JESTER

Jester Level [ ]

Nível Bônus [+] Conjurador Nível [ ]

MAGIAS CONHECIDAS

0
☐☐☐

1
☐☐☐
☐☐☐

2
☐☐☐
☐☐☐

3
☐☐☐
☐☐☐

4
☐☐☐

5
☐☐☐

6
☐☐☐

MAGIAS

Magias Conhecidas	Teste de Resistência CD		Magias por dia	=	Base Magia	+	Magias Bônus
							CAR / CAR-4 / CAR-8 / CAR-12
		0					
		1					☐ ☐ ☐ ☐
		2					☐ ☐ ☐ ☐
		3					☐ ☐ ☐
		4					☐ ☐ ☐
		5					☐ ☐
		6					☐ ☐

Resistência a Magia CD = 10 + CAR + Nível da Magia

FALHA ARCANA LIMIAR

[___ %]

JESTER

Jester Level	Perform (Comedy) Ranks			Dodge Bonus (Up to **CHA**)
1	**3**	▣ {	Jester's Audacity / Inspiring Quip / Fascinar	[ ]
2	**5**	☐	Desviar Objetos	
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**	☐	Sugestão em Massa	Penalidade de Moralidade [CAR]

FASCINAR

AUDIÊNCIA FASCINAR MAX

[___] = (Jester Level ___ + 1) ÷ 3 + ___ Outros

JESTER'S PERFORMANCE

WILL SAVE DC

[___] = 10 + (Jester Level ___ ÷ 2) + 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)

CALMING PERFORMANCE

FRIENDLY ATTITUDE DURATION

[___] Mins. = 10 × Jester Level ___ + ___ Outros

VARINHAS

CARGAS # ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐
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CARGAS # ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐
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PERGAMINHOS

POÇÕES