

JESTER

Jester
Level

Niveau
Bonus

+

Niveau de
Lanceur de Sort

SORTS CONNUS

0

□□
□□

1

□□
□□
□□

2

□□
□□
□□

3

□□
□□
□□

4

□□
□□

5

□□
□□

6

□□
□□

FASCINATE

AUDIENCE
MAX FASCINATED

Jester
Level

Divers

$$\boxed{} = (\boxed{} + 1) \div 3 + \boxed{}$$

CALMING PERFORMANCE

FRIENDLY ATTITUDE
DURATION

Jester Level

Divers

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

SORTS

Sorts Connus	Sort DD sauvegarde	Sorts par jour	= Base Sorts	Sorts supplémentaires
		0		CHA - 4
		1		CHA - 4
		2		CHA - 4
		3		CHA - 4
		4		CHA - 4
		5		CHA - 4
		6		CHA - 4

DD de jet de sauvegarde d'un sort = 10 + CHA + niveau de sort

ARCANE SPELL FAILURE 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	
12	15	<input type="checkbox"/> Vicious Lampoon	
15	18	<input type="checkbox"/> Vexing Dialogue	
18	21	<input type="checkbox"/> Mass Suggestion	Morale Penalty CHA

JESTER'S PERFORMANCE

WILL
SAVE DC

Jester Level

$$\boxed{} = 10 + (\boxed{} \div 2) + CHA$$

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)

BAGUETTES

CHARGES #	□□□□□□□□
CHARGES #	□□□□□□□□
CHARGES #	□□□□□□□□
CHARGES #	□□□□□□□□
CHARGES #	□□□□□□□□
CHARGES #	□□□□□□□□

PARCHEMINS

POTIONS
