

THE COMPLETE CLOWN

THE FULL CLASS FOR THE CLASS CLOWNS



CLOWN

The foolish *auguste* clown performs his comedy slapstick, his red muzzle accentuating the smile on his face. The *grotesque* clown dials it up to eleven with the face paint and the bright colors, stealing attention wherever he goes. The *harlequin* visits harm on those she engages with her graceful routine, never letting her victims escape her charms. The *hobo* clown barely dresses up at all, letting the world roll off his shoulders. The *pierrot*, oldest of the clown colleges, attempts to guide her peers to greatness and glory. Lastly, the *tramp*, hunkering down under the weight of his own cynicism, keeps close tabs on how much the world owes him for his troubles.

Clowns descend from a long line of theatrical evolution, from the venerable pierrot clowns of the *commedia dell'arte* tradition, through to the harlequin, auguste, grotesque, hobo and tramp of modern art. Their ability to perform outside of the normal bounds of social taboo has granted clowns an aire of exemption from the mores of social propriety. As such, clowns act with apparent abandon, recklessness, and disregard for both safety and custom. They are viewed as both above and below the standards of social interaction, equally capable of subverting and sublimating what it means to be a normal person.

Whatever the type of clown, the personalities are all extremes — goofy, hammy, maniacal, carefree, proud, bitter. Through their appearance, and most of all their actions, a clown will tell the world exactly what they think of it.

VERSATILE SUPPORT

The main feature of the clown is the ability to change your face paint, thereby changing the role you intend to play in the party. As a result, clowns are easily the most versatile of the classes, able to quickly change their style of contribution to the party dynamic: from physical comedy to crowd work, animal wrangling to illusionneering, from offense to defense, the clown can sorta do it all.

At its core, the clown is a basic support class able to heal with a joke, harm with a jape, and deftly occupy noncombat roles through mimicry, performance art, and a dash of actual aptitude. The ability of all clowns to occupy different party roles through their use of face paint makes them a uniquely versatile addition to any party. They can heal and lend heavy support, they can frontline as damage-dealers, or they can take a lot of punishment, all based on the face they chose to wear that day.



THE CLOWN

Level	Proficiency Bonus	Features	Face Paints	Clown Power	1st	2nd	3rd	4th	5th
1st	+2	Face Paint, Performance Art	1	1	—	—	—	—	—
2nd	+2	Clown Code, Spellcasting	1	1	2	—	—	—	—
3rd	+2	Performance Art: Tool Mimicry	1	2	3	—	—	—	—
4th	+2	Ability Score Improvement	1	2	3	—	—	—	—
5th	+3	—	1	2	4	2	—	—	—
6th	+3	Face Paint Feature	2	2	4	2	—	—	—
7th	+3	Bottomless Pockets	2	2	4	3	—	—	—
8th	+3	Ability Score Improvement	2	2	4	3	—	—	—
9th	+4	—	2	2	4	3	2	—	—
10th	+4	Performance Art: Roastmaster	2	3	4	3	2	—	—
11th	+4	Face Paint Feature	3	3	4	3	3	—	—
12th	+4	Ability Score Improvement	3	4	4	3	3	—	—
13th	+5	—	3	3	4	3	3	1	—
14th	+5	In Character	3	3	4	3	3	1	—
15th	+5	Performance Art: Fake It To Make It	3	4	4	3	3	2	—
16th	+5	Ability Score Improvement	3	4	4	3	3	2	—
17th	+6	—	3	4	4	3	3	3	1
18th	+6	Face Paint Feature	4	4	4	3	3	3	1
19th	+6	Ability Score Improvement	4	4	4	3	3	3	2
20th	+6	The Show Must Go On	4	5	4	3	3	3	2

FREE AGENT OF CHAOS

It takes a special kind of creature to fully embrace the life of a clown. Most do not have the stomach for the taboo or social stigma; others can't handle the look and style of being a clown. As a result, most clowns are those who would have normally found some sort of solace on the fringes of society — far enough away not to be too deeply affected by its machinations, but close enough to scrutinize and pastiche the whole affair. That said, clowns are not all insane derelicts exiled from society on account of their absurdities and their embrace of the taboo. Just some of them.

Others are practiced pranksters, careless layabouts, and hopeless romantics. In any case, a clown will always manage to both shine a light on the normal world and cast its shadow. Almost entirely regardless of an individual clown's style, their aim is to somehow deconstruct what everyone else expects from them and themselves and turn life into something of a joke on itself. A clown's methods are almost always hectic if not outright chaotic, and their plans almost always backfire to some extent due to their fast-and-loose approach to both problem solving and interpersonal relationships.

CREATING A CLOWN

Clowns crave chaos, to some extent, thriving on the disarray they can create through their varied personalities and face paints. There is an element of the adventurer lifestyle in all the different clown schools. Perhaps you were raised in the theater, acquiring a love of the fine art of pantomime. Maybe you are a dwarf whose creative impulses are too outlandish for the rigid society of the dwarven people. Or perhaps you come from another career where you found life unbearably absurd, and now your only release is to put on your real face and confront the madness of the world around you. Whatever your origin, your life as a clown is colorful and unique.

Clowns sometimes create communities far from the normal settlements of civilization — in abandoned buildings, hidden groves, remote caves, and the like. Here, they may raise their children to become clowns without having experienced the same social motivations. These natural-born clowns are often deeply indoctrinated into a belief that the only real life is the one lived absurdly, either through a nearly self-destructive cynicism, a hopeless romanticism, or an iconoclastic and nearly anarchic attitude towards the mores of civilized life.

QUICK BUILD

You can make a clown quickly by following these suggestions. First, Charisma should be your highest ability score, followed by either Strength or Dexterity. Second, choose the entertainer background. Third, choose a face paint — either auguste, blood, dandy, grotesque, harlequin, hobo, kabuki, mascot, mime, pierrot, rodeo, star, tramp, trash, or voodoo.

CLASS FEATURES

As a clown, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per clown level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per clown level after 1st

PROFICIENCIES

Armor: Light armor and Medium Armor

Weapons: Simple weapons, battleaxe, rapier, warhammer, whip

Tools: Disguise kit, any two gaming sets or musical instruments

Saving Throws: Charisma, Dexterity

Skills: Performance, plus two from the following list: Acrobatics, Animal Handling, Deception, Intimidate, Persuasion, and Slight of Hand

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a club or (b) a handaxe
- (a) an entertainer's pack or (b) an explorer's pack
- Padded armor, a dagger, and a Disguise kit

CLOWN POWER

Clown power is a measure of your abilities as a performing clown. Your clown power is equal to your Charisma modifier or the number indicated in the Clown power column of the Clown class table, whichever is lower, and informs many of your other clown class abilities.

PERFORMANCE ART

You have at your command a special kind of magic — one that works through the art of performance. You start with two such effects: Best Medicine (see below) and an effect determined by the face paint you are currently wearing. Some face paints grant you additional Performance Art effects as you advance in levels, as noted in the face paint description.

Most Performance Arts require you to expend one use of your Performance Art as a bonus action on your turn and then take specific actions on your turn for up to a minute in order to maintain the performance. If you don't take one of the types of actions prescribed by the Performance Art by the end of your turn, the performance ends.

Some Performance Art effects require saving throws. When you use such an effect, the DC equals 8 + your proficiency bonus + your Charisma modifier.

You can use Performance Art a number of times equal to your clown power. You regain all expended uses of Performance Art when you finish a long rest.

PERFORMANCE ART: BEST MEDICINE

You can use your Performance Art to heal your allies with a series of bolstering jokes.

For the next minute, you can use your action to heal one creature that you can see within 30 feet with funny jokes, restoring a number of hit points equal your clown power × your Charisma modifier.

If you take any other action, this performance ends.

FACE PAINT

Choose your first face paint: either auguste, blood, dandy, grotesque, harlequin, hobo, kabuki, mascot, mime, pierrot, rodeo, star, tramp, trash, or voodoo face paint. Your choice grants you features at 1st level and again at 6th, 11th, and 18th level. At these levels, you also learn an additional face paint from the same list. At any level that grants you a new face paint, you can also replace any single face paint you know with another face paint.

Applying a face paint requires a disguise kit and 30 minutes. Upon being applied, a face paint will last for 1 day per clown level, or until you apply another face paint, or until you remove the one you're wearing (a process which takes 10 minutes).

CLOWN CODE

Upon reaching 2nd level, you master the use of clown code, a complex language of runes and cyphers that clowns use to communicate with each other. By carving these runes in places you've been, you can leave messages for other clowns who come by later, letting them know if the local area is good for clowns, bad for them, has good food or drink, etc.

You can also use a spoken form of clown code, allowing you to communicate more conspicuously with another clown but with a good amount of security, since no one but another clown knows what you are saying in clown code.

SPELLCASTING

By 2nd level, you learn the *prestidigitation* cantrip and the *charm person* spell, if you do not already know them, and you learn how to tap into the funnybone of the universe in order to cast spells, the way a sorcerer taps the magic of the cosmos. See the *Player's Handbook* for the general rules of spellcasting, and below for the list of clown spells.

CASTING SPELLS

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

You know a very small number of spells based on both your clown level and the color of your nose:

BLUE NOSE

Clown Level	Spells
2nd	<i>feather fall, jump</i>
5th	<i>blur, darkvision</i>
9th	<i>haste, stinking cloud</i>
13th	<i>dimension door, polymorph</i>
17th	<i>animate objects, Bigby's hand</i>

FILIGREE NOSE

Clown Level	Spells
2nd	<i>comprehend languages, unseen servant</i>
5th	<i>calm emotions, zone of truth</i>
9th	<i>feign death, sending</i>
13th	<i>fabricate, locate creature</i>
17th	<i>legend lore, modify memory</i>

GREEN NOSE

Clown Level	Spells
2nd	<i>longstrider, speak with animals</i>
5th	<i>animal messenger, barkskin</i>
9th	<i>conjure animals, speak with plants</i>
13th	<i>conjure woodland spirits, dominate beast</i>
17th	<i>awaken, commune with nature</i>

ORANGE NOSE

Clown Level	Spells
2nd	<i>goodberry, longstrider</i>
5th	<i>beast sense, pass without trace</i>
9th	<i>plant growth, wind wall</i>
13th	<i>freedom of movement, stoneskin</i>
17th	<i>commune with nature, tree stride</i>

POMPOM NOSE

Clown Level	Spells
2nd	<i>jump, longstrider</i>
5th	<i>enlarge/reduce, spider climb</i>
9th	<i>fly, water breathing</i>
13th	<i>freedom of movement, polymorph</i>
17th	<i>awaken, mass cure wounds</i>

PURPLE NOSE

Clown Level	Spells
2nd	<i>hellish rebuke, unseen servant</i>
5th	<i>spider climb, suggestion</i>
9th	<i>counterspell, gaseous form</i>
13th	<i>blight, hallucinatory terrain</i>
17th	<i>contact other plane, scrying</i>

RED NOSE

Clown Level	Spells
2nd	<i>dissonant whispers, silent image</i>
5th	<i>enthrall, invisibility</i>
9th	<i>hypnotic pattern, major image</i>
13th	<i>confusion, hallucinatory terrain</i>
17th	<i>dream, seeming</i>

SKULL NOSE

Clown Level	Spells
2nd	<i>hellish rebuke, ray of sickness</i>
5th	<i>blindness/deafness, cloud of daggers</i>
9th	<i>bestow curse, remove curse</i>
13th	<i>hallucinatory terrain, phantasmal killer</i>
17th	<i>contact other plane, geas</i>

YELLOW NOSE

Clown Level	Spells
2nd	<i>command, compelled duel</i>
5th	<i>aid, locate object</i>
9th	<i>aura of vitality, magic circle</i>
13th	<i>aura of life, death ward</i>
17th	<i>circle of power, geas</i>

THE NOSE KNOWS...

You decide what color clown nose you are wearing when you apply your face paint — red, blue, green, etc. A clown nose is usually a round, soft, bulbous object that you attach to your own nose or face as part of your clown face paint. If you lose your nose or have it removed from you, you no longer know any clown spells until you can reapply your face paint and choose another nose.

The knowledge of your spells is literally stored in your clown nose and for as long as you go without face paint or a nose, for instance if you are trying to blend in with normal folk while in town, you don't know any clown spells. In this respect, a clown's nose functions a lot like a spellbook — a liability if lost — though much more easily replaced.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your clown spells, since their power is rooted in the strength of your character. 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 clown 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



SPELLCASTING FOCUS

You can use a clown prop (see below) as a spellcasting focus for your clown spells.

CLOWN PROPS

Prop	Cost	Weight
Baton	5 gp	1 lb
Broken Bottle	5 gp	1 lb
Bullhorn	10 gp	3 lb
Cigarette Holder	5 gp	1 lb
Fake Chicken	20 gp	2 lb
Flag Gun	10 gp	2 lb
Juggling Pin	5 gp	3 lb
Kazoo	10 gp	1 lb
Lasso	2 gp	1 lb
Moonshine Jug	10 gp	3 lb
Noisemaker	10 gp	2 lb
Paper Fan	15 gp	1 lb
Pinwheel	10 gp	1 lb
Recorder	10 gp	1 lb
Rubber Horn	15 gp	1 lb
Shrunken Head	5 gp	1 lb
Stick & Bindle	5 gp	4 lb
Walking Stick	2 gp	2 lb

PERFORMANCE ART: TOOL MIMICRY

Upon reaching 3rd level, you can use your Performance Art to mime any tool or musical instrument, with the exception of kits. For a number of minutes equal to your clown power, you are not penalized for making ability checks without the appropriate tools or instruments. When you cease the mimicry, this performance ends.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, 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.

BOTTOMLESS POCKETS

Beginning at 7th level, you can store a total of up to 1 cubic foot per clown level, or up to 5 pounds per clown level, in your pockets without any burdensome effect. Anything that can fit into the pocket can be stored in this way, but you can only remove stored objects in the reverse order that they were stored. For this reason, clowns often prefer outfits with multiple pockets.

PERFORMANCE ART: ROASTMASTER

When you reach 10th level, you can use your Performance Art to deal psychic damage with a string of insults. For the next minute, you can use your action to target one creature that you can see within 30 feet. That creature must make a Charisma saving throw, suffering psychic damage on a failed save equal to your clown power $\times$ your Charisma modifier.

If you take any other action, this performance ends.

IN CHARACTER

Upon reaching 14th level, you become immune to spells and effects that would charm or frighten you.

PERFORMANCE ART: FAKE IT TO MAKE IT

Upon reaching 15th level, you can expend your Performance Art to imitate real skill and expertise. For a number of minutes equal to your clown power, if you make an ability check that does not include your proficiency bonus, add your Charisma modifier to the result.

If you take any other action, this performance ends.

THE SHOW MUST GO ON

At 20th level, when you roll for initiative and have no uses of your Performance Art remaining, you regain 1 use of Performance Art.

FACE PAINTS

The cornerstone of any clown identity is their face paint, which defines who they are as a clown. As a clown rises in level, they learn from other clowns as well as their own experiences, developing new personas that they use to further their pastiche of the world around them.

AUGUSTE

The auguste is a simple face paint consisting of warm colors over skin tones, sometimes with a partial mask of greasepaint. Auguste clowns are more brawlers than other clowns, preferring to sling a punch or make a dirty joke over settling situations with comedy.

PERFORMANCE ART: CROWD WORK

For the next minute, once per round when you take the Attack action on your turn and hit a creature, you target a number of other additional creatures that you can see within 30 feet equal to your clown power. These other additional creatures suffer psychic damage equal to half your clown level (rounded up).

If you take any other action, this performance ends.

EXTRA ATTACK

Upon reaching 6th level, you can attack twice, instead of once, when you take the Attack action on your turn.

PUNCHLINE

Beginning at 11th level, you can end a Performance Art early by delivering a brutal punchline as a bonus action on your turn. This punchline deals psychic damage equal to 1d10 per clown power to a number of creatures that you can see within 30 feet equal to your clown power.

RED CLOWN CHAOS

Upon reaching 18th level, your Performance Art: Crowd Work cuts to the core. While your Performance Art lasts, creatures that suffer psychic damage as a result of your Crowd Work suffer an additional 1d10 psychic damage.

BLOOD

The blood is a rare type of clown, appearing primarily as a consequence of a clown's appetite for great cruelty or revenge. Blood clowns take on many appearances, from stark white with red liners to a mask of greasepaint and gore. Their looks aside, blood clowns of all stripes are ferocious combatants and notoriously hard to kill.

PERFORMANCE ART: BLOOD CLOWN

For the next minute, if you take the Attack action on your turn, you can make an additional number of attacks equal to your clown power.

If you take any other action, this performance ends.

BLOODBATH

Upon reaching 6th level, your weapon attacks score a critical hit on a roll of 19 or 20.

SEQUEL BAIT

Upon reaching 11th level, your survival instinct can kick into overdrive in times of need. Once per day if you start your turn with 0 hit points, you regenerate a number of hit points equal to your clown level.

HORROR SHOW

Upon reaching 18th level, you can evoke an aura of fear during your Performance Art: Blood Clown. While the performance lasts, creatures of your choice that start their turn within 30 feet of you must make a Wisdom saving throw. On a failed save, the creature is frightened by you until the beginning of your next turn. If a creature fails this saving throw by a margin of 5 or more, it also falls prone in horror at the sight of your performance.

DANDY

The dandy, sometimes referred to as the court clown or fop clown, is arguably the rarest of all the rare clowns. The application of powders, perfumes and fancy dress suggest that the dandy clown's strengths lie somewhere other than the martial arts, and it's true.

Dandy clowns flee from any sort of rough stuff, as their abilities are too tightly honed to the comforts of life in the company of the well-to-do. This makes a dandy great for downtime, but a liability in combat, as they can barely save anyone other than themselves.

PERFORMANCE ART: SILVER TONGUE

For the next minute, if you don't take the Attack or Cast a Spell action on your turn but instead talk, joke, gossip, or engage in some form of verbal distraction, you have total cover from attacks and spells until the beginning of your next turn.

If you take either of these actions on your turn, this performance ends.

WHITE GLOVES

Also at 1st level, your hit point maximum decreases by 1 for every clown level you have (minimum 1 per level).

PERFORMANCE ART: WHEREWITHAL

Beginning at 6th level, you can secure a Wealthy or even Aristocratic lifestyle for yourself and others using only your connections, wit, genteel charms, and powers of persuasion. Depending on the number of creatures you are trying to provide for, refer to the table below to find the Charisma (Persuasion) DC. Each week, if you pass this check, you secure a Wealthy lifestyle for 1 week. To secure an Aristocratic lifestyle, increase the DC by 5.

WHEREWITHAL

People Included Persuasion DC

Someone Else	20
You Alone	10
You and another	15
You and two others	20
You and three others	25
You and four others	30

PERFORMANCE ART: TOAST OF THE TOWN

Beginning at 11th level, you can expend 1 use of your Performance Art to cast the *mass suggestion* spell.

PERFORMANCE ART: GRAND PERFORMANCE

Upon reaching 18th level, you can expend a use of your Performance Art to undertake a grand performance.

Choose one of the following effects:

Coins. A pile of gold and silver coins rains down in a number spaces of your choice equal to your clown power within 30 feet. If you drop the pile of coins in a space occupied by a creature of Large size or smaller, that creature must make a Dexterity saving throw or be knocked prone. Otherwise, the coins create an area of difficult terrain in the space where they fall, and last for 1 minute per clown power, at which point they disappear.

Swords. 1d6 knights appear in unoccupied spaces that you can see within 30 feet of you. You can issue simple and general commands, such as “Attack that creature”, “Bar that door”, or “Arrest that man”, to these knights (no action required), and the knights will do their best to obey. If the knight completes the order and doesn’t receive any further direction from you, it defends itself to the best of its ability. The knights persist for up to 1 minute per clown power, or until reduced to 0 hit points, at which point they disappear.

Words. You release a lightning-quick stream of words, lyrics, slang, and insults at a creature of your choice within 30 feet. The chosen creature must succeed on a Constitution saving throw or be stunned for up to 1 round per clown power. The creature can repeat this saving throw at the end of each of their turns, ending the effect on a success.

GROTESQUE

The grotesque is a stark face paint consisting of rich hues atop a complete greasepaint base, usually accompanied by a bright wig or other such accoutrements. Grotesque clowns like to help their pals, giggling and tossing pies all the time, while keeping nearby allies bolstered with their unique brand of comic relief.

PERFORMANCE ART: PIES TO THE EYES

For the next minute, you can use your action to summon and hurl a magical clown pie at a single creature that you can see within 30 feet. The creature must make a Dexterity saving throw. On a failed save, the creature is blinded and cannot speak for a number of rounds equal to your clown power, or until it uses an action to clear the pie from its eyes and mouth. On a successful save, the creature is only blinded until the end of its next turn. At 11th level, the range of this effect increases to 60 feet.

If you take any other action, this performance ends.

COMIC RELIEF

From 6th level on, creatures that regain hit points from your Performance Art: Best Medicine regain additional hit points equal to 1d4 per clown power.

BUBBLE OF ABSURDITY

Beginning at 11th level, you can create a 10-foot radius aura as a bonus action on your turn. You and any allies in this area that make a saving throw add your clown power as a bonus to the roll. Upon reaching 18th level, the range of this effect increases to 30 feet.

This aura lasts until the beginning of your next turn, ceases to function if you lose concentration (as if you were concentrating on a spell), and cannot be used at all while you are at less than half your maximum hit points.

PERFORMANCE ART: OVERSATURATE

Upon reaching 18th level, you can expend your Performance Art as an action on your turn to cast the *prismatic spray* spell or the *prismatic wall* spell.

HARLEQUIN

The harlequin is a fancy, alluring face paint designed to accentuate the better features of the clown’s face, varying from a dash of rouge to a mask of greasepaint and a heavy dose of eyeliner. Harlequins lock down their opponent with charms and relentless pursuit.

PERFORMANCE ART: HEARTBREAKER

For the next minute, when you damage a creature while taking the Attack action on your turn, the creature you damaged is charmed by you for a number of rounds equal to your clown power. If you end your turn with at least one creature charmed by this effect, you can use your reaction to end all current charms, dealing psychic damage to each charmed creature equal to half your clown level (rounded up).

If you take any other action, this performance ends.

EXTRA ATTACK

Upon reaching 6th level, you can attack twice, instead of once, when you take the Attack action on your turn.

LOVE AT FIRST SLIGHT

Upon reaching 11th level, when you deal damage to a creature that is not charmed by you, that creature suffers an additional 1d10 psychic damage.

BOUNDLESS AFFECTION

Beginning at 18th level, a creature that you charm with your Performance Art: Heartbreaker will remain charmed until the end of the Performance Art, or until you use your reaction to end the charm.

HOBO

The hobo is a rough face paint of grime framed by dirt and a smear of greasepaint, usually struggling to find purchase amidst a field of stubble. The hobo prefers to stroll around, taking in the sights and laughing off whatever comes their way. They'll bounce back from nearly anything, and their ceaseless and inexplicable optimism usually wears thin on their enemies before very long.

PERFORMANCE ART: TAKE IT IN STRIDE

For the next minute, if you moved at least 5 feet on your turn, you gain 1 temporary hit point per clown power at the end of your move for every new space you entered along your path of movement.

If you don't move on your turn, this performance ends.

SUNNY DISPOSITION

Also at 1st level, while you are not wearing armor or carrying a shield, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier.

LAUGH IT OFF

Upon reaching 6th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the damage of the attack.

BUBBLE OF COMEDY

Beginning at 11th level, you can create a 10-foot radius aura as a bonus action on your turn. You and any allies in this area that hit with an attack roll gain temporary hit points equal to your clown power. Upon reaching 18th level, the range of this effect increases to 30 feet.

This aura lasts until the beginning of your next turn, ceases to function if you lose concentration (as if you were concentrating on a spell), and cannot be used at all while you are at less than half your maximum hit points.

NOT MY FIRST RODEO

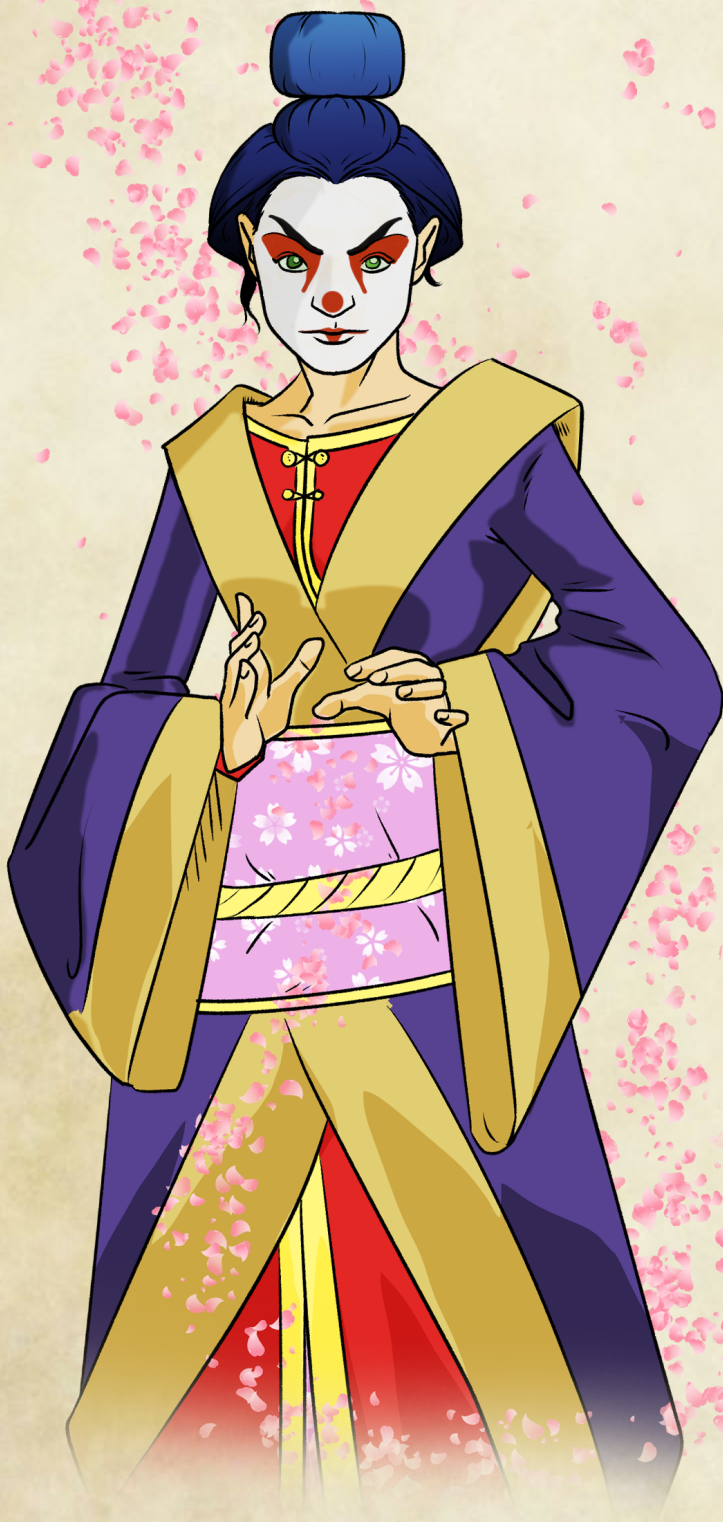
Beginning at 18th level, if you make a successful death saving throw, you regain 1 hit point per clown level.

Once you use this feature, you must finish a short or long rest before using it again.



KABUKI

The kabuki clown is one overbrimming with dance and song, theatrics and gravitas. Kabuki clowns prefer to dress in silken robes and all wear solid foundations of white face paint accented with bold reds, blacks, blues, and greys. Despite an often enormous local popularity, kabuki clowns are generally regarded as being larger-than-life or even avant-garde artists living just beyond the boundaries of polite society.



PERFORMANCE ART: HANAMICHI

For the next minute, if you take the Attack, Cast a Spell, or Dodge action on your turn, choose one ally that you can see within 30 feet. You evoke a path of floating flower petals in each space between you and the space of the chosen ally that lasts until the end of your performance. While the path exists, your chosen ally has resistance to bludgeoning, piercing, and slashing damage.

The path of flowers also serves as a barrier against your enemies. Enemies attempting to cross the path of flowers must expend half their movement speed for every space along the path they wish to enter. Enemies attacking your allies while within or from the opposite side of the path suffer a penalty on their attack rolls equal to your clown power.

If you take any other action, this performance ends.

MEI WO KIRU

Upon reaching 6th level, you can use your action to interrupt your Performance Art by dramatically cutting a pose. This suspends your Performance Art and creates an alternate effect until you lose concentration on the pose (as if you were concentrating on a spell) or until the duration of the interrupted Performance Art expires. When you use this ability, choose one of the following poses; allies within 30 feet gain the listed benefit for as long as you can maintain the pose:

MEI WO KIRU EFFECTS

Pose	Effect
Fudo	Melee weapon damage rolls add lightning damage equal to your clown power
Genroku	AC equals 18 + your clown power, if the ally's AC is not already higher
Hashimaki	Spell saving throw DCs increase by half your clown power (rounded up)
Ishinage	Ranged weapon damage rolls add thunder damage equal to your clown power

While you are maintaining a pose, you cannot move or take actions on your turn. Doing so will end both the pose and the Performance Art it is interrupting. If you choose, you can end a pose as a bonus action on your turn in order to resume the original Performance Art for the remainder of its duration.

CHUNORI

Upon reaching 11th level, you know the *fly* and *levitate* spells while wearing the kabuki face paint.

HAYAGAWARI

Upon reaching 18th level, you expend one use of your Performance Art as an action on your turn to change to any other clown face paint that you know. This change can be reversed any time within 1 minute by taking an action to restore your kabuki face paint.

MASCOT

Perhaps the oddest of the rare clowns, the mascot is more costume than face paint. Consisting of a cartoonish, garish, oversized costume, the outfit of the mascot clown steals the attention of anyone around. This allows the clown within to mock his opponents and bolster his allies through rallies and battle cries.

PERFORMANCE ART: TEAM SPIRIT

For the next minute, if you take the Attack, Cast a Spell, Dash, Dodge, Help action on your turn, you can use your reaction to aid an ally that you can see within 60 feet, under the following circumstances:

Victory. If an ally reduces another creature to 0 hit points, you can use your reaction to restore a number of hit points to that creature equal to your clown power $\times$ your Charisma modifier.

Cheer. If an ally deals damage to another creature with a spell or a weapon attack, you can use your reaction to increase the damage dealt by an amount equal to your clown power.

Defeat. If an ally suffers damage from an attack or spell, you can use your reaction to reduce the damage dealt by an amount equal to your clown power.

Rally. If an ally makes an ability check, you can use your reaction to grant a bonus to their check equal to your clown power.

If you take any other action, this performance ends.

BELLY BUMP

Beginning at 6th level, if either you start your turn with another creature in a space adjacent to you, or if another creature enters a space adjacent to you, you can use your reaction to knock that creature back up to 5 feet per clown power in a straight line. If the creature resists, it must make a Strength saving throw. On a success, the creature is not pushed. On a failed save, the creature is not only pushed, but is also knocked prone at the end of the movement.

You can use this ability on yourself as a bonus action, bouncing yourself up to 5 feet per clown power in a straight line.

BULLHORN

Beginning at 11th level, the range on your Performance Art: Best Medicine, Performance Art: Roastmaster, and Performance Art: Team Spirit abilities increases to 120 feet. You are also immune to any effect that would silence you.

PERFORMANCE ART: SHOWSTOPPER

Upon reaching 18th level, you can expend 2 uses of your Performance Art as an action to cast the *mass heal* spell.

FACE PAINTS ARE NOT (REALLY) DISGUISES

While it is easy to see how a face paint can work as a disguise, it is important to understand that face paints are not the same as a fake mustache and nose. A face paint is more like an impression than a disguise. This process is so thorough that skilled assassins can use their Impersonate ability to study the character element of a clown's face paint without gleaning anything useful about the performer beneath.

Developing a face paint involves not only a visual design, but also no small amount of character work. This process takes time (no less than 3 hours). The result is a fully fleshed-out character into which the performing clown descends.

As with a disguise, however, a clown is masked by their face paint and can make Charisma (Deception) checks in order to pass as this other character. A clown gains a bonus to such checks equal to their clown power, allowing veteran clowns to practically vanish into their alter egos.



MIME

The mime is a simple facepaint consisting of a mask of white with modest accents and colors. A mime's outfit is as muted as their voice, mostly faded whites and matte blacks. Their vow of silence and the accompanying body language infuriates a mime's foes, allowing them to grab the attention off their enemies with ease.

PERFORMANCE ART: SILENT TREATMENT

For the next minute, if you take the Attack, Cast a Spell, or Dodge action on your turn, you are treated as having half cover, granting you a +2 bonus to AC and Dexterity saving throws, against any attack, spell, or other similar effect of which you are aware.

If you take any other action, this performance ends.

SILENT DEFENSES

While you are not wearing armor, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier.

MIME SHIELD

Upon reaching 6th level, whenever you or a creature that you can see within 30 feet is hit by a weapon attack, you can use your reaction to create an invisible shield of force around that creature. Until the start of your next turn, the creature has a bonus to AC equal to your clown power, including against the triggering attack.

BUBBLE OF FRICTION

Beginning at 11th level, you can create a 10-foot radius aura as a bonus action on your turn. Creatures that enter or start their turn within this area must succeed on a Strength saving throw or be subjected to the effects of a slow spell until the beginning of their next turn.

This aura lasts until the end of your next turn, ceases to function if you lose concentration (as if you were concentrating on a spell), and cannot be used at all while you are at less than half your maximum hit points.

PERFORMANCE ART: TIME OUT

Upon reaching 18th level, you can expend 2 uses of your Performance Art as an action to cast the *forcecage* spell.

PIERROT

The pierrot is one of the first clown faces — a mask of greasepaint with accentuations of the eyes and cheeks, often topped by a black skullcap or a nice wig. Pierrot are among the best clowns in the profession, lending steady support to their allies while being one of the most prolific of performers.

PERFORMANCE ART: RINGMASTER

For the next minute, if you take the Attack or Cast a Spell action on your turn, you can use your reaction when an ally within 30 feet is hit by an attack or fails a saving throw to influence the outcome of the event. Add your clown power to your ally's AC or saving throw against the triggering effect.

If you take any other action, this performance ends.

INVETERATE PERFORMER

Beginning at 6th level, you double the number of times you can use your Performance Art in a day.

SCHADENFREUDE

After reaching 11th level, you use your reaction when a creature you can see within 30 feet falls prone or takes damage. Choose a number of creatures equal to your clown power within 30 feet, other than the creature that triggered this reaction. The chosen creatures regain hit points equal to your clown power.

PERFORMANCE ART: DAZZLER

Beginning at 18th level, when a creature you can see within 60 feet takes an action, you can expend 2 uses of your Performance Art to cast the *power word stun* spell.

RODEO

A rodeo clown often resembles an auguste or grotesque in appearance — bright colors and mismatched outfits, along with a range of face paints, from full masks of greasepaint to a simple muzzle and eyeshadow. Their primary goal seems to be getting in between their enemies and their targets.

CLOWN'S COURAGE

Your hit point maximum increases by 2 for every clown level you have.

PERFORMANCE ART: BULLFIGHTER

For the next minute, if you take the Attack, Dodge, or Cast a Spell action on your turn, choose one adjacent ally for whom you will serve as a sort of living shield in the event that they are attacked before your next turn. If you are adjacent to your ally, they benefit from half cover. If you are adjacent to both your ally and their attacker, your ally benefits from three-quarters cover. This cover lasts until the beginning of your next turn.

If you take any other action, this performance ends.

TOSS OF THE HAT

Upon reaching 6th level, you can choose one ally you can see within 30 feet as a bonus action on your turn. Through raucous noises and garish display, you grant your chosen ally a bonus to their AC equal to your clown power for up to one round per clown power, or until you use this ability again.

CLOWN BARREL

Beginning at 11th level, if you take the Dodge action while maintaining your Performance Art: Bullfighter, you can target yourself instead of an adjacent ally. Doing so evokes a magical clown barrel around you, granting you total cover until the beginning of your next turn.

While this clown barrel persists, your speed becomes 0 and you cannot benefit from any bonuses to your speed.

PERFORMANCE ART: BY THE HORNS

Upon reaching 18th level, you can expend 2 uses of your Performance Art as an action to cast the *dominate monster* spell.



STAR

A star clown is a unique breed, sporting an expansive range of facepaints, from a bit of eyeliner and foundation to a rich mask of moondust and glitter. All star clowns are fame-seekers, though their methods are as varied as their looks. For a star clown, captivating their enemies is often far more important than conquering them.

PERFORMANCE ART: INSPIRING ARTIST

For the next minute, if you take the Attack, Dodge, or Use an Item action on your turn, you can use your reaction when an ally within 30 feet misses with an attack roll or fails a saving throw to influence the outcome of the event. Add your clown power to your ally's attack roll or saving throw.

If you take any other action, this performance ends.

MULTIPLATINUM

Upon reaching 6th level, you can target a number of creatures equal to your clown power while using Performance Art: Best Medicine.

PERFORMANCE ART: STEAL THE SHOW

Upon reaching 11th level, you can attract attention to a supernatural degree. For the next minute, if you take the Attack, Cast a Spell, Dodge, or Use an Object action on your turn, choose a number of allies within 30 feet equal to your clown level. These creatures gain the benefits of the *invisibility* spell until the end of your next turn.

If you take any other action, this performance ends.

STAR STRIKE

Upon reaching 18th level, you can expend 2 uses of your Performance Art as an action to cast the *meteor swarm* spell. This spell targets only the creatures within the area and deals psychic and radiant damage rather than fire and bludgeoning damage.

Creatures cannot be reduced to 0 hit points by this spell. Creatures reduced to 1 hit point by this spell are charmed by you for up to 1 hour or until you or your allies do them harm.

TRAMP

The tramp is much like the hobo — grime and stubble competing with greasepaint and misapplied accents — but unlike the hobo, the tramp's approach to conflict is more or less about hunkering down than running around, and doing their best to ignore what's really going on around them.

PERFORMANCE ART: TOUGH LUCK

For the next minute, if you take the Attack action on your turn you gain resistance to bludgeoning, piercing, and slashing damage that is nonmagical until the beginning of your next turn.

If you take any other action, this performance ends.

CYNICAL DEFENSES

Also beginning at 1st level, your hit point maximum increase by 2 for every clown level you have.

APATHOS

After reaching 6th level, you suffer only half damage from spells and effects that also affect other creatures.

BUBBLE OF TRAGEDY

Beginning at 11th level, you can create a 10-foot radius aura as a bonus action on your turn. When you or an ally in this area hits with an attack roll, add your clown power to the damage roll. Upon reaching 18th level, the range of this ability increases to 30 feet.

This aura lasts until the beginning of your next turn, ceases to function if you lose concentration (as if you were concentrating on a spell), and cannot be used at all while you are at less than half your maximum hit points.

PERFORMANCE ART: VICTIM COMPLEX

After reaching 18th level, whenever you are reduced to half your hit point maximum or less, you can expend your Performance Art as a reaction to regain any hit points you lost since the beginning of the last turn.

TRASH

A trash clown would make a hobo look like a well-dressed socialite, and their attitude makes a tramp seem downright sunny by comparison. The trash clown is a face paint of grime and grease slathered over a look of utter contempt, unable to mask their savagely insulting disposition.

PERFORMANCE ART: ROASTMASTER

You lose access to Performance Art: Best Medicine and gain access to Performance Art: Roastmaster instead. Upon reaching 10th level in this class, you regain access to Performance Art: Best Medicine.

Also, creatures that succeed on their saving throws against your Performance Art: Roastmaster now take half damage, rather than no damage.

FOULMOUTH

Also at 1st level, while you maintain your Performance Art: Roastmaster, you are surrounded by a 5-foot radius aura. Enemy creatures that enter or start their turn in this area are poisoned if they fail a Constitution saving throw. Once a creature passes their saving throw against this effect, they are immune to your stench for 1 hour.

TRASH TALKER

Beginning at 6th level, when using your Performance Art: Roastmaster, you can either target a number of creatures equal to your clown power, or deal an additional amount of damage equal to 1d10 per clown power to a single target.

GREASEBALL

Beginning at 11th level, you know the grease and freedom of movement spells while wearing the trash clown face paint.

COMEBACK KID

Upon reaching 18th level, if you are damaged by a weapon or spell, you can use your Performance Art: Roastmaster as a reaction to attack the creature that just dealt damage to you.



VOODOO

A mask of ash and bone, the voodoo clown hearkens back to an age when clowns dwelt on the very edges of the ancient world. With its ghost-like performances, the voodoo clown seems halfway between the worlds of living and the dead.

PERFORMANCE ART: SPIRIT WALKER

For the next minute, if you take the Attack, Cast a Spell, or Dodge action or move at least 5 feet on your turn, you become incorporeal until the beginning of your next turn. While you are incorporeal, your movement does not provoke opportunity attacks and you can pass through objects and other creatures as if they were only difficult terrain. If you end your turn inside an object, you suffer 1d10 force damage. If you end your turn inside another creature's space, that creature suffers 1d10 psychic damage per clown power if it fails a Constitution saving throw, or half as much on a success, and grants you half cover until either you or it exits the space.

If you do not move, or if you take any other action on your turn, this performance ends.

LWA FAVOR

Also beginning at 1st level, while you are not wearing armor or carrying a shield, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier.

EXTRA ATTACK

Upon reaching 6th level, you can attack twice, instead of once, when you take the Attack action on your turn.

BUBBLE OF THE SERPENT

Beginning at 11th level, you can create a 10-foot radius aura as a bonus action on your turn. Creatures that enter or start their turn in this area must succeed on a Constitution saving throw or be poisoned until the beginning of their next turn. Upon reaching 18th level, the range of this effect increases to 30 feet.

This aura lasts until the beginning of your next turn, ceases to function if you lose concentration (as if you were concentrating on a spell), and cannot be used at all while you are at less than half your maximum hit points.

PERFORMANCE ART: DUPPY CONQUEROR

Upon reaching 18th level, when you are reduced to 0 hit points, you can expend one use of your Performance Art as a reaction to create a ghostly duplicate of yourself, called a *duppy*, in an unoccupied space adjacent to you. Your *duppy* appears at the start of your next turn and persists for up to a minute before vanishing. It is immune to damage but otherwise shares your game statistics and is equipped with ghostly copies of your items. Your *duppy* acts on your turn but can only take the Attack, Cast a Spell, Help, or Use an Object action. Your *duppy* cannot use other Performance Arts, nor can it make you the target of any spell it casts.

If you start your turn with more than 0 hit points, this performance ends.

Once you use this ability, you must finish a long rest before using it again.

NEW MAGIC ITEMS

CLOWN CAR

Wondrous item, varies

This compact horseless carriage covers a space roughly 10 feet on each side, resting on four rubber tires and weighing just over half a ton. Each side of the car is set with a pair of doors which can be used to enter the car. Only creatures wearing a clown face paint may enter the car, which can hold a maximum number of clowns based on the rarity of clown car.

Anyone inside a clown car is presented with an array of pedals, levers, and a single wheel at the front of the carriage. By manipulating the pedals, levers, and wheel in the correct manner, the car can be used as a land vehicle under the control of one of the clowns within.

The clown car is a Large object that is immune to cold, fire, poison, and psychic damage. Each car also has the following statistics, depending on the rarity of clown car:

CLOWN CARS

Car Type	AC	HP	Speed	Clown Capacity
Common	15	50	40	5
Uncommon	16	75	60	10
Rare	18	100	90	15
Very Rare	19	150	120	20
Legendary	20	200	150	40

To be used as a vehicle, a clown car requires one driver. The cabin is not airtight, so there is no limit to the amount of time creatures can breathe within the car.

A clown car will not float on water and cannot drive below the surface.

CLOWN NOSE, THE BAD APPLE

Wondrous item, rare (requires attunement by a clown)

This bruised clown nose can be used as part of your clown face paint. While you wear this nose, you know the following spells, depending on your clown level:

THE BAD APPLE

Clown Level	Spells
2nd	bane, inflict wounds
5th	darkness, spider climb
9th	animate dead, fear
13th	blight, Evard's black tentacles
17th	antilife shell, insect plague

CLOWN NOSE, THE GOLDNOSE

Wondrous item, rare (requires attunement by a clown)

This bright golden nose can be used as part of your clown face paint. While you wear this nose, you know the following spells, depending on your clown level:

THE GOLDNOSE

Clown Level	Spells
2nd	bless, cure wounds
5th	calm emotions, lesser restoration
9th	remove curse, revivify
13th	death ward, freedom of movement
17th	creation, mass cure wounds

CLOWN NOSE, THE SCHOLAR

Wondrous item, rare (requires attunement by a clown)

This spectacled clown nose can be used as part of your clown face paint. While you wear this nose, you know the following spells, depending on your clown level:

THE SCHOLAR

Clown Level	Spells
2nd	identify, sleep
5th	detect thoughts, rope trick
9th	clairvoyance, Leomund's tiny hut
13th	divination, Mordenkainen's private sanctum
17th	contact other plane, scrying



CLOWN PERIWIG

Wondrous item, varies

The periwig is a powdered, scented wig used by dandy clowns in their attempts to operate within high society, infiltrate courts and inner circles, and carve out their own place amongst the rich and powerful. A periwig can be worn by anyone, but the special effects only manifest for someone who is wearing the dandy clown face paint.

While wearing a periwig, you have advantage on any Charisma checks made to infiltrate the inner circles of a specific social class, depending on the type of wig. Once you have been accepted, your beguiled hosts see you as a valuable asset, though not a full member. If you break any of your host's laws, rules, or taboos, your deception is revealed and the periwig's effects cease to function.

Periwigs come in four distinct types: the aldermanic, the episcopal, the foxtail, and the lexonic:

CLOWN PERIWIG

Wig Type	Host Class	Rarity
Aldermanic	Nobility and Royalty	Very Rare
Episcopal	Clergy	Uncommon
Foxtail	Merchant	Common
Lexonic	Lawyers and Judges	Uncommon



CLOWN POWDER

Wondrous item, very rare

Clown powder is an alchemical snuff-like substance that can only be ingested through a clown nose. When clown powder is ingested, it provides the user with a minor magical effect for 1 minute. Do not try this at home.

Clown powder is typically found in ornate snuffboxes made of either silver or mother-of-pearl. These snuffboxes contain up to 50 doses of clown powder. If you find a clown snuffbox is found on another creature or as part of a treasure, roll 2d20 and subtract the total from 50 to determine the number of remaining doses. Unless the DM decides otherwise, the flavor found is random.

CLOWN SNUFFBOXES

Snuff Flavor	Effect
Apricot	You cannot be blinded.
Bordeaux	You cannot be poisoned.
Camphor	You cannot be knocked unconscious.
Cherry	You can reroll your next saving throw if you don't like the result, but you must take the new result.
Chocolate	You cannot be frightened.
Coffee	You can take the Dash or Use an Object action as a bonus action on your turn.
Honey	You have resistance to psychic damage.
Orange	You are immune to diseases.
Plum	You cannot be paralyzed or petrified.
Rose	You cannot be charmed.
Spearmint	You cannot be silenced.
Vanilla	You can reroll your next ability check if you don't like the result, but you must take the new result.

CLOWN SHOES

Wondrous item, common (requires attunement by a clown)

While wearing these floppy-toed shoes, your base speed increases by 10 feet.

CLOWN TENT

Wondrous item, very rare

This tent is usually found packed in a flamboyant case roughly 10 feet long and weighing 100 pounds. Once you have properly unpacked and unfolded this tent — counting all the lines, stakes, and footings — it covers a 150 feet × 120 feet oval. The walls of the tent are 10 feet high and give way to a sloping ceiling supported by two central poles, each one 30 feet tall and 40 feet apart.

One side of this area is large enough for a few dozen spectators to view performances held in a ring in the middle of the tent. On the opposite side of the interior, sweet and salty concessions are available. A clown tent can comfortably shelter, entertain, and feed up to 25 creatures for up to a single day.

Within this area, creatures wearing a clown face paint make all Dexterity and Charisma checks with advantage, and creatures not wearing a clown face paint make any saving throws to avoid being charmed or frightened with disadvantage.

Each creature within this area is warm, dry, and under the effects of a sanctuary spell (DC 15). The clown tent is immune to cold, fire, and lightning damage, but acid will destroy its subtle, magical fabrics. Each clown tent has an AC of 10, vulnerability to acid, and 100 hit points.

Only creatures that you allow may enter this area by nonmagical means. Creatures attempting to enter the area by teleportation or interplanar travel must succeed on a DC 15 Charisma saving throw in order to succeed.

POOFSUIT OF PROTECTION

Armor (padded), rare (requires attunement by a clown)

You gain a +1 bonus to AC and saving throws while you wear this roomy one-piece suit. This armor weighs 1 lb.

SLAPSTICK

Weapon (greatclub), rare (requires attunement by a clown)

When making an attack with this magic weapon, you use your Charisma modifier for the attack and damage rolls.

WIG OF CHARISMA

Wondrous item, rare (requires attunement)

Your Charisma score is 19 while you wear this wig. It has no effect if your Charisma is already 19 or higher.

THE JESTER'S ATTIRE

The Jester was a legendary clown from the not-so-distant past whose exploits and reputation live in on the form of both his attire — of which there are now certainly dozens of copies — as well as his own unique face paint.

Clowns who stumble upon these rare magic items discover their hidden power, and those who craft or collect the entire set of the jester's attire may find themselves trying to fill the shoes of the legendary Jester himself.

THE JESTER'S GARB

Armor (leather), rare (requires attunement by a clown)

You gain a +2 bonus to AC while you wear this armor.

THE JESTER'S HOOD

Wondrous item, very rare (requires attunement by a clown)

This hood replaces your clown nose as part of your face paint — in particular, for the jester face paint, if you have the full set of the jester's attire. While wearing this hood, you know the following clown spells:

THE JESTER

Clown Level	Spells
2nd	<i>sanctuary, tasha's hideous laughter</i>
5th	<i>detect thoughts, zone of truth</i>
9th	<i>counterspell, tongues</i>
13th	<i>confusion, greater invisibility</i>
17th	<i>dominate person, mislead</i>

THE JESTER'S SHOES

Wondrous item, rare (requires attunement by a clown)

Your base speed increases by 10 feet while you wear this pair of patterned, curly-toed shoes, and you gain a bonus on Charisma (Performance) checks equal to your clown power.

THE JESTER

The jester is both sinister and sincere — burgundy lips match deep-set, darkened eyes crossed by dark red vertical slashes. The face is powdered rather than painted, with a vulpine expression dancing on a mask of pale and implacable wit.

PERFORMANCE ART: JOKERS WILD

For the next minute, if you take the Ready action on your turn, you do not have to declare what kind of action you will take. Instead, you can take any action you could normally take as a reaction before the beginning of your next turn.

If you take any other action, this performance ends.

WILD CARD

Beginning at 6th level, after finishing a short or long rest, you draw one card from a deck of normal playing cards (joker's included). Any time before your next short or long rest, you can "play" this card in order to create one of the following effects:

2—10 of Clubs. Play this card if you hit with a melee weapon attack. Add the face value of this card to the damage roll of the attack.

2—10 of Diamonds. Play this card if you fail a saving throw. Add the face value of this card to the result of the saving throw.

2—10 of Hearts. Play this card at the beginning of your turn. You regain hit points equal to the face value of the card.

2—10 of Spades. Play this card if you take damage. Reduce the damage by the face value of the card.

Any Jack. Play this card when you make a skill check that includes your proficiency bonus. You succeed on the skill check automatically, provided the DC is 20 or lower.

Any Queen. Play this card if you start your turn with 0 hit points. Regain 1 hit point.

Any King. Play this card if you start your turn with your maximum number of hit points. You are immune to all types of damage until the beginning of your next turn.

Any Ace. Play this card when another creature that you can see ends its turn. You can take the Attack, Cast a Spell, or Dash action.

Any Joker. Play this card as you would any other card of your choice.

PERFORMANCE ART: SATIRICAL IMMUNITY

After reaching 11th level, if you or a member of your party within 60 feet fails a Charisma check during a social interaction (DMG, p. 244), you can expend your Performance Art as a reaction to prevent the NPC or other creature being interacting with from having their attitude turn from Indifferent to Hostile.

DOUBLE DOWN

Upon reaching 18th level, whenever you draw your wild card, draw two cards instead of one.

NEW FEATS

The following feats are for clowns only!

CLOWN MUZZLE

Face Paint: auguste, blood, rodeo, or voodoo

You gain the following benefits from your face paint:

- Your Strength score increases by 1, to a maximum of 20.
- You can make a Bite attack against another creature within 5 feet as a bonus action when you take the Attack action on your turn. On a successful hit, your bite deals slashing damage equal to 1d6 + your Strength modifier.

HARDCORE CLOWN COMBAT

Face Paint: blood, harlequin, mascot, tramp, trash, or voodoo

You gain the following benefits from your face paint:

- Your Strength score increases by 1, to a maximum of 20.
- You treat any improvised weapon as a bludgeoning weapon with the thrown and versatile (1d10) properties. This weapon deals bludgeoning damage equal to 1d8 + your Strength modifier + your clown power.

HUE & SATURATION

Face Paint: dandy, grotesque, mascot, or mime

You gain the following benefits from your face paint:

- Your Charisma score increases by 1, to a maximum of 20.
- Each time you roll initiative, you can change the color of the clown nose you are wearing.

INDIFFERENCE

Face Paint: hobo, tramp, or trash

You gain the following benefits from your face paint:

- Your Constitution score increases by 1, to a maximum of 20.
- You have resistance to psychic damage and make saving throws to avoid exhaustion with advantage.

MASTER OF CEREMONIES

Prerequisite: must know clown code.

You are a master artist, gaining the following benefits:

- You gain one extra use of Performance Art per day.
- By expending 2 uses of Performance Art when you begin a new performance, you increase the duration of the new Performance Art to 5 minutes.

POWERFUL VOICE

Prerequisite: must know clown code, cannot be a mime.

You have learned to lead a troupe of performers:

- You gain one extra use of Performance Art per day.
- Any Performance Art that normally has a range of 30 feet has a range of 60 feet when you are performing.
- You are immune to any effect that would silence you.

TEARS OF A CLOWN

Face Paint: dandy, kabuki, pierrot, or star

You gain the following benefits from your face paint:

- You gain proficiency in Wisdom saving throws.
- Whenever you apply one of the required face paints, you can add up to 1 star or teardrop per clown power to your face paint. You can expend 1 star or teardrop as a reaction whenever you heal another creature with your Performance Art: Best Medicine. The chosen creature also gains the benefit of a lesser restoration spell, and the star or teardrop disappears until you reapply your face paint.

TROUPE LEADER

Prerequisite: must know clown code.

You have learned to lead a troupe of performers:

- You gain one extra use of Performance Art per day.
- While you are using any other Performance Art, you can use Performance Art: Best Medicine on your turn without interrupting your current performance.

