

THE CLOWN CLOWN

THE FACE PAINT YOU WERE BORN TO WEAR



CLONN FACE PAINT

Clonns that embrace the clown lifestyle by taking levels in the [clown class](#) have a certain advantage over other clowns. For one thing, a clonn can never be caught without a face paint, even if they're not actually wearing one. A clonn's own normal face counts as a unique face paint only accessible to clowns of the [clonn race](#). Whenever a clonn decides not to apply another clown face paint, they receive the following benefits from their own face, based on their level in the clown class.

CLONN

The clonn face paint is the latent face paint inherent in all clonns who take up the high art of clowning. As long as the clonn isn't wearing another face paint, they behave as if they are wearing this face paint.

PERFORMANCE ART: IMPROVISED CLOWN

For the next minute, you can improvise any other Performance Art available to other clown face paints, as long as the face paint does not require you to have more than 1 level in this class. The improvised Performance Art functions exactly as it does for its normal face paint.

BULBOUS NOSE

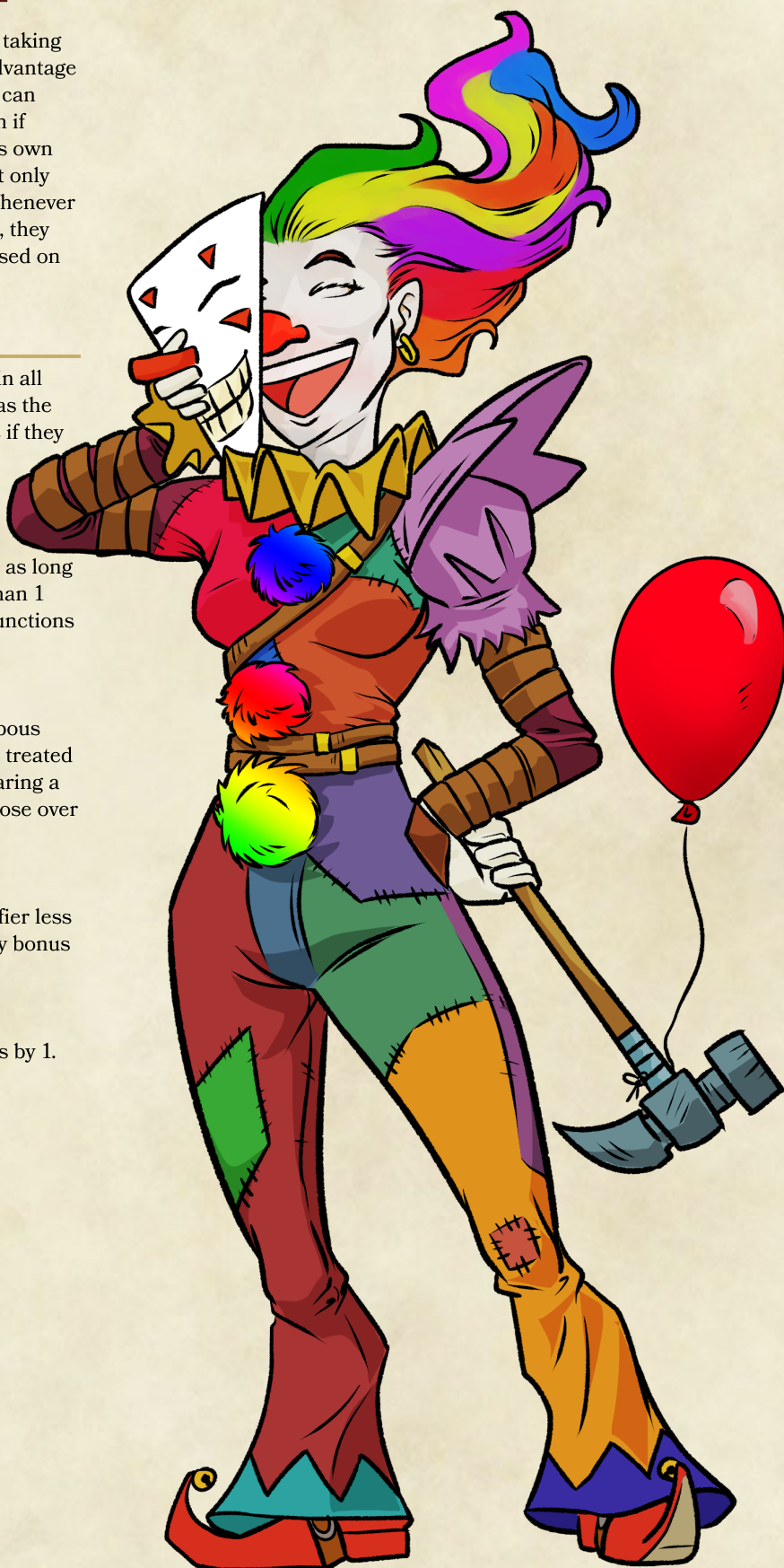
Upon reaching 6th level, your own nose becomes bulbous enough to act as a proper clown nose. You are always treated as if wearing a red clown nose even if you are not wearing a clown nose at all. You can wear an additional clown nose over your own nose, as usual.

KALEIDOSCOPIC

Beginning at 11th level, all ability checks with a modifier less than your clown power before adding your proficiency bonus are now equal to your clown power.

PEAK CLOWN

Upon reaching 18th level, your clown power increases by 1.



Proud Fundraiser