

JESTER

Jester
Level

Livello
Bonus

+

Livello
Incantatore

INCANTESIMI

Incantesimi conosciuti	CD TS Incantesimi	Inc. al Giorno	=	Inc. Base	+	Inc. Bonus	÷	Inc. Bonus
		0						
		1						
		2						
		3						
		4						
		5						
		6						

CD TS Incantesimo = 10 + CAR + Liv. Incantesimo

FALLIMENTO INCANTESIMI ARCANI INCANTESIMI ARCANI

%

JESTER

Jester Level	Perform (Comedy) Ranks	Jester's Audacity Inspiring Quip Affascinare	Dodge Bonus (Up to CHA)
1	3		
2	5	<input type="checkbox"/> Deviare Frecce	
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"/> Suggestione di massa	Morale Penalty CAR

JESTER'S PERFORMANCE

WILL
SAVE DC

Jester Level

$$\boxed{} = 10 + \left(\frac{}{2} \right) + \text{CAR}$$

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)

BACCHETTE

PERGAMENE

POZIONI

INCANTESIMI CONOSCIUTI

0

□ □
□ □

1

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AFFASCINARE

AUDIENCE

MAX SUGGESTIONATI

Jester
Level

Altro

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

CALMING PERFORMANCE

FRIENDLY ATTITUDE
DURATION

Jester Level

Altro

$$\boxed{} \text{ min} = 10 \times \frac{}{3} + $$