MOUNTEBANK

Mountebank Level ☐

PATRON

BUONO ☐ LEGALE ☐ | CAOTICO ☐ MALVAGIO ☐

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

$\boxed{} = 10 + (\div 2) + $ **CAR**

INFERNAL PATRON

USES PER DAY

Mountebank Level

$\boxed{}$ rds $= (\div 2) + $ **CAR**

Uses Today

☐☐☐ ☐☐☐ ☐☐☐
☐☐☐☐☐☐☐☐☐
☐☐☐ ☐☐☐ ☐☐☐

SAVE DC

Mountebank Level

$\boxed{} = 10 + (\div 2) + $ **CAR**

MASS BEGUILE

BURST RANGE

Mountebank Level

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

INFERNAL GUISE

ALTER SELF DURATION

Mountebank Level

$\boxed{}$ mins $= 10 \times $

INFERNAL DEFENSE

DISPLACEMENT DURATION

Mountebank Level | Rounds Passed

☐☐☐ ☐☐☐
☐☐☐☐☐☐☐
☐☐☐ ☐☐☐

$\boxed{}$ rds $= $

INFERNAL JAUNT

DIMENSION DOOR RANGE

Mountebank Level

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

☐ Cape of the Mountebank: $+ 100$ ft.

INFERNAL INFLUENCE

CONFUSION DURATION

Mountebank Level | Rounds Passed

☐☐☐ ☐☐☐
☐☐☐☐☐☐☐
☐☐☐ ☐☐☐

$\boxed{}$ rds $= $

BACCHETTE

CARICHE # ☐☐☐ ☐☐☐ ☐☐☐
☐☐☐☐☐☐☐☐☐
☐☐☐ ☐☐☐ ☐☐☐

CARICHE # ☐☐☐ ☐☐☐ ☐☐☐
☐☐☐☐☐☐☐☐☐
☐☐☐ ☐☐☐ ☐☐☐

CARICHE # ☐☐☐ ☐☐☐ ☐☐☐
☐☐☐☐☐☐☐☐☐
☐☐☐ ☐☐☐ ☐☐☐

CARICHE # ☐☐☐ ☐☐☐ ☐☐☐
☐☐☐☐☐☐☐☐☐
☐☐☐ ☐☐☐ ☐☐☐

INFERNAL ESCAPE

TELEPORT RANGE

Mountebank Level | Altro

$\boxed{}$ mi. $= 100 \times + $

INFERNAL DECEPTION

MISLEAD: GREATER INVISIBILITY DURATION

Mountebank Level | Altro | Rounds Passed

☐☐☐ ☐☐☐
☐☐☐☐☐☐☐
☐☐☐ ☐☐☐

$\boxed{}$ 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

$\boxed{+} = + + 20$

Outsider Traits

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

PERGAMENE

_____
_____
_____
_____
_____
_____
_____

POZIONI

_____
_____
_____
_____
_____
_____
_____