JESTER

Jester Level

Level Bonus +

Caster Level

SPELLS

Spells Known	Spell Save DC		Spells per day	= Basis Spreuken +	Bonusspreuken CHA	CHA - 4	CHA - 8	CHA - 12
		0						
		1						
		2						
		3						
		4						
		5						
		6						

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPREUK MISLUKKING TREDE

%

JESTER

Jester Level	Perform (Comedy) Ranks		Dodge Bonus (Up to **CHA**)
1	3	■ Jester's Audacity Inspiring Quip Fascinate	
2	5	☐ Deflect Arrows	
3	6	☐ Taunt	
6	9	☐ Calming Performance Snatch Arrows	
9	12	☐ Buffoonery	
10		☐ Bone Rattler	
12	15	☐ Vicious Lampoon	
15	18	☐ Vexing Dialogue	
18	21	☐ 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)

KNOWN SPELLS

0

1

2

3

4

5

6

FASCINATE

AUDIENCE
MAX FASCINATED

= (Jester Level + 1) ÷ 3 + Misc

CALMING PERFORMANCE

FRIENDLY ATTITUDE
DURATION

mins = 10 × Jester Level + Misc

WANDS

CHARGES #

CHARGES #

CHARGES #

CHARGES #

CHARGES #

SCROLLS

POTIONS