MOUNTEBANK Mountebank Level	MOUNTEBANK
PATRON	Mountebank Level Beguiling Stare Mark of Damnation Bonus Language: Beguile Victim; -2 Will, and -5 Sense Motive, lose DEX to A 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 SAVE DC Level	3
= 10 + (÷ 2) + CHA	4 IP: Infernal Guise Disguise self as similarily shaped creature
INFERNAL PATRON	5
UTILISATIONS Mountebank PAR JOUR Level	6 Deceptive Attack +2d6
trs = (÷ 2) + CHA	8
Utilisations aujourd'hui	10 ☐ { IP. Infernal Jaunt Téléporté sur une courte distance; Seulement soi-même Deceptive Attack +3d6
Mountebank	12
SAVE DC Level	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
m = 100 + (10 ×)	20
infernal guise	INFERNAL ESCAPE
ALTER SELF Mountebank DURATION Level	TELEPORT Mountebank RANGE Level Divers
mins = 10 ×	mi. = 100 × +
infernal defense	INFERNAL DECEPTION
DISPLACEMENT Mountebank Level Rounds Passed trs =	MISLEAD: GREATER INVISIBILITY DURATION Level Divers Rounds Passed
INFERNAL JAUNT	ASPECT OF THE DAMNED: HALF-FIEND ABILITIES Spell-Like Abilities (If INT or WIS is 8 or higher) Smite Good
DIMENSION DOOR Mountebank Level	Spell-Like Ability Level Uses Save DC Smite Good Used Today
m = 10 + (5 ×) Cape of the Mountebank: + 100 ft.	1 Darkness 2
INFERNAL INFLUENCE	5 Contagion 3 D 6 Blasphemy 7 D Outsider Traits
CONFUSION Level Rounds Passed DURATION =	7 Unholy Aura 8
BAGUETTES	9 Horrid Wilting 8
CHANGE ES	11 Destruction 7
HANGE ES 44 000 000 000 000 000 000 000 000 000	PARCHEMINS POTIONS
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