

Jester (Bard)

Role: Controller

Power Source: Shadow

Key Abilities: Charisma and Dexterity

Armor Proficiency: Cloth, leather, hide

Weapon Proficiency: Simple melee, simple ranged

Implements: Wands

Bonus to Defense: +1 Reflex, +1 Will

Hit Points at 1st Level: 10 + Constitution Score

Bonus Hit Points per Level: 4

Healing Surges per Day: 6 + Constitution Modifier

Trained Skills: Choose four from your list of class skills.

Class Skills: Acrobatics (Dex), Bluff (Cha), Intimidate (Cha), Insight (Wis), Perception (Wis), Stealth (Dex), Streetwise (Cha), Thievery (Dex).

Class Features: Classic Blunder, Deceptive Duelist, Good Humored, Jester's Aura, Harmless Pranks, Pratfall, Skill Versatility, Sprightly

Level 1:

CLASSIC BLUNDER

When an enemy in your jester's aura misses with an attack, you can slide the enemy 1 square as an opportunity action.

In addition, when an ally in your jester's aura rolls a natural 1 on an attack roll, you can slide the ally 1 square as an opportunity action.

DECEPTIVE DUELIST

When you make a basic attack with a weapon, you can use Charisma instead of Strength for the attack roll and the damage roll.

GOOD HUMORED

When you spend a healing surge or receive temporary hit points, add your Charisma modifier to the healing or temporary hit points you receive.

HARMLESS PRANKS

You gain the following three powers.

Maniacal Laughter

[Shadow, Fear]

Standard action

Close burst 2

Target: Each enemy in the burst.

Effect: The target takes a -2 penalty to attack rolls and grants combat advantage until the end of your next turn.

Special: You can only use this power once per round.

Unexpected Surprise

[Shadow, Zone]

Standard action

Close blast 3

Effect: The blast creates a zone that lasts until the start of your next turn. Your allies have partial concealment from enemies inside the zone. Your allies also receive a bonus to damage rolls on any attacks made against enemies in the zone equal to your Dexterity modifier.

Special: You can only use this power once per round.

Wild Goose Chase

[Shadow, Charm]

Standard action

Personal

Requires: Your jester's aura must be active.

Effect: You shift a number of squares equal to 1 + your Dexterity modifier. Each time you leave a square adjacent to an enemy, you can pull one enemy in your jester's aura 1 square. Enemies pulled this way provoke opportunity attacks as though the movement were willing, and not forced.

Special: You can only use this power once per round.

JESTER'S AURA

You gain the **jester's aura** power.

Jester's Aura	[Shadow, Aura]
Minor action	Personal
Effect: You project an aura 5 that lasts until the end of the encounter. If the effects ends before the end of the encounter, this power recharges. Enemies in the aura take a penalty to opportunity attack rolls equal to your Charisma modifier.	

PRATFALL

You gain the **pratfall** power.

Pratfall	[Shadow]
No action	Special
Trigger: You hit an enemy with a jester burst or blast attack.	
Target: One enemy in the effect's area. Level 11: One or two enemies in the area. Level 21: Each enemy in the area.	
Effect: The target takes 1d8 extra damage from the triggering attack, and you knock the target prone. Level 17: 2d8 extra damage. Level 27: 3d8 extra damage.	

SKILL VERSATILITY

You gain a +1 bonus to untrained skill checks.

SPRIGHTLY

While you are not wearing heavy armor, you gain a +2 bonus to your AC. In addition, you can shift 1 square or stand up from prone as a minor action.