

# JESTER

Jester  
Level

Niveau  
Bonus

+

Niveau de  
Lanceur de Sort

## SORTS CONNUS

0

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□ □

1

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2

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4

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5

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6

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## FASCINATE

AUDIENCE

MAX FASCINATED

Jester  
Level

Divers

$$\boxed{\phantom{000}} = ( \boxed{\phantom{00}} + 1 ) \div 3 + \boxed{\phantom{00}}$$

## CALMING PERFORMANCE

FRIENDLY ATTITUDE  
DURATION

Jester Level

Divers

$$\boxed{\phantom{00}} \text{ mins} = 10 \times \boxed{\phantom{00}} + \boxed{\phantom{00}}$$

## BAGUETTES

## PARCHEMINS

## POTIONS

CHARGES  
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## SORTS

| Sorts<br>Connus | Sort<br>DD sauvegarde | Sorts<br>par jour | = Base<br>Sorts | Sorts supplémentaires                     |
|-----------------|-----------------------|-------------------|-----------------|---|
|                 |                       | 0                 |                 | CHA - 4<br>CHA - 4<br>CHA - 8<br>CHA - 12 |
|                 |                       | 1                 |                 | □ □ □ □                                   |
|                 |                       | 2                 |                 | □ □ □ □ □ □                               |
|                 |                       | 3                 |                 | □ □ □ □ □ □ □ □                           |
|                 |                       | 4                 |                 | □ □ □ □ □ □ □ □                           |
|                 |                       | 5                 |                 | □ □ □ □ □ □ □ □                           |
|                 |                       | 6                 |                 | □ □ □ □ □ □ □ □                           |

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

## RISQUE D'ÉCHEC DES THRESHOLD

%

## JESTER

| Jester<br>Level | Perform<br>(Comedy)<br>Ranks | Jester's Audacity<br>Inspiring Quip<br>Fascinate | Dodge Bonus<br>(Up to CHA) |
|-----------------|------------------------------|--|----------------------------|
| 1               | 3                            | ■  |                            |
| 2               | 5                            | □ Deflect Arrows                                 |                            |
| 3               | 6                            | □ Taunt  |                            |
| 6               | 9                            | □ { Calming Performance<br>Snatch Arrows         |                            |
| 9               | 12                           | □ Buffoonery                                     |                            |
| 10              |                              | □ Bone Rattler                                   |                            |
| 12              | 15                           | □ Vicious Lampoon                                |                            |
| 15              | 18                           | □ Vexing Dialogue                                |                            |
| 18              | 21                           | □ Mass Suggestion                                | Morale Penalty<br>CHA      |

## JESTER'S PERFORMANCE

WILL  
SAVE DC

Jester Level

$$\boxed{\phantom{000}} = 10 + ( \boxed{\phantom{00}} \div 2 ) + CHA$$

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)