

JESTER

Jester Level

Stufen Bonus

+

Zauber-stufe

BEKANNTE ZAUBER

ZAUBER

Zauber Bekannt	Zauber Rettungs SG	Zauber pro Tag	= Grund- + 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"/> Geschoße Abwehren	
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"/> 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)

FRIENDLY ATTITUDE DURATION

Jester Level

Sonstiges

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

ZAUBERSTÄBE

SCHRIFTROLLEN

TRÄNKE