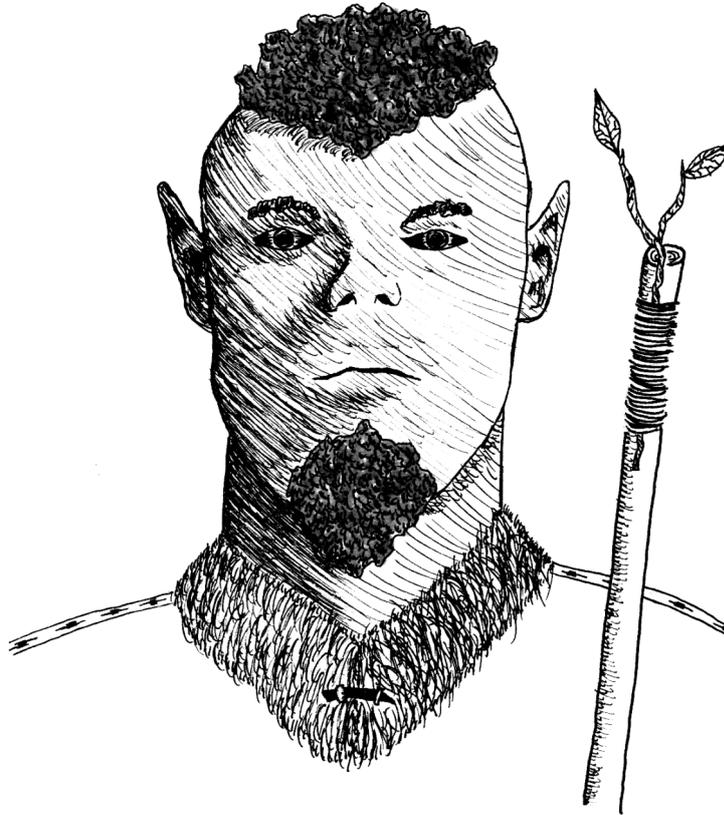


This document contains the progression and class details for the jarroks.



## Jarrok

**Description:** The jarroks are a curious race of humanoids living in the trees of ancient forests. Their tribal civilization has thrived for millennia for they prefer isolation from the other races and care not about the troubles of the outside world.

A jarrok tribe is roughly divided into two groups : the Myrryr and the commoners. The Myrryr are the priests and augurs of the tribe. They heal the sick, provide guidance, and protect the commoners. The jarroks have an unusually close relationship with the gods, and the Myrryr epitomize this bond. Commoners constitute all other members of the tribe: hunters, tree wardens, artisans, and such.

As said, jarroks are a closed community with little interaction with the other civilizations. However, every now and then an individual may violate the rigid rules of the tribe and they are exiled into the outside world. On a rare occasion, one may leave willingly to search for their fortune elsewhere. Thus, jarroks are not completely unknown to the other races.

An average jarrok stands 5 feet tall (~1.5 m) and weighs about 150 pounds (~70 kg). Their build is slender, and they have long limbs. Jarrok skin is brown like that of old bark, and their bodies are hairless, save for patches of green moss adorning their heads, faces, chests, and feet. Jarroks have small, black eyes, and their ears and teeth are pointed.

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**Hit Points:** A jarrok gains d8 hit points on each level up.

**Weapon training:** A jarrok’s weapon training depends on their status in the tribe. Commoners are trained in the use of slings, spears, polearms, axes, daggers, clubs, maces, flails, mauls, blowguns, slings, and bows. The Myrryr caste are trained in the use of the weapons of their chosen deity (see below for details on the Myrryr). All jarroks can wear any armor, but metal armor makes their skin sting, burn and chafe, conferring an additional -4 to all check penalties.

**Alignment:** Jarroks can be of any alignment. Most of them are lawful or neutral, but chaotic jarroks are common as well, especially among those who have left their tribe.

**Those of the gods, those of the land:** Jarroks have a remarkable connection with the gods. This manifests as clerical powers if their Personality score is 10 or more. If the Personality score is less, the jarrok is a commoner.

After rolling ability scores, the player may reduce points from other abilities and add them to the character’s Personality until it is exactly 10. This results in the jarrok being one of the Myrryr.

**The holy Myrryr:** The Myrryr are jarroks with clerical powers. They follow all the relevant rules for clerics: choosing a god, caster level, magic, turn unholy, lay on hands, and so on (DCC rulebook pg. 28 onwards).

**The common jarrok:** Commoner members of jarrok tribes are adaptable and able: they roll three times on the jarrok occupation table (Table B) below.

**Climb anything:** Jarroks live in trees and are very consequently can climb almost anything. Refer to the below table (Table A) for jarrok climb skill progression. Climb anything is modified by Agility.

Table A: Climb anything skill progression										
Level	1	2	3	4	5	6	7	8	9	10
Bonus	+2	+4	+5	+7	+8	+10	+11	+13	+14	+16

**Jarrok occupations:** Use the following table (Table A) when determining occupations for a jarrok. The Myrryr roll just once from the table as normal. However, commoners are quick to learn new tasks of the tribe and most are adept at multiple proficiencies. Thus, commoners roll thrice from the following table (re-roll duplicates). They are proficient with all the occupations rolled and gain all their equipment. Additionally, commoner jarroks are quick to learn, and may choose a new occupation every three levels after the first (3<sup>rd</sup>, 6<sup>th</sup> and 9<sup>th</sup>, respectively). This may come from the jarrok occupation table or be related to things the jarrok has done and experienced during their adventures (at Judge’s discretion).

**Table B: Jarrok occupations**

<b>d30</b>	<b>Profession</b>	<b>Equipment</b>
1	Animal trainer	Staff, Squirrel
2	Astrologer	Staff, Star map
3	Beekeeper	Staff, Jar of honey
4	Butcher	Cleaver (as axe), Side of beef
5	Tanner	Awl (as dagger), Hide
6	Cooper	Club, barrel
7	Gardener	Staff, Apple
8	Apothecarist	Club, Herbs
9	Herder	Staff, Hog
10	Mushroom-farmer	Staff, Sack
11	Artisan	Dagger, Clay
12	Falconer	Staff, Falcon
13-14	Forester	Staff, Herbs
15	Sage	Chisel (as dagger), Wooden tablet of wisdom
16-17	Farmer	Staff, Sack of edible wildflowers
18	Pyre builder	Block of wood (as club), Tinder
19	Healer	Club, Herbs
20	Herbalist	Staff, Herbs
21-22	Hunter	Sling, Deer pelt
23	Cook	Dagger, Spices worth 10 gp
24	Minstrel	Dagger, Flute
25	Rope maker	Knife (as dagger), Rope 100'
26	Scribe	Chisel (as dagger), Wooden tablet
27	Trapper	Sling, Wolf pelt
28	Weaver	Large needle (as dagger), Beautiful suit
29-30	Tree warden	Spear, Leaf collection

**Languages:** Upon reaching 1st level jarroks gain one additional language per point of Intelligence modifier. Roll d100 (re-roll duplicates): (01-03) Alignment tongue; (04-06) Chaos; (07-09) Neutrality; (10-12) Law; (13-15) Dwarf; (16-18) Elf; (19-21) Halfling; (22-24) Bugbear; (25-27) Goblin; (28-30) Gnoll; (31-33) Harpy; (34-36) Hobgoblin; (37-39) Kobold; (40-42) Lizardman; (43-45) Minotaur; (46-48) Ogre; (49-51) Orc; (52-54) Troglodyte; (55-57) Centaur; (58-60) Dragon; (61-63) Pixie; (64-66) Giant; (67-69) Griffon; (70-72) Bear; (73-75) Eagle; (76-78) Ferret; (79-81) Horse; (82-84) Wolf; (85-87) Spider; (88-90) Cat; (91-93) Songbird; (94-96) Snake; (97-99) Rodent; (00) choose two animal languages.

**Action dice:** Jarroks may use their action dice for skill checks and attack rolls, the Myrryr may additionally use their action dice as a cleric would.

Level	Attack	Crit die / table	Action die	Ref	Fort	Will	Spells known by level (Myrryr only)				
							1	2	3	4	5
1	+0	1d8/III	1d20	+1	+0	+0	4	-	-	-	-
2	+1	1d8/III	1d20	+2	+1	+1	5	-	-	-	-
3	+1	1d10/III	1d20	+2	+2	+1	5	3	-	-	-
4	+2	1d10/III	1d20+1d14	+3	+3	+2	6	4	-	-	-
5	+2	1d12/III	1d20+1d14	+4	+3	+2	6	5	2	-	-
6	+3	1d12/III	1d20+1d16	+4	+4	+2	7	5	3	-	-
7	+3	1d14/III	1d20+1d16	+5	+4	+3	7	6	4	1	-
8	+4	1d14/III	1d20+1d20	+5	+5	+3	8	6	5	2	-
9	+5	1d16/III	1d20+1d20	+6	+5	+3	8	7	5	3	1
10	+5	1d16/III	1d20+1d20+1d14	+7	+5	+4	9	7	6	4	2.

**Titles:** Jarroks do not much care about fancy names, but some of them indulge themselves with the following titles:

Level	Lawful	Neutral	Chaotic
1	Obedient	Watcher	Restless
2	Servant	Mediator	Mischievous
3	Carer	Guardian	Malcontent
4	Rooted	Branchling	Green rebel
5	Barkmind	Treelord	Pariah