MOUNTEBANK Mountebank	*	MO	UNTEBANK *
PATRON	Mountebank Level	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
BEGUILING STARE	2	☐ Deceptive Attack +1d6	Extra damage on beguiled or feinted opponents
SAVE DC Mountebank Level	3	☐ Infernal Patron (IP)	+2 to saves against enchantments
= 10 + ( ÷ 2 ) + CHA	4	☐ IP: Infernal Guise	Disguise self as similarily shaped creature
INFERNAL PATRON	5	☐ IP. Disguise the Soul's Aspect	Use CHA check against oppnent's Sense Motive check to project a false alignment reading
USES Mountebank PER DAY Level	6	☐ Deceptive Attack +2d6	- *
rds = ( ÷ 2) + CHA	8	☐ IP: Infernal Defense	Gain 50% miss chance; self only
Uses Today	10	IP: Infernal Jaunt Deceptive Attack +3d6	Teleport short distance; self only
Mountebank	12	☐ IP. Infernal Influence	Cause single target to act irrationally
SAVE DC Level	14	☐ Deceptive Attack +4d6	·
= 10 + ( ÷ 2 ) + CHA	16	□ IP: Infernal Escape	Teleport self and familiar only, must expend two uses of IP
MASS BEGUILE  BURST  Mountebank	18	☐ Deceptive Attack +5d6	
RANGE Level  ft. = 100 + ( 10 × )	20	IP. Infernal Deception Aspect of the Damned	Create illusory double and become invisible Become half-fiend NPC thrall to infernal patron
INFERNAL GUISE		INFER	RNAL ESCAPE
ALTER SELF Mountebank DURATION Level	TELEPORT RANGE	Mountebank Level	Misc
mins = 10 ×	m	i. = 100 × +	
INFERNAL DEFENSE		INFERN	AL DECEPTION
DISPLACEMENT DURATION  rds =   Mountebank Level Rounds Passed	MISLEAD: GINVISIBILITY DURATION	Y Mountebank Level Mi	
INFERNAL JAUNT	Snell-Like	ASPECT OF THE DAM Abilities (If Int or Wis is 8 or higher	NED: HALF-FIEND ABILITIES
DIMENSION DOOR Mountebank RANGE Level	Spell-Like A	Ability Level Uses Save DC	
ft. = 10 + (5 × )  Cape of the	1 Darkne 2 Desecr 3 Unholy		SMITING DAMAGE Weapon Damage BONUS Bonus
Mountebank: + 100 ft.  INFERNAL INFLUENCE	4 Poison 5 Contag		+ = + + 20
CONFUSION Level Rounds Passed rds = WANDS	6 Blasph 7 Unholy 8 Unhall 9 Horrid 10 Summ IX (fier 11 Destru	y Aura 8	Outsider Traits  Immune to Charm Person and other effects that target non-outsiders.  Damage reduction 10/magic
# 000 000 000 000 000 000 000 000 000 0	SLA Save DO	C = 10 + CHA + Spell Level	
CHARGE S	*	SCROLLS	POTIONS
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