

JESTER

Jester Level

Bon de Nivel

+

Nivel de Lanzador

CONJUROS CONOCIDOS

CONJUROS

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

		0			CAR - 4
		1			CAR - 4
		2			CAR - 4
		3			CAR - 4
		4			CAR - 4
		5			CAR - 4
		6			CAR - 4

CD Salv Conjuro = 10 + CAR + Nivel Conjuro

UMBRAL FALLO DE 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"/> Desviar Flechas	
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 CAR

JESTER'S PERFORMANCE

WILL SAVE DC

Jester Level

$$= 10 + \left(\frac{\text{Jester Level}}{2} \right) + \text{CAR}$$

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

FRIENDLY ATTITUDE DURATION

Jester Level

Misc

$$\text{mins} = 10 \times \left(\frac{\text{Jester Level}}{2} \right) + \text{Misc}$$

AUDIENCE MAX FASCINATED

Jester Level

Misc

$$= \left(\frac{\text{Jester Level}}{3} + 1 \right) + \text{Misc}$$

FASCINATE

CALMING PERFORMANCE

0

1

2

3

4

5

6