

MOUNTEBANK

Poziomy
Hochsztaplera

PATRON



BEGUILING STARE

ST Rz. Obr. Poziomy
Hochsztaplera

$$\boxed{} = 10 + \left(\boxed{} \div 2 \right) + \text{CHA}$$

INFERNAL PATRON

UŻYCIA
NA DZIEŃ Poziomy
Hochsztaplera

$$\boxed{} \text{ rund} = \left(\boxed{} \div 2 \right) + \text{CHA}$$

Użycia Dzisiaj

| | | | | | | | | | |
|--|--|--|--|--|--|--|--|--|--|
| | | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |

ST Rz. Obr. Poziomy
Hochsztaplera

$$\boxed{} = 10 + \left(\boxed{} \div 2 \right) + \text{CHA}$$

MASS BEGUIL

BURST RANGE Poziomy
Hochsztaplera

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

INFERNAL GUISE

ALTER SELF CZAS TRWANIA Poziomy
Hochsztaplera

$$\boxed{} \text{ min} = 10 \times \boxed{}$$

INFERNAL DEFENSE

DISPLACEMENT CZAS TRWANIA Poziomy
Hochsztaplera Rounds Passed

$$\boxed{} \text{ rund} = \boxed{} \text{ rounds}$$

INFERNAL JAUNT

DIMENSION DOOR RANGE Poziomy
Hochsztaplera

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

☐ Cape of the Mountebank: + 100 ft.

INFERNAL INFLUENCE

CONFUSION CZAS TRWANIA Poziomy
Hochsztaplera Rounds Passed

$$\boxed{} \text{ rund} = \boxed{} \text{ rounds}$$

RÓŻDŹKI

LADUNKI #

| | | | | | | | | | |
|--|--|--|--|--|--|--|--|--|--|
| | | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |

LADUNKI #

| | | | | | | | | | |
|--|--|--|--|--|--|--|--|--|--|
| | | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |

LADUNKI #

| | | | | | | | | | |
|--|--|--|--|--|--|--|--|--|--|
| | | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |

LADUNKI #

| | | | | | | | | | |
|--|--|--|--|--|--|--|--|--|--|
| | | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |

MOUNTEBANK

Poziomy
Hochsztaplera

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

2 ☐ Deceptive Attack +1d6 Extra damage on beguiled or fainted opponents

3 ☐ Infernal Patron (IP) +2 do rz. obr. przeciw oczarowaniom

4 ☐ IP: Infernal Guise Przebiera Cię za podobnie ukształtowaną istotę

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 Poziomy
Hochsztaplera Inne

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

INFERNAL DECEPTION

MISLEAD: GREATER INVISIBILITY CZAS TRWANIA Poziomy
Hochsztaplera Inne Rounds Passed

$$\boxed{} \text{ rund} = \boxed{} \text{ rounds}$$

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 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="text"/> |
| 2 Desecrate | 2 | <input type="checkbox"/> | <input type="text"/> |
| 3 Unholy Blight | 4 | <input type="checkbox"/> | <input type="text"/> |
| 4 Poison | 3 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="text"/> |
| 5 Contagion | 3 | <input type="checkbox"/> | <input type="text"/> |
| 6 Blasphemy | 7 | <input type="checkbox"/> | <input type="text"/> |
| 7 Unholy Aura | 8 | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="text"/> |
| 8 Unhallow | 5 | <input type="checkbox"/> | <input type="text"/> |
| 9 Horrid Wilting | 8 | <input type="checkbox"/> | <input type="text"/> |
| 10 Summon Monster IX (fiends only) | 9 | <input type="checkbox"/> | <input type="text"/> |
| 11 Destruction | 7 | <input type="checkbox"/> | <input type="text"/> |
| 12 _____ | _____ | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | <input type="text"/> |

SLA Save DC = 10 + **CHA** + Spell Level

Smite Good

☐ Smite Good Used Today

OBRAŻENIA Z UGODZENIA
PREMIA do obrażeń z Broni

$$+ \boxed{} = + \boxed{} + 20$$

Outsider Traits

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

ZWOJE

MIKSTURY