

MOUNTEBANK

Mountebank Level

PATRON

BURST RANGE

USI

PER DAY

SAVE DC

ALTER SELF DURATION

DISPLACEMENT DURATION

DIMENSION DOOR RANGE

CONFUSION DURATION

BACCHETTE

BEGUILING STARE

Mountebank Level

SAVE DC

= 10 + ( ÷ 2 ) + CAR

INFERNAL PATRON

USI

Mountebank Level

PER DAY

rds

= ( ÷ 2 ) + CAR

Usi oggi

SAVE DC

Mountebank Level

= 10 + ( ÷ 2 ) + CAR

MASS BEGUIL

BURST RANGE

Mountebank Level

ft.

= 100 + ( 10 × )

INFERNAL GUISE

ALTER SELF DURATION

Mountebank Level

mins

= 10 ×

INFERNAL DEFENSE

DISPLACEMENT DURATION

Mountebank Level

Rounds Passed

rds

=

INFERNAL JAUNT

DIMENSION DOOR RANGE

Mountebank Level

ft.

= 10 + ( 5 × )

Cape of the Mountebank: + 100 ft.

INFERNAL INFLUENCE

CONFUSION DURATION

Mountebank Level

Rounds Passed

rds

=

BACCHETTE

CARICHE

#

CARICHE

#

CARICHE

#

CARICHE

#

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 fainted 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

INFERNAL ESCAPE

TELEPORT RANGE

Mountebank Level

Altro

mi.

= 100 × +

INFERNAL DECEPTION

MISLEAD: GREATER INVISIBILITY DURATION

Mountebank Level

Altro

Rounds Passed

rds

= +

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

+ = + + 20

Outsider Traits

Immune to Charm Person and other effects that target non-outsiders.

Damage reduction 10/magic

PERGAMENE

POZIONI