MOUNTEBANK

Mountebank Level

PATRON

GOOD LAWFUL
CHAOTIC EVIL

MOUNTEBANK

Mountebank Level			
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 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 oppnent'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

$$= 10 + (\quad \div 2) + CHA$$

INFERNAL PATRON

USES PER DAY

Mountebank Level

rds $= (\quad \div 2) + CHA$

Uses Today

☐☐☐ ☐☐☐ ☐☐☐
☐☐☐☐☐☐☐☐☐☐ ☐☐☐ ☐☐☐

SAVE DC

Mountebank Level

$$= 10 + (\quad \div 2) + CHA$$

MASS BEGUILE

BURST RANGE

Mountebank Level

ft. $= 100 + (10 \times \quad)$

INFERNAL GUISE

ALTER SELF DURATION

Mountebank Level

mins $= 10 \times \quad$

INFERNAL DEFENSE

DISPLACEMENT DURATION

Mountebank Level

Rounds Passed
☐☐☐ ☐☐☐
☐☐☐☐☐☐☐
☐☐☐ ☐☐☐

rds $= \quad$

INFERNAL JAUNT

DIMENSION DOOR RANGE

Mountebank Level

ft. $= 10 + (5 \times \quad)$

☐ Cape of the Mountebank: _____ + 100 ft.

INFERNAL INFLUENCE

CONFUSION DURATION

Mountebank Level

Rounds Passed
☐☐☐ ☐☐☐
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rds $= \quad$

WANDS

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

TELEPORT RANGE

Mountebank Level   Misc

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

INFERNAL DECEPTION

MISLEAD: GREATER INVISIBILITY DURATION

Mountebank Level   Misc   Rounds Passed
☐☐☐ ☐☐☐
☐☐☐☐☐☐☐
☐☐☐ ☐☐☐

rds $= \quad + \quad$

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

$$+ \boxed{\quad} = (\quad + \quad) + 20$$

Outsider Traits

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

SCROLLS

_____
_____
_____
_____
_____
_____

POTIONS

_____
_____
_____
_____
_____
_____