

# Jack

**Alignment:** Any.

**Hit Die:** d6.

## Class Skills

The jack's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (All) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), and Use Rope (Dex).

**Skill Points at 1st Level:** (6 + Int modifier)  $\times$ 4.

**Skill Points at Each Additional Level:** 6 + Int modifier.

**Table: The Jack**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	New Class Skill
2nd	+1	+0	+3	+3	Evasion, Bonus Feat
3rd	+2	+1	+3	+3	Skill Focus
4th	+3	+1	+4	+4	Improved Focus +1
5th	+3	+1	+4	+4	Bonus Feat
6th	+4	+2	+5	+5	New Class Skill
7th	+5	+2	+5	+5	Ability Mimic, Bonus Feat
8th	+6/+1	+2	+6	+6	Skill Focus
9th	+6/+1	+3	+6	+6	Skill Mastery, Improved Focus +2
10th	+7/+2	+3	+7	+7	Skill Savant 1, Bonus Feat
11th	+8/+3	+3	+7	+7	Improved Synergy, New Class Skill
12th	+9/+4	+4	+8	+8	Bonus Feat
13th	+9/+4	+4	+8	+8	Skill Focus
14th	+10/+5	+4	+9	+9	Ability Mimic, Improved Focus +3
15th	+11/+6/+1	+5	+9	+9	Skill Savant 2, Bonus Feat
16th	+12/+7/+2	+5	+10	+10	New Class Skill
17th	+12/+7/+2	+5	+10	+10	Bonus Feat
18th	+13/+8/+3	+6	+11	+11	Skill Focus
19th	+14/+9/+4	+6	+11	+11	Expert Synergy, Improved Focus +4
20th	+15/+10/+5	+6	+12	+12	Skill Savant 3, Bonus Feat

## Class Features

All of the following are class features of the jack.

**Weapon and Armor Proficiency:** The Jack is proficient in all light armor and shields. The Jack is proficient in all simple and martial weapons.

**New Class Skill:** The Jack chooses a cross class skill. That skill is now a class skill.

**Evasion:** As the Rogue and Monk ability.

**Bonus Feat:** At 2nd level, a Jack gets a bonus skill-oriented. The jack gains an additional bonus feat at 5th level and thereafter at 7th, 10th, 12th, 15th, 17th, and 20<sup>th</sup> levels. These bonus feats must be drawn from the feats noted below. A jack must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums.

These bonus feats are in addition to the feat that a character of any class gets from advancing levels. A jack is not limited to the list of jack bonus feats when choosing these feats.

Bonus Feats: Acrobatic, Agile, Alertness, Animal Affinity, Armor Proficiency (Medium, Heavy), Athletic, Deceitful, Diligent, Exotic Weapon Proficiency, Investigator, Leadership, Negotiator, Nimble Fingers, Persuasive, Self Sufficient, Skill Focus, Stealthy

**Skill Focus:** The Jack gets the feat Skill Focus for free at 3<sup>rd</sup> level, then again at 8<sup>th</sup> level, 13<sup>th</sup> level and 18<sup>th</sup> level.

**Improved Focus:** The Jack gains a +1 competence bonus to all Skill Focused feats. This bonus increases to +2 at 9<sup>th</sup> level, +3 at 14<sup>th</sup> level and +4 at 19<sup>th</sup> level.

**Ability Mimic:** At 7<sup>th</sup> level, the jack may gain any 1<sup>st</sup> level extraordinary ability of any other base class. This includes abilities such as the barbarian's rage, the monk's flurry of blows, or even the druid's animal companion. Additionally, the jack may take the monk's unarmed strike ability, the rogue's sneak attack ability, the bonus fighter feat of a 1<sup>st</sup> level fighter or one of the bonus feats available to the monk. Whatever class you take the ability from, you are treated as having formerly been that class. This means that you are treated as an "ex-Barbarian" or an "ex-Paladin" and must meet the requirements for keeping that ability. Therefore, you don't need to be lawful to mimic a monk's ability, but you must be non-lawful to mimic a barbarian's rage ability. Neither do your mimicked abilities grow as you gain levels in jack as they would for the class from which they mimic. At level 14, the jack may choose any 3<sup>rd</sup> level or less extraordinary ability or a 1<sup>st</sup> level supernatural ability, such as the bard's "inspire courage +1" or the paladin's "smite evil 1/day". The jack may choose animal companion again and treat the jack as a level 3 druid for the purposes of animal companion abilities. The jack may also choose to add another die of sneak attack, as a 3<sup>rd</sup> level rogue. You may take these new abilities even though you have gained levels in jack, thus even though you are treated as an ex-member of that class, you may still gain this new ability and are now still considered an ex-member of that class.

**Skill Mastery:** As per the rogue's ability.

**Skill Savant:** The Jack chooses a skill that she has a Skill Focus in and Skill Mastery of. Once per day, the jack may take 20 on that skill. At level 15, she may either choose another such skill, or be able to take 20 on the original skill twice a day. At level 20, the jack may choose another such skill or choose one of the already chosen skills to get an extra use per day.

**Improved Synergy:** At 11<sup>th</sup> level, the jack is able to get a +4 synergy bonus on skills with 10 ranks or more.

**Expert Synergy:** At level 19, the jack is able to get a +6 synergy bonus on skills with 15 ranks or more.