

KNOWN SPELLS

Level
Bonus

Caster Level 

SPELLS

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

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPREUK MISLUKKING TREDE

%

JESTER

Jester Level	Perform (Comedy) Ranks		Jester's Audacity	Dodge Bonus (Up to CHA)
1	3	■	{ Inspiring Quip Fascinate	
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 CHA

JESTER'S PERFORMANCE

WILL
SAVE DC

Jester Level

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

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

#

CHARGES

CHARGES

CHARGES

SCROLLS

POTIONS

FRIENDLY ATTITUDE
DURATION

Jester Level

Misc

$$\boxed{} \text{ mins} = 10 \times \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$$

FASCINATE

AUDIENCE
MAX FASCINATED

Jester
Level

Misc

$$\boxed{} = (+ 1) \div 3 +$$

CALMING PERFORMANCE

JESTER