	JES	STER	Jester   Level	KNOWN SPELLS
	-	Level +	Caster	j o
		Bonus	Level	
Spells	Spell	SPELLS Spells	= Base + Bonus Spells	
Known	Save DC	per day	= Spells + Bolids Spells	
		0	CHA CHA - CHA -	1
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-		CHA + Spell Level ILURE THRESI		3
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		IECMED		
Jester I	Perform	JESTER	,	
Level (		/ Jester's Audac	Dodge Bonus (Up to <b>CHA</b> )	4
1	3	Inspiring Quip	True True True True True True True True	
2	5 🗆	Fascinate  Deflect Arrows		
3		Taunt		
6	9 🗆	Calming Perfor	rmance	
9	12 🗆	Buffoonery		
10		Bone Rattler		6 —
12	15 🗆	Vicious Lampoo	n	
15	18 🗆	Vexing Dialogue		FASCINATE
			Morale Penalty	AUDIENCE Jester MAX FASCINATED Level Misc
18	21 🗆	Mass Suggestion	n CHA	$= (+1) \div 3 +$
*	JESTER	R'S PERFOR	RMANCE	CALMING PERFORMANCE
WILL SAVE DO	1	Jester Lev	vel	FRIENDLY ATTITUDE lecter level Micc
	=10	) + (	÷ 2 ) + CHA	DURATION
Use this DO	C for the Fasc		′	mins = 10 ×
Taunt, Buff	oonery, Vicio Vexing Dialog	US lovel 10		
and Scathii will (negate	ng Wit	, 40	receive a +2 to save)	
Tim (negation	co, cuve	WANDS	,	SCROLLS POTIONS
		CHARGES		
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