

Jester  
Level

## Poziomy Premiowe



Poziom  
Czarującego

## CZARY

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

## NIEPOWODZENIE CZARU WTAJEMNICZEŃ RYZYKO

%

JESTER

| Jester Level | Perform (Comedy) Ranks |                                     | Jester's Audacity<br>Inspiring Quip<br>Fascinate | Dodge Bonus<br>(Up to <b>CHA</b> ) |
|--------------|------------------------|-------------------------------------|--|------------------------------------|
| 1            | 3                      | <input checked="" type="checkbox"/> |  |                                    |
| 2            | 5                      | <input type="checkbox"/>            |  |                                    |
| 3            | 6                      | <input type="checkbox"/>            | Taunt  |                                    |
| 6            | 9                      | <input type="checkbox"/>            | Calming Performance<br>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<br><b>CHA</b>       |

### JESTER'S PERFORMANCE

WILL  
SAVE DC

### Jester Level

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

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

[illegible]

## ZNANE CZARY

# O

|  |  |  |
|--|--|--|
|  |  |  |
|  |  |  |

1

2

|  |  |  |
|--|--|--|
|  |  |  |
|  |  |  |
|  |  |  |

3

|  |  |  |
|--|--|--|
|  |  |  |
|  |  |  |
|  |  |  |

4

|  |  |  |
|--|--|--|
|  |  |  |
|  |  |  |

5

|  |  |  |
|--|--|--|
|  |  |  |
|  |  |  |

6

|  |  |  |
|--|--|--|
|  |  |  |
|  |  |  |

## FASCYNACJA

**PUBLICZNOŚĆ  
ZAFASCYNOWANA**

Jester  
Level

Inne

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

## CALMING PERFORMANCE

**FRIENDLY ATTITUDE**  
CZAS TRWANIA

### Jester Level

Inne

**min = 10 × \_\_\_\_\_ + \_\_\_\_\_**

## ZWOJE

[illegible]

## MIKSTURY

[illegible]