

MOUNTEBANK

Mountebank Level

PATRON

Bueno

Leal

Capaz

Malicio

BEGUILING STARE

Mountebank Level

SAVE DC

= 10 + (

÷ 2

) + CAR

INFERNAL PATRON

USOS AL DÍA

Mountebank Level

turnos

= (

÷ 2

) + CAR

Usos Hoy

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

turnos

=

INFERNAL JAUNT

DIMENSION DOOR RANGE

Mountebank Level

ft.

= 10 + (5 ×)

Cape of the Mountebank:

+ 100 ft.

INFERNAL INFLUENCE

CONFUSION DURATION

Mountebank Level

Rounds Passed

turnos

=

VARITAS

CARGAS

#

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 a salvaciones contra encantamientos

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

Misc

mi.

= 100 × +

INFERNAL DECEPTION

MISLEAD: GREATER INVISIBILITY DURATION

Mountebank Level

Misc

Rounds Passed

turnos

= +

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

Oscuridad

2

☐

☐

☐

2

Desecrate

2

☐

3

Unholy Blight

4

☐

4

Veneno

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

Destrucción

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

PERGAMINOS

POCIONES