

JESTER

Jester Level

Caster Level

Level Bonus

+

KNOWN SPELLS

SPELLS

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

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPELL FAILURE THRESHOLD

%

JESTER

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

= 10 + ( ÷ 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 recieve a +2 to save)

FRIENDLY ATTITUDE DURATION

mins

= 10 ×

Jester Level

Misc

WANDS

CHARGES #

CHARGES #

CHARGES #

CHARGES #

CHARGES #

SCROLLS

POTIONS