

JESTER

Jester Level

Level Bonus +

Caster Level

KNOWN SPELLS

SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells + Bonus Spells
		0	CHA - 4
		1	CHA - 4
		2	CHA - 4
		3	CHA - 4
		4	CHA - 4
		5	CHA - 4
		6	CHA - 4

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPELL FAILURE 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"/> Deflect Arrows	
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 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)

WANDS

CHARGES #	
CHARGES #	
CHARGES #	
CHARGES #	
CHARGES #	

SCROLLS


POTIONS


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

CALMING PERFORMANCE

FRIENDLY ATTITUDE DURATION mins = 10 × (Jester Level + Misc)