

# JESTER

Jester  
Level

Poziomy  
Premiowe

+

Poziom  
Czarującego

## CZARY

Znane Czary	ST Rzutu Obronnego	Czary na dzień	Czary Bazowe	Premiowe Czary
		0		CHA - 4 CHA - 8 CHA - 12
		1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		5		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		6		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

ST Rz. Obr. = 10 + CHA + Poziom CZaru

## NIEPOWODZENIE CZARU WTAJEMNICZEŃ RYZYKO

%

## JESTER

Jester Level	Perform (Comedy) Ranks	Jester's Audacity Inspiring Quip Fascinate	Dodge Bonus (Up to CHA)
1	3	<input type="checkbox"/>	
2	5	<input type="checkbox"/> Odbijanie Strzał	
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

$$\boxed{\phantom{000}} = 10 + \left( \frac{\phantom{000}}{2} \right) + CHA$$

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)

## RÓŻDŹKI

LADUNKI #	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
LADUNKI #	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
LADUNKI #	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
LADUNKI #	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
LADUNKI #	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## ZNANE CZARY

0

1

2

3

4

5

6

## FASCYNACJA

PUBLICZNOŚĆ  
ZAFASCYNOWANA

Jester  
Level

Inne

$$\boxed{\phantom{000}} = \left( \frac{\phantom{000}}{3} + 1 \right) + \phantom{000}$$

## CALMING PERFORMANCE

FRIENDLY ATTITUDE  
CZAS TRWANIA

Jester Level

Inne

$$\boxed{\phantom{000}} \text{ min} = 10 \times \frac{\phantom{000}}{2} + \phantom{000}$$

## ZWOJE

## MIKSTURY