JESTER

Jester Level

Level Bonus +

Caster Level

SPELLS

Spells Known	Spell Save DC		Spells per day	= Base Spells	+ Bonus Spells (CHA / CHA - 4 / CHA - 8 / CHA - 12)
		0			
		1			
		2			
		3			
		4			
		5			
		6			

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPELL FAILURE THRESHOLD

%

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