

JACK OF ALL TRADES

(BASE)

Never settling down in one place for long, a number of skills for a wide variety of situations, and the ability to work well with others describes a great number of adventurers. But the Jack of All Trades takes these traits to extremes – consumed with a wanderlust to see what’s over the horizon, a breadth of skills for almost any task, and the ability to help others consistently with those skills is the hallmark of these versatile individuals.

Depending on your campaign, a Jack of All Trades could be...

- An itinerant worker, highly skilled but content to go to where the work is and his help is needed
- A travelling scholar, seeking new discoveries and experiences for his next book
- A trader of goods from far off lands, picked up in his travels and peddled to others from the back of his rickety wagon
- A student of the world, seeking knowledge from others by trading skilled labor rather than by sitting home and reading about the world in dusty old books
- A man with no name, arriving in town to deal with the local bully and then just as quickly moving on

Party Role: Wildcard. You’re literally a backup for everyone, and dabble in a bit of everything. Your high BAB means that despite your lack of extra combat abilities you’re even a passable warrior in addition to your skill heavy repertoire.

CLASS FEATURES

Favored Attributes: Intelligence, Wisdom, Dexterity

Class Skills: Athletics, Blend, Bluff, Crafting, Haggle, Investigate, Notice, Prestidigitation, Resolve, Ride, Sense Motive, Survival

Skill Points: 8 + Int modifier per level (×4 at Career Level 1)

Vitality: 6 + Con modifier per level

Starting Proficiencies: 4

CORE ABILITY

Survivor: You have a knack for getting by and moving on, no matter the environment or situation. You gain +4 to Survival checks and the overland travel speed of your party increase by 2 mph.

CLASS ABILITIES

Living Up To The Name: At Level 1, you gain the Well-Rounded feat. Also, you gain 1 additional skill point at this level and for each Class Level thereafter. Finally, each even Class Level in this class increases your Casting Level by 1.

Aptitude And Knowledge: At Levels 2, 11, and 19, you gain an additional Interest. Also, choose one skill from the following list: Athletics, Blend, Bluff, Crafting, Haggle, Investigate, Notice, Prestidigitation, Resolve, Ride, Sense Motive, or Survival. Your maximum rank in the chosen skill increases to your Career Level + 6. Only the highest bonus to maximum rank, including any enlightened skill bonuses from Origin or elsewhere, may apply to each skill.

Wandering Soul: At levels 3, 5, 7, 9, 11, 13, 15, 17, and 19, you may either gain a Terrain feat or take a step upon one of the following Paths: Beasts, Good, Metal, Nature, Travel, or Wilderness.

Cross-Training: You pick up the tricks of others to augment your own abilities. At Levels 4, 8, 12, 16, and 20, you may choose 1 of the following Base Class abilities. You may choose most abilities only once but when 2 or more grades follow an ability name you may take it multiple times, gaining 1 grade each time it’s taken.

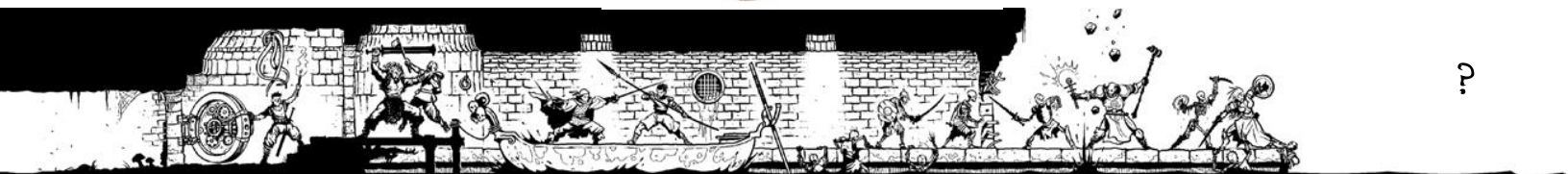
- *Assassin:* Hand of death; cold read 1/session; quick on your feet 1/session; unspoken name +1
- *Burglar:* Very, very sneaky; evasion I; bonus feat; uncanny dodge I
- *Captain:* Right-hand man; master and commander I; battle planning I; take command +1
- *Courtier:* With a word; gifts and favors I; obligations; eloquence
- *Crusader:* Called to arms I; battle chants I; bonus feat; path of the crusader
- *Emissary:* Human nature; sources I; bonus feat; insightful
- *Explorer:* Tomb raider; bookworm I (1/2 time); bonus feat; uncanny dodge I
- *Keeper:* Man of reason; trade secrets (1 skill); bright idea 1/session; bonus feat
- *Lancer:* Born in the saddle; mettle I; bonus feat; bred for war
- *Mage:* Subtle and quick to anger; arcane might; bonus feat
- *Martial Artist:* Martial arts; life of discipline; way of the warrior; improved reach +1
- *Priest:* Acolyte; signs & portents I; path of the devoted (1 Step); bonus feat
- *Sage:* Wise counsel; assistance I; best of the best
- *Scout:* Stalker; rough living +2; bonus feat; sneak attack +1d6
- *Soldier:* Fight on ×2; fortunes of war I; armor use I

Spell points are *not* granted, limiting a cross-trained character without additional spellcasting ability to Level 0 spells. Neither is Alignment, effectively rendering *acolyte* and *devoted* useless to anyone without an Alignment from another character option.

You may *not* choose an ability you already have, and if you later gain an ability you’ve chosen here you do *not* gain it a second time; instead, you make a new *cross-training* choice to replace the former one.

When a cross-trained ability uses Class or Caster Level to determine its effect, it is considered to be 4.

If the GM excludes a Base Class from play, then you lose access to its *cross-training* abilities; likewise, if the GM approves additional Base Classes, new options become available. (*The above list only lists official Crafty base classes. License to Improvise base classes have their cross-training choices listed after the class description.*)



JACK OF ALL TRADES (LTI) (BASE CLASS)



Table X.X: Jack of All Trades

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Abilities
1	+1	+2	+1	+1	+1	+1	+0	+0	Living up to the name, <i>survivor</i>
2	+2	+3	+2	+2	+1	+1	+0	+1	Aptitude and knowledge
3	+3	+3	+2	+2	+2	+2	+1	+1	Wandering soul
4	+4	+4	+2	+2	+2	+2	+1	+1	Cross-training
5	+5	+4	+3	+3	+3	+3	+1	+1	Wandering soul
6	+6	+5	+3	+3	+4	+4	+2	+2	Traveler's tricks
7	+7	+5	+4	+4	+4	+4	+2	+2	Wandering soul
8	+8	+6	+4	+4	+5	+5	+2	+2	Cross-training
9	+9	+6	+4	+4	+5	+5	+3	+2	Traveler's tricks, Wandering soul
10	+10	+7	+5	+5	+6	+6	+3	+3	Skillful I
11	+11	+7	+5	+5	+7	+7	+3	+3	Aptitude and knowledge, wandering soul
12	+12	+8	+6	+6	+7	+7	+4	+3	Cross-training, traveler's tricks
13	+13	+8	+6	+6	+8	+8	+4	+3	Wandering soul
14	+14	+9	+6	+6	+8	+8	+4	+4	Wait, I just remembered!
15	+15	+9	+7	+7	+9	+9	+5	+4	Traveler's tricks, wandering soul
16	+16	+10	+7	+7	+10	+10	+5	+4	Cross-training
17	+17	+10	+8	+8	+10	+10	+5	+4	Wandering soul
18	+18	+11	+8	+8	+11	+11	+6	+5	Traveler's tricks
19	+19	+11	+8	+8	+11	+11	+6	+5	Aptitude and knowledge, wandering soul
20	+20	+12	+9	+9	+12	+12	+6	+5	Cross-training, skillful II


Traveler's Tricks: At Levels 6, 9, 12, 15, and 18, you may choose 1 of the following abilities. Each of these abilities may be chosen only once.

- *Always Ready:* You may always act during surprise rounds.
- *Do Just as I do:* When helping in a cooperative check, a single adjacent ally or teammate who is also a helper may share your result. The character must remain within 10 ft. of you to retain this benefit.
- *Epiphany:* Once per Adventure, you can make a single skill check as if you had a number of ranks in a skill equal to your Class Level. You must possess a least one rank naturally in the skill to use this ability.
- *Expertise:* Choose one: Athletics, Blend, Bluff, Crafting, Haggle, Investigate, Notice, Prestidigitation, Resolve, Ride, Sense Motive, or Survival. You may always take 10 with this skill. Also, taking 10 with this skill doesn't take twice as long and taking 20 takes only 10 times as long.
- *Follow My Lead:* When leading a cooperative check for a skill that you possess at least 5 ranks in, then all your helpers are considered trained in the skill also.
- *Improvised Toolbox:* Choose 1 kit (see *Fantasy Craft*, page 159). You're always considered to have this kit when making an associated skill check.
- *Inner Reserves:* Once per Adventure, before you roll, you may substitute your Class Level for one of the following: Base Attack Bonus, Base Fortitude Bonus, Base Will Bonus, Base Reflex Bonus, or Base Initiative Bonus.
- *Keen Senses:* Your visual, hearing, and scent range increments increase by 20 ft.
- *Rough Riding:* Your vehicle or mount ignores Speed penalties from terrain (see *Fantasy Craft*, page 371).
- *Self-Improvement:* Your lowest attribute score rises by 1.

Skillful I: At Level 10, you may benefit from two appropriate synergy bonuses for a single check.

Skillful II: At Level 20, you may benefit from three appropriate synergy bonuses for a single check.

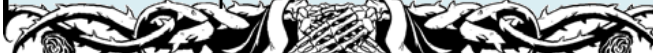
Wait, I Just Remembered!: At level 14, as a free action, you may gain any one study, language, skill focus, proficiency, or trick until the end of the adventure. You may use this ability a number of times per adventure equal to your Intelligence modifier (min. 1).



NEW CROSS-TRAINING ABILITIES

The following class abilities are available for any class with the *cross-training* ability.

- *Jack-of-All-Trades: Living up to the Name; Aptitude and Knowledge; Wandering Soul*



NPC CLASS ABILITIES

The following new class abilities from the Jack of All Trades base class are available to NPCs using the class ability NPC quality (see *Fantasy Craft*, page 231).

Table X.X: NPC Class Abilities

Class Ability	XP Value
Do just as I do	2
Follow my lead	2
Inner reserves	2
Rough riding	1
Skillful	2 per grade
Survivor	3
Wait, I just remembered!	5

Class design by Big Jim with the help of the Crafty forum-ites
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