	JI	ESTER	Jester Level		KNOWN SPELLS
		Level Bonus +	Caster Level		0
Spells	Spell	SPEL		nus Snells	
Known	Save DC		ells = Base + Bor day = Spells	4 % <u>-</u>	
		0	HA	CHA - CHA -	1
		1			
		2			
		3			
		4			
		5			
		6			
Snell Sa	ve DC = 1				
Spell Save DC = 10 + CHA + Spell Level ARCANE SPELL FAILURE THRESHOLD					3
ARCANI		PAILURE III	RESITOLD		
<u></u>	%				
×		JESTI	ER		
	Perform (Comedy)		Dodge E		
	Ranks	Jester's A	Audacity	JAA)	4
1	3	Inspiring Fascinate	quip		
2	5	☐ Deflect Arr	rows		
3	6	☐ Taunt			
6	9	□ { Calming Snatch A	Performance rrows		
9	12	☐ Buffoonery	/		
10		☐ Bone Rattle	er		6
12	15	☐ Vicious La	mpoon		
		☐ Vexing Dia			FASCINATE
15	18		Morale P	onaltu	AUDIENCE ,lester
18	21	☐ Mass Sugg			$ \begin{array}{c} \text{MAX FASCINATED} \\ \text{Level} \end{array} $ $ \begin{array}{c} \text{Misc} \\ \text{+ 1} \end{array} $
JESTER'S PERFORMANCE					
WILL			ter Level		CALMING PERFORMANCE
SAVE DO					FRIENDLY ATTITUDE DURATION Jester Level Misc
	=	10 + (÷ 2) +	CHA	mins = 10 × +
Use this D	C for the F	ascinate, Fro	om □ Affect int	telligent	mins = 10 ×
Taunt, Buf Lampoon,	Vexing Dia	icious lov	el 10: undead (they	
and Scathi will (negat	ing Wit tes) save		receive a to save)	۲∠	
(1294)	,	WAN	DS	7	SCROLLS POTIONS
		8			
		CHARGES	# 0000000		
		ES	000 000		
		CHARGES	# 0000000		
		SES	# 000 000		
		CHARGES	# 0000000		
		GES -	# 0000000		
		CHARGES			
		HARGES	# 000000		