

PRANK

Defensive Trip

When you are attacked in melee combat you may spend a mischief die as a reaction to cause your attacker to fall prone if they fail a Strength saving throw.

You deride and insult a creature who must be able to hear you (although it does not need to understand your language) by spending a mischief die as an action. If the creature fails a Wisdom saving throw it suffers your mischief die in psychic damage and has disadvantage on the next attack roll it makes before the end of its next turn.

Mockery

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Dirty Fighting

As an action you can spend a mischief die to blind a creature within 15 ft. by using a smoke bomb or some other method. It is allowed a Dexterity saving throw to avoid gaining the blind condition. They may attempt another

Lucky Reflexes

You may spend a mischief die to Dodge as a bonus action.

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Fancy Footwork

As part of your movement you may spend a mischief die to ignore difficult terrain and increase your base

Low Blow

You may spend a mischief die to add your Charisma bonus to a melee attack roll. If the attack is successful you may add the mischief die to the damage roll.

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Fast Escape.

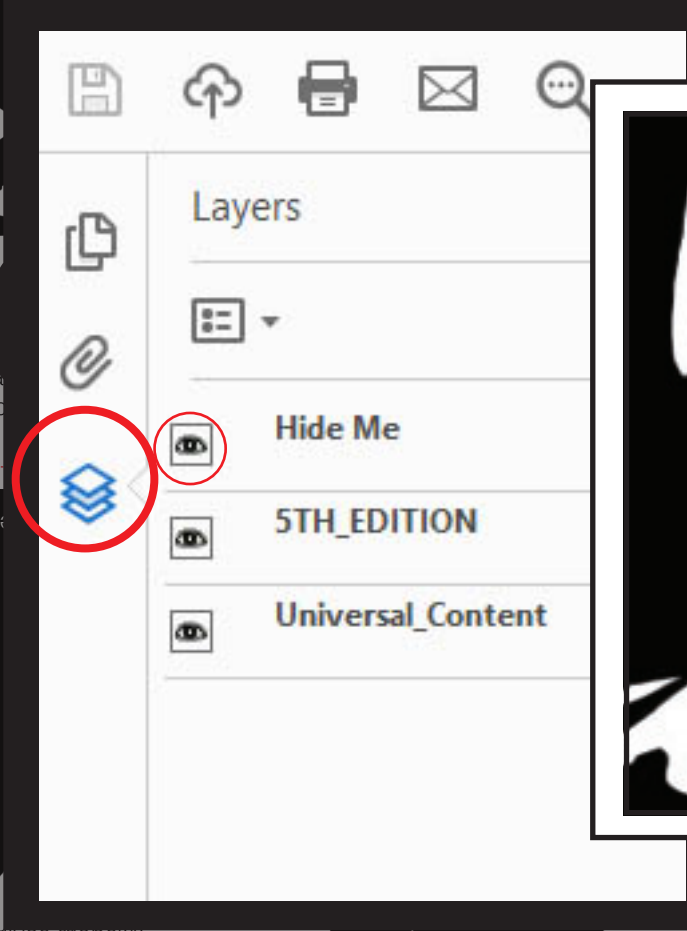
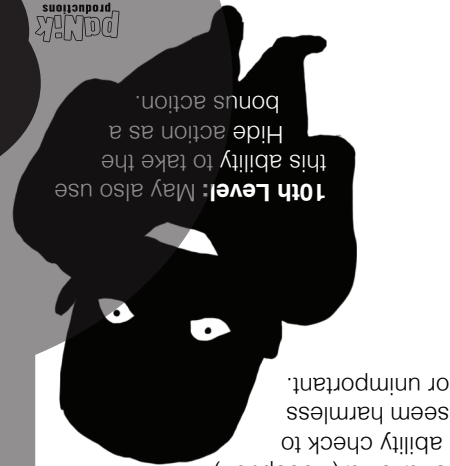
You may spend a mischief die to Disengage as a bonus action.

10th Level: You also gain the effects of the Dodge action when you use this ability.

Instill

Overconfidence

You may roll a mischief die and add the result to a Dexterity (Stealth) or Charisma (Deception) ability check to seem harmless or unimportant.



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PRINT OUT THESE CARDS TO CREATE A DECK OF TRICKSTER PRANKS YOU CAN RANDOMLY DRAW FROM.

BE SURE TO TURN ON DUPLEXING BEFORE YOU PRINT.

IF YOUR PRINTER DOESN'T SUPPORT DUPLEX (TWO-SIDED) PRINTING, YOU'LL ONLY NEED TO PRINT ODD-NUMBERED PAGES.

DON'T WORRY. I WON'T PRINT



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Even Swap

As an action you may spend a mischief die to cause a melee opponent to trade an item they are holding (such as a weapon) with one you are holding if they fail a Dexterity saving throw.



15th Level: You do not have to be holding an object, you may snatch an item away from a foe if they fail a Dexterity save.

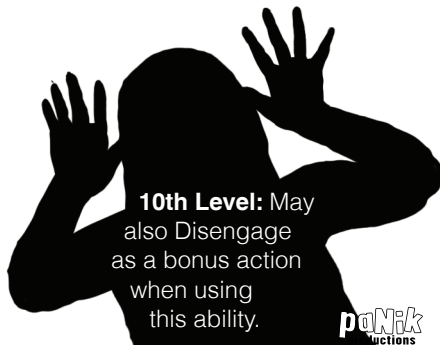
6th level min

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Taunt

As an action you may spend one of your mischief dice to mock and enrage a creature. If it fails an Intelligence saving throw, it has disadvantage on all attacks except those against you. The creature must be able to see and hear you and must have a language. The creature may make a new saving throw at the end of each of their turns.



10th Level: May also Disengage as a bonus action when using this ability.

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Plea for Help.

You may spend a mischief die to cry for help as a bonus action. The next creature that takes the Help action on your behalf or uses an ability from which you benefit gains a bonus mischief die which works identically to (and does not stack with) the bardic inspiration ability.



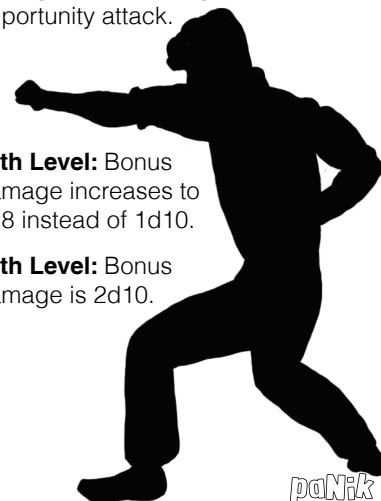
14th Level: Any creature that assists you before the start of your next turn, gains a bonus die.

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Opportunist

You may spend a mischief die to add the result to your attack roll and damage when making an opportunity attack.



10th Level: Bonus damage increases to 2d8 instead of 1d10.

18th Level: Bonus damage is 2d10.

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Vulnerability Strike

You may spend one of your mischief dice when dealing damage to ignore damage resistance on one attack or to strike as if the attack was a damage type to which the creature is vulnerable. You do not need to know what specific damage type(s) to which a creature might be vulnerable (or resistant) to use this ability.



15th Level: When using this ability your attack ignores one kind of damage immunity.

6th level min

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Make Your Own Card

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Unexpected Skill

As a bonus action, you may add the result of your mischief die to a single ability check in which you are not proficient. After using this ability you must complete a short rest or a long rest before you can use it again.



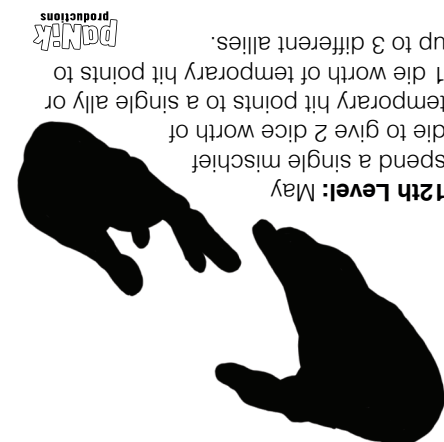
12th Level: May use this ability up to three times before resting.

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Uplifting Spirit

As a bonus action you may roll a mischief die and give the result in temporary hit points to an ally. The ally must be able to see or hear you to benefit from the hit points.



12th Level: May spend a single mischief die to give 2 dice worth of temporary hit points to a single ally or 1 die worth of temporary hit points to up to 3 different allies.

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