smite Good
☐ Smite Good Used Today

DANNO DI PUNIRE BONUS Bonus Danno Armi

$+ \quad = \quad + \quad + 20$

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

PERGAMENE

POZIONI