MOUNTEBANK Mountebank Level	*		MC	DUNTEBANK
PATRON	Mountebank Level	•	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
BEGUILING STARE	2		Deceptive Attack +1d6	Extra damage on beguiled or feinted opponents
Mountebank Level	3		Infernal Patron (IP)	+2 a salvaciones contra encantamientos
= 10 + (÷ 2) + CAR	4		IP: Infernal Guise	Disguise self as similarily shaped creature
INFERNAL PATRON USOS Mountebank	5		IP. Disguise the Soul's Aspect	Use CHA check against opponent's Sense Motive check to project a false alignment reading
AL DÍA Level	6		Deceptive Attack +2d6	
turnos= (÷ 2) + CAR	8		IP: Infernal Defense	Gain 50% miss chance; self only
Usos Hoy	10	_ {	IP: Infernal Jaunt Deceptive Attack +3d6	Teleport short distance; self only
Mountebank	12		IP. Infernal Influence	Cause single target to act irrationally
= 10 + (14		Deceptive Attack +4d6	
MASS BEGUILE	16		IP: Infernal Escape	Teleport self and familiar only, must expend two uses of IP
BURST Mountebank RANGE Level	18		Deceptive Attack +5d6	
ft. = 100 + (10 ×)	20	_	IP: Infernal Deception Aspect of the Damned	Create illusory double and become invisible Become half-fiend NPC thrall to infernal patron
INFERNAL GUISE			INFE	RNAL ESCAPE
LTER SELF Mountebank DURATION Level	TELEPORT RANGE	Γ	Mountebank Level	Misc
mins = 10 ×		mi.	= 100 × +	
INFERNAL DEFENSE			INFER	NAL DECEPTION
DISPLACEMENT Mountebank Level Rounds Passed Level turnos =	MISLEAD: INVISIBILI DURATION	ITY	Mountebank Level N	Aisc Rounds Passed
INFERNAL JAUNT	Snell-Like		ASPECT OF THE DAN lities (If INT or WIS is 8 or l	MNED: HALF-FIEND ABILITIES
DIMENSION DOOR Mountebank ANGE Level	Spell-Like	e Abil	lity Level Uses Save D	
ft. = 10 + (5 ×)	2 Dese	uridad ecrate oly Bl	2 🗆	SMITING DAMAGE Weapon Damage Bonus
Mountebank: + 100 ft.	4 Vene	-	3 🗆 🗆 🗆	+ = + + 20
INFERNAL INFLUENCE Mountebank		tagion phem		Outsider Traits
CONFUSION Level Rounds Passed		oly Au		Immune to Charm Person and other effects
= = = = = = = = = = = = = = = = = = = =		allow	5 🗆	that target non-outsiders. Damage reduction 10/magic
turijos		rid Wil	lting 8 □ Monster 9 □	
VARITAS		iends	only)	_
CAR GAS	12		10 + CHA + Spell Level	
§ 000 000 000		P	PERGAMINOS	POCIONES
CARGA # 000 000 000 000 000 000 000 000 000				
SA # 000 000 000				
# 000 000 000 000				