

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"/>
		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"/>

Spell Save DC = 10 + CHA + Spell Level

FALHA ARCANA THRESHOLD

%

JESTER

Jester Level	Perform (Comedy) Ranks		Dodge Bonus (Up to CHA)
1	3	<input checked="" type="checkbox"/> Jester's Audacity <input checked="" type="checkbox"/> Inspiring Quip <input checked="" type="checkbox"/> Fascinate	
2	5	<input type="checkbox"/> Deflect Arrows	
3	6	<input type="checkbox"/> Taunt	
6	9	<input type="checkbox"/> Calming Performance <input type="checkbox"/> 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

$$\boxed{} = 10 + (\div 2) + \text{CHA}$$

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

CHARGES

CHARGES	#
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#

CHARGES	#
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CHARGES	#
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#

CHARGES

SCROLLS

POTIONS

FASCINATE

AUDIENCE
MAX FASCINATED

Jester
Level

Misc

$$\boxed{} = (+ 1) \div 3 +$$

CALMING PERFORMANCE

FRIENDLY ATTITUDE DURATION

Jester Level

Misc

$$\boxed{\quad} \text{ mins} = 10 \times \underline{\hspace{1cm}} + \underline{\hspace{1cm}}$$