JESTER

Jester Level

Niveau Bonus +

Niveau de Lanceur de Sort

SORTS

Sorts Connus	Sort DD sauvegarde		Sorts par jour	= Base Sorts	+ Sorts supplémentaires CHA	CHA - 4	CHA - 8	CHA - 12
		0						
		1			☐	☐	☐	☐
		2			☐	☐	☐	☐
		3			☐	☐	☐	☐
		4			☐	☐	☐	☐
		5			☐	☐	☐	
		6			☐	☐	☐	

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

RISQUE D'ÉCHEC DES SORTS PROFANES

%

JESTER

Jester Level	Perform (Comedy) Ranks		Dodge Bonus (Up to **CHA**)
1	3	■ { Jester's Audacity / Inspiring Quip / Fascination	
2	5	☐ Parade de Projectile	
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	☐ Suggestion de masse	Morale Penalty CHA

JESTER'S PERFORMANCE

WILL SAVE DC = 10 + (Jester Level ÷ 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)

SORTS CONNUS

0 ☐☐☐ ☐☐☐

1 ☐☐☐ ☐☐☐ ☐☐☐

2 ☐☐☐ ☐☐☐ ☐☐☐

3 ☐☐☐ ☐☐☐ ☐☐☐

4 ☐☐☐ ☐☐☐

5 ☐☐☐ ☐☐☐

6 ☐☐☐ ☐☐☐

FASCINATION

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

CALMING PERFORMANCE

FRIENDLY ATTITUDE DURATION mins = 10 × Jester Level + Divers

BAGUETTES

CHARGES # ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

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CHARGES # ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

PARCHEMINS

POTIONS