

KNOWN SPELLS

Level
Bonus

Caster Level 

SPELLS


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"/> <input type="checkbox"/>
		2				<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3				<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4				<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		5				<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		6				<input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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	<div></div>
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 <div>CHA</div>

JESTER'S PERFORMANCE

$$\text{WILL SAVE DC} = \text{Jester Level} \div 2 + \text{CHA}$$

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

[illegible]

SCROLLS

[illegible]

POTIONS

[illegible]

FASCINATE

AUDIENCE	Jester		Misc
MAX FASCINATED	Level		
		$= (\quad + 1) \div 3 +$	

CALMING PERFORMANCE

FRIENDLY ATTITUDE
DURATION Jester Level Misc

mins = **10** × +