JESTER

Jester Level

Nível Bônus +

Conjurador Nível

MAGIAS

Magias Conhecidas	Teste de Resistência CD		Magias por dia	= Base Magia	+ Magias Bônus (CAR CHA - 4 / CAR - 8 / CHA - 12)
		0			
		1			
		2			
		3			
		4			
		5			
		6			

Resistência a Magia CD = 10 + CAR + Nível da Magia

FALHA ARCANA THRESHOLD

%

JESTER

Jester Level	Perform (Comedy) Ranks		Dodge Bonus (Up to **CHA**)
1	3	■ Jester's Audacity / Inspiring Quip / Fascinate	
2	5	☐ Desviar Objetos	
3	6	☐ Taunt	
6	9	☐ Calming Performance / Snatch Arrows	
9	12	☐ Buffoonery	
10		☐ Bone Rattler	
12	15	☐ Vicious Lampoon	
15	18	☐ Vexing Dialogue	
18	21	☐ Mass Suggestion	Morale Penalty: CAR

JESTER'S PERFORMANCE

WILL SAVE DC

= 10 + (Jester Level ÷ 2) + 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)

MAGIAS CONHECIDAS

0

1

2

3

4

5

6

FASCINATE

AUDIENCE MAX FASCINATED = (Jester Level + 1) ÷ 3 + Outros

CALMING PERFORMANCE

FRIENDLY ATTITUDE DURATION mins = 10 × Jester Level + Outros

VARINHAS

CARGAS #

CARGAS #

CARGAS #

CARGAS #

CARGAS #

PERGAMINHOS

POÇÕES