

# JESTER

Jester  
Level

Livello  
Bonus

+

Livello  
Incantatore

## INCANTESIMI

Incantesimi conosciuti	CD TS Incantesimi	Inc. al Giorno	=	Inc. Base	+	Inc. Bonus	÷	Inc. Bonus
		0				CAR	-	CAR
		1				CAR	-	CAR
		2				CAR	-	CAR
		3				CAR	-	CAR
		4				CAR	-	CAR
		5				CAR	-	CAR
		6				CAR	-	CAR

CD Salvezza Inc. = 10 + CAR + Liv. Incantesimo

## FALLIMENTO INCANTESIMI ARCANI INCANTESIMI ARCANI

%

## JESTER

Jester Level	Perform (Comedy) Ranks	Jester's Audacity Inspiring Quip Affascinare	Dodge Bonus (Up to <b>CHA</b> )
1	3		
2	5	<input type="checkbox"/> Deviare Frecce	
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"/> Suggestione di massa	Morale Penalty <b>CAR</b>

## JESTER'S PERFORMANCE

WILL  
SAVE DC

Jester Level

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

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)

## BACCHETTE

## PERGAMENE

## POZIONI

## INCANTESIMI CONOSCIUTI

0

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□ □

1

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4

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5

□ □  
□ □

6

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□ □

## AFFASCINARE

AUDIENCE

MAX SUGGESTIONATI

Jester  
Level

Varie

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

## CALMING PERFORMANCE

FRIENDLY ATTITUDE  
DURATION

Jester Level

Varie

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