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

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

INFERNAL PATRON

USI AL GIORNO — Livello da Mountebank

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

Usi oggi

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CD TIRO SALVEZZA — Livello da Mountebank

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

MASS BEGUILE

BURST RANGE — Livello da Mountebank

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

INFERNAL GUISE

ALTER SELF DURATION — Livello da Mountebank

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

INFERNAL DEFENSE

DISPLACEMENT DURATION — Livello da Mountebank — Round Trascorsi

$$\text{rd} = \quad$$

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INFERNAL JAUNT

PORTA DIMENSIONALE RAGGIO — Livello da Mountebank

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

☐ Cape of the Mountebank: +30m

INFERNAL INFLUENCE

CONFUSION DURATION — Livello da Mountebank — Round Trascorsi

$$\text{rd} = \quad$$

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BACCHETTE

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INFERNAL ESCAPE

TELETRASPORTO RAGGIO — Livello da Mountebank — Varie

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

INFERNAL DECEPTION

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

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

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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

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

Outsider Traits

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

PERGAMENE

POZIONI