

# Jesters

## A Basic Fantasy RPG Supplement

Basic Fantasy Website: [basicfantasy.org](http://basicfantasy.org)

### Release 2

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## INTRODUCTION

This supplement provides information for playing a Jester, a new character class, under the Basic Fantasy Role-Playing Game rule system. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

## NEW CHARACTER CLASS

### Jester

Absurd pranksters and nuisances, Jesters are known for telling wild tales, hurling insults or pulling practical jokes at the expense of others. Their abilities and attitude can make them useful, though aggravating, adventuring companions. Only gnomes, halflings or humans may become Jesters, as dwarves lack the quick wit and elves would never reduce themselves to such vulgarity.

The Jester uses the Cleric class table for experience point requirements and uses a d4 for Hit Dice. The Jester uses the Cleric column on the Attack Bonus Table, but the Thief table is used for Saving Throws. The Prime Requisite of a Jester is Charisma; a character must have a Charisma of 13 or higher to become a Jester.

Jesters may only wear leather armour although they can employ shields in combat. Jesters are not experts at fighting, and only allowed to wield clubs, daggers, scimitars, slings, maces and swords (short, long, or broad).

As Jesters progress in level they also have the ability to use a restricted number of spells. They do not use spellbooks, instead casting only a few spells each day before becoming exhausted. The table below shows both the number of spell points a Jester has available at each level.

**Jester Abilities:** The Jester can **climb walls** and **pick pockets** as a Thief. They can also catch grenade-like objects, daggers or darts that are thrown anywhere within 10' of their location. This **catch object** ability is also shown on the table below.

Because of their distracting ways, ludicrous attire and sharp wits, Jesters gain a +1 on initiative die rolls in combat situations. Their opponents are usually too dumbfounded, surprised or shocked to react quickly to a Jester's antics.

Given their instinct for comical antics and buffoonery, Jesters are able to affect the morale of their allies and their

enemies. By continuing to bombard their foes with insults, taunts and cruel jests Jesters are able to improve the morale of any friends by +1 and reduce the morale of their opponents by -1 provided they can understand to some degree by those involved in combat. This effect has a range of 60' and allows for no saving throw. As long as the Jester can move and speak freely this ability can be used.

Since a Jester's mind is always a little cracked, and because the mind of a jester was never really designed for storing spells, there is a 1% chance per spell level of a spell that it will fail and have no effect when cast. They do not need to learn spells as wizards do, and indeed cannot even begin to understand a magic-user's spellbook.

### Jester Ability Advancement

Level	Spell Points	Max Spell Level	Climb Walls	Pick Pockets	Catch Objects	Hit Dice
1	-	-	75%	20%	81%	1d4
2	-	-	77%	25%	82%	2d4
3	1	1	79%	30%	83%	3d4
4	2	1	81%	35%	84%	4d4
5	3	1	83%	40%	85%	5d4
6	4	2	85%	45%	86%	6d4
7	5	2	87%	50%	87%	7d4
8	6	2	89%	55%	88%	8d4
9	7	2	91%	60%	89%	9d4
10	8	3	93%	65%	90%	9d4+2
11	9	3	95%	70%	91%	9d4+4
12	10	3	97%	75%	92%	9d4+6
13	11	4	99%	80%	93%	9d4+8
14	12	4	99%	85%	94%	9d4+10
15	13	4	99%	90%	95%	9d4+12
16	14	4	99%	95%	96%	9d4+14
17	15	5	99%	99%	97%	9d4+16
18	16	5	99%	99%	98%	9d4+18
19	17	5	99%	99%	99%	9d4+20
20	18	5	99%	99%	99%	9d4+22

**SPELLS**

Below are listed spells available to the Jester class. These spells are all found in the Basic Fantasy RPG core rulebook, and are not described here.

**First Level Jester Spells**

1	Charm Person
2	Ventriloquism
3	Sleep

**Second Level Jester Spells**

1	Charm Animal
2	Find Traps
3	Invisibility

**Third Level Jester Spells**

1	Cause Fear
2	Hold Person
3	Invisibility 10' Radius

**Fourth Level Jester Spells**

1	Bestow Curse
2	Charm Monster
3	Confusion

**Fifth Level Jester Spells**

1	Feeblemind
2	Hold Monster
3	Projected Image

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### INTRODUCTION

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