JESTER Jester Level	KNOWN SPELLS
Level + Caster	o
Bonus Level Level	
SPELLS Spells Spell Spells = Base + Bonus Spel	
Known Save DC per day Spells	
0 CA A A A A A A A A A A A A A A A A A A	
1	
3	
5 0000	
6	
Spell Save DC = 10 + CHA + Spell Level	
ARCANE SPELL FAILURE THRESHOLD	3
%	
Jester Perform Dodge Bonus	
Level (Comedy) Ranks Jester's Audicity (Up to CHA)	4
1 3 Inspiring Quip	
2 5 Deflect Arrows	
3 6 □ Taunt	5
6 9 □ { Calming Performance Snatch Arrows	
9 12 🗆 Buffoonery	
10 ☐ Bone Rattler	6
12 15 Uicious Lampoon	
15 18 □ Vexing Dialogue	FASCINATE
Morale Penalty	AUDIENCE Jester Mice
18 21 Mass Suggestion CHA	$ \begin{array}{c} \text{MAX FASCINATED} & \text{Level} \\ = (+ 1) \div 3 + \end{array} $
JESTER'S PERFORMANCE	CALMING PERFORMANCE
WILL SAVE DC Jester Level	FRIENDLY ATTITUDE DUDATION Jester Level Misc
=10 + (÷2) + CHA	DURATION
Lieu this DC for the Escainste	· · · · · · · · · · · · · · · ·
Taunt, Buffoonery, Vicious Lampoon, Vexing Dialogue, Taunt, Buffoonery, Vicious Level 10: Affect intelligent undead (they	
and Scathing Wit recieve a +2	
wiii (ilegates) save	SCROLLS POTIONS
William	10110113
<u> </u>	
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