

JESTER

Wounds: 1D6+6
Move: 4
Weapon Skill: 3
Ballistic Skill: 5+
Strength: 3
Toughness: 3
Initiative: 6
Attacks: 1

Equipment: Lucky Charm

Weapon: Cudgel, causing 1D6+3 Wounds.

Armour: None.

Pinning: Cannot be pinned.

Special Rules

The Jester is especially hard to hit. He may dodge any blow on a roll of 5 or 6 on 1D6.

He is also a master prankster, able to distract the most serious foe. Once per turn, he may give up one of his attacks in order to force any one opponent in the same dungeon section to miss one of its attacks for this turn.

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	4	4	4	4	5	5	5	6

• THE JESTER •

A nobleman's court is rarely without some person who is assigned the task to bring some humor into an otherwise humorless day, or to at least presumably to make the nobleman look all the more noble by presenting a worthy fool for comparison. While the simplest of these simpletons may ply their trade simply by uttering inane statements, the more successful are skilled performers -- masters of legerdemain, acrobatic feats and practical jokery.

The Jester is one such oddity who for whatever reason has ended up in the company of the Warriors during their heroic quests. Perhaps he is out of his previous job, and hoping that one of his companions is destined to great heights -- and might remember him when it comes time to hire some entertainment for a royal banquet. Perhaps he is simply out of his mind.

In any case, the Jester is the least serious, the least noble (by any standard) of the Warriors, providing some degree of comic relief in the midst of the dungeon's dangers.

JESTER ADVANCED PROFILES

Battle Level 2 | Wounds: 2D6+6 | Wpn./Bal. Skill: 3/5+
 Strength/Dice: 3/1 | Toughness: 3
 Initiative: 6 | Attacks: 1

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	4	4	4	5	5	5	5	6

Luck: 3
 Willpower: 2
 Pinning: 3+
 SKILLS: 1

Battle Level 3 | Wounds: 2D6+6 | Wpn./Bal. Skill: 4/4+
 Strength/Dice: 4/1 | Toughness: 3
 Initiative: 7 | Attacks: 1

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	4	4	4	4	4	5	5

Luck: 4
 Willpower: 3
 Pinning: 3+
 SKILLS: 1

Battle Level 4 | Wounds: 3D6+6 | Wpn./Bal. Skill: 4/4+
 Strength/Dice: 4/2 | Toughness: 4
 Initiative: 7 | Attacks: 1

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT	2	3	3	4	4	4	4	4	5	5

Luck: 5
 Willpower: 3
 Pinning: 3+
 SKILLS: 2

Battle Level 5 | Wounds: 3D6+6 | Wpn./Bal. Skill: 5/4+
 Strength/Dice: 4/3 | Toughness: 6
 Initiative: 8 | Attacks: 2

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT	2	2	3	3	4	4	4	4	4	4

Luck: 4
 Willpower: 3
 Pinning: 2+
 SKILLS: 2

JESTER ADVANCED PROFILES

Battle Level 6 | Wounds: 4D6+6 | Wpn./Bal. Skill: 5/3+
 Strength/Dice: 4/2 | Toughness: 4
 Initiative: 8 | Attacks: 2

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT	2	2	3	3	4	4	4	4	4	4

Luck: 7
 Willpower: 3
 Pinning: 2+
 SKILLS: 3

Battle Level 7 | Wounds: 4D6+6 | Wpn./Bal. Skill: 5/3+
 Strength/Dice: 4/2 | Toughness: 4
 Initiative: 9 | Attacks: 2

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT	2	2	3	3	4	4	4	4	4	4

Luck: 8
 Willpower: 3
 Pinning: 2+
 SKILLS: 3

Battle Level 8 | Wounds: 5D6+6 | Wpn./Bal. Skill: 6/3+
 Strength/Dice: 4/2 | Toughness: 4
 Initiative: 9 | Attacks: 3

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT	2	2	3	3	3	4	4	4	4	4

Luck: 9
 Willpower: 3
 Pinning: Auto
 SKILLS: 4

Battle Level 9 | Wounds: 5D6+6 | Wpn./Bal. Skill: 6/2+
 Strength/Dice: 4/3 | Toughness: 4
 Initiative: 9 | Attacks: 3

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT	2	2	3	3	3	4	4	4	4	4

Luck: 10
 Willpower: 4
 Pinning: Auto
 SKILLS: 5

Battle Level 10 | Wounds: 6D6+6 | Wpn./Bal. Skill: 6/2+
 Strength/Dice: 4/3 | Toughness: 4
 Initiative: 9 | Attacks: 3

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT	2	2	3	3	3	4	4	4	4	4

Luck: 11
 Willpower: 4
 Pinning: Auto
 SKILLS: 6