**[DESIGN NOTES:** The Jack (medieval for “some dude”) is meant to replace the Thief, Lackey and the XC(no class/level 0) character types in the first version. The class represents every member of the mortal species in the game world who is not a trained Fighter nor able to cast spells. I’ve taken the Adventure Skills away from Fighters, Clerics and Magic-Users and made them the class ability of the Jacks alone. Jacks are very customizable, you could make an ordinary farmer, a lackey, like Chuggins, several types of thief, a physician or healer, a scout or hunter, an alchemist, a lore-master/sage or any number of other types using this class. The general idea is that most non-adventurers one meets are level-1 Jacks, but if they start adventuring they can gain levels and spread their talents.]

**JACKS**

**Jack Progression Table:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Level** | **EXP** | **Added Hit Points** | **Attack Bonus** | **Skills Received**  | **Skill Check** | **Saving Throw** |
| 1 | 0 | 1 die | +0 | 4 | D6 | 19 |
| 2 | 2500 | 1 die | +0 | 1 | D6 | 18 |
| 3 | 5000 | 1 die | +0 | 1 | D6 | 17 |
| 4 | 10,000 | 1 die  | +1 | 1 | D6  | 16 |
| 5 | 20,000 | 1 die  | +1 | 1 | D8  | 15 |
| 6 | 30,000  | 1 die | +1 | 1 | D8  | 14 |
| 7 | 40,000  | 1 die | +2 | 1 | D8 | 13 |
| 8 | 50,000 | 1 die | +2 | 1 | D8  | 12 |
| 9 | 100,000 | 1 die | +2 | 1 | D10  | 11 |
| 10 | 150,000 | 1 die | +3 | 1 | D10 | 10 |
| 11 | 200,000 | +1 | +3 | 0 | D10 | 9 |
| 12 | 250,000 | +1 | +3 | 1 | D10 | 8 |
| 13 | 300,000 | +1 | +4 | 0 | d12 | 7 |
| 14 | 400,000 | +1 | +4 | 1 | d12  | 6 |
| 15 | 500,000 | +1 | +4 | 0 | d12  | 6 |
| 16 | 600,000 | +1 | +5 | 1 | d12  | 6 |
| 17 | 700,000 | +1 | +5 | 0 | d20  | 6 |
| 18 | 800,000 | +1 | +5 | 1 | d20  | 6 |
| 19 | 900.000 | +1 | +6 | 0 | d20  | 6 |
| 20 | 1,000,000 | +1 | +6 | 1 | d20  | 6 |

Jacks represent all those who adventure without warrior training or magical abilities. Instead they rely on more mundane skills or training in a wide possible range of fields. A professional scout, burglar, alchemist, lore-master, dungeon lackey, sailor or spy would all be considered Jacks. Your average townsman or farmer would likely be a level-1 jack as well.

**Armor and Weapons:** Jacks may only wear leather armor, hides, lamellar or gambeson and may not use shields. Jacks may use fists, batons, clubs, staffs, knives, daggers, short swords, hand axes, light-hammers, mauls, hatchets, spears, rocks, slings, short bows, crossbows, darts and javelins.

**Saving Throws;** Jacks get a +2 bonus on saves against Poison and Diseases.

**JACK SKILLS:**

While Clerics and Magic-Users depend on spells, and Fighters rely on their weaponry and Combat Training, Jacks rely on a series of Skills that they choose as they advance in level. All Jacks begin with 4 skills of their choice at level 1 and then add one more per level up to level 10. Past 10th level they gain a skill only every second level. At first level human Jacks gain one bonus skill, and all characters with 15+ in INT gain one bonus skill at level 1 as well. To use a skill, the Jack rolls the Die Number indicated on the Skill Check column of the Progression Table above, if he rolls a 3+, he is successful, if he rolls a 1-2, he fails. N.B. The term “Skilled Jack” in the descriptions below means “A Jack who has possess this skill and has made a skill check.”

**ALCHEMY:** a skill roll allows the identification of any Alchemical Product found in the dungeon. It also allows the character to identify a potion without tasting it. These attempts require the Jack to have an Alchemy Kit. If the Jack has his own Alchemy Laboratory, he can produce Alchemical Products for 1/3 the full price, at a speed of 1 day per 10gp of retail value.

**ALERT REACTION:** a skilled Jack can move or raise an alarm (but not attack) during a surprise round when he is the one surprised.

**AMBUSHER:** while most characters who achieve surprise or attack an enemy from hiding, while invisible or otherwise sneaking or undetected, or while the target is fleeing gain a +2 to hit and double their total damage, a skilled Jack doubles that advantage to +4 to hit and 4 times total damage. Missile weapons used in an ambush must be shot from 60’ or less.

**AVERT YOUR EYES:** a skilled Jack can get a second saving throw against being turned to stone by a basilisk, cockatrice or medusa, or any other time the idea of “don’t look” is applicable.

**BIBLIOPHILE:** A skilled Jack can detect book worms in “wormy” books and the presence of magical or mundane traps on books or scrolls (but not cursed scrolls). A skilled Jack can appraise the fair resale value of non-magic books found on adventure. The herb vermifuge is the only treatment for book worms.

**BUSTER:** a skilled Jack can open a chest, door or other container in a single attempt (see Breaking Things rules), it’s quicker and more likely to succeed having this skill, but just as likely to attract wandering monsters for the one attempt. Ogres and Half-Ogres get this skill for free.

**CACHE:** a skilled Jack can hide an object on his person (size permitting) or in the general environment where normies can’t find it. The Jack does not roll his skill check until the first normie tries to find his cached item. Jack skilled in Searcher can attempt to discover the cached item.

**CLIMB WALLS:** anyone can climb a tree or rough cliff-side with a STR check, but a skilled Jack can climb virtually any surface. Skill check is used when the surface is too smooth for most people to even to attempt. Such climbing cannot be attempted in chain, scale, brigandine or plate armor.

**DETECT AND TREAT DISEASE: a** skilled Jack can diagnose a disease contracted by a patient. After a course of treatment taking 2d4 hours, the Jack can attempt to treat the disease with a skill check. If the treatment works, the patient gets a new saving throw attempt to recover from the disease. The Jack can only make one attempt per patient per disease. Treatment requires Healer’s Bag.

**DETECT AND TREAT POISON**: a skilled Jack can detect the presence and type of poison on a trap, blade, dish of food etc. It will even detect whether a potion is indeed poison. The skill also allows limited poison treatment, if a poisoned person is treated by a skilled Jack while the poison is still active or within 10 minutes of infliction, allow a second saving throw. Treatment requires Healer’s Bag.

**DIRECTION FINDING**: a skilled Jack can determine the cardinal directions from nearly anywhere. He can also chart a course across country or across the sea with reasonable accuracy.

**DISGUISE:** a skilled Jack can disguise himself as a different person of roughly the same size as himself. To take on a generic appearance, like “some farmer” requires a simple skill check. To try to mimic a specific person gives all who interact with the Jack a saving throw. Judge many impose additional checks or saves if the disguised Jack tries to do things that are increasingly out of character, risky or demanding. Requires as Disguise kit.

**DISTRACTING BANTER**: a skilled Jack can use clever conversation to distract another person. In combat the Jack must win initiative the round he attempts the banter (which counts as either his attack or move as he wishes), and if his skill succeeds, the target (1 only) makes a save or loses his attack for the round. Out of combat, a simple skill check will be enough to distract a target for a round.

**FIRST AID**: a skilled Jack can patch up wounded after a battle, healing 1d4 hit points. 1 attempt per person per battle and it must be attempted within 1 hour of the damage being taken. It takes 1 turn to attempt, so at most 6 healing attempts can be made by the Jack after any battle. Unskilled characters can make an attempt by rolling INT on less on a d100. First Aid can also be used to stop the 1 hp/round blood loss of a critically injured character (but not to restore one to consciousness). Requires a Healer’s Bag.

**FORAGER:** a skilled Jack can find enough food and water for 1d4 people per day of normal travel (except in desert, high mountain or artic conditions). He can double that amount if he does no traveling. Any day that his roll fails means that the area is “played out” for at least a week (Judge’s ruling for time).

**GAME HUNTER**: a skilled Jack, after searching 1d6+1 hours in a terrain where a particular normal animal is wont to live, can find animals of that type. Other characters just have to stumble around waiting for a random encounter roll.

**HEAR NOISE:** when listening at a door to hear monsters on the other side, or to detect enemies creeping up, most characters need to roll 6 on 1d6. Skilled Jacks roll their standard roll.

**HERBALISM**: a skilled Jack can identify herbs or herbal products found on adventure or to find 1d6 doses of a random herb after a day searching. Requires an Herbalist’s Bag.

**HIDE IN THE FOREST:** a skilled Jack can find a tree or bush in which to hide, motionless until an enemy passes by or turns his back by rolling this skill, other characters have to rely on the surprise roll. This skill works day or night, provided there are ample trees, bushes or undergrowth in which to hide.

**HIDE IN SHADOWS:** a skilled Jack can find a dark corner to hide, motionless until an enemy passes-by or turns his back by rolling this skill, other characters have to rely on the surprise roll. This skill only works under dark, cluttered conditions, such as in dungeons or in a city or castle at night-time.

**HOLY BARRIER:** a skilled Jack can use a vial of Holy Water to trace a line 10’ long on the ground. With a successful skill check, the barrier will prevent undead or demons from crossing the line. The barrier lasts for 1d4 combat rounds. Uses 1 vial of Holy Water per use.

**MILITIA TRAINED**: a Jack who choses this skill can use scale armor, chain mail, and shields in addition to their normally allowed armor. The Jack also choses 2 weapons that are not on the normal Jack list which he can then use without penalty. No skill rolls required for these uses.

**MONSTER HUNTER**: a skilled Jack, after searching 1d4+1 days in a terrain where a particular monster is wont to live, can find a monster lair of that type on a successful skill roll. Other characters just have to stumble around waiting for a random encounter roll.

**MONSTER LORE**: a skilled Jack can identify the species and major powers of a given monster (does not apply to extra-worldly creatures such as Demons, nor the Undead, nor does it allow identifying class or level of mortals).

**MORTAL LORE**: a skilled Jack recognize items, people and locations relating to a chosen mortal species. For example if a Jack were skilled in Elf Lore, he could recognize that an elven portrait was of Prince Doomoz the Magnificent, or the tower was build by the guild of elvish necromancers. A Jack can choose this skill many times, focusing on a different species each time.

**MOVE SILENTLY:** a skilled Jack can sneak away or up behind someone who is looking the other way using this skill. Other characters must rely on the surprise roll. A character or group of characters (at least 60' away from allies without the skill) all of whom make their skill rolls will get a round of surprise on enemies, in addition to any surprise rolled. In a combat, characters who begin as hidden or otherwise unseen and who make a skill check can sneak up behind an enemy not looking in their direction, to get an ambush attack attempt. Move Silently cannot be done while wearing scale, chain, brigandine or plate armor.

**MUMMERY:** a skilled Jack can mimic clerics of his own alignment well enough to use clerical scrolls or staffs, made by those of his own alignment. Failing the skill check will ruin the scroll or expend a charge from the staff. If clerical scrolls and staffs are found as treasure, and their alignment is not known, roll 1d6; 1-2=Lawful, 3-4=Neutral, 5-6=Chaotic.

**NEW LANGUAGE:** a Jack who chooses this skill adds one more language to the number he speaks and reads, regardless of his INT maximum.

**OCCUPATION:** a skilled Jack can do tasks and earn his daily maintenance by performing a chosen occupation. Each time he takes a this skill he chooses another occupation. Example: a Jack who chooses “armorer” could make armor and weapons if he has the tools and raw materials, or take a job as an armorer to cover his daily upkeep for a period of time. Sample occupations include: farmer, sailor, tailor, smith, accountant, scribe, map-maker, merchant, teamster, juggler. I’d think that this skill is mostly for NPC losers.

**OPEN LOCK:** a skilled Jack can open a locked door or chest with this skill. Each attempt takes 1 turn, but does not increase the chance of wandering monsters like smashing the chest in. Other characters can try acid, which makes things worse if you fail, or smashing which is noisy and destructive, see Book 3 for details. Requires Burglary Tools.

**PACK HAULER**: a skilled Jack can carry 5 extra items at each level of encumbrance beyond a non-skilled person. This does not require a skill check.

**PICK POCKET:** a skilled Jack can make a skill check to lift a coin purse or other item from a target. Other characters have no chance at this.

**POTION MAKER:** a skilled Jack who has an Alchemist Laboratory can create potions, just like a magic-user using the Brew Potions spell. The Jack must have a formula, which he must either find or create by analyzing an example of that potion (destroying the example in the process), requiring a skill check or the sample is ruined. Unlike most Jack Skills, there are prerequisites: the Jack must have the Alchemy skill and must be at least level 4 to take this skill.

**RAZZLE-DAZZLE:** A skilled Jack can use sleight of hand, grandiose gestures and charlatan’s patter to confuse his enemies. If his side has lost initiative, he may give up either his move or his attack and make a skill roll, if he succeeds, he will be able to take his remaining either move or action before the enemies’ actions.

**READ LANGUAGE**: A skilled Jack can make 1 attempt per document or inscription in a language he doesn’t know to attempt to decipher it. Other characters must hire interpreters or use magic.

**READ SCROLL:** A skilled Jack can make 1 attempt to cast a spell off of any magic-user (not cleric) spell scroll, if he fails his skill check, the scroll is ruined and the spell does not go off. See Scrolls for further information.

**RECRUITMENT**: a skilled Jack can replace a general search for henchmen or hirelings with a specific one. It still takes a week but costs no money and results with the recruiter finding a candidate with exactly specified class, species and special skill. A skill roll can also be used in a dungeon to get a band of mortals who have agreed to negotiate to join forces with the party (terms and conditions apply—if it is a band of 1-HD orcs, bandits, dwarves, for example, they’ll want about 10gp each). You need to be able to communicate in a common language for this to work.

**REPAIRMAN**: if a skilled Jack has proper tools, or close substitutes as the Judge permits, make a skill roll to repair any broken piece of equipment or non-magical device. Requires Tool Kit.

**SEARCHER**: a skilled Jack can detect monsters, vermin, poison, disease or treasure in piles of dungeon garbage while avoiding bites or other nasty surprises. It also allows examination of sacks before opening to avoid nasty side effects. A skilled Jack can also find items *cached* by other Jacks. Orcs and Half-Orcs get this skill for free.

**SECRET DOOR EXPERT:** a skilled Jack can find secret doors or hidden compartments, (standard is a 6+ on 1d6 for careful searching). Elves and Half Elves have this skill for free, plus they will notice a secret door without even trying on a 4+ on 1d4.

**STONEWORK**: a skilled Jack can detect pit traps, any other traps built into the masonry, sliding passages, slopes and notable stonework. Dwarves and Gnomes have this for free. Unskilled characters can try to detect such things on an WIS check on 1d100.

**SUPERNATURAL LORE**: a skilled Jack can identify the species and major powers of a given supernatural monster, including the undead, other-worldly beings like demons, angels, elementals etc..

**SWAPPER**: a skilled Jack, as either a move or an attack, take an item from his own hands or belt and exchange it with an adjacent ally without having the ally use an action to make the change. Alternately, he can retrieve an item from his own pack or saddle bag without spending an action.

**TRAP WORK:** A skilled Jack can use this skill to find mechanical traps on chests and doors with one roll and remove them safely with a second roll. Unskilled characters can find a trap on a d100 roll against INT. Only skilled Jacks can remove such traps. Other characters must work out detailed precaution with the Judge. The skill can also be used to set mechanical traps. Requires Burglary Tools.

**TRACKING:** a skilled Jack can track the route taken by others in wilderness or dungeon. Various dog-like creatures can achieve this skill by means of scent alone. Doggers and Badgermon get this skill (by scent) for free.

**TREAT CRITICAL INJURY:** a skilled Jack can bring 1 character who has 0 or fewer hit points remaining, but has not yet died, back to 1 hit point. The treatment takes 1 turn, but any continuing blood loss is paused when the treatment is underway, and the treatment must be done within 1 hour of the end of the wounding. Requires Healer’s Bag.

**USE WAND:** a skilled Jack can activate any magic-user wand by using this skill, provided he knows the command word. Failure of the skill check means the wand did not activate and no charge is used. This skill does not allow Jacks to use clerical staffs.

EXAMPLE JACKS:

Feebus the Alchemist (Gnome, INT-15, J-4):

Skills: Alchemy, Read Scrolls, Supernatural Lore, Swapper, Use Wand, Bibliophile, Read Languages, Potion Maker

Trusty Wampus the Henchman (human, J-1)

Skills: Pack Hauler, Searcher, Detect and Treat Disease, Open Lock, Trap Work

Mighty Nimrod (human, J-3)

Skills: Game Hunter, Tracking, Hide in Forest, Move Silently, Ambusher, Hear Noise, Forager

Sneaky Stan (half-elf, J-2)

Skills: Hide in Shadows, Move Silently, Pick Pockets, Open Locks, Climb Walls

Bill the Assassin (human, J-4)

Skills: Hide in Shadows, Move Silently, Ambusher, Militia Trained, Disguise, Climb Walls, Razzle-Dazzle