

# JESTER

Jester  
Level

Bon  
de Nivel

+

Nivel de  
Lanzador

## CONJUROS CONOCIDOS

0

□□  
□□

1

□□  
□□  
□□

2

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□□  
□□

3

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□□  
□□

4

□□  
□□

5

□□  
□□

6

□□  
□□

## FASCINAR

AUDIENCE  
MAX FASCINATED

Jester  
Level

Misc

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

## CALMING PERFORMANCE

FRIENDLY ATTITUDE  
DURATION

Jester Level

Misc

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

## CONJUROS

Conjuros Conocidos CD Salv de Conjuros = Conjuros al Día = Conjuros Base + Conjuros Adicionales

Conjuros Conocidos	CD Salv de Conjuros	Conjuros al Día	Conjuros Base	Conjuros Adicionales
0				CAR - 4 CAR - 8 CAR - 12
1				□ □ □ □
2				□ □ □ □
3				□ □ □ □
4				□ □ □ □
5				□ □ □ □
6				□ □ □ □

CD Salv de Conjuo = 10 + CAR + Nivel de Conjuo

## UMBRAL DE FALLO DE CONJUO ARCANO

%

## JESTER

Jester Level	Perform (Comedy) Ranks	Jester's Audacity Inspiring Quip Fascinar	Dodge Bonus (Up to CHA)
1	3		

2 5 ☐ Desviar flechas

3 6 ☐ Taunt

6 9 ☐ { Calming Performance Snatch Arrows

9 12 ☐ Buffoonery

10 ☐ Bone Rattler

12 15 ☐ Vicious Lampoon

15 18 ☐ Vexing Dialogue

18 21 ☐ Sugestión de Masas CAR

Morale Penalty

## JESTER'S PERFORMANCE

WILL  
SAVE DC

Jester Level

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

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)

## VARITAS

## PERGAMINOS

## POCIONES

CARGAS # □□ □□ □□ □□ □□ □□ □□ □□ □□

CARGAS # □□ □□ □□ □□ □□ □□ □□ □□ □□

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