MOUNTEBANK

Уровень Шарлатана

PATRON

ДОБРО ПОРЯДОК ХАОС ЗЛО

BEGUILING STARE

СПАСБРОСОК КС = 10 + (Уровень Шарлатана ÷ 2) + ХАР

INFERNAL PATRON

ИСПОЛЬЗОВАНИЙ В ДЕНЬ рнд = (Уровень Шарлатана ÷ 2) + ХАР

Использовано сегодня

СПАСБРОСОК КС = 10 + (Уровень Шарлатана ÷ 2) + ХАР

MASS BEGUILE

BURST RANGE ft. = 100 + (10 × Уровень Шарлатана)

INFERNAL GUISE

ALTER SELF DURATION mins = 10 × Уровень Шарлатана

INFERNAL DEFENSE

DISPLACEMENT DURATION рнд = Уровень Шарлатана

Rounds Passed

INFERNAL JAUNT

DIMENSION DOOR RANGE ft. = 10 + (5 × Уровень Шарлатана)

☐ Cape of the Mountebank: + 100 ft.

INFERNAL INFLUENCE

CONFUSION DURATION рнд = Уровень Шарлатана

Rounds Passed

ЖЕЗЛЫ

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MOUNTEBANK

Уровень Шарлатана			
1	■	Beguiling Stare Mark of Damnation Bonus Language:	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	☐	Deceptive Attack +1d6	Extra damage on beguiled or feinted opponents
3	☐	Infernal Patron (IP)	+2 к спасам от очарований
4	☐	IP: Infernal Guise	Disguise self as similarily 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

INFERNAL ESCAPE

TELEPORT RANGE mi. = 100 × Уровень Шарлатана + Прочее

INFERNAL DECEPTION

MISLEAD: GREATER INVISIBILITY DURATION рнд = Уровень Шарлатана + Прочее

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

УРОН СОКРУШЕНИЯ БОНУС + = Бонус К урону Оружием + 20

Outsider Traits

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

СВИТКИ

ЗЕЛЬЯ