

## KNOWN SPELLS

Level  
Bonus

Caster  
LevelCaster  
Level

## 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

$$\text{Spell Save DC} = 10 + \text{CHA} + \text{Spell Level}$$

### ARCANE SPELL FAILURE THRESHOLD

%

## JESTER

Jester Level	Perform (Comedy) Ranks		Jester's Audacity	Dodge Bonus (Up to <b>CHA</b> )
1	3		 Jester's Audacity  Inspiring Quip  Fascinate	<div></div>
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 <div>CHA</div>

## JESTER'S PERFORMANCE

WILL  
SAVE DC

### Jester Level

$$\boxed{\phantom{000}} = 10 + (\phantom{00} \div 2) + \text{CHA}$$

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)

## WANDS

## CHARGES

## CHARGES

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### FRIENDLY ATTITUDE DURATION

### Jester Level

Misc

$$\boxed{\quad} \text{ mins} = 10 \times \underline{\quad\quad\quad} + \underline{\quad\quad\quad}$$

## SCROLLS

## POTIONS