

Jester

Inspired by
Nigma

Jester

Hit Die: D8

Proficiencies

Saves: Dexterity Charisma

Skills: Choose 3 skills from the following list: Acrobatics, Animal Handling, Arcana, Athletics, Deception, History, Insight, Intimidation, Investigation, Medicine, Nature, Perception, Performance, Persuasion, Religion, Sleight of Hand, Stealth, Survival

Weapons: Simple Weapons, and finesse martial weapons

Armor: Light Armor

Tools: 2 musical instruments of your choice

Language: Choose one language.

Multiclassing: 13 dex, 13 cha

Gain 1 skill proficiencies of your choice, and 1 language of your choice, 1 musical instrument of your choice.

Chart

Level	prof	feature	Cantrips	Spells		(Spell Slots)				
				Known	1	2	3	4	5	
1	+2	Spell Casting, Expertise	2	1	1	-	-	-	-	
2	+2	Sneak Attack (1d6)	2	2	1	-	-	-	-	
3	+2	Entertainer	3	3	1	-	-	-	-	
4	+2	Ability Score Increase	3	4	2	-	-	-	-	
5	+3	Extra Attack	3	5	2	-	-	-	-	
6	+3	Sneak Attack (2d6)	4	6	2	1	-	-	-	
7	+3	Entertainer	4	7	3	1	-	-	-	
8	+3	Ability Score Increase	4	8	3	1	-	-	-	
9	+4	Expertise	5	9	3	2	-	-	-	
10	+4	Sneak Attack (3d6)	5	10	4	2	-	-	-	
11	+4	Entertainer	5	11	4	2	1	-	-	
12	+4	Ability Score Increase	6	12	4	3	1	-	-	
13	+5	Reliable Talent	6	13	5	3	1	-	-	
14	+5	Sneak Attack (4d6)	6	14	5	3	2	-	-	
15	+5	Entertainer	7	15	5	4	2	1	-	
16	+5	Ability Score Increase	7	16	6	4	2	1	-	
17	+6	Expertise	7	17	6	4	3	1	-	
18	+6	Sneak Attack (5d6)	8	18	6	5	3	2	-	
19	+6	Ability Score Increase	8	19	6	5	3	2	1	
20	+6	Show Stopper	8	20	6	5	4	2	1	

Features

Spell Casting

Starting at level 1, You have learned to untangle and reshape the fabric of reality in harmony with your wishes and music. Your spells are part of your vast repertoire, magic that you can tune to different situations. See [Spells Rules](#) for the general rules of spellcasting and the [Spells Listing](#) for the bard spell list.

Cantrips

You know two cantrips of your choice from the bard spell list. You learn additional Jester cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Jester table.

Spell Slots

The Jester table shows how many spell slots you have to cast your Jester spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell [cure wounds](#) and have a 1st-level and a 2nd-level spell slot available, you can cast [cure wounds](#) using either slot.

Spells Known of 1st Level and Higher

You know four 1st-level spells of your choice from the bard spell list.

The Spells Known column of the Jester table shows when you learn more Jester spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the Jester spells you know and replace it with another spell from the bard spell list, which also must be of a level for which you have spell slots.

Spellcasting Ability

Charisma is your spellcasting ability for your Jester spells. Your magic comes from the heart and soul you pour into the performance of your music or oration. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a Jester spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

Ritual Casting

You can cast any Jester spell you know as a ritual if that spell has the ritual tag.

Expertise

Starting at level 1, choose two of your skill proficiencies, and your proficiency bonus is doubled for any ability check you make that uses either of the chosen Proficiencies.

Choose another 2 skills at level 9, and another 2 skills at level 17 to be affected by this feature.

Sneak Attack

Starting at level 2, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the chart above.

Entertainer

Starting at level 3, you choose the kind of entertainment you bring to those around you.

Ability Score Increase

Starting at level 4, and again at levels 8, 12, 16, and 19, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Extra Attack

Starting at level 5, you can attack twice, instead of once, whenever you take the attack action on your turn.

Reliable Talent

Starting at level 13, you have refined your chosen skills until they approach perfection. Whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

Show Stopper

Starting at level 20, You learn how to have a perfect performance, be it on a stage, or a battlefield. Your charisma, and Dexterity increase by +4, and the ability score caps for both increase by the same amount.

Once per long rest you may, as a bonus action, add an additional proficiency bonus to every roll you make on your turns. This effect lasts for 10 minutes. In order to refresh this ability you must complete a long rest.

Entertainer

Stage

Close Up Magic

Starting at level 3, when casting magic as an action or bonus action, you may increase the spell save DC or spell attack by your proficiency bonus. If you use this ability it additionally increases damage done, or healing done by your proficiency bonus. This ability can only be used a number of times equal to your dexterity modifier before needing to recuperate. All uses of this feature are refreshed upon the completion of a short rest.

Smoke and Mirrors

Starting at level 7, When you are targeted by an attack that is not area of effect, you may spend your reaction to lower the attack roll by your levels in this class. If the attack still hits, you take half damage, and are knocked prone. If the attack misses, you take no damage, and disappear from where you were, reappearing in an unoccupied spot within 30 feet. You may use this ability a number of times equal to your dexterity modifier before needing to recuperate. All uses of this feature are refreshed upon the completion of a long rest.

Edgy Tricks

Starting at level 11, when using thrown or edged weapons, you may double your proficiency when attacking. If you successfully hit the target, you may reduce your number of sneak attack dice (only if you can apply sneak attack to the hit) in order to do one of the following:

- (-1 die) reduces the enemy's movement to 0 until the beginning of your next turn.
- (-2 dice) forces the enemy to make attacks at disadvantage until the end of their next turn.
- (-3 dice) forces the enemy to make skill checks at disadvantage until the start of your next turn.
- (-4 dice) forces the enemy to deal half damage until the end of their next turn.
- (-5 dice) the enemy is forced to make a Constitution save (DC 8+your prof+your dex), or be stunned until the end of their next turn.

Marks and Tells

Starting at level 15, you may allow your allies a moment to focus before striking, and even attempt to copy your accuracy. You successfully hit a target enemy, but do no damage. Instead you make a mark on the enemy that lasts for a number of rounds equal to your levels in this class, lowering the AC of the enemy affected by the number of sneak attack dice you currently may use, and allowing your allies to make melee attacks with advantage. This ability may stack on a single target, but may only be applied once per turn. You may use this a number of times equal to your proficiency bonus before needing to recuperate. You refresh all uses of this ability upon the completion of a short rest.

Crowd

Center of Attention

Starting at level 3, whenever you would successfully land a sneak attack, you may sacrifice all your sneak attack dice, and instead roll all those d6 to heal allies within 30 feet. The healing done this way, may be split up as you choose, but you may not apply it to yourself.

Juggling

Starting at level 7, you may switch between melee and ranged attacks. Doing so requires you make a performance check (DC 15) as part of the attack action. The enemy

makes a perception or insight check to see if they can beat your performance. If they fail, you gain advantage on your attack against them.

Fancy Footwork

Starting at level 11, Whenever you successfully make an attack, you may move an additional 10 feet, that does not use your movement. You may make an acrobatics check if this extra movement would not be over flat ground. This additional movement does not cause attacks of opportunity.

Extra Attack

Starting at level 15, you may up to three times, instead of twice, whenever you take the attack action on your turn.

Personal

Misdirection

Starting at level 3, you add your proficiency modifier to your AC, and when you are struck by an attack that is not area of effect, you may tumble to an unoccupied space within 5 feet of you. Doing so halves the incoming damage. You may do this a number of times equal to your charisma modifier before needing to recuperate. You refresh all uses of this ability upon the completion of a short rest.

Faster Than the Eye

Starting at level 7, You may apply sneak attack twice per turn, instead of just once. If you choose to use your sneak attack twice in a turn, you reduce your AC by a number equal to the number of sneak attack dice you have, until the start of your next turn.

Flash and Bang

Starting at level 11, when you cast a spell that requires an attack roll, you may apply your sneak attack dice, if you fulfil any other requirements of sneak attack except the weapon requirements. Adding this force to your spells comes at a cost, and you take 1d6 damage per level of the spell slot used (Cantrips count as 0 dice).

Perfect Timing and Knowing Your Mark

Starting at level 15, If you successfully attack with a melee weapon as part of a reaction, you may treat all rolled damage as maximum. Whenever you exceed a target's AC by 10 or more, you may count that as a critical hit.