

TRICK OR TREATER

A ROGUSH ARCHETYPE



WRITTEN BY MATTHEW GRAVELYN

TRICK OR TREATER

A roguish archetype of costumes, tricks, and treats



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TRICK OR TREATER

Whether bathed in the soft glow of the moonlight on a brisk autumn evening, surrounded by nobles in the queen's court, or in the heat of melee combat, there are those who can create and manipulate those around them with a well-crafted and properly executed costume. They can, with a flourish of a cape, beguile those who see them. With a variety of hidden pockets and secret openings, they can surprise their foes with unforeseen attacks. They seek not to hide behind their costume, but rather embody it, striking fear or joy into the hearts of those who witness it.

TRICK OR TREATER FEATURES

Rogue Level Features

3 rd	Bonus Proficiencies, Costume Party
9 th	Trick or Treat
13 th	Costume Change
17 th	Living Costume

BONUS PROFICIENCIES

When you choose this archetype at 3rd level you gain a disguise kit and proficiency with the disguise kit. You also gain proficiency in the Performance skill.

COSTUME PARTY

Starting at 3rd level, you can craft costumes that invoke an intense reaction in those who see it. When you use your disguise kit to create a costume, choose an option: spooky, cute, or funny. This choice gives you a bonus effect that can be used as long as you are wearing the costume.

Spooky. When a creature makes an attack against you, you can use your reaction to force the attacker to make a Wisdom saving throw against a DC equal to 10 + your Performance modifier. On a failure, the creature becomes frightened of you for 10 minutes or until you remove your costume. On a success, the target is immune to this ability for 24 hours.

Cute. As an action you can choose a creature you can see within 30 feet. That creature must make a Wisdom saving throw against a DC equal to 10 + your Performance modifier. On a failure, that creature is charmed by you for 10 minutes or until they are harmed by you or your allies. They will do what you say as long as it does not put them in danger. On a success, the target is immune to this ability for 24 hours.

Funny. As an action you can choose a creature you can see within 30 feet. That creature must make a Wisdom saving throw against a DC equal to 10 + your Performance modifier. On a failure, that creature is overcome with laughter, becoming incapacitated for 1 minute. On a success, the target is immune to this ability for 24 hours.

TRICK OR TREAT

Starting at 9th level, you are able to turn the tables on a failed plan and try another tactic. When you fail on a Charisma check against a creature, you can use your reaction to make a weapon attack against the same target.

Alternatively, when you miss with a weapon attack against a creature, you can use your reaction to make a Charisma check against the same target.

You can use this feature a number of times equal to your Charisma modifier. You regain all spent uses of this feature after a short or long rest.

COSTUME CHANGE

Starting at 13th level, you have honed your costume making skills, creating lighter and more versatile outfits. When you use your disguise kit you may choose two options from the Costume Party feature. Choose which costume is visible and which costume is hidden beneath.

As a bonus action, you can remove the outermost costume, revealing the costume beneath.

LIVING COSTUME

Starting at 17th level, your costume is an entity unto itself. As an action, you can shed your costume in such a way that it appears to still be alive. This effect lasts for up to 1 minute.

After shedding your costume, you gain advantage on Dexterity (Stealth) checks made to hide from creatures who were previously aware of you and saw you in costume.

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

ABOUT

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Thank you for downloading this sourcebook! It was a lot of fun to create.

If you have any feedback or suggestions for this sourcebook, please send it to me via email at matthew@gravelyn.com with the subject line "Trick or Treater Subclass Feedback". Your input will help to make this sourcebook even better for future players!

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