

Jester

Additional Class for Swords & Wizardry

Jester

Clowns, Jokers, Tricksters, and Harlequins all fall under the Jester class. This absurd class lives by its wits, quick tongue, and ability to entertain, bedazzle, and influence an audience's mood. Comedy and mirth are the jester's trademark, along with a host of special abilities that complement the class' calling.

Jesters may use clubs, darts, daggers, slings, staves, and swords (short and long). They may also use two weapons exclusive to the class; the jester's scepter and laughing gas balls (see below), and may wear leather armor. A jester attacks using the cleric's Attack Chart (S&W p.12).

The Jester	
Hit Die Type	1d6-1 After reaching 9 hit dice, the thief gains only 1 hit point per level
Armor/Shield Permitted	Leather
Weapons Permitted	Clubs, darts, daggers, slings, staves, swords (short and long), jester's scepter and laughing gas balls.
Prime Attribute (5% xp bonus)	Dexterity 13+

Jester Class abilities

Languages: At each odd numbered level, the jester may learn 1 new language.

Climb Walls & Pick Pockets: Jesters possess the thief abilities of climbing walls and picking pockets (see Jester Abilities below for chance of success).

Immunity: Jesters are immune to insanity of any type.

Catching: Years of practicing feats of juggling has given the jester the uncanny ability to catch items hurled at him (this does not include propelled items such as arrows, bolts, or sling stones). The jester may do nothing in the round in which he'll perform the catch. The object thrown at the jester must be thrown at up to 20ft in order for the jesters to attempt catching it.

When an object is hurled towards the jester, the jester will make a Catching roll. If the Catching roll is successful, the Jester may immediately hurl the caught object back at the attacker (roll to Hit). If the weapon the jester hurls back at an attacker is a weapon the jester doesn't normally use, the jester's attack roll suffers a -4 penalty. A jester may catch up to 3 hurled items per round. A failed Catching roll results in the jester taking damage from the weapon.

Use Scrolls (10th): Upon reaching 10th level, jesters are able to use arcane scrolls. Spells above 6th level carry a 2 in 20 chance (1-2 on d20) of being miscast resulting in the scroll's reverse effect affecting the jester as opposed to the intended target.

Ventriloquism: Jesters may throw their voices anywhere within a 10 ft radius. Listeners are afforded a saving throw to see through the auditory ruse.

Tumbling: Years of honing their acrobatic skills has given the jester the ability to avoid incoming melee attacks. A jester who forgoes taking any action in a round may double his DEX bonus with regards to AC adjustment. This increase in AC lasts for 1 round and is effective only versus melee attacks.

Magic Spells: Jesters are able to cast a small number of spells, some exclusive to the class, others shared with the magic-user/elf. Jesters record their spells in special spell books that can only be read by other jesters. Jesters may cast Jester Spells while wearing leather armor. This applies only to Jester Spells and not to the spells they share with magic-users and elves.

Jester Weapons

Jester's Scepter: A Jester's Scepter resembles a rod topped with a sculpted, weighted head. The head of the weapon is usually crafted in the likeness of something fanciful, like a bell-capped jester's bust. A jester's scepter is treated as a light mace in combat (see S&W equipment list).

Laughing Gas Balls: Small glass balls containing mystical laughing gas. When thrown, the glass ball shatters, releasing the laughing gas which affects 1 person. Victims failing their saving throw succumb to uncontrollable laughter which lasts for 1d4 rounds. During this time, the victim may perform no actions other than moving at 1/2 their normal pace. Laughing gas balls may only be purchased from Jester Academies, Clown Schools, certain circuses, and sometimes through a thieves guild. The cost for 1 laughing gas ball is around 15gp (depending from who they are purchased).

Jester Advancement Table

Level	Experience Points Required	Hit Dice (d6-1)	Saving Throw	Spell Preparation
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Jester

				Capability
1	0	1	14	None
2	1,500	2	13	1-----
3	3,500	3	12	2-----
4	6,500	4	11	2/1-----
5	14,000	5	10	3/2-----
6	30,000	6	9	3/2/1-----
7	60,000	7	8	4/3/2-----
8	110,000	8	7	4/3/2/1----
9	165,000	9	6	4/4/3/2/----
10	225,000	9+2	5	4/4/3/2/1---
11	290,000	9+2	4	4/4/4/3/2/---
12	360,000	9+2	4	4/4/4/3/2/1--
13	430,000	9+2	4	4/4/4/4/3/2--
14	500,000	9+2	4	4/4/4/4/3/2/1-
15	570,000	9+2	4	4/4/4/4/4/3/2-
16	640,000	9+2	4	4/4/4/4/4/3/2/1
17	710,000	9+2	4	4/4/4/4/4/4/3/2
18	780,000	9+2	4	4/4/4/4/4/4/4/3
19	850,000	9+2	4	4/4/4/4/4/4/4/4
20+	920,000 (+70,000 per level beyond)	9+2 (+2 per level beyond)	4	4/4/4/4/4/4/4/4

Jester Abilities

Level	Add. Languages	Climb Walls (d20)	Pick Pocket(d20)	Catching (d20)
1	+1	1-15 on d20		1-16 on d20
2	0	1-15 on d20		1-16 on d20
3	+1	1-15 on d20	1-4 on d20	1-16 on d20
4	0	1-15 on d20	1-5 on d20	1-16 on d20
5	+1	1-15 on d20	1-6 on d20	1-16 on d20
6	0	1-16 on d20	1-7 on d20	1-17 on d20
7	+1	1-16 on d20	1-9 on d20	1-17 on d20
8	0	1-16 on d20	1-11 on d20	1-17 on d20
9	+1	1-16 on d20	1-12 on d20	1-17 on d20
10	0	1-16 on d20	1-13 on d20	1-17 on d20
11	+1	1-17 on d20	1-15 on d20	1-18 on d20
12	0	1-17 on d20	1-17 on d20	1-18 on d20
13	+1	1-17 on d20	1-19 on d20	1-18 on d20
14	0	1-17 on d20	1-20 on d20	1-18 on d20
15	+1	1-17 on d20	1-20 on d20	1-18 on d20

Jester

16	0	1-18 on d20	1-20 on d20	1-19 on d20
17	+1	1-18 on d20	1-20 on d20	1-19 on d20
18	0	1-18 on d20	1-20 on d20	1-19 on d20
19	+1	1-18 on d20	1-20 on d20	1-19 on d20
20	0	1-19 on d20	1-20 on d20	1-19 on d20

Jester Spell List

As mentioned above, jesters are able to cast a small number of arcane spells. Some of these spells are taken from the magic-user/elf spell list. Others, noted as "Jester" in brackets

after the spell's name, are exclusive to the jester alone. These jester-specific spells may be cast while wearing leather armor.

Jesters acquire and cast their spells in the same manner as magic-users and elves do.

Level 1	Level 2	Level 3	Level 4
1 Charm Person	1 Magic Mouth	1 Hold Person	1 Belly Aching
2 Sleep	2 Mirror Image	2 Suggestion	2 Confusion
3 Charm Animal	3 Joke	3 Blasphemous Obscenities	3 Charm Monster
4 Giggle	4 Pyrotechnics	4 Rope Trick	4 Extended Joke
5 Contortion	5 Uncanny Contortion		
6 Befuddling Pun			

Level 5	Level 6	Level 7	Level 8
1 Feeblemind	1 Geas	1 Power Word Stun	1 Uncontrollable Festivities
2 Gut Busting Joke	2 Laughing Death	2 Charm Crowd	2 Laughing Death: Encore!
3 Greivouse Insult			

Spell Description

Befuddling Pun (Jester)

Level 1

Range: 20ft

Duration: 1 turn

The jester utters a clever pun which, on a failed save, causes the victim to stand inert for 1 turn as he contemplates the esoteric pun.

Belly Aching (Jester)

Level 4

Range: 60 ft

Duration: 1d6 + Jester's Level

Causes a victim to laugh uncontrollable for a number of rounds equal to 1d6 + Jester's Level. A successful save from a victim of 4 HD or less will half the duration. If the victim possesses more than 3 HD, a successful save will negate the spell's effect.

Blasphemous Obscenities (Jester)

Level 3

Range: 40ft

Duration: 1d6 rounds

Renders clerics ineffective for 1d6 rounds due to embarrassment (no save). Acts as a Giggle spell on non-clerics.

Charm Animal (Jester)

Level 1

Duration: Until dispelled

Range: 120 ft.

Identical to the arcane spell Charm Person, but affects normal (non-magical) animals instead of humanoids.

Charm Crowd (Jester)

Level 7

Range: 120ft

Duration: until dispelled

This spell operates in the same manner and with the same restrictions as Charm Person. However, it affects a total of 20HD of creatures, in any combination. All saving throws are made with a penalty of -2.

Charm Monster (Arcane)

Level 4

Jester

Duration: See below

Range: 60 ft

This spell operates in the same manner as charm person, but can affect any one living creature, including powerful monsters. For monsters of fewer than 3 hit dice, up to 3d6 can be affected. Monsters can break free of the charm, (one chance per week) based on their hit dice:

Hit Dice	% per week to break Charm
Up to 2	5%
2-4	10%
5-7	20%
8-10	40%
11+	80%

Charm Person (Arcane)

Level 1

Duration: Until dispelled

Range: 120 ft.

This spell affects living bipeds of human size or smaller, such as goblins or dryads. If the spell succeeds (saving throw allowed), the unfortunate creature falls under the jester's influence.

Confusion (Arcane)

Level 4

Range: 120ft

Duration: 2 hours

This spell confuses people and monsters, making them act randomly. On a roll of 2d6, the creatures will:

Die Roll	Reaction
2-5	Attack the jester and his allies
6-8	Stand baffled and inactive
9-12	Attack each other

Contortion (Jester)

Level 1

Range: self

Duration: 1 turn

The jester may magically contort his body, avoiding attacks for 1 turn. During this time, the jester is treated as having an AC of 1 [18].

Extended Joke (Jester)

Level 4

Range: Same as the spell being extended

Duration: See below

Extended Joke lengthens the duration of another Jester spell by 50%. Only Jester spells of level 1-3 can be affected by Extended Joke.

Feeblemind (Arcane)

Level 5

Range: 240ft

Duration: Permanent until dispelled

Feeblemind is a spell that affects only magic-users. The saving throw against the spell is made at a -4 penalty, and if the saving throw fails, the targeted magic-user becomes feeble-minded until the magic is dispelled.

Geas (Arcane)

Level 6

Range: 30ft

Duration: Until task is completed

If the spell succeeds (saving throw), the caster may set a task for the spell's victim. If the victim does not diligently work at performing the task, he will suffer weakness (50% reduction in strength), and trying to ignore the geas causes death.

Giggle (Jester)

Level 1

Range: 20ft

Duration: 1d4 rounds

This spell affects thinking creatures of 1 or 2 HD within 20ft of the jester. Those failing their saving throw are overcome with an uncontrollable case of the giggles which lasts 1d4 rounds. While in this state, victims suffer a -2 to hit due to the distracting nature of their condition.

Grave Insult (Jester)

Level 5

Range: 90 ft

Duration: 2d6 + Jester's Level

This spell will have one of two effects upon its victim. It will either cause the victim of the spell to flee in embarrassment, or it will send the target into such a fit of rage that he'll attack the jester. There is an equal chance that the target's reaction will be embarrassment or rage (50% chance each).

Gut Busting Joke (Jester)

Level 5

Range: 60 ft

Duration: 1d6 + Jester's Level

Identical to the Jester's Belly Aching spell. In addition, 1d4 points of damage are inflicted on the target per round of uncontrollable laughter.

Hold Person (Arcane)

Level: 3

Range: 120 ft

Duration: 1 hour plus 10 minutes per caster level

The jester targets 1d4 persons (the same parameters as the Charm Person spell), who are completely immobilized (saving throw applies). The jester may also target a single person, in which case the saving throw is made with a penalty of -2.

Joke (Jester)

Level 2

Range: 20ft

Duration: 1d6 rounds

The incantation for this spell is a magically charged joke. All those within the spell's range must successfully save or

Jester

suffer an attack penalty of -4 (save negates the spell's effect).

Laughing Death (Jester)

Level 6

Range: 240ft

Duration: Causes normal death

This spell affects all those within a 60ft radius who can hear the joke. This deadly magical joke will cause up to 2d8 creatures with fewer than 7 hit dice to die laughing (literally).

Laughing Death: Encore! (Jester)

Level 8

Range: 240ft

Duration: Causes normal death

This spell is identical to the jester's Laughing Death spell. Unlike the Laughing Death spell, Laughing Death: Encore! may affect creatures of 7 HD or more. Such creatures are afforded a chance to save, with a successful save resulting in damage equal to 1/4 of the victims' maximum hit points. Laughing Death: Encore affects 2d10 creatures as opposed to 2d8.

Magic Mouth (Arcane)

Level 2

Range: Touch

Duration: Permanent until triggered or dispelled

This enchantment is set upon an object, and the magic is triggered when certain conditions established by the caster are met. When that happens, a mouth appears in the object and speaks the message it has been commanded to speak. The message may be up to 30 words long.

Mirror Image (Arcane)

Level 2

Range: Around caster

Duration: 1 hour or until destroyed

The spell creates 1d4 images of the caster, acting in perfect synchronization with him like mirror images. Attackers cannot distinguish the images from the caster, and may attack one of the images instead of the caster himself (determine randomly). When a hit is scored upon one of the images, it disappears.

Power Word, Stun (Arcane)

Level 7

Range: 120ft

Duration: 1d6 or 2d6 turns (see below)

The caster speaks a word of power to a particular creature. If that creature has fewer than 35 hit points, it is instantly stunned for 2d6 turns; if the creature has from 36 to 70 hit points, it is stunned for only 1d6 turns. If the creature has more than 70 hit points it is not affected by the spell. No saving throw applies.

Pyrotechnics (Arcane)

Level 2

Range: 240 ft

Duration: 1 hour

The jester creates either fireworks or blinding smoke from a normal fire source such as a torch or campfire. The GM will

decide exactly how much smoke is produced, what effect it has, and what happens to it as it's produced, but the amount of smoke will definitely be more than 20 cubic feet.

Rope Trick (Arcane)

Level 3

Range: As far as you can throw a rope

Duration: 1 hour + 1 turn/level

The jester tosses a rope into the air, and it hangs there, waiting to be climbed. The caster and up to three others can climb the rope and disappear into a small other dimension. The rope itself can be pulled into the pocket dimension, or left outside. If it's left outside, someone may steal it, though.

Sleep (Arcane)

Level 1

Range: 240ft

Duration: 1 hour

This spell puts enemies into an enchanted slumber (no saving throw is permitted). It affects creatures based on their hit dice.

Hit Dice	# Affected
Less than 1 to 1+	4d4
1+ to 2	2d6
3+ to 4+1	1d6

Suggestion (Arcane)

Level 3

Range: Up to shouting distance

Duration: 1 week

The jester speaks a hypnotic suggestion to his intended victim. If the victim fails a saving throw, he will carry out the suggestion (as long as it can be performed within a week). The suggestion might not call for the action to be carried out immediately. A suggestion that the victim kill himself is only 1% likely to be obeyed.

Uncanny Contortion (Jester)

Level 2

Range: self

Duration: 1 turn

Same as the jester spell Contortion, but gives the jester an AC of -1 [20] for the duration of the spell.

Uncontrollable Festivities (Jester)

Level 8

Range: Touch

Duration: 1d6+1 rounds

This spell causes one victim to laugh, dance, and partake in inane silliness for 1d6+1 rounds. During this time, the victim suffers a -4 penalty to his AC and any saving throws. No attacks are possible when under the effects of this spell, and shields are ineffective. This spell is delivered via touch, so the jester must be able to touch the intended victim. The victim is not afforded a save against this spell.

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