



THE JESTER

ROGUISH ARCHETYPE OPTION

With a rustle of the bells atop his hat and a longbow at his waist, the gnome clad in a patchwork of colors introduces himself to a noble lord before breaking into a capering dance full of gesticulation and unrelenting noise. As the lord watches the gnome scuttle by, he opens his right hand to discover a note, penned in cryptic illusory script, informing him of the identity of a pair of assassins within his own court. The gnome issues him a knowing wink, and continues with his routine.

Flourishing his cape, a human clad in gilded finery collapses to the ground with a certain clownish lack of grace, clutching a nearly fatal wound in his side. By all appearances dead, the human waits, dagger drawn, for his enemy to slip up and leave themselves open to a savage injury to the ankles.

Spewing comical jibes and insults to dishearten her adversaries, a well-inebriated female dwarf cracks a kobold upside the head with the pommel of her rapier. Having recited a particularly bawdy limerick to utter silence from her captive audience, she wheels on the bludgeoned kobold and levels a stern glare in its direction. Instantly, the kobold descends into peals of mad laughter, and the dwarf juts out her chin, satisfied.

Comedy is an art form that some few study with an almost religious zeal, honing their words and their blades with endless practice and performance. Some that style themselves as jesters are simple entertainers with an adventurous bent, while others are genuine devotees of trickster deities such as Garl Glittergold, Avandra,

Loki, or Olidammara, and consider their jesting a holy calling of sorts.

Regardless, a jester is a student of life, emotion, and culture, and appreciates both the highs and lows afforded to mortals by the conditions in which they live. Occupying a unique place in society as professional outcasts, jesters can often talk or act how they please within broader limits than those imposed on their peers, as people are quick to write off a jester as a simple lunatic or fool. A jester observes and comments, always knowing the right word or phrase to get a laugh, a tear, a bellow of murderous rage, or to simply swing the opinions of others their way.

HARLEQUIN'S MASK

When you choose this archetype at 3rd level, you gain proficiency with the disguise kit and two of the following: Acrobatics, Performance, or one kind of gaming set.

You can, as an object interaction, either don a mask in your possession with traditional harlequin markings, or apply facepaint from your disguise kit to achieve a similar effect. In either case, while wearing your Harlequin's Mask you have advantage on any check made to cause a distraction.

If you hit with an attack while wearing your mask and deal damage with your Sneak Attack ability, you can utter insults laced with subtle enchantments. The target must succeed on a Wisdom saving throw with a DC equal to 8 + your Charisma modifier + your Proficiency bonus or have disadvantage on the next attack roll it makes before the end of its next turn.

ARCANE WIT

Starting at 3rd level, you gain the ability to cast a variety of spells as part of your jesting, temporarily learning and discarding spells as the mood strikes you.

Spells Known. You know the *vicious mockery* cantrip. Whenever you finish a long rest, roll twice on the Cantrips table (rerolling duplicates) in the Spell Tables section later in this option, and once on the 1st Level Spells table. Until you finish a long rest, you know the spells associated with the numbers you rolled, in addition to one spell of your choice from the 1st Level Spells table.

At 7th level, you also roll on the 2nd Level Spells table when you finish a long rest. You similarly roll on the 3rd Level Spells table starting at 13th level, and on the 4th Level Spells table starting at 19th level. You know the spells associated with the result of each roll until you finish a long rest.

You also know one spell of your choice from the 2nd Level Spells table starting at 7th level, and one spell of your choice from the 3rd Level Spells table starting at 13th level. You can reselect any spell you have chosen to learn from this feature after completing a long rest. You can make additional rolls (rerolling duplicates,

JESTER SPELLCASTING

Rogue Level	Spell Slots	Slot Level	Cantrips Rolled	1st Level Rolled	2nd Level Rolled	3rd Level Rolled	4th Level Rolled
3rd	1	1st	2	1	—	—	—
4th	1	1st	2	2	—	—	—
5th	1	1st	2	2	—	—	—
6th	2	1st	2	2	—	—	—
7th	2	2nd	2	3	1	—	—
8th	2	2nd	2	3	1	—	—
9th	2	2nd	2	3	1	—	—
10th	2	2nd	3	3	2	—	—
11th	2	2nd	3	3	2	—	—
12th	2	2nd	3	3	2	—	—
13th	2	3rd	3	3	2	1	—
14th	2	3rd	3	3	2	1	—
15th	2	3rd	3	3	2	1	—
16th	2	3rd	3	3	2	2	—
17th	2	3rd	3	3	2	2	—
18th	2	3rd	3	3	2	2	—
19th	2	4th	3	3	2	2	1
20th	2	4th	3	3	2	2	1

including those you've chosen) on each table when you reach certain levels in this class, as shown in the Jester Spellcasting table.

Spell Slots. The Jester Spellcasting table shows how many spell slots you have. The table also shows what the level of those slots is; all of your spell slots are the same level. To cast one of your spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a short or long rest. Spells you receive from this feature can only be cast or concentrated on while wearing your Harlequin's Mask.

Spellcasting Ability. Charisma is your spellcasting ability for any spell you receive from this archetype, and you use your Charisma modifier when setting the saving throw DC for a spell you cast with this archetype and when making an attack roll with a spell granted to you by this archetype.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

TUMBLING FOOL

At 9th level, every time you use the Disengage action (including with your Cunning Action feature), add 10 feet to your movement speed until the end of your turn.

CRUEL COMEDY

Starting at 13th level, your aptitude with the art of jesting gains more refinement, and your comedic barbs become ever more brutal and merciless.

Whenever a creature fails its save against your *vicious mockery* or the Wisdom saving throw imposed by your Harlequin's Mask feature, the first attack you make against that enemy before the end of your next turn has advantage.

In addition, while wearing your Harlequin's Mask you are immune to being charmed.



LAST TRICK

Starting at 17th level, when you are reduced to 0 hit points and are not killed outright, you can choose to drop to 1 hit point instead and place yourself under the effects of a false death identical to the *feign death* spell. On your turn you can end this effect with no additional action.

When you end this effect, you have advantage on any attack that targets a creature which believed you were dead, until the end of your next turn. Additionally, the first attack you make that hits such a creature before the end of your next turn automatically benefits from your Sneak Attack feature, and deals an extra 4d6 damage of your weapon's type.

Once you use this ability, you can't use it again until you finish a long rest.

SPELL TABLES

Included here are the tables which you roll on or select spells from at the end of each long rest, determining which spells you know until your next long rest.

CANTRIPS

d8	Spell	Source
1	<i>dancing lights</i>	PHB 230
2	<i>friends</i>	PHB 244
3	<i>guidance</i>	PHB 248
4	<i>mage hand</i>	PHB 256
5	<i>minor illusion</i>	PHB 260
6	<i>prestidigitation</i>	PHB 267
7	<i>shocking grasp</i>	PHB 275
8	<i>thaumaturgy</i>	PHB 282

1ST LEVEL SPELLS

d12	Spell	Source
1	<i>cause fear</i>	XGtE 151
2	<i>chaos bolt</i>	XGtE 151
3	<i>charm person</i>	PHB 221
4	<i>color spray</i>	PHB 222
5	<i>faerie fire</i>	PHB 239
6	<i>feather fall</i>	PHB 239
7	<i>grease</i>	PHB 246
8	<i>illusory script</i>	PHB 252
9	<i>jump</i>	PHB 254
10	<i>silent image</i>	PHB 276
11	<i>sleep</i>	PHB 276
12	<i>Tasha's hideous laughter</i>	PHB 280

2ND LEVEL SPELLS

d12	Spell	Source
1	<i>blindness/deafness</i>	PHB 219
2	<i>calm emotions</i>	PHB 221
3	<i>cloud of daggers</i>	PHB 222
4	<i>crown of madness</i>	PHB 229
5	<i>detect thoughts</i>	PHB 231
6	<i>enthrall</i>	PHB 238
7	<i>invisibility</i>	PHB 254
8	<i>magic mouth</i>	PHB 257
9	<i>mirror image</i>	PHB 260
10	<i>misty step</i>	PHB 260
11	<i>rope trick</i>	PHB 272
12	<i>spider climb</i>	PHB 277

3RD LEVEL SPELLS

d8	Spell	Source
1	<i>catnap</i>	XGtE 151
2	<i>dispel magic</i>	PHB 234
3	<i>enemies abound</i>	XGtE 155
4	<i>fear</i>	PHB 239
5	<i>gaseous form</i>	PHB 244
6	<i>hypnotic pattern</i>	PHB 252
7	<i>major image</i>	PHB 258
8	<i>stinking cloud</i>	PHB 278

4TH LEVEL SPELLS

d8	Spell	Source
1	<i>confusion</i>	PHB 224
2	<i>dimension door</i>	PHB 233
3	<i>fabricate</i>	PHB 239
4	<i>freedom of movement</i>	PHB 244
5	<i>greater invisibility</i>	PHB 246
6	<i>hallucinatory terrain</i>	PHB 249
7	<i>phantasmal killer</i>	PHB 265
8	<i>polymorph</i>	PHB 266

CREDITS:

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