

The Jester

[A Shadowdark Class]

By Ethan Daria James LeFevre

Weapons: Clubs, Crossbows, Daggers, Maces, and Swords.

Armor: Leather.

Hit Points: 1D6 per level.

Distraction: You can attempt a Charisma skill contest with a near creature. On a success you distract them, forcing them to waste their next turn. Creatures with a level higher than yours and creatures you've already distracted today gain advantage on this contest. Creature's you've successfully distracted twice are immune to your distraction for the rest of the day.

Fire Breathing: *1/Day* while wielding a torch in your hand you can use it to breathe fire in a close enemy's face dealing **D10 Damage + level**. (Automatically hits).

It's Called Comedy: You gain advantage on any checks made to entertain or enrage others.

Talents

2 // Higher level creatures no longer get a natural advantage against your distraction. (Re-roll duplicate)

3 - 5 // Distracted enemies have a -1 AC penalty.

6 - 8 // Gain +2 Dexterity or Charisma.

9 - 11 // Gain an extra use of your Fire Breathing each day.

12 // Choose a talent or +2 points to distribute to stats.

GM Items

Jester Costume: Specially designed Leather Armor that provides advantage on acrobatics or balance checks, but disadvantage to hide or move quietly.

Swallowing Sword: This magic longsword or shortsword can be swallowed by a jester, while swallowed it does not take up an inventory slot and is completely concealed.

Designed for use with
ShadowDark RPG



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