

College of Scoundrels v2

Cutting Words - as per the College of Lore feature.

Blameless Darling

By 3rd level, you gain Advantage on defensive rationalizations, deflections and exculpations using Deception or Persuasion. You also gain proficiency on one of those two Skills.

Distraction Agent

From 6th level on, at the beginning of any combat you can make a verbal observation, joke, flash someone or take another distraction-inducing social action to cause the opposing group to be momentarily dumbstruck. Declare doing so when Initiative is rolled. Add your Deception or Performance modifier to your Initiative total. Opponents with a lower Initiative result are Stunned for the first round of combat. Doing so takes your action for that round. The Scoundrel may exempt any or all allies from the effect, as an option.

In addition, when using the Help action to distract an opponent, you may ignore the usual range restrictions. So long as the DM agrees that the target can perceive the distraction well enough for it to function, it does so.

Picardo Perseverance

If a creature fails a roll due to your use of Cutting Words, by 14th level, you may regain a use of Bardic Inspiration, a hit die, or a spell slot of 2nd level or lower.

In addition, if a use of Distraction Agent causes two or more opponents to become Stunned at the same time, regain a use of Bardic Inspiration or a spell slot of 2nd level or lower.