



# FOUR HORSEMEN PRESENT:

The consummate con artist, a mountebank has a way with both words and blades. Quick-witted and fast-talking, he prides himself on winning fights before they begin. He uses his wits, uncanny gaze, and psychic abilities to manipulate others, often vanishing without a trace as soon as he has what he wants. The mountebank makes sure that any direct fight he's involved in isn't a fair one. Though a mountebank's skills lend themselves well to all sorts of thievery and wrongdoing, there are also mountebanks who use their talents for more altruistic causes, their dashing heroics making them folk heroes in the areas they frequent.

Mountebanks don't just play mind tricks, as skilled as they are at such things. Their powers of deception and trickery apply equally well in combat. Opponents lose track of them or follow their hypnotic suggestions, even attacking their own allies in their confusion. The most powerful mountebanks reduce their opponents to states of abject panic or mindless catatonia, muddling their perceptions and sense of self so completely that they can barely manage to defend themselves.

**Role:** Mountebanks are excellent at weakening enemies with their magical tricks, and have a variety of psychic powers to further improve their abilities to lie, cheat, sneak, and steal. They are also wily combatants, adept at staying mobile and catching opponents at a disadvantage.

## SOURCES AND SORCERY

Listed below are references for the Pathfinder Roleplaying Game rulebooks that some of the mechanics in this book acknowledge. Those references are sound in superscript next to the relevant option or rule. Where one of those products is mentioned in *Four Horsemen Present: The Mountebank*, we've included that reference below, too.

### From Paizo Publishing:

ACG—*Advanced Class Guide*  
APG—*Advanced Player's Guide*  
HA—*Horror Adventures*  
OA—*Occult Adventures*  
PA—*Pathfinder Unchained*  
UC—*Ultimate Combat*  
UE—*Ultimate Equipment*  
UI—*Ultimate Intrigue*  
UM—*Ultimate Magic*

**Alignment:** Any.

**Hit Die:** d8.

**Parent Classes:** Mesmerist and unchained rogue.

**Starting Wealth:** 3d6 x 10 gp (average 105 gp).

## CLASS SKILLS

The mountebank's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), and Use Magic Device (Cha).

**Skill Ranks per Level:** 6 + Int modifier.

## CLASS FEATURES

The following are the class features of the mountebank.

**Weapons and Armor Proficiency:** Mountebanks are proficient with all simple weapons, plus the hand crossbow, kerambit<sup>UE</sup>, rapier, sap, and sword cane<sup>UE</sup>. They are proficient with light armor, but not with shields.

**Consummate Liar (Su):** A mountebank adds 1/2 his mountebank level (minimum 1) as a bonus on all Bluff checks. In addition, the mountebank qualifies for the Improved Feint and Greater Feint feats, even if he doesn't have Combat Expertise or an Intelligence score of at least 13. He can also ignore Combat Expertise and an Intelligence score of at least 13 as prerequisites for feats that require Improved Feint or Greater Feint.

**Chicanery (Su):** A mountebank chooses certain skills to focus on, honing his abilities in those areas to perfection. These powers aid him in a variety of cons, tricks, and deceptions. At 1<sup>st</sup> level, a mountebank chooses a chicanery path to follow. Once chosen, this selection cannot be altered. He receives the minor chicanery abilities listed for that path. All spell-like abilities granted by chicanery function as psychic spells, with the same requirements for thought and emotion components. He uses his mountebank class level as his caster level for these spell-like abilities. The save DC for chicanery abilities that are not spell-like abilities is equal to (10 + 1/2 the mountebank's class level + the mountebank's Charisma modifier). He can use each of his spell-like abilities once per day.

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**TABLE 1: MOUNTEBANK**

Level	Base Atk Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Chicanery, consummate liar, hypnotic stare, mountebank trick
2nd	+1	+0	+3	+3	Finesse training, patter
3rd	+2	+1	+3	+3	Sneak attack +1d6, tricky stare
4th	+3	+1	+4	+4	Finesse training, mountebank trick
5th	+3	+1	+4	+4	Manifold tricks (2)
6th	+4	+2	+5	+5	Chicanery, sneak attack +2d6
7th	+5	+2	+5	+5	Trick attack, mountebank trick
8th	+6/+1	+2	+6	+6	Beguiling stare
9th	+6/+1	+3	+6	+6	Manifold tricks (3), sneak attack +3d6
10th	+7/+2	+3	+7	+7	Glib lie, mountebank trick
11th	+8/+3	+3	+7	+7	Chicanery
12th	+9/+4	+4	+8	+8	Sneak attack +4d6
13th	+9/+4	+4	+8	+8	Manifold tricks (4), mountebank trick
14th	+10/+5	+4	+9	+9	Improved trick attack, slippery mind
15th	+11/+6/+1	+5	+9	+9	Sneak attack +5d6
16th	+12/+7/+2	+5	+10	+10	Incognito, mountebank trick
17th	+12/+7/+2	+5	+10	+10	Chicanery
18th	+13/+8/+3	+6	+11	+11	Manifold tricks (5), sneak attack +6d6
19th	+14/+9/+4	+6	+11	+11	Mountebank trick
20th	+15/+10/+5	+6	+12	+12	Chicanery, now you see me

If a chicanery path grants a feat the mountebank already possesses, he can retrain the first with any feat for which he meets the prerequisites.

At 6<sup>th</sup> level, the mountebank gains the ability to advance further along his chicanery path. He can either advance in his original chicanery path, gaining the moderate chicanery abilities listed for that path, or take an additional chicanery path and gain the minor chicanery abilities for that path.

At 11<sup>th</sup>, 17<sup>th</sup>, and 20<sup>th</sup> levels, the mountebank can advance a chicanery path again (for a total of five advances). If he has chosen to take more than one chicanery path, he can advance any chicanery path that he has, but the chicanery path selected still only increases by one step. At any level in which chicanery increases, he can also choose to take an additional chicanery path rather than increasing an existing one, but he always begins with minor chicanery when taking a new path no matter his current class level.

## LIAR'S GAMBIT

Some mountebanks embody the classic reputation of the fast-talking con artist, using clever words and magical tricks to coerce their marks into service without any violence at all. Those who choose the liar's gambit are more comfortable in a friendly parley than in a fight, but maintain a few tricks up their sleeves should a fight break out.

*Minor:* The mountebank gains Deceitful as a bonus feat. He also gains *build trust*<sup>UI</sup> as a spell-like ability.

*Moderate:* The mountebank gains the ability to mask his alignment as a standard action. He may alter his alignment aura to deceive spells that discern alignment (such as *detect evil*), substituting any alignment for his own or having no discernible alignment at all. This ability does not protect against spells or effects that cause harm based on alignment. The mountebank also gains *glibness* as a spell-like ability.

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*Major:* The mountebank gains Confabulist<sup>UI</sup> as a bonus feat. He does not need to meet the prerequisites for this feat. The mountebank also gains *aura alteration*<sup>OA</sup> as a spell-like ability.

*Supreme:* The mountebank can conceal his thoughts from magical or psychic intrusion. When the mountebank succeeds on his Will save against *detect thoughts* or similar magic he chooses which surface thoughts to broadcast to his opponents, and his true thoughts remain private. This ability does not protect against mental attacks or mind-reading that delves deeper than surface thoughts.

The mountebank also gains *modify memory* and *false vision* as spell-like abilities.

## GRIFTER'S HUSTLE

Mountebanks who choose the grifter's hustle path take a more direct route when it comes to getting what they want. While other mountebanks might sneak around and steal things, or concoct elaborate lies to win over their marks, a mountebank on the grifter's hustle path simply intimidates his foes into backing down and handing over their valuables.

*Minor:* The mountebank gains Persuasive as a bonus feat. He also gains *command* as a spell-like ability.

*Moderate:* The mountebank can use Intimidate to demoralize an opponent as a move action rather than a standard action. This use of Intimidate functions normally, but the shaken condition persists for an additional 2 rounds for every increment of 5 the mountebank rolls over the target's DC.

The mountebank also gains *blistering invective*<sup>UC</sup> as a spell-like ability.

*Major:* The mountebank gains Nerve-Racking Negotiator<sup>UI</sup> as a bonus feat. He also gains *crushing despair* as a spell-like ability.

*Supreme:* The mountebank can use Intimidate to frighten opponents. Whenever the mountebank uses Intimidate to demoralize a target, he can voluntarily take a -4 penalty to his result. If the check still succeeds, the target is frightened for 2d4 rounds rather than being shaken.

The mountebank also gains *dominate person* and *feeblemind* as spell-like abilities.

## CAT'S PAW

Mountebanks who take the cat's paw path specialize in dexterity and speed, taking what they want from their marks and slipping away before anything

seems amiss. Cat's Paw mountebanks often begin as pickpockets or sneak thieves, working in carnivals or on the streets of busy cities.

*Minor:* The mountebank gains Deft Hands as a bonus feat. He also gains *demand offering*<sup>OA</sup> as a spell-like ability.

*Moderate:* The mountebank gains Improved Steal as a bonus feat. He can make Sleight of Hand checks as a move action without taking the usual -20 penalty for doing so.

*Major:* The mountebank gains Swipe and Stash<sup>UI</sup> as a bonus feat. He also gains *instant fake*<sup>UI</sup> as a spell-like ability.

*Supreme:* The mountebank can make Sleight of Hand checks as a swift action by taking a -5 penalty on his check. He can use the steal combat maneuver to steal items hidden within a bag or pack at a -5 penalty, provided he knows what he's looking for and looks in the correct container.

The mountebank also gains *dimension door* and *arcana theft*<sup>UM</sup> as spell-like abilities.

## DODGER'S STRIKE

Mountebanks who choose the dodger's strike path slip in and out of combat unnoticed. They sometimes look down on other mountebank traditions, viewing them as content to steal trinkets when lives are more lucrative.

*Minor:* The mountebank gains Stealthy as a bonus feat. He also gains *disguise self* as a spell-like ability.

*Moderate:* The mountebank uses preternatural stealth to surprise opponents in combat. When he moves through a threatened square, he can choose to make a Stealth check instead of an Acrobatics check to avoid an attack of opportunity, opposed by the highest Perception check or CMD among creatures that threaten the area he moves through. The mountebank can use this ability even if his opponents are able to perceive him. This does not cause an opponent to be flat-footed against subsequent attacks.

The mountebank also gains *anonymous interaction*<sup>ACG</sup> as a spell-like ability.

*Major:* The mountebank gains the ability to hide in plain sight, as if he possessed the advanced rogue talent. He also gains *aura of the unremarkable*<sup>UI</sup> as a spell-like ability.

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**Supreme:** The mountebank can stealthily attack an opponent on the run. As a full-round action, he can move up to his speed, making a single melee attack at any point during his movement and without provoking an attack of opportunity from the target for moving through a threatened square. This functions like the Spring Attack feat, except the mountebank can only use this ability if he has concealment, emerges from cover, or his target cannot otherwise perceive him. In addition, the mountebank gains *shadow step*<sup>UM</sup> and *mislead* as spell-like abilities.

**Hypnotic Stare (Su):** A mountebank can focus his stare on one creature within 30 feet as a swift action, as the mesmerist class ability. That creature takes a -2 penalty on Will saving throws. This penalty changes to -3 at 8<sup>th</sup> level. A mountebank can maintain his stare against only one opponent at a time; it remains in effect until the mountebank stares at a new target, the opponent dies, the opponent moves more than 30 feet away, or the mountebank falls unconscious or dies. The mountebank can remove the memory of his stare from the target's mind; the creature doesn't remember that it was affected (nor does it realize that it is currently being affected) unless the mountebank allows it. The hypnotic stare is a psychic effect, and relies more on the mountebank's focus than the target's perception of his stare. It can't be avoided in the same ways a gaze attack can. The mountebank can use this ability even while blinded, but must succeed at a DC 20 concentration check to do so. Staring at a creature requires a mountebank's focus, so if he uses a gaze attack or similar ability, he must target the subject of his hypnotic stare or voluntarily end the stare. The penalties from multiple mountebanks' stares don't stack, nor do they stack with a mesmerist's hypnotic stare or penalties from witches' evil eye hexes. This is a mind-affecting effect.

**Mountebank Tricks (Su):** A mountebank can influence the minds of those around him, implanting magical suggestions in their minds he can activate later. Each day, he can implant a number of these tricks equal to 1/2 his mountebank level (minimum 1) plus his Charisma bonus (if any). He can have only one trick implanted at a given time, and implementing a new trick ends the previous one (the mountebank still loses the use of this ability spent on the previous trick). To implant a trick, the



mountebank must take a standard action to stare at a creature within 30 feet. He and the targeted creature must be able to see one another. The subject can attempt a Will save (DC 10 + 1/2 his mountebank level + his Charisma modifier) to resist implantation of the trick. On a failure, the mountebank implants the trick; he can activate this trick as a free action when a triggering condition is met (as defined in the trick's description), even if it isn't his turn. The subject must be within medium range (100 feet + 10 feet per level) for the mountebank to trigger the trick. The mountebank watches for the trick's triggering condition through a subtle telepathic connection, so he doesn't need line of sight to trigger it, but anything that blocks telepathic contact

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prevents him from triggering tricks. An implanted trick lasts until the next time the mountebank rests. Unless otherwise indicated in a trick's description, mountebank tricks are mind-affecting effects.

Once triggered, a trick is no longer implanted, and can't be triggered again until the mountebank implants the trick again. The duration of the effect caused by triggering a trick is either instantaneous or appears in the trick's description.

A mountebank knows one trick at 1<sup>st</sup> level, and learns another trick every three levels thereafter (to a maximum of 7 tricks at 19<sup>th</sup> level). Each daily use of mountebank tricks can be used to implement any trick the mountebank knows. Unless specifically noted in the mountebank trick's description, a mountebank can't choose a particular trick more than once.

*Abject Remorse:* When the mountebank implants this trick, the subject gains a karmic tie to other creatures. The mountebank can trigger this trick before the subject makes a damage roll with an attack or spell that deals hit point damage. If he does so, the subject deals damage to its target normally, but takes half the amount of damage as well. The damage is the same type of damage the subject deals with the attack. This trick remains implanted for a number of rounds equal to the mountebank's level.

*Credulity:* This trick triggers instantly when the mountebank implants it. The subject becomes extremely susceptible to outside influences. This trick triggers instantaneously. For a number of rounds equal to the mountebank's level, the subject takes a -10 penalty on Sense Motive checks and generally regards any suggestions or requests favorably as if its attitude has been made helpful by a successful Diplomacy check. The subject cannot be coerced to do anything obviously opposed to its nature or goals. After the trick ends, the subject's attitude returns to its previous level, but does not worsen toward the mountebank as a result of this influence.

*False Treachery:* This trick triggers instantly when the mountebank implants it. For a number of rounds equal to the mountebank's level, the subject begins to become increasingly paranoid and reluctant to trust those around it. The subject takes a -4 penalty on Will saves and Charisma-based skill checks, cannot attempt or receive bonuses from the Aid Another action, and cannot willingly accept aid (including healing) from another creature unless

it makes a Will save against the DC to resist this trick. The subject's attitude toward the mountebank doesn't change because of this ability.

*Fear of the Dark:* When the mountebank implants this trick, the subject feels a sense of paranoia and dread, as though something is watching from the shadows. This trick can either be triggered instantaneously or when the subject moves into an area of dim light or darkness. The subject gains the shaken condition and takes a -10 penalty on Perception checks for 1 hour per the mountebank's level. The mountebank must be at least 10<sup>th</sup> level to choose this trick.

*Hypnotic Interrogation:* The mountebank can trigger this effect after the subject wakes from sleep or unconsciousness. The subject makes a Will save after waking. If the subject fails, it becomes much more talkative and willing to speak truthfully. In addition to the subject being more relaxed in its present company, the mountebank can sift through its thoughts, telepathically asking one question per round and gaining an honest answer (to the best of the subject's ability). This is a mind-affecting effect, but the mountebank and subject do not need to share a language. Once triggered, this effect lasts for a number of rounds equal to the mountebank's level. A mountebank must be at least 7<sup>th</sup> level to choose this trick.

*Intoxicating Presence:* This trick triggers instantly once implanted. The subject gains an overwhelming obsession with him similar to an addiction. The subject makes considerable effort to remain within 30 feet of the mountebank, though it will not take actions that are obviously life-threatening or extremely dangerous. Each day the subject is not in the mountebank's presence, it must succeed on a Will save or take 1 point of Wisdom damage. This continues once each day the subject does not see or interact with the mountebank in person. The trick ends when the subject succeeds on two consecutive Will saves or reaches a Wisdom score of 1. A mountebank must be at least 10<sup>th</sup> level to select this trick.

*Irrational Hatred:* When the mountebank implants this trick, he causes the subject to despise a single creature, whether or not it has reason to do so. He must know the intended creature's appearance and name (whether real name or nickname). This trick triggers the next time the subject sees the hated

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creature. The subject immediately attacks the hated creature on sight, using whatever means it would normally use to lethally attack an enemy, whether a melee attack, ranged attack, or spell. It can take up to 1 round worth of actions in doing so (e.g., full-round action, move action plus standard action), but it uses whatever attack it perceives as the most lethal and effective. At the end of the subject's turn, if it has successfully dealt damage to the hated creature, the trick ends. The mountebank must be at least 4<sup>th</sup> level to select this trick.

*Mesmeric Affinity:* When the mountebank implants this trick, the subject becomes friendlier and more willing to trust him. This trick triggers either instantaneously or the next time the mountebank makes a request of the subject (mountebank's choice at the time of implantation). This functions as *charm person*, but the mountebank gains a +2 bonus on any opposed Charisma checks to convince the subject to do something it otherwise wouldn't. The subject still will not obey suicidal or obviously harmful orders. This trick lasts for a number of hours equal to the mountebank's level.

*Psychic Disguise:* The mountebank can trigger this trick instantly, or the first time the subject sees the mountebank after an absence of at least one minute. The mountebank subtly alters the subject's perceptions of his appearance and demeanor. This functions as the *disguise self* spell, but only with respect to the subject. The mountebank chooses how he appears and sounds to the subject, though others perceive him normally. At 7<sup>th</sup> level, this instead functions as *alter self*, though it still only affects the subject. At 13<sup>th</sup> level, this functions as *polymorph*, though the mountebank can only affect his own appearance in this manner and it still only affects the subject. This effect lasts for a number of hours equal to the mountebank's level. This trick can be taken more than once; for each additional time the mountebank takes this trick, he can affect an additional subject with each use of psychic disguise.

*Psychosomatic Lash:* The mountebank can trigger this trick immediately after the subject takes hit point damage from any source. The subject becomes convinced its wounds are far more severe than they are. Every time the subject takes hit point damage from a melee attack, ranged attack, or spell, it takes an additional 1d6 points of non-lethal damage. This

additional damage is not multiplied on a critical hit. At 7<sup>th</sup> level, this extra damage increases to 2d6. This effect lasts for a number of rounds equal to the mountebank's level.

*Quick Swap:* The mountebank can trigger this trick whenever the subject witnesses a Small or smaller object being replaced with a similar-sized object via a Sleight of Hand check or spell effect. The subject must succeed on a Will save or remain convinced the replaced object is the original article, overlooking differences the object's appearance. This trick cannot be used to switch creatures or objects larger than Small size. This effect lasts for a number of minutes equal to the mountebank's level, at which point the subject see the second object for what it is.

*Rampage:* This trick can either be triggered instantaneously, or as an immediate action by the mountebank within three rounds of initial implantation. Once the mountebank triggers the effect, the subject gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to AC. The subject feels compelled to attack the closest creature every round on its turn, whether friend or foe. It uses whatever physical means it believes most effective, but it cannot cast spells, use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. This effect lasts for a number of rounds equal to half the mountebank's level (minimum 1). The subject receives a new Will save every round to shake off this effect. Once this effect ends the subject is not fatigued as with other rage effects.

*Reflection of Weakness:* The mountebank can trigger this trick whenever he takes ability damage, ability drain, bleed damage, or suffers from one of the following conditions: confused, dazed, fascinated, frightened, shaken, or sickened. When the mountebank implants this trick in a subject, psychic feedback causes his target to suffer from the same weakening effect it imposes on the mountebank. This functions as the mesmerist trick of the same name, except that the mountebank implants the trick in the enemy rather than himself. If the trick is triggered by ability damage, ability drain, or bleed damage, the amount of damage or drain the mountebank takes is reduced by 2 points (to a minimum of 0 points),

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and the subject of the trick takes 2 points of ability damage to the same ability score. The subject gains the initial save to resist implantation of the trick; it does not receive a save to negate the effects once it's triggered. The mountebank cannot trigger this trick if an attack deals damage with a delayed onset (as with some diseases and poisons). A mountebank must be at least 7<sup>th</sup> level to select this trick.

**Sleeper:** The mountebank can implant this trick in the mind of any creature with an Intelligence score of 3 or higher. When the mountebank implants this trick, he gives the subject a latent command that lies dormant until the subject drops its guard. The mountebank can trigger the effect whenever the subject sleeps or enters a hypnotic or trance-like state. Falling unconscious due to hit point damage does not count as a triggering condition for this trick, but magical sleep does. This effect functions as *sleepwalking suggestion*<sup>HA</sup>, with the suggestion being placed subliminally at the time the mountebank implants the trick. This does not need to be a reasonable action, but cannot be something that would obviously harm the subject or others. The subject seems entirely awake and alert. After completing this action, the subject returns to where it was sleeping. Upon waking, the subject has no memory of carrying its actions.

**Three-Shell:** The mountebank can implant this trick in multiple subjects as a full-round action, affecting a number of subjects within 30 feet equal to his level. He triggers this effect whenever an affected target attempts to attack the mountebank with a targeted effect (i.e., a physical attack or spell such as *shocking grasp*, but not an area effect such as *fireball*). This functions as *mirror image*, but the mountebank always creates two duplicates, and creatures besides the subjects perceive the mountebank normally. Unlike *mirror image*, these duplicates do not vanish when struck, though the subject can tell it struck a duplicate image. If the subject successfully hits the mountebank after rolling to determine which target it hits (a 1 or 2 on a d6), this trick immediately ends for that subject. Otherwise, it lasts for a number of rounds equal to the mountebank's level. A mountebank must be at least 7<sup>th</sup> level to select this trick.

**Tricky Distraction:** The mountebank can implant this trick while performing some sort of mundane

distraction, such as a gambling game or card trick. He can activate it immediately or at any time during the same or a later performance. On a failed save, the subject gains the fascinated condition and watches that display and any other presentation the mountebank makes. The effect lasts for a number of minutes equal to the mountebank's level, or until he does not entertain his subject for a full round, compelled to sit down or stand still and watch the display, gaining the fascinated condition for the duration of the trick. This trick lasts for the duration of the performance or for 1 minute per the mountebank's level, whichever is shorter.

**Finesse Training (Ex):** At 2<sup>nd</sup> level, a mountebank gains Weapon Finesse as a bonus feat. In addition, starting at 4<sup>th</sup> level, he can select any one type of weapon that can be used with Weapon Finesse (such as rapiers or daggers). Once the choice is made, it cannot be changed. Whenever he makes a successful melee attack with the selected weapon, he adds his Dexterity modifier instead of his Strength modifier to the damage roll. If any effect would prevent the mountebank from adding his Strength modifier to the damage roll, he does not add his Dexterity modifier. The mountebank can select a second weapon at 12<sup>th</sup> level, and a third at 20<sup>th</sup> level.

**Patter (Su):** At 2<sup>nd</sup> level, a mountebank can engage in a verbal barrage that is distracting to those around him. Beginning his patter is a move action, but it is a free action to maintain it. As long as the mountebank continues his patter, all spellcasting and spell-like abilities within 30 feet of the mountebank require a concentration check, as the mountebank's fast-talking is extremely distracting. Those affected must be able to see and hear the mountebank. The mountebank can use patter for a number of rounds per day equal to his mountebank level plus his Charisma bonus (if any). This is a mind-affecting effect. The mountebank's spell-like abilities are not affected by his own patter, nor is his spellcasting if he receives spells from another class. At 5<sup>th</sup> level, concentration checks (whether prompted by this ability or another reason) within 30 feet of the mountebank while he is using patter take a -2 penalty.

At 8<sup>th</sup> level, the mountebank can focus his patter on a single target to cause confusion. The target takes a -2 penalty to all concentration checks and Intelligence, Wisdom, and Charisma based skill

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checks, and it must make a Will save (DC 10 + 1/2 the mountebank's level + his Charisma modifier) or be affected as the spell *confusion*. Continuation of the mountebank's patter does not count as an attack for the purposes of determining the effects of this *confusion* effect each round, nor do any of his stares.

**Sneak Attack:** At 3<sup>rd</sup> level, if a mountebank catches an opponent unable to defend itself effectively from his attacks, he can strike a vital spot for extra damage. The mountebank's attack deals extra damage anytime his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the mountebank flanks his target. This additional damage is 1d6 at 3<sup>rd</sup> level, and increases by 1d6 every 3 levels thereafter. Should the mountebank score a critical hit with a sneak attack, this additional damage is not multiplied. Ranged attacks count as sneak attacks only if the mountebank is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or unarmed strike), a mountebank can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The mountebank must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A mountebank cannot use sneak attack while striking a creature with total concealment.

**Tricky Stare (Su):** At 3<sup>rd</sup> level, a mountebank can use his stare to catch a target off guard. As a move action, he can stare at a target within 30 feet. This functions in the same fashion as a hypnotic stare, except rather than a -2 penalty on Will saves, the target of his stare loses its Dexterity bonus to AC and is considered flat-footed against the mountebank's attacks. It is not considered flat-footed against the attacks of any other creature. The mountebank must use a move action to maintain this stare each round. At 7<sup>th</sup> level, he can maintain this stare as a move or a swift action.

**Manifold Tricks (Su):** At 5<sup>th</sup> level, a mountebank can have two tricks implanted at a time. The number of concurrent tricks increases by one at 9<sup>th</sup>, 13, and 18<sup>th</sup> level. Each creature can still be the subject of only one trick at a time. If the mountebank implants a new trick while he already has his maximum number of concurrent tricks implanted, he must



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choose one implanted trick to dismiss without triggering (the dismissed trick still expends a daily use of the mountebank's tricks).

**Trick Attack (Su):** At 7<sup>th</sup> level, a mountebank can choose to implant one of his mountebank tricks when he deals sneak attack damage, in addition to the sneak attack damage dice. The subject takes a -2 penalty on the Will save to resist this trick. This stacks with the penalty from the mountebank's hypnotic stare. Using trick attack expends a use of the mountebank's tricks as normal.

At 14<sup>th</sup> level, a mountebank grows even more proficient with implanting tricks in this manner. Once per day, the mountebank may use his trick attack to implant an improved trick attack as described above. This improved trick attack does not count toward a mountebank's daily uses of tricks, nor does it count as an implanted trick for the purposes of determining how many tricks the mountebank can have active at one time.

**Beguiling Stare (Su):** At 8<sup>th</sup> level, a mountebank's hypnotic stare becomes more powerful. When the mountebank uses his stare, he can choose to add a *suggestion*, as the spell. A Will save (DC 10 + the mountebank's level + his Charisma modifier) negates this effect. Whether or not the save is successful, a creature cannot be the target of his beguiling stare again for 1 day.

**Glib Lie (Su):** At 10<sup>th</sup> level, a mountebank can deceive truth-detecting magic. Any effect that would compel the mountebank to speak truthfully must succeed at a caster level check against a DC of 15 + the mountebank's class level to succeed. Failure means the magic doesn't detect the mountebank's lies or force him to speak only the truth. A nonmagical effect that compels him to be truthful must succeed on a character level check with the same DC.

**Slippery Mind (Su):** At 14<sup>th</sup> level, a mountebank can wriggle free from magical effects that would otherwise control or compel him, as the rogue advanced talent of the same name. If he fails a Will save against an enchantment spell or effect, he can attempt a new saving throw 1 round later at the same DC. He gets only this one extra chance to succeed on his saving throw.

**Incognito (Su):** At 16<sup>th</sup> level, a mountebank can use his preternatural charm to obscure any

actual details about himself. Those he interacts with must make a Will save (DC = 10 + 1/2 his mountebank level + his Charisma modifier) or be unable to remember any identifying details about him, such as his name, specific appearance, race, or abilities. Creatures do not forget meeting the mountebank, but cannot remember precise details about him. Details of specific conversations or agreements with the mountebank are hazy. The mountebank may choose to suppress this effect at will, and may exempt creatures from this ability while it remains active.

**Now You See Me (Su):** At 20<sup>th</sup> level, a mountebank distorts his appearance before all enemies regardless of their perceptive abilities. He permanently gains concealment against all attacks regardless of whether they target him specifically or he is included in their area of effect. This includes all such effects, including attacks that deal damage, mind-affecting effects, and even effects that don't allow saving throws. He retains this concealment even against creatures with blindsight or tremorsense, though true seeing penetrates this effect.

In addition, the mountebank becomes a master of mental manipulation. He can target two creatures with a given mountebank trick. If he uses the trick attack class feature to implant a trick during an attack, one of his targets for the trick must be the opponent he attacked.

## MOUNTEBANK FEATS

Like many classes, the mountebank class offers a number of class features that make for flexible character building. The following feats provide for additional customization of mountebank characters.

### ADVANCED CHICANERY

*You have expanded your experience in the ways of trickery.*

**Prerequisite:** Chicanery class feature, mountebank level 6<sup>th</sup>

**Benefit:** You can advance one of your chicanery paths a single step as though you were advancing it normally, or gain a new chicanery path at the minor level. You can only use this feat to advance a chicanery path that is at least one level lower than the highest level of chicanery you possess.

**Special:** You may select this feat more than once, to a maximum of once every five levels.

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## EXTRA MOUNTEBANK TRICK

*You have learned another mountebank trick.*

**Prerequisite:** Mountebank level 7<sup>th</sup>, mountebank trick class feature

**Benefit:** You add one additional mountebank trick to your list of tricks known. You must meet the prerequisites for this trick, if any.

**Special:** You may only select this feat once.

## SELECTIVE PATTERN

*You can choose whom to affect with your patter.*

**Prerequisite:** Cha 13, patter class feature

**Benefit:** When you use your patter ability, you can choose a number of targets in the area up to your Charisma modifier. These targets are not affected by your patter.

**Normal:** All targets within 30 feet of you other than yourself are affected when you use patter.

## TALENTED MOUNTEBANK

*Your study of roguish wiles has taught you a new talent.*

**Prerequisite:** Mountebank level 3<sup>rd</sup>

**Benefit:** You gain one of the following rogue talents: black market connections<sup>UC</sup>, camouflage<sup>APG</sup>, charmer<sup>APG</sup>, combat swipe<sup>APG</sup>, convincing lie<sup>UC</sup>, deft palm<sup>UC</sup>, false friend<sup>ARG</sup>, fast fingers<sup>APG</sup>, fast stealth, honeyed words<sup>APG</sup>, ledge walker<sup>PU</sup>, quick disguise<sup>APG</sup>.

**Special:** You can gain this feat multiple times.

## MOUNTEBANK ARCHETYPES

The following archetypes are available to mountebanks.

### CARDSHARP

Some mountebanks focus their talents on the gaming table, using their smooth-talking ways and quick fingers to lighten people's purses. Not only are they excellent gamblers, they can hold their own in a fight even when unprepared.

**Gambler's Chicanery (Su):** The cardsharp chooses a chicanery path at 1<sup>st</sup> level as normal; however, he must continue along his chosen path until he attains the supreme chicanery power, without taking a new path when he gains a new chicanery. He can still take the Extra Chicanery feat to gain a new path. His chicanery path has the following changes:

*Minor*—The cardsharp gains Skill Focus (Profession [gambler]) as a bonus feat. In addition, he adds 1/2 his cardsharp level (minimum 1) on Profession (gambler) checks. This replaces the bonus feat granted by minor chicanery.



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**Moderate**—The cardsharp gains the fast fingers rogue talent, except that he is able to use this ability for one additional time per day (beginning at 2 times per day). His cardsharp level counts as his rogue level for determining further increases in the number of times per day he can use this talent.

This replaces the moderate chicanery ability granted by the cardsharp's chicanery path.

**Major**—The cardsharp gains the ability to animate a deck of cards to form the shape of any melee weapon with which he is proficient. This functions as a +1 *keen* magical weapon of its type, except that it deals slashing damage regardless of its form. This weapon lasts for a number of rounds equal to the cardsharp's level, the cards fluttering and reforming before every strike until the effect expires and they reform as a single shuffled deck. The cardsharp can use this ability a number of times per day equal to 3 + his Charisma modifier.

This replaces the major chicanery ability granted by the cardsharp's chicanery path.

**Supreme**—The cardsharp's animated card weapon grows stronger. When he uses this ability, he can give his card weapon one of the following abilities: *bane*, *cunning*, *defending*, *vicious*, or *wounding*. This replaces the supreme chicanery ability granted by the cardsharp's chicanery path.

This modifies chicanery.

**Lady Luck (Su):** At 2<sup>nd</sup> level, the cardsharp can tweak fate to achieve a better outcome. Once per day as an immediate action, he can choose to force any creature within 30 feet to roll two dice for an attack roll, saving throw, ability check or skill check. The cardsharp chooses which die to accept. He must choose to use this ability before his target attempts the roll. At 12<sup>th</sup> level, and again at 20<sup>th</sup> level, he can use this ability one additional time per day.

This replaces finesse training.

**All In (Su):** At 7<sup>th</sup> level, the mountebank gains the ability to borrow good fortune from his own future. Once per day as an immediate action, he can choose to roll from 1-3 additional dice when making an attack roll, saving throw, ability, or skill check. He chooses the highest die roll to resolve the effect. The mountebank makes up his borrowed fate immediately. He must roll two dice and take the lowest result for each d20 roll he makes thereafter, for a maximum number of consecutive rolls equal to the number of additional dice he gained when using this ability. He may not use any ability that allows him to reroll or choose results of die rolls while he repays his fortunes.

This replaces the mountebank trick gained at 7<sup>th</sup> level.

## MENTALIST

Mentalists specialize in the art of stage performance. They are more likely to operate on the right side of the law than a standard mountebank, as they generally use their abilities to entertain rather than to fight or steal.

**Chicanery (Su):** A mentalist must choose either the liar's gambit or cat's paw chicanery path at 1<sup>st</sup> level, though he may take others at subsequent levels. His casts all spell-like abilities granted by the path he chooses at 1<sup>st</sup> level at +1 caster level.

This modifies chicanery.

**Performance Focus (Ex):** A mentalist receives a bonus on all Perform checks, and on Bluff and Sleight of Hand checks done as part of a performance equal to 1/2 his mentalist level.

This replaces consummate liar.

**Entrancing Patter (Su):** At 2<sup>nd</sup> level, a mentalist can use his patter to introduce ideas into his targets' minds. Instead of distracting spellcasters, he may instead choose to affect those within range of his patter with *sow thought*<sup>ARG</sup>. At 8<sup>th</sup> level, he may focus his patter on a single target to cause it to be dazed as long as he maintains the ability. The target may attempt a Will save once per round to end this effect.

This modifies patter.

**Spellcasting:** At 3<sup>rd</sup> level, a mentalist gains the ability to cast spells as a mesmerist of his level. He may only learn spells of the divination, enchantment, illusion, or transmutation schools.

This replaces sneak attack, trick attack, and improved trick attack.

**Psychic Performer (Su):** At 4<sup>th</sup> level, a mentalist gains Psychic Maestro<sup>OA</sup> as a bonus feat. At 10<sup>th</sup> level, he gains Psychic Virtuoso<sup>OA</sup> as a bonus feat.

These replace the mountebank tricks gained at 4<sup>th</sup> and 10<sup>th</sup> level.

**Stunt Double (Su):** At 16<sup>th</sup> level, a mentalist can create a quasi-real duplicate of himself once per day. He does this as an immediate action before performing a Strength-, Dexterity-, or Constitution ability or skill check. Neither he nor his duplicate commit to the action until the result is determined, at which point the mentalist chooses which version of himself attempted the check and which remained in the space he occupied at the beginning of the check. Once the check is resolved, the illusory version of the mentalist disappears, leaving him in the same location or a new one based on the check's results.

This replaces incognito.

# HYBRID CLASS: THE MOUNTEBANK

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