

Jampion Ranger

JAM POINTS are used to trigger your special Jampion abilities. Your pool of available points is equal to half your current level (rounded down) + your DEX modifier.

JAM EFFECTS - Every time a jam ability is used, roll a d20. If you roll a 1, the DM will consult the jam table to determine the effect. If you succeed, the jam effect trigger number increase by 1 (i.e. if you roll above a 1 on your first turn, you'll need to roll above a 2 on the following turn)

1ST LEVEL - JUNIOR JAMMER

Jambler's Luck - Use 1 jam point to reroll a STR or DEX saving throw.

Sticky Fingers - Spend 1 jam point to climb difficult surfaces as if using the [Spiderclimb](#) ability.

4TH LEVEL - JELLO JOURNEYMEN

Jellish Rebuke - Spend 2 jam points to use the [Hellish Rebuke](#) reaction.

Slipping Hazard - Spend 2 jam points to cast the spell [Grease](#)

9TH LEVEL - PRINCELY PRESERVER

Jellcaster - Spend 3 jam points to cast the [Slow spell](#) on an enemy. If the enemy passes the check, you may spend another jam point to make it happen.

Berry Parry - Spend 5 Jam points to use PARRY as a REACTION. (+3 to AC)

12TH LEVEL - MARMALADE MASTER

Summon Jellemental - Use 7 Jam points to Summon a [gelatinous familiar](#) (or use 9 points to cast it as a bonus action). The familiar follows you in the initiative order and acts on your instructions.

16TH LEVEL - GOO GOD

Jellocity - Use 3 jam points to caste [HASTE](#) (or 5 to cast it as a bonus action)

Maximum Jellocity - Expend all Jam Points to cast Haste on up to 3 targets within range.

19TH LEVEL- SUPREME JAMPION

Auto-succeed on all DEX and STR checks. As an action, you can add your proficiency bonus to your AC for 1 hour per long rest.

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Jam Effects (roll a d10)

- 1 - Jam slick appears underneath you ([Grease](#) spell)
- 2 - Your mouth fills with jelly and you can't cast verbal spells
- 3 - You eat expired jam and take 3d10 poison damage
- 4 - You grow a beard made of jelly
- 5 - You gain resistance to all damage for the next 1d4 rounds of combat.
- 6 - You have disadvantage on attack rolls
- 7 - You cast [polymorph](#) on yourself. If you fail the saving throw, you turn into a jar of mint jelly for the spell's duration. (Make WIS saves after each roll)
- 8 - A sentient jelly life form emerges from a pool of jam and is controlled by the DM for the remainder of the battle. ([Rust Bag of Tricks](#))
- 9 - Your AC goes down by 2
- 10 - The jam attracts a [swarm of insects](#). Roll an Animal Handling check to see if you can control them.