MOUNTEBANK

Mountebank Level ☐

PATRON

BON · LOYAL · CHAOTIQUE · MAUVAIS

☐☐☐ ☐☐☐ ☐☐☐

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

☐ **= 10 + (** Mountebank Level **÷ 2) +** CHA

INFERNAL PATRON

USES PER DAY

☐ trs **= (** Mountebank Level **÷ 2) +** CHA

Utilisations aujourd'hui

☐☐☐ ☐☐☐ ☐☐☐
☐☐☐☐☐☐ ☐☐☐

SAVE DC

☐ **= 10 + (** Mountebank Level **÷ 2) +** CHA

MASS BEGUILE

BURST RANGE

☐ ft. **= 100 + (10 ×** Mountebank Level **)**

INFERNAL GUISE

ALTER SELF DURATION

☐ mins **= 10 ×** Mountebank Level

INFERNAL DEFENSE

DISPLACEMENT DURATION

☐ trs **=** Mountebank Level

Rounds Passed
☐☐☐ ☐☐☐
☐☐☐☐☐☐☐☐
☐☐☐ ☐☐☐

INFERNAL JAUNT

DIMENSION DOOR RANGE

☐ ft. **= 10 + (5 ×** Mountebank Level **)**

☐ Cape of the Mountebank: **+ 100 ft.**

INFERNAL INFLUENCE

CONFUSION DURATION

☐ trs **=** Mountebank Level

Rounds Passed
☐☐☐ ☐☐☐
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BAGUETTES

CHARGES # ☐☐☐ ☐☐☐ ☐☐☐
☐☐☐☐☐☐ ☐☐☐ ☐☐☐

CHARGES # ☐☐☐ ☐☐☐ ☐☐☐
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INFERNAL ESCAPE

TELEPORT RANGE

☐ mi. **= 100 ×** Mountebank Level **+** Divers

INFERNAL DECEPTION

MISLEAD: GREATER INVISIBILITY DURATION

☐ trs **=** Mountebank Level **+** Divers

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

SMITING DAMAGE BONUS

☐ **+** ☐ **= +** _____ **+ 20** — Weapon Damage Bonus

Outsider Traits

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

PARCHEMINS

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POTIONS

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