

MOUNTEBANK

Livello da Mountebank



PATRON

BEGUILING STARE

CD DC = 10 + (Livello da Mountebank ÷ 2) + CAR

INFERNAL PATRON

USI PER DAY r = (Livello da Mountebank ÷ 2) + CAR



CD DC = 10 + (Livello da Mountebank ÷ 2) + CAR

MASS BEGUIL

BURST RANGE m = 100 + (10 × Livello da Mountebank)

INFERNAL GUISE

ALTER SELF DURATION min = 10 × Livello da Mountebank

INFERNAL DEFENSE

DISPLACEMENT DURATION r = Livello da Mountebank × Round Trascorsi

INFERNAL JAUNT

DIMENSION DOOR RANGE m = 10 + (5 × Livello da Mountebank)

Cape of the Mountebank: +30m

INFERNAL INFLUENCE

CONFUSION DURATION r = Livello da Mountebank × Round Trascorsi

BACCHETTE



MOUNTEBANK

Livello da Mountebank		
1	Beguiling Stare Mark of Damnation Linguaggio bonus:	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	<input type="checkbox"/> Deceptive Attack +1d6	Extra damage on beguiled or fainted opponents
3	<input type="checkbox"/> Infernal Patron (IP)	+2 ai tiri salvezza contro incantamenti
4	<input type="checkbox"/> IP: Infernal Guise	Disguise self as similarly shaped creature
5	<input type="checkbox"/> IP: Disguise the Soul's Aspect	Use CHA check against opponent's Sense Motive check to project a false alignment reading
6	<input type="checkbox"/> Deceptive Attack +2d6	
8	<input type="checkbox"/> IP: Infernal Defense	Gain 50% miss chance; self only
10	<input type="checkbox"/> { IP: Infernal Jaunt Deceptive Attack +3d6	Teleport short distance; self only
12	<input type="checkbox"/> IP: Infernal Influence	Cause single target to act irrationally
14	<input type="checkbox"/> Deceptive Attack +4d6	
16	<input type="checkbox"/> IP: Infernal Escape	Teleport self and familiar only, must expend two uses of IP
18	<input type="checkbox"/> Deceptive Attack +5d6	
20	<input type="checkbox"/> { 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 mi. = 100 × Livello da Mountebank + Varie

INFERNAL DECEPTION

MISLEAD: GREATER INVISIBILITY DURATION r = Livello da Mountebank × Varie × Round Trascorsi

ASPECT OF THE DAMNED: HALF-FIEND ABILITIES

Spell-Like Abilities (se INT or WIS is 8 or higher)

Spell-Like Ability	Level	Uses	Save DC
1 Darkness	2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
2 Desecrate	2	<input type="checkbox"/>	
3 Unholy Blight	4	<input type="checkbox"/>	
4 Veleno	3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
5 Contagio	3	<input type="checkbox"/>	
6 Blasfemia	7	<input type="checkbox"/>	
7 Unholy Aura	8	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
8 Unhallow	5	<input type="checkbox"/>	
9 Horrid Wilting	8	<input type="checkbox"/>	
10 Summon Monster IX (fiends only)	9	<input type="checkbox"/>	
11 Distruzione	7	<input type="checkbox"/>	
12		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

SLA Save DC = 10 + CHA+ Liv. Incantesimo

Smite Good

☐ Smite Good Used Today

DANNO DI PUNIRE BONUS

Bonus Danno Armi

+ = + + 20

Outsider Traits

Immune to Charm Person and other effects that target non-outsiders.
Damage reduction 10/magic

PERGAMENE

POZIONI