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
		Langue supplémentaire: _____	
2	☐	Deceptive Attack +1d6	Extra damage on beguiled or feinted opponents
3	☐	Infernal Patron (IP)	+2 de sauvegarde contre les enchantements
4	☐	IP: Infernal Guise	Se déguisé en une créatures de même taille
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	Téléporté sur une courte distance; Seulement soi-même
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	Créé un double illusoire et devient invisible / Become half-fiend NPC thrall to infernal patron

BEGUILING STARE

SAVE DC

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

INFERNAL PATRON

UTILISATIONS PAR JOUR

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

Utilisations aujourd'hui

☐☐☐ ☐☐☐ ☐☐☐
☐☐☐☐☐☐ ☐☐☐ ☐☐☐

SAVE DC

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

MASS BEGUILE

BURST RANGE

☐ m = 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

☐ m = 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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CHARGES # ☐☐☐ ☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐ ☐☐☐

INFERNAL ESCAPE

TELEPORT RANGE

☐ mi. = 100 × [Mountebank Level] + [Divers]

INFERNAL DECEPTION

MISLEAD: GREATER INVISIBILITY DURATION

☐ trs = [Mountebank Level] + [Divers]

Rounds Passed
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☐☐☐☐☐☐
☐☐☐ ☐☐☐

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	Ténèbres	2	☐☐☐	
2	Desecrate	2	☐	
3	Unholy Blight	4	☐	
4	Poison	3	☐☐☐	
5	Contagion	3	☐	
6	Blasphème	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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