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

Mountebank Level

☐ $= 10 + (\underline{} \div 2) + $ **CHA**

INFERNAL PATRON

USES PER DAY

Mountebank Level

☐ rds $= (\underline{} \div 2) + $ **CHA**

Uses Today

☐☐☐ ☐☐☐ ☐☐☐
☐☐☐☐☐☐☐☐☐ ☐☐☐

SAVE DC

Mountebank Level

☐ $= 10 + (\underline{} \div 2) + $ **CHA**

MASS BEGUILE

BURST RANGE

Mountebank Level

☐ ft. $= 100 + (10 \times \underline{})$

INFERNAL GUISE

ALTER SELF DURATION

Mountebank Level

☐ mins $= 10 \times \underline{}$

INFERNAL DEFENSE

DISPLACEMENT DURATION

Mountebank Level   Rounds Passed

☐ rds $=$ $\underline{}$

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☐☐☐ ☐☐☐

INFERNAL JAUNT

DIMENSION DOOR RANGE

Mountebank Level

☐ ft. $= 10 + (5 \times \underline{})$

☐ Cape of the Mountebank: + 100 ft.

INFERNAL INFLUENCE

CONFUSION DURATION

Mountebank Level   Rounds Passed

☐ rds $=$ $\underline{}$

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☐☐☐☐☐☐☐
☐☐☐ ☐☐☐

WANDS

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

TELEPORT RANGE

Mountebank Level   Misc

☐ mi. $= 100 \times \underline{} + \underline{}$

INFERNAL DECEPTION

MISLEAD: GREATER INVISIBILITY DURATION

Mountebank Level   Misc   Rounds Passed

☐ rds $=$ $\underline{} + \underline{}$

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☐☐☐ ☐☐☐

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

☐ + ☐ $=$ ☐ + $\underline{}$ + 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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