

## KNOWN SPELLS

Caster Level

Spells Known	Spell Save DC		Spells per day	= Base Spells	+ Bonus Spells
		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"/>

### ARCANE SPELL FAILURE THRESHOLD

%

Jester Level	Perform (Comedy) Ranks	Jester's Audacity Inspiring Quip Fascinate	Dodge Bonus (Up to CHA)
1	3	<input type="checkbox"/>	
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

**WILL**  
**SAVE** DC

= 10 + ( \_\_\_\_\_ ÷ 2 ) + **CHA**

Use this DC for the Fascinate, Taunt, Buffoonery, Vicious Lampoon, Vexing Dialogue, and Scathing Wit will (negates) save

Jester Level

From level 10: ☐ Affect intelligent undead (they receive a +2 to save)

## SCROLLS





## POTIONS

FRIENDLY ATTITUDE	Jester Level	Misc
DURATION		

$$\boxed{\quad} \text{ mins} = 10 \times \boxed{\quad} + \boxed{\quad}$$

CHARGES # 

**CHARGES**

#				
---	---	---	---	---

CHARGES

CHARGES

CHARGES