

JESTER

Jester Level

Bon de Nivel

+

Nivel de Lanzador

CONJUROS CONOCIDOS

CONJUROS

Conjuros Conocidos CD Salv de Conjuros Conjuros al Día = Conjuros Base Conjuros Adicionales

		0			CAR - 4
		1			CAR - 4
		2			CAR - 8
		3			CAR - 12
		4			
		5			
		6			

CD Salv de Conjuero = 10 + CAR + Nivel de Conjuero

UMBRAL DE FALLO DE THRESHOLD

%

JESTER

Jester Level	Perform (Comedy) Ranks	Jester's Audacity Inspiring Quip Fascinate	Dodge Bonus (Up to CHA)
1	3		
2	5	<input type="checkbox"/> Desviar flechas	
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"/> Mass Suggestion	Morale Penalty CAR

JESTER'S PERFORMANCE

WILL SAVE DC	Jester Level
	$= 10 + (\div 2) + CAR$
Use this DC for the Fascinate, Taunt, Buffoonery, Vicious Lampoon, Vexing Dialogue and Scathing Wit will (negates) save	From level 10: <input type="checkbox"/> Affect intelligent undead (they receive a +2 to save)

VARITAS

PERGAMINOS

POCIONES

0

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1

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2

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3

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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	Misc
	$= (+ 1) \div 3 +$	

CALMING PERFORMANCE

FRIENDLY ATTITUDE DURATION	Jester Level	Misc
mins	$= 10 \times +$	

CARGAS

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CARGAS

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