

Jester

Description: Some prefer magic, some prefer stealth, and some prefer raw strength when overcoming an enemy. But sometimes one will come across those who prefer trickery, mockery, and annoyance to get the upper hand against their foes. Such an example would be that of the Jester, who use their acrobatic prowess and magical talents to inflict enemies with all forms of inconveniences: and have a great time doing so.

Role: Jester's typically keep all of the attention on themselves, and on the battlefield this makes them a great distraction for their allies, as well as an annoyance to enemies

Alignment: Any Chaotic,

Hit Die: d8

Starting Wealth: 3d6 × 10 gp (average 105 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The jester's class skills are [Acrobatics](#) ([Dex](#)), [Appraise](#) ([Int](#)), [Bluff](#) ([Cha](#)), [Climb](#) ([Str](#)), [Craft](#)([Int](#)), [Diplomacy](#) ([Cha](#)), [Disguise](#) ([Cha](#)), [Escape Artist](#) ([Dex](#)), [Intimidate](#) ([Cha](#)), [Knowledge](#)(all) ([Int](#)), [Linguistics](#) ([Int](#)), [Perception](#) ([Wis](#)), [Perform](#) ([Cha](#)), [Profession](#) ([Wis](#)), [Sense Motive](#) ([Wis](#)), [Sleight of Hand](#) ([Dex](#)), [Spellcraft](#) ([Int](#)), and [Use Magic Device](#)([Cha](#)).

Skill Ranks Per Level: 6 + [Int modifier](#).

Level	BAB	Fort Save	Ref Save	Wil Save	Special	Spells Per Day					
						1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+2	Tricky Acrobatics, Jester Tricks, Instrument of Trickery, Trickery Damage +1d6	1	—	—	—	—	—
2nd	+1	+0	+3	+3	Trickery Damage +2d6	2	—	—	—	—	—
3rd	+2	+1	+3	+3		3	—	—	—	—	—

4th	+3	+1	+4	+4	Trickery Damage +3d6	3	1	—	—	—	—
5th	+3	+1	+4	+4		4	2	—	—	—	—
6th	+4	+2	+5	+5	Jester Tricks, Trickery Damage +4d6	4	3	—	—	—	—
7th	+5	+2	+5	+5		4	3	1	—	—	—
8th	+6/+ 1	+2	+6	+6	Trickery Damage +5d6	4	4	2	—	—	—
9th	+6/+ 1	+3	+6	+6		5	4	3	—	—	—
10th	+7/+ 2	+3	+7	+7	Jester Tricks, Trickery Damage +6d6	5	4	3	1	—	—
11th	+8/+ 3	+3	+7	+7		5	4	4	2	—	—
12th	+9/+ 4	+4	+8	+8	Jester Tricks, Trickery Damage +7d6	5	5	4	3	—	—
13th	+9/+ 4	+4	+8	+8		5	5	4	3	1	—
14th	+10/ +5	+4	+9	+9	Trickery Damage +8d6	5	5	4	4	2	—
15th	+11/ +6/+ 1	+5	+9	+9	Jester Tricks	5	5	5	4	3	—
16th	+12/ +7/+ 2	+5	+10	+10	Trickery Damage +9d6	5	5	5	4	3	1
17th	+12/ +7/+ 2	+5	+10	+10		5	5	5	4	4	2
18th	+13/ +8/+ 3	+6	+11	+11	Trickery Damage +10d6	5	5	5	5	4	3

19th	+14/ +9/+ 4	+6	+11	+11		5	5	5	5	5	4
20th	+15/ +10/ +5	+6	+12	+12		5	5	5	5	5	5

Class Features

All of the following are class features of the jester.

Weapon and Armor Proficiency

A Jester is proficient with all [simple weapons](#), plus the [longsword](#), [rapier](#), [sap](#), [shortsword](#), [shortbow](#), any weapon which has the word hammer in its name, and [whip](#). Jester’s are also proficient with light armor and shields (except tower shields). A jester can cast jester spells while wearing light armor and using a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a jester wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass jester still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells

A jester casts arcane spells drawn from the bard spell list. He can cast any spell he knows without preparing it ahead of time. Every jester spell has a somatic component (gesturing or dancing). To learn or cast a spell, a jester must have a [Dexterity](#) score equal to at least 10 + the spell level. The [Difficulty Class \(DC\)](#) for a saving throw against a jester’s spell is 10 + the spell level + the jester’s [Dexterity](#) modifier.

Like other spellcasters, a jester can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on **Table: jester**. In addition, he receives bonus spells per day if he has a high [Dexterity](#) score.

The jester’s selection of spells is extremely limited. A jester begins play knowing four 0-level spells and two 1st-level spells of the jester’s choice. At each new jester level, he gains one or more new spells, as indicated on **Table: Jester Spells Known**. (Unlike spells per day, the number of spells a jester knows is not affected by his [Dexterity](#) score (See [Table: Ability Modifiers and Bonus Spells](#)).

Upon reaching 5th level, and at every third jester level after that (8th, 11th, and so on), a jester can choose to learn a new spell in place of one he already knows. In effect, the jester “loses” the old spell in exchange for the new one. The new spell’s level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level jester spell the jester can cast. A jester may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

A jester need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell’s level.

Note: Somatic components cannot be removed in any way.

Tricky [acrobatics](#) ([Ex](#))

A jester adds half his class level (minimum 1) to all [acrobatics](#) skill checks and may make all [acrobatics](#) skill checks untrained.

Jester Tricks

A jester is trained to use the [Perform](#) and [Acrobatics](#) skills to do wondrous acts of acrobatics and trickery. He can use this ability for a number of rounds per day equal to 4 + his [Dexterity](#) modifier. At each level after 1st a jester can use jester tricks for 2 additional rounds per day. Each round, the jester can produce any one of the types of jester tricks that he has mastered, as indicated by his level.

Starting a jester trick is a [standard action](#). A jester cannot have more than one jester trick in effect at one time. Should the effects of a jester trick last longer than a singular round, and they wish to use a different trick they must use a [standard action](#) to cancel the current trick, then use a [standard action](#) to start the new jester trick. This also applies if a jester trick has a concentration component.

At 7th level, a jester can start a jester trick as a [move action](#) instead of a [standard action](#). At 13th level, a jester can start a jester tricks as a [swift action](#).

All jester tricks have a somatic component, and some have visual, audible and/or concentration components.

If a jester trick has audible components, the targets must be able to hear the jester for the trick to have any effect, and many such performances are language dependent (as noted in the description). A [deaf](#) Jester has a 20% chance to fail when attempting to use a Jester trick with an audible component. If he fails this check, the attempt still counts

against his daily limit. Deaf creatures are immune to jester tricks with audible components.

If a jester trick has a visual component, the targets must have line of sight to the jester for the performance to have any effect. A [blind](#) jester has a 50% chance to fail when attempting to use a jester tricks with a visual component. If he fails this check, the attempt still counts against his daily limit. Blind creatures are immune to jester tricks with visual components.

If a jester trick has a concentration component, than the jester is only able to make a single [move action](#), and can only move half their speed while they are performing the jester trick. A standard action to stop the jester trick is the only exception. Taking damage stops a trick, as if the jester used a standard action.

(Ignore in red)

List of jester tricks:

Jig (Ex): At 1st level, a jester learns how to do a dance in order to distract enemies. Each round of Jig he performs, he must make a Perform (Ballet, Waltz, Jig, or buffoonery) check. Any creatures in line of sight and 30ft of the Jester must roll a will save. Should the jester's perform prove to be higher than the will save, the creature will become [Distracted](#). If other characters attack these creatures, they use the Trickery damage of the Jester. It gains another saving throw against the effect each round it sees the jester's jig. Jig relies on visual and concentration components.

Insult (Ex): At 1st level, a jester learns how to insult an enemy in a witty manner. The jester must make a Perform (Comedy) or Intimidate check. A targeted creature within 50ft will need to make a will save. If the Perform or Intimidate check of the jester proves to be higher than the save of the creature, that creature will have one of two effects happen to them. This trick relies on audible components

Perform (Comedy): The Creature will become distracted for 1d6 rounds.

Annoy: The creature will become furious and must do everything in its power to attack the Jester within 1d3 rounds. This is a mind altering effect.

Stand-up (Ex): At 1st level, a jester learns how to tell jokes to their allies (including himself) or perform slapstick comedy, bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the jester's performance within 30 feet. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six jester levels thereafter, this bonus

increases by +1, to a maximum of +4 at 17th level. Stand-up is a mind-affecting ability. This trick relies on audible components or visual components, the jester must choose which components they use for the trick.

Cartwheel (Ex) At 6th level, a jester learns how to cartwheel around enemies to avoid damage. Move up to twice your move speed, should you pass enemies you gain a bonus to your AC against their attacks of opportunity, and

Summersault (Ex) At 10th level, a jester learns how to summersault to avoid damage. As an immediate action the jester moves 15 feet. If this movement moves them out of range of the triggering effect or attack, the jester takes no damage from the effect.

Laughter Medicine (Su): A jester of 12th level or higher can use his jester trick to create an effect equivalent to the [mass cure serious wounds](#), using the jester's level as the [caster level](#). In addition, this performance removes the [fatigued](#), [sickened](#), and [shaken](#) condition from all those affected. Using this ability requires 4 continuous jester tricks, and the targets must be able to see and hear the jester throughout the jester tricks. Laughter Medicine relies on audible and visual components.

Insult to Injury (Su): At 15th level, a jester learns how to insult an enemy just as their teammate goes to strike. The jester must make a Perform (Comedy) or intimidate check. This trick can be used when a teammate is attacking an enemy, the enemy who is being attacked by the teammate must make a will save. If the perform check of the jester proves to be higher than the save of the creature, one of two effects will happen. Insult to Injury can be used multiple times at once, each use burns another usage of tricks, even if the save is met. Each usage let's the targeted creature make another save. This trick relies on audible components.

Perform (Comedy): The teammate gets to have an extra attack, with the trickery damage bonus added onto it. Each subsequent time this is used, another attack is added with trickery damage bonus added onto it. (Max 3-5 extra attacks)

Intimidate: The targeted creature becomes furious and must do everything in their power to attack the Jeser within 1 round. Each subsequent time this is used, another round is added. (Max 5) This is a mind altering effect

Instrument of Trickery

A jester starts with a weapon, either a [longsword](#), [rapier](#), [sap](#), [shortsword](#), [shortbow](#), a weapon which has the word hammer in its name, or a [whip](#). This weapon is considered masterwork when used by the jester.

Trickery damage

If a jester (or his allies in some cases) strikes a creature which is [Distracted](#), he will be able to add Trickery damage onto his attacks made by his Instrument of Trickery. (His allies would not be required to use this).

Trickery damage starts at 1d6, than every third level this damage increases by +1d6 to a maximum of +10d6 at level 18.

The jester deals extra damage anytime that a creature is Distracted, as long as they use their Instrument of Trickery to do so.

With an instrument of trickery that deals nonlethal damage (like a sap, whip, or an unarmed strike), a jester can make trickery damage that deals nonlethal damage instead of lethal damage. He cannot use an instrument of trickery that deals lethal damage to deal nonlethal damage in Trickery damage, not even with the usual -4 penalty.

Trickery damage does not stack with sneak attack should a Jester have both the class features. If an ally who has sneak attack attacks a distracted enemy, they may stack sneak attack and trickery damage.

Distracted: When a creature is distracted, they are susceptible to taking Trickery damage. Unless stated otherwise, only the one who has distracted the creature can deal Trickery damage to them.