

JESTER

Jester
Level

Level
Bonus

+

Zauber-
stufe

ZAUBER

Zauber Bekannt	Zauber Rettungs SG	Zauber pro Tag	= Grund- zauber + Bonuszauber
	0		CH - 4 CH - 8 CH - 12
	1		
	2		
	3		
	4		
	5		
	6		

Zauber Rettungs SG = 10 + CH + Zaubergrad

ARKANE ZAUBERPATZER THRESHOLD

%

JESTER

Jester Level	Perform (Comedy) Ranks	Jester's Audacity Inspiring Quip Fascinate	Dodge Bonus (Up to CHA)
1	3		
2	5	<input type="checkbox"/> Deflect Arrows	
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	
18	21	<input type="checkbox"/> Mass Suggestion	Morale Penalty CH

JESTER'S PERFORMANCE

WILL
SAVE DC

Jester Level

$$= 10 + (\div 2) + CH$$

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)

ZAUBERSTÄBE

LADUNGEN	#	
LADUNGEN	#	
LADUNGEN	#	
LADUNGEN	#	
LADUNGEN	#	
LADUNGEN	#	

BEKANNTE ZAUBER

0	
1	
2	
3	
4	
5	
6	

FASCINATE

AUDIENCE

MAX FASCINATED

Jester
Level

Sonstiges

$$= (+ 1) \div 3 +$$

CALMING PERFORMANCE

FRIENDLY ATTITUDE
DURATION

Jester Level

Sonstiges

$$\text{mins} = 10 \times +$$

SCHRIFTROLLEN

TRÄNKE
