

ABERRANT JESTER

by Semageon



A Martial Archetype For Silly Hearts
And Smiling Faces



Martial Archetype

At 3rd level, a fighter gains a Martial Archetype. Here is an option for that feature: Aberrant Jester.

Aberrant Jester

Showman Initiate

3rd-level Aberrant Jester feature

Upon choosing this archetype at 3rd level, you also gain proficiency in either Dexterity (Acrobatics), Dexterity (Sleight of Hand) or Charisma (Performance) checks. You also gain either the *dancing lights* cantrip or *minor illusion* cantrip, casting without material components and using Charisma as your spellcasting modifier. If you pick up either cantrip through this feature, the cantrip's duration extends to an hour.

At 7th level, you can either pick up the other cantrip, ignore the Concentration aspect of *dancing lights*, or be able to have two illusions occur simultaneously with *minor illusion*.

Mantle of the Jester

3rd-level Aberrant Jester feature

At 3rd level, you learn to distort and bend the space around you at a whim. As a bonus action, you can activate Mantle of the Jester. While active, all creatures have disadvantage on Attack rolls against you. This lasts up to a minute, and can be deactivated at any time. If you take damage, Mantle of the Jester ceases to function until the start of your next turn. It is suppressed while you are Incapacitated, Restrained, or otherwise unable to move, and will end early if you fall unconscious, drop to 0 hit points, or die.

You can use this feature twice, and gain an additional usage at 7th level, 13th level, and 18th level. You regain expended uses when you finish a long rest.

Harlequin Magick

7th-level Aberrant Jester feature

Additionally at 7th level, you begin to develop an affinity for warping and twisting reality to your whim. What was previously imagination can now be a reality!

You can use your action to conjure up an inanimate object in your hand or on the ground in an unoccupied space that you can see within 10 feet of you. This object can be no larger than 3 feet on a side and weigh no more than 10 pounds. The object is visibly magical, radiating dim light out of 5 feet. The object disappears after 1 hour, when you use this feature again, or if it takes or deals any damage.

You can also concentrate and use your action to create something more complex within 60 feet of you in an unoccupied space. The creation is visibly magical, is fixed in space, can take on any visual appearance, and can resemble one of the following mechanically:

- Ladder up to 5-feet wide and 25-feet high.
- Pit up to 10-feet deep and 10-foot in diameter within any surface. The pit cannot make a hole through a surface, only a pit.
- Platform up to 10-feet tall and 10-feet in diameter.
- Wall up to 15-feet long, 10-feet high, and a foot thick or a circle that has a 5-foot diameter. It can have holes in it, but they will not extend the size of the wall. If it is opaque, it blocks line of sight.
- Turn a surface into difficult terrain in a space up to a 20-foot square.

The creation disappears after 1 minute, if you lose concentration, when you use this feature again, or if it takes magical damage. The creation must be touching something real. You can use this variation of the feature up to a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses when you finish a long rest.

The World's A Stage

10th-level Aberrant Jester feature

At 10th level, your speed increases by 10 feet. While in magical light, your speed increases by 10 feet, and your movement does not provoke opportunity attacks.

In addition, Mantle of the Jester now lasts for up to 10 minutes and you ignore difficult terrain while it is active.

Rapturous Presence

15th-level Aberrant Jester feature

At 15th level, as a bonus action, you can force a target within 60 feet of you to make a Wisdom saving throw (DC equal to 8 + your proficiency modifier + your Charisma modifier). On a failed save, the target has disadvantage on Wisdom (Perception) checks made to perceive any creature other than you for up to a minute, and you gain a +1 to your attack and damage rolls for the duration. This effect stacks with multiple affected targets.

The effects end if a creature friendly to you damages the target or casts a harmful spell on it, and ends for all targets if you damage a non-affected target. You can use this feature up to a number of times equal to your Charisma modifier (minimum of once), and you regain expended uses when you finish a short or long rest.

Here We Are Again!

18th-level Aberrant Jester feature

Upon reaching 18th level, when you would be hit by an attack, you can use a reaction to teleport, exchanging positions with a creature you can see within 60 feet of yourself. The creature is hit by the attack instead. An unwilling creature must succeed a Charisma saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be teleported.

You can use this feature once per short or long rest, or until you use your Second Wind.

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