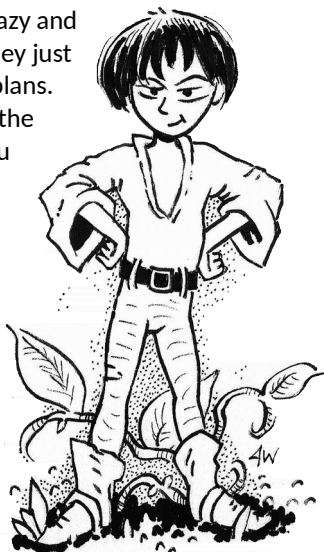


JACK

You're a smartypants, they say. You're lazy and good fer nothin'. But you're guessing they just don't like it when you mess with their plans. You might have faery or witch blood in the family, but that ain't the kinda thing you talk about over beans.

RESTRICTIONS

You sure ain't no Lawful sort. Charisma is your Prime Requisite and it's gotta be higher than your Strength. You make attacks like a Thief. You *can* figure out any kinda weapon or armor you want, but you don't generally like to be bothered with it. You go for light blades, leather armor, maybe a shield if it suits your fancy. But you ain't gonna be caught dragging no two-handed weapons around or sweatin' down in no chain mail or heavy armor. When it comes to magical things you got a real knack for figurin' that stuff out. Probably dumb luck, but you ain't never met a magic doohickie you couldn't work.



SPECIAL ABILITIES

Fearless: You sure ain't scared of nothin'. You get a +4 on all saving throws against **fear** and a +2 against **charm** type magic.

Figure It Out: You're good at puzzlin' stuff out and seein' how it works. You find a contraption that don't make much sense, study it for a round and make a saving throw vs. spells to see if you can get the idea of it. If you spend a turn or more studyin', you get a +2 to your roll. Likewise, you find a magic book or scroll and you can fiddle around with it and maybe cast some spells like a wizard. Same rule applies. You can always add yer Intelligence **or** Wisdom modifier to that roll, mind you.

Sneakin' and Hidin': You keep things fast and easy, making it easy for you to slip around and be sneaky.

Vex and Bother: You got a way of gettin' under folks' skin and by badgerin' them through taunting or asking a zillion dumb questions you'll force 'em to make a saving throw vs. spells or else forget what they was actually doin'! This ruins spells bein' cast and plops a -2 on all their attacks and saving throws until they pass that save or 1d4 rounds is up. Likewise, you can vex and bother a person into believin' something that ain't quite true or takin' a really dumb bet.

JACK EXPERIENCE TABLE				
Level	Title	XP	HD	Sneakin' and Hidin'
1	Layabout	0	1d6	20%
2	Slacker	1,500	2d6	25%
3	Workshy	3,000	3d6	30%
4	Botherer	6,000	4d6	40%
5	Snickety Snacker	12,000	5d6	50%
6	Springstepper	25,000	6d6	60%
7	Talespinner	50,000	7d6	70%
8	Hedge Hero	100,000	8d6	80%
9	Jack	200,000	9d6	90%

JACK SAVING THROWS TABLE					
Level	Breath Attacks	Poison or Death	Petrify or Paralyze	Wands	Spells or Devices
1	13	10	11	12	14
2	12	9	10	11	13
3	11	8	9	10	12
4	10	7	8	9	11
5	9	6	7	8	10
6	8	5	6	7	9
7	7	4	5	6	8
8	6	3	4	5	7
9	5	2	3	4	6