

# JESTER

Jester  
Level

Bonus de  
Niveau

+

Niveau de  
Lanceur de Sort

## SORTS

Sorts Connus	Sort DD sauvegarde	Sorts par jour	= Sorts de base	+ Sorts supp.
		0		CHA - 4 CHA - 8 CHA - 12
		1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		5		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		6		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort

## RISQUE D'ÉCHEC DES SORTS PROFANES

%

## JESTER

Jester Level	Perform (Comedy) Ranks	Jester's Audacity Inspiring Quip Fascination	Dodge Bonus (Up to CHA)
1	3	<input type="checkbox"/>	
2	5	<input type="checkbox"/> Parade de Projectile	
3	6	<input type="checkbox"/> Taunt	
6	9	<input type="checkbox"/> { Calming Performance Snatch Arrows	
9	12	<input type="checkbox"/> Buffoonery	
10		<input type="checkbox"/> Bone Rattler	
12	15	<input type="checkbox"/> Vicious Lampoon	
15	18	<input type="checkbox"/> Vexing Dialogue	
18	21	<input type="checkbox"/> Suggestion de masse	Morale Penalty CHA

## JESTER'S PERFORMANCE

WILL  
SAVE DC

Jester Level

$$\boxed{\phantom{000}} = 10 + \left( \frac{\phantom{000}}{2} \right) + \text{CHA}$$

Use this DC for the Fascinate, Taunt, Buffoonery, Vicious Lampoon, Vexing Dialogue and Scathing Wit will (negates) save

From  
level 10:

☐ Affect intelligent undead (they receive a +2 to save)

## BAGUETTES

CHARGES	#	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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## SORTS CONNUS

	0	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
	1	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
	2	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
	3	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
	4	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
	5	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
	6	
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

## FASCINATION

AUDIENCE MAX FASCINATED

$$\boxed{\phantom{000}} = \left( \frac{\phantom{000}}{3} + 1 \right) \div 3 + \text{Divers}$$

## CALMING PERFORMANCE

FRIENDLY ATTITUDE DURATION

$$\boxed{\phantom{000}} \text{ mins} = 10 \times \frac{\phantom{000}}{3} + \text{Divers}$$

## PARCHEMINS

## POTIONS