MOUNTEBANK

Mountebank Level

PATRON

BON LOYAL CHAOTIQUE MAUVAIS

BEGUILING STARE

SAVE DC = 10 + (Mountebank Level ÷ 2) + CHA

INFERNAL PATRON

UTILISATIONS PAR JOUR = (Mountebank Level ÷ 2) + CHA

trs

Utilisations aujourd'hui

SAVE DC = 10 + (Mountebank Level ÷ 2) + CHA

MASS BEGUILE

BURST RANGE = 100 + (10 × Mountebank Level)

ft.

INFERNAL GUISE

ALTER SELF DURATION = 10 × Mountebank Level

mins

INFERNAL DEFENSE

DISPLACEMENT DURATION = Mountebank Level

trs

Rounds Passed

INFERNAL JAUNT

DIMENSION DOOR RANGE = 10 + (5 × Mountebank Level)

ft.

☐ Cape of the Mountebank: + 100 ft.

INFERNAL INFLUENCE

CONFUSION DURATION = Mountebank Level

trs

Rounds Passed

BAGUETTES

CHARGES #

CHARGES #

CHARGES #

CHARGES #

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 feinted opponents
3	☐	Infernal Patron (IP)	+2 to saves against enchantments
4	☐	IP: Infernal Guise	Disguise self as similarily 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 = 100 × Mountebank Level + Divers

mi.

INFERNAL DECEPTION

MISLEAD: GREATER INVISIBILITY DURATION = Mountebank Level + Divers

trs

Rounds Passed

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	☐☐☐	
2	Desecrate	2	☐	
3	Unholy Blight	4	☐	
4	Poison	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	Destruction	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

PARCHEMINS

POTIONS