

# MOUNTEBANK

Poziomy  
Hochsztaplera

PATRON



## BEGUILING STARE

RZ. OBR. ST Poziomy  
Hochsztaplera

= 10 + (  ÷ 2 ) + **CHA**

## INFERNAL PATRON

UŻYCIA  
NA DZIEŃ Poziomy  
Hochsztaplera

rund = (  ÷ 2 ) + **CHA**

Użycia Dzisiaj

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

RZ. OBR. ST Poziomy  
Hochsztaplera

= 10 + (  ÷ 2 ) + **CHA**

## MASS BEGUILLE

BURST  
RANGE Poziomy  
Hochsztaplera

ft. = 100 + ( 10 ×  )

## INFERNAL GUISE

ALTER SELF  
CZAS TRWANIA Poziomy  
Hochsztaplera

min = 10 ×

## INFERNAL DEFENSE

DISPLACEMENT  
CZAS TRWANIA Poziomy  
Hochsztaplera

rund =  Rounds Passed

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## INFERNAL JAUNT

DIMENSION DOOR  
RANGE Poziomy  
Hochsztaplera

ft. = 10 + ( 5 ×  )

☐ Cape of the Mountebank: + 100 ft.

## INFERNAL INFLUENCE

CONFUSION  
CZAS TRWANIA Poziomy  
Hochsztaplera

rund =  Rounds Passed

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

## RÓŻDŹKI

LADUNKI # ☐ ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ || ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
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LADUNKI # ☐ ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ || ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
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LADUNKI # ☐ ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ || ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ | ☐ |
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# MOUNTEBANK

Poziomy  
Hochsztaplera

1	<input type="checkbox"/>	Beguiling Stare Mark of Damnation Bonus Language: _____	Beguile Victim; -2 Will, and -5 Sense Motive, lose <b>DEX</b> to <b>AC</b> DC 25 Diplomacy or Bluff check to be resurrected, gain bonus equal to half Mountebank level
2	<input type="checkbox"/>	Deceptive Attack +1d6	Extra damage on beguiled or fainted opponents
3	<input type="checkbox"/>	Infernal Patron (IP)	+2 do rz. obr. przeciw oczarowaniom
4	<input type="checkbox"/>	IP: Infernal Guise	Przebiera Cię za podobnie ukształtowaną istotę
5	<input type="checkbox"/>	IP: Disguise the Soul's Aspect	Use <b>CHA</b> check against opponent's Sense Motive check to project a false alignment reading
6	<input type="checkbox"/>	Deceptive Attack +2d6	
8	<input type="checkbox"/>	IP: Infernal Defense	Gain 50% miss chance; self only
10	<input type="checkbox"/>	IP: Infernal Jaunt Deceptive Attack +3d6	Teleport short distance; self only
12	<input type="checkbox"/>	IP: Infernal Influence	Cause single target to act irrationally
14	<input type="checkbox"/>	Deceptive Attack +4d6	
16	<input type="checkbox"/>	IP: Infernal Escape	Teleport self and familiar only, must expend two uses of IP
18	<input type="checkbox"/>	Deceptive Attack +5d6	
20	<input type="checkbox"/>	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

mi. = 100 ×  +  Inne

## INFERNAL DECEPTION

MISLEAD: GREATER  
INVISIBILITY Poziomy  
Hochsztaplera

rund =  +  Inne

Rounds Passed

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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

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

### Smite Good

☐ Smite Good Used Today

OBRAŻENIA Z UGODZENIA  
PREMIA do obrażeń z Broni

+  = +  + 20

### Outsider Traits

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

## ZWOJE

## MIKSTURY