

## KNOWN SPELLS

Level  
Bonus

Caster Level 

## SPELLS


Spells Known	Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells
		<b>0</b>					CHA - 4 CHA - 8 CHA - 12
		<b>1</b>				<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		<b>2</b>				<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		<b>3</b>				<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		<b>4</b>				<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		<b>5</b>				<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		<b>6</b>				<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + CHA + Spell Level

### ARCANE SPELL FAILURE THRESHOLD

\_\_\_\_\_ %

## JESTER

Jester Level	Perform (Comedy) Ranks		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

$$\boxed{\text{WILL SAVE DC}} = 10 + \left( \frac{\text{Jester Level}}{2} \right) + \text{CHA}$$

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

[illegible]

## SCROLLS

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and extend across the width of the page. There are no margins or other markings on the paper.

## POTIONS

[illegible]

## FASCINATE

AUDIENCE	Jester		Misc
MAX FASCINATED	Level		
		$= ( \quad + 1 ) \div 3 +$	

## CALMING PERFORMANCE

**FRIENDLY ATTITUDE**  
**DURATION**      Jester Level      Misc

mins = **10** ×  +