

THE ROUGE CLASS

VARIANT ROGUE AND SUBCLASSES



The most talked about class never to have actual rules in D&D!
Play these heroes of shade and scandal for the latest edition of
the world's greatest roleplaying game.

Ver1.7



ROUGE

Signaling for her companions to wait, a halfling creeps forward through the dungeon hall. She presses an ear to the door, then pulls out a set of tools and picks the lock in the blink of an eye. Then she disappears into the shadows as her fighter friend moves forward to kick the door open.

A human lurks in the shadows of an alley while his accomplice prepares for the ambush. When their target — a noblewoman notorious for her clownish, heavy-handed application of creme blush — passes the alleyway, the accomplice cries out. When the noblewoman comes to investigate, the human applies a gorgeous glow of contouring tone to the noblewoman's miscolored cheekbones before she realizes what is happening.

Suppressing a giggle, a gnome waggles her fingers and magically lifts the key ring from the guard's belt. In a moment, the keys are in her hand, the cell door is open, and she and her companions are free to make their escape.

Rouges rely on skill, stealth, and a preternatural sense of the perfect color for any complexion to get the upper hand in difficult situations. They have a knack for finding the solution to just about any problem, demonstrating a resourcefulness and versatility that is the cornerstone of any successful adventuring party.

SKILLED AT PERFECTION

Rouges devote as much effort to mastering the use of a variety of skills and contouring makeup techniques as they do to perfecting their combat abilities, giving them a broad expertise that few other characters can match. Many rouges focus on stealth and deception, while others refine the skills that help them at an after-work social event, such as cat-eye flicks, finding and using the right tapered concealer brush, and opening locks.

When it comes to combat, rouges prioritize cunning over brute strength. A rouge would rather make one precise strike, placing it exactly where the attack will hurt the target most, than wear an opponent down with a barrage of attacks. Rouges have an almost supernatural knack for avoiding danger, and a few learn magical tricks to supplement a layer of basic concealer.

PERFECTLY SHADED LIVING

Every town and city has its share of rouges. Most of them live up to the worst stereotypes of the class, making a living as burglars, counterfeit fashionistas, cutpurses, and back-alley makeup artists. Often, these scoundrels are organized into thieves' guilds or secretive fashion exchanges. Plenty of rouges operate independently, but even they sometimes recruit apprentices to help them in their scams and local pop-up cosmetics stores. A few rouges make an honest living as locksmiths, ateliers, or exterminators, which can be a dangerous job in a world where dire rats—and wererats—haunt the sewers.

As adventurers, rouges fall on both sides of the law. Some are hardened criminals who decide to seek their fortune in treasure hoards, while others take up a life of adventure to escape from the law. Some learn and perfect their skills with the explicit purpose of delving ancient ruins and hidden crypts in search of just the right shade of powder to make your eyes really *pop*.

CREATING A ROUGE

As you create your rouge character, consider the character's relationship to both cosmetology and the law. Do you have a criminal past—or present? Are you on the run from the



authorities or from an angry older cousin who loaned you your first Urban Decay eyeshadow palette and never got it back? Or did you leave your first job at a department store MAC counter in search of bigger risks and bigger rewards? Is it greed for glamour that drives you in your adventures, or some other desire or ideal?

What was the trigger that led you away from your previous life? Did a great heist or an attempt at using blush as contour (instead of an actual contouring product, which realistically everyone should own) go terribly wrong and cause you to reevaluate your career? Maybe you were lucky and a successful robbery gave you the coin you needed to escape the squalor of your life. Did wanderlust finally call you away from your home? It could be that you suddenly found yourself cut off from your family or your mentor, and you had to find a new means of support. Or maybe you made a new friend—perhaps a retired drag queen who really knew his stuff when it came to shaping stunning cheekbones—who showed you new possibilities for earning a living and employing your particular talents.

QUICK BUILD

You can make a rouge quickly by following these

suggestions. First, Dexterity should be your highest ability score. Make Charisma your next-highest, because let me tell you, honey, all the perfect skin-tone in the world don't mean a thing if you don't know how to *work it*. Second, choose the charlatan background.

CLASS FEATURES

As a rouge, you have the following class features.

HIT POINTS

- Hit Dice:** 1d8 per rouge level
- Hit Points at 1st Level:** 8 + your Constitution modifier
- Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per rouge level after 1st

PROFICIENCIES

- Armor:** Light armor
- Weapons:** Simple weapons, rapiers, shortswords, and your choice of either hand crossbows or longswords
- Tools:** Disguise kits, thieves' tools
- Saving Throws:** Dexterity, Charisma
- Skills:** Choose four from Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation,

THE ROUGE			
Class Level	Proficiency Bonus	Sneak Attack	Features
1	+2	+1d6	Rouge Expertise, Sneak Attack, Thieves' Cant
2	+2	+1d6	Cunning Action
3	+2	+2d6	Rougish Archetype
4	+2	+2d6	Ability Score Improvement
5	+3	+3d6	Uncanny Dodge
6	+3	+3d6	Increased Expertise, Quick Makeover
7	+3	+4d6	Evasion
8	+3	+4d6	Ability Score Improvement
9	+4	+5d6	Rougish Archetype feature
10	+4	+5d6	Ability Score Improvement
11	+4	+6d6	Perfect Talent
12	+4	+6d6	Ability Score Improvement
13	+5	+7d6	Rougish Archetype feature
14	+5	+7d6	Blindsense
15	+5	+8d6	Slippery Mind
16	+5	+8d6	Ability Score Improvement
17	+6	+9d6	Rougish Archetype feature
18	+6	+9d6	Elusive
19	+6	+10d6	Ability Score Improvement
20	+6	+10d6	Stroke of Luck

Perception, Performance, Persuasion, Sleight of Hand, and Stealth

EQUIPMENT

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

- ✧ (a) a rapier or (b) a shortsword
- ✧ (a) a shortbow and quiver of 20 arrows or (b) a shortsword
- ✧ (a) a burglar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack
- ✧ (a) a disguise kit or (b) thieves' tools
- ✧ Leather armor, a dagger, and a steel mirror.

ROUGE EXPERTISE

At 1st level, choose one of your skill proficiencies, or your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses that proficiency, or that uses your proficiency with disguise kits.

In addition, you make ability checks to use disguise kits normally regardless of your ability to see, even if the area you are in is heavily or lightly obscured.

At 6th level, you can choose another of your proficiencies (in skills or with thieves' tools) to gain this benefit.

SNEAK ATTACK

Beginning at 1st level, 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 Sneak Attack column of the Rouge table.

THEIVES' CANT

During your rouge training you learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. It takes four times longer to convey such a message than it

does to speak the same idea plainly.

In addition, you understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether a Sephora is nearby, or whether there are friends nearby who can provide a well-lit mirror and a quick place to get ready for a night out.

CUNNING ACTION

Starting at 2nd level, your quick thinking and agility allow you to move and act quickly. You can take a bonus action on each of your turns in combat. This action can be used only to take the Dash, Disengage, or Hide action.

ROUGISH ARCHETYPE

At 3rd level, you choose an archetype that you emulate in the exercise of your rouge abilities: Thief, detailed at the end of the class description, or one from another source. Your archetype choice grants you features at

3rd level and then again at 9th, 13th, and 17th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 10th, 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.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

UNCANNY DODGE

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

INCREASED EXPERTISE

At 6th level, choose one more of your skill proficiencies, or your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses the chosen proficiency.

QUICK MAKEOVER

At 6th level, you gain a new use for the bonus action provided by your Cunning Action feature. You have a number of pre-made looks, equal to 1 + your



proficiency bonus. Due to hours of practice, when you put on one of these looks, you may do so immediately, using the bonus action granted by your Cunning Action. You can also give someone else one of your prepared looks, though doing so takes 1 minute instead of just 1 bonus action. Putting on a prepared look can give you the fabulous air of a noble at a ball, the extravagant beauty of a celebrated stage performer, or even a clever disguise.

A look that functions as a disguise is nearly perfect if properly applied. Such disguises are generally not based on an individual, but are invented identities based on a general type (a local lord, a helmed member of the Town Watch, a wealthy merchant bearing expensive pigments from distant lands, etc.). If you wish to create a specialty disguise based on a specific person, you must

observe that person for 8 hours.

When your proficiency bonus increases, you automatically gain a new specialty disguise. However, if you wish to replace one of your existing specialty disguises, doing so takes 8 hours.

EVASION

Beginning at 7th level, you can nimbly dodge out of the way of certain area effects, such as an ancient red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

PERFECT TALENT

By 11th level, 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. If the check uses your proficiency with disguise kits, you can treat a roll of 11 or lower as a 12.

BLINDSENSE

Starting at 14th level, if you are able to hear, you are aware of the location of any hidden or invisible creature within 10 feet of you.

SLIPPERY MIND

By 15th level, you have acquired greater mental strength. You gain proficiency in Wisdom saving throws.

ELUSIVE

Beginning at 18th level, you are so evasive that attackers rarely gain the upper hand against you. No attack roll has advantage against you while you aren't incapacitated.

STROKE OF LUCK

At 20th level, you have an uncanny knack for succeeding when you need to. If your attack misses a target within range, you can turn the miss into a hit. Alternatively, if you fail an ability check, you can treat the d20 roll as a 20.

Once you use this feature, you can't use it again until you finish a short or long rest.

ROUGHISH ARCHETYPES

Rouges have many features in common, including their emphasis on perfecting their skills, their playful yet precise and deadly approach to color, and their increasingly quick reflexes. But different rouges steer those talents in varying directions, embodied by the rouge archetypes. Your choice of archetype is a reflection of your focus—not necessarily an indication of your chosen profession, but a description of your preferred techniques.

STEAL A LITTLE AND THEY'LL PUT YOU IN JAIL, STEAL A LOT AND THEY'LL MAKE YOU KING.

—BOB DYLAN

ROUGHISH ARCHETYPE:

THEIF

You hone your skills in the larcenous arts. Burglars, bandits, cutpurses, and other criminales typically follow this archetype, but so do rouges who prefer to think of themselves as professional treasure seekers, explorers, delvers, and investigators. In addition to improving your agility and stealth, you learn skills useful for delving into ancient ruins, reading unfamiliar languages, and using magic items you normally couldn't employ.

FAST HANDS

Starting at 3rd level, you can use the bonus action granted by your Cunning Action to make a Dexterity (Sleight of Hand) check, use your thieves' tools to disarm a trap or open a lock, or take the Use an Object action.

SECOND-STORY WORK

When you choose this archetype at 3rd level, you gain the ability to climb faster than normal; climbing no longer costs you extra movement.

In addition, when you make a running jump, the distance you cover increases by a number of feet equal to your Dexterity modifier.

SUPREME SNEAK

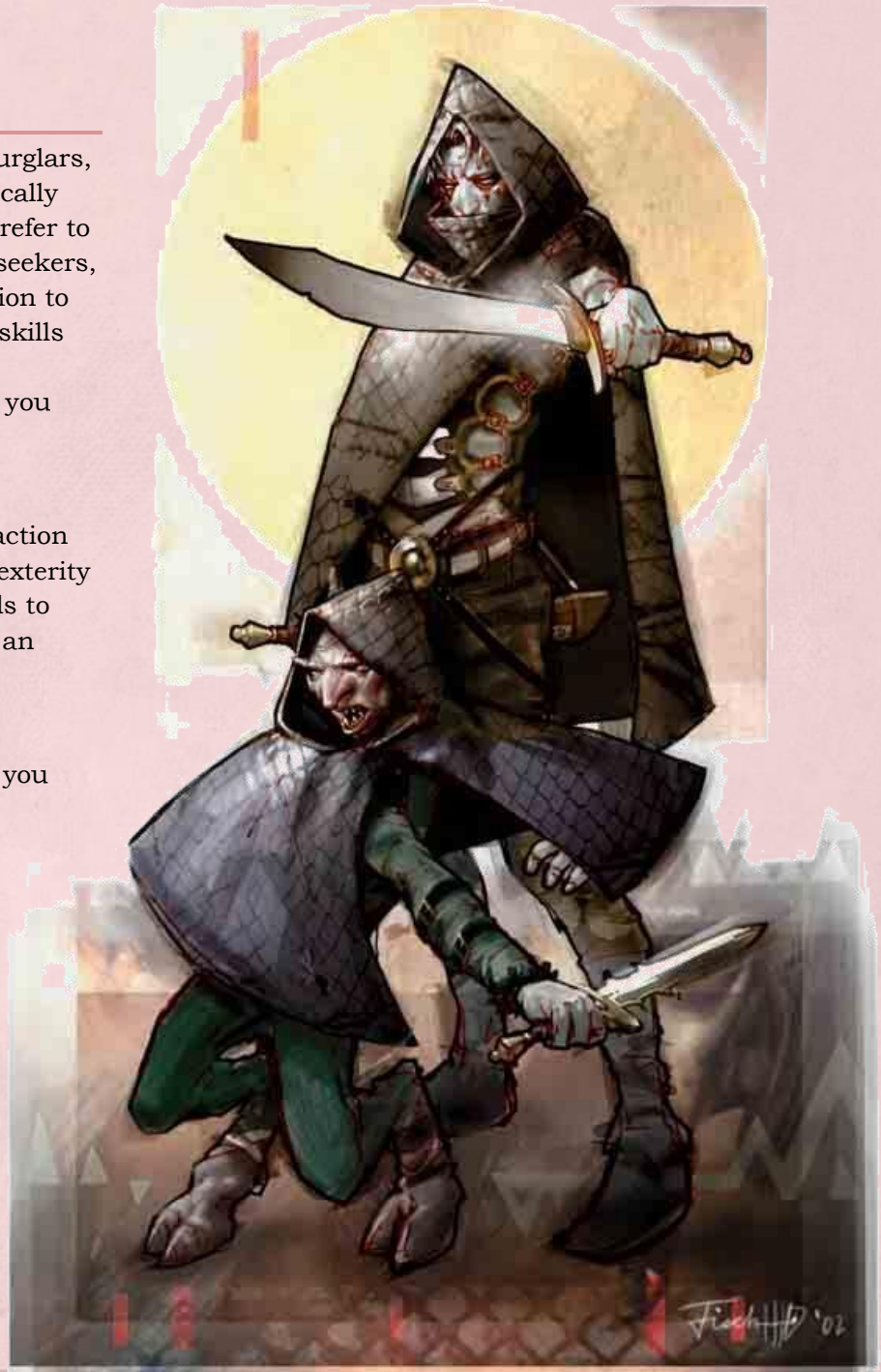
Starting at 9th level, you have advantage on a Dexterity (Stealth) check if you move no more than half your speed on the same turn.

USE MAGIC DEVICE

By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

THEIF'S REFLEXES

When you reach 17th level, you have become adept at laying ambushes and quickly escaping danger. You can take two turns during the first round of any combat. You take your first turn at your normal initiative and your second turn at your initiative minus 10. You can't use this feature when you are surprised.



ERIC: WE'RE OUTNUMBERED TEN TO ONE!

DIANA: ALL RIGHT, THEN, YOU TAKE TWO, I'LL TAKE EIGHTEEN.

—DUNGEONS & DRAGONS
EPISODE 17 "THE TRAITOR"

ROUGHISH ARCHETYPE:

THEIF-ACROBAT

Few forms of skilled performance are more universally enjoyed than acrobatics. From the monarch on their throne to the peasant in the street, nearly everyone seems captivated by demonstrations of great balance, agility, flexibility, and coordination. Unlike the fantastic abilities of a monk or a wizard, acrobatic disciplines are openly taught to those with the talent and willpower. Even children become dazzling gymnasts.

Yet some applications of these skills remain shrouded in secrecy. For burglars and spies, acrobatic ability opens up many otherwise impenetrable targets. Even well-secured locations are seldom prepared for intruders who can climb sheer surfaces or run from roof to roof via a thin stretch of rope.

Rarer still are those who can leverage such skills for advantage in battle—but you are one of the few who can and does. You are not only adept at dodging and escaping enemy attacks, but also at confusing foes with propulsive movements that position you for unexpected strikes.

Even in your street-clothes, holding a simple length of wood, you can be a greater threat than an armored knight.

TUMBLING MOBILITY

Starting at 3rd level, when you take the dash action during your turn, until the end of your turn opportunity attacks against you are made with disadvantage and you increase your walking speed by 10 feet.

UNARMORED ATHLETE

At 3rd level, when you are not wearing armor and your speed is not being reduced by any other effect (such as a slow spell or by being grappled),

you gain the following benefits:

- ✧ You gain a +1 bonus to Armor Class.
- ✧ You gain a climbing speed equal to your walking speed.
- ✧ You gain advantage on Dexterity (Acrobatics) checks and on Strength (Athletics) checks to climb or jump.
- ✧ If you have a quarterstaff in hand, or a pole taller than you are, your jumping distance is doubled, and when you take the dash action you ignore difficult terrain until the end of your turn.
- ✧ Once during your turn, when you make a melee attack, you can make the attack roll with advantage if you are 10 or more feet away from where you were at the start of your turn.

ACROBATIC FOOTWORK

At 9th level, you gain resistance to all damage from falling. If you inflict your sneak attack damage on a target during your turn, until the end of that turn the target cannot make opportunity attacks against you, and you can move through that creature's space as if it were an ally.

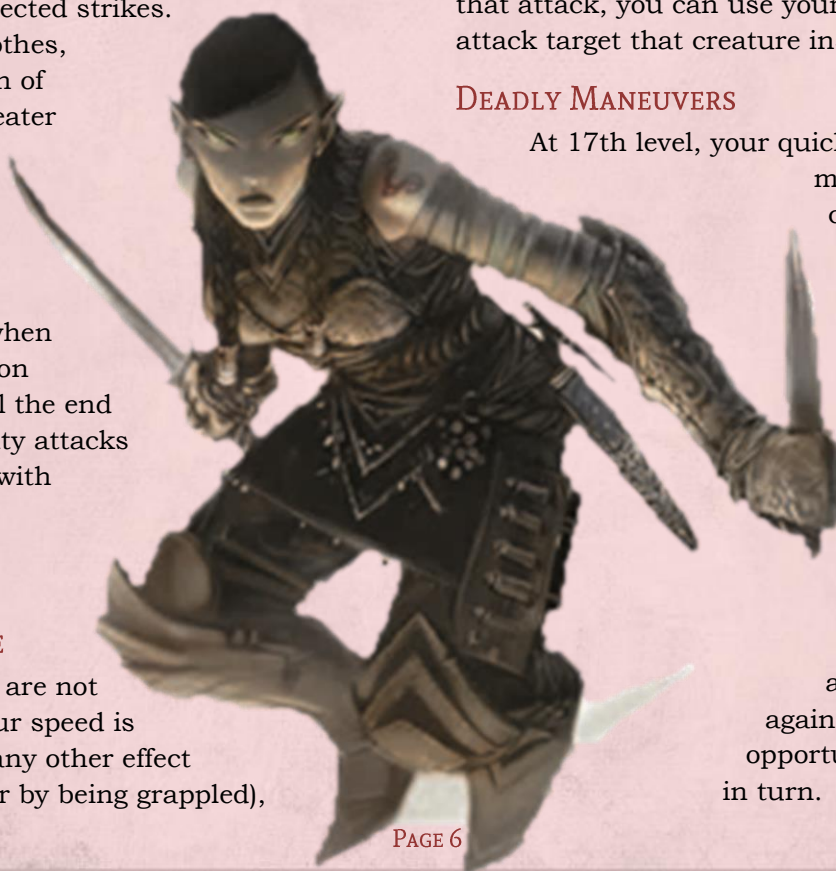
MISDIRECTION

Starting at 13th level, you can cause another creature to suffer an attack meant for you. When you are targeted by an attack while a creature within 5 feet of you is granting you cover against that attack, you can use your reaction to have the attack target that creature instead of you.

DEADLY MANEUVERS

At 17th level, your quick reactions and sudden maneuvers make you a constant threat. During your turn, you can use your action to make melee attacks against any number of creatures within 5 feet of you, with a separate attack roll for each target.

In addition, whenever an opponent makes an opportunity attack against you, they provoke an opportunity attack from you in turn.



ROUGHISH ARCHETYPE:

TOMB ROBBER

You might describe yourself as an archaeologist, antiquarian, acquirer of rare antiquities, or extreme explorer, but more squeamish folks call you a tomb robber. You know physical remnants of the past of lie buried in ancient tombs, long-buried ziggurats, or the cyclopean ruins of lost cities. Rather than merely speculating on what these relics might reveal, you go out and seek them yourself.

Many different sorts of rouges are tomb robbers. The more respectable ones are employed by some kind of scholarly institution. Others are simply well-educated criminals who prefer to rob the dead. Whichever you are, your survival relies just as much on reading and research as it does on quick reflexes and martial prowess.

Because of the great rivalries and strange dangers endemic to your vocation, you develop prowess with a signature weapon, usually one with other uses beyond battle. A long or extending staff useful for probing potential traps is a good example, as is a light hammer good for both pounding in pitons and bashing skulls. Distinctive or archaic armaments such as blowguns, nets, or whips are especially favored for this purpose, the better to grow one's personal reputation.

SCHOLAR OF DANGER

Beginning when you choose this archetype at 3rd level, you can add your Intelligence modifier to Dexterity saving throws. You also learn two languages of your choice, and you gain proficiency with the History skill and any one martial weapon of your choice.

You also gain expertise with the History skill, which means your proficiency bonus is doubled for any ability check you make that uses it.

SIGNATURE WEAPON

At 3rd level, choose one type of weapon with which you are proficient that does not have the two-handed or heavy qualities. This becomes your signature weapon. Whenever you gain a level, you can change your signature weapon to a different weapon if you wish. You can only have one weapon type as your signature weapon.

Whenever you are wielding your signature weapon

in one hand and no other weapons, you gain a +2 bonus to damage rolls with your signature weapon, and you can use the bonus action granted by your Cunning Action feature to do one of the following:

- ✧ **Called Shot.** You make an attack with your signature weapon. If the attack hits, any damage you inflict is halved, but you can force the target to drop one item of your choice that it is holding. If the target is Medium or smaller, you can choose to knock it prone instead of forcing it to drop an object.
- ✧ **Extended Reach.** You take the Use an Object action, targeting an object within 10 feet of you, even if it would normally be too far away for you to interact with.
- ✧ **Swift Defense.** You flourish your weapon protectively, causing attack rolls against you to be made at disadvantage until the end of your turn.

In addition, when you gain this feature, choose one kind of adventuring gear worth 10gp or less that does not weigh more than 15 lbs. Whether by clever engineering or some special move you've mastered, you can always use your signature weapon in place of that particular piece of gear, with no penalty or loss of effectiveness. For example, a whip could act as its own grappling hook (wrapping the end of the whip around a stationary object above to swing on it like a rope) or as manacles (a quick flick of the wrist to quickly bind a helpless enemy)

HISTORICAL INSIGHT

Starting at 9th level, whenever you roll a Charisma (Deception, Intimidation, or Persuasion) check to influence any creature (living or otherwise) that was born more than a century ago, you are considered proficient in the applicable skill and add double your proficiency bonus to the Charisma check, instead of your normal proficiency bonus.

PRACTICED STRIKE

At 9th level, when you add your sneak attack damage to an attack with your signature weapon, you can choose to reroll some of the damage dice. The maximum number of dice you can reroll in this way is equal to your Intelligence modifier (minimum 1). You must use the new rolls.

You can use this feature twice. You regain all expended uses when you finish a short or long rest.

ADEPT IN DARKNESS

At 13th level, when you hit a creature with an attack, if you and that creature are both heavily obscured by darkness, you can deal your sneak damage even if you do not have advantage on the attack roll. This ability only functions if the creature either cannot see you or can only see you because of darkvision.

In addition, you make Intelligence (Investigation) checks and ability checks to use disguise kits and thieves' tools normally regardless of your ability to see, even if the area you are in is heavily or lightly obscured.

SIGNATURE PRECISION

Beginning at 17th level, if you miss with an attack made with your signature weapon during your turn, you can immediately make an additional attack with your signature weapon. You can gain one additional attack during your turn with this ability.

In addition, once per turn, you can inflict an extra 1d8 damage on a hit with your signature weapon that does not inflict sneak attack damage.



I DON'T
WEAR MAKEUP FOR OTHERS
THE SAME WAY
I DON'T

DECORATE
MY HOUSE FOR OTHERS.
THIS IS MY
HOME

&
EVERYTHING I DO
IS FOR
ME.

— AMANDA LOVELACE,
THE WITCH DOESN'T BURN IN THIS ONE

ROUGHISH ARCHETYPE:

WONDROUS GLAMOURIST

Those who don't value your skills don't properly understand them—while your forte is augmenting a person's physical appearance, changing how they see themselves can change who they are. Most people who come to you do so because they feel unattractive, uncared for, unworthy, unlovable. By making their inner beauty more visible to others, you help them understand their value, often guiding them see themselves clearly for the first time.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency in two of the following skills of your choice: Arcana, Insight, Persuasion, or Performance.

GLAMOUROUS SPELLCASTING

At 3rd level, you gain the psychic ability to cast enchantment and illusion spells.

Spell Slot. You gain one spell slot you can use to cast a spell. The Wondrous Glamourist Spellcasting table shows what the level of your spell slot is. You regain your expended spell slot when you finish a short or long rest.

At 5th level, you gain a second spell slot.

Spells Known of 1st-Level and Higher. At 3rd level, you learn three 1st-level spells. These spells can be from any class's spell list, but they can only be divination, enchantment, or illusion spells. The Spells Known column of the Wondrous Glamourist Spellcasting table shows when you learn more Wondrous Glamourist spells of 1st level or higher, beyond the three spells you know at 3rd level.

Each of these spells must be of the divination, enchantment, or illusion school, and must be of a level no higher than what's shown in the table's Slot

Rogue Level	Cantrips Known	Spells Known	Spell Slots	Slot Level
3rd	3	3	1	1st
4th	3	4	1	1st
5th	3	4	2	1st
6th	3	4	2	1st
7th	3	5	2	2nd
8th	3	6	2	2nd
9th	4	6	2	2nd
10th	4	7	2	2nd
11th	4	8	2	2nd
12th	4	8	2	2nd
13th	4	9	2	3rd
14th	4	10	2	3rd
15th	5	10	2	3rd
16th	5	11	2	3rd
17th	5	11	2	3rd
18th	5	11	2	3rd
19th	5	12	2	4th
20th	5	13	2	4th

Level column for your rogue level. For instance, when you reach 7th level in your rogue class, you can learn one new spell of 1st or 2nd level.

Whenever you gain a level in this class, you can replace one of the Wondrous Glamourist spells you know with another divination, enchantment, or illusion spell of your choice, which also must be of a level for which you have spell slots.

Cantrips. You learn three cantrips: *guidance*, *minor illusion*, and one other cantrip of your choice from any class's spell list. This cantrip must be a divination, enchantment, or illusion spell. You learn another divination, enchantment, or illusion cantrip of your choice at 9th level, and again at 15th level.

Spellcasting Ability. Charisma is your spellcasting ability for your Wondrous Glamourist spells, since your psychic magic comes from the power of your own mind and your personal discipline. 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 Wondrous Glamourist 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 the crystal type of arcane focus as a spellcasting focus for your spells. If you have a disguise kit on your person, you can also use any one item held in your hand from

that set of tools (such as a makeup brush) as a spellcasting focus for your Wondrous Glamourist spells. If you hold a weapon in the same hand, you cannot use this kind of focus to cast spells.

Spell Components. Because they draw on their own inner psychic power rather than outside forces, Wondrous Glamourists do not require spoken words to marshal magical energies, and spells they cast do not have verbal components.

Disguising Spells. In addition to the other spells you learn from this feature, you can cast *disguise self* at will without using a spell slot. When you reach 9th level in your rogue class, you can cast *polymorph* once using a Wondrous Glamourist spell slot, regaining the ability to do so the next time you finish a long rest. When you reach 13th level, you can cast *alter self* at will without using a spell slot.

BESTOW GLAMOUR

At 3rd level, when you cast a spell using a Wondrous Glamourist spell slot, you can choose one creature within 5 feet of you and grant it a special boon. The chosen target gains temporary hit points equal to your rogue level, and until the next time you finish a short or long rest, whenever the target makes a Charisma check, the target can roll a d8 and add the number rolled to the ability check.

In addition, while a creature benefits from your use of this feature, if that creature is hit with an attack roll, the attacker provokes an attack of opportunity from you if it is within 5 feet of you. If you are 9th level or higher, you have advantage on the attack roll for this opportunity attack.

Only two creatures can benefit from this feature at once. If you bestow glamour on a third creature when two other creatures already benefit from your use of this feature, the creature that has had those benefits the longest loses them immediately.

You can also use a bonus action to end this effect for one or more creatures of your choice who currently enjoy the benefits of your use of this feature.

BURST OF CONFIDENCE

Beginning at 9th level, whenever you grant a creature the benefits of your Bestow

Glamour feature, that creature's movement does not provoke opportunity attacks until the end of the turn, and it can immediately use its reaction to take one of the following actions: dash, disengage, dodge, help, or use an object. In addition, a creature has resistance to psychic damage while it still has the temporary hit points granted by your Bestow Glamour feature.

DISARMING INSIGHT

At 13th level, your insight into other's insecurities allows you to dissuade them from hostile action. As an action, choose a creature you can see that has an Intelligence of 6 or higher. If the creature can hear you, and you share a language, that creature must make a Charisma saving throw against a DC equal to your passive Wisdom (Insight) score. On a failure, you have planted a seed of doubt in the target's mind, confronting with the self-destructive nature of its actions. This effect last for 1 minute. Until it ends, the first time the target inflicts damage on another creature during each of its turns, the target must make another Charisma saving throw against the same DC. On a failure, the target takes psychic damage equal to half the damage it just dealt. On a success, the target takes half as much damage, and the effect of this feature ends.

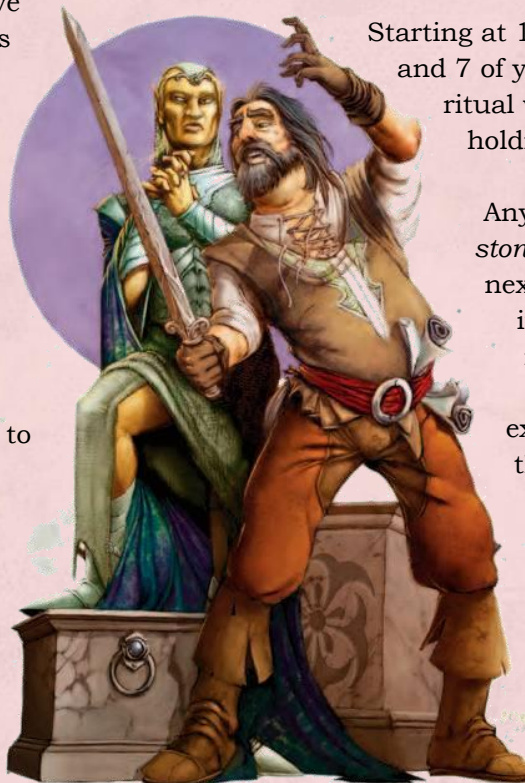
Once a creature fails a saving throw against this feature, you cannot use it again until you finish a short or long rest.

STONE OF GLAMOUR

Starting at 17th level, you can spend 1 hour and 7 of your own Hit Dice performing a ritual which transforms a ruby you are holding that is worth 5,000 gp or more into an *ioun stone of leadership*.

Any creature can attune to the *ioun stone of leadership* you create, but the next time a creature's attunement to it ends, the stone disintegrates and is destroyed.

You cannot regain the Hit Dice expended for this feature until after the *ioun stone of leadership* you spent those Hit Dice to create is destroyed. If you wish, you can destroy the *ioun stone* yourself by performing another 1-hour ritual, which can be performed as part of a long rest. Once the item is destroyed, you regain the expended Hit Dice normally.



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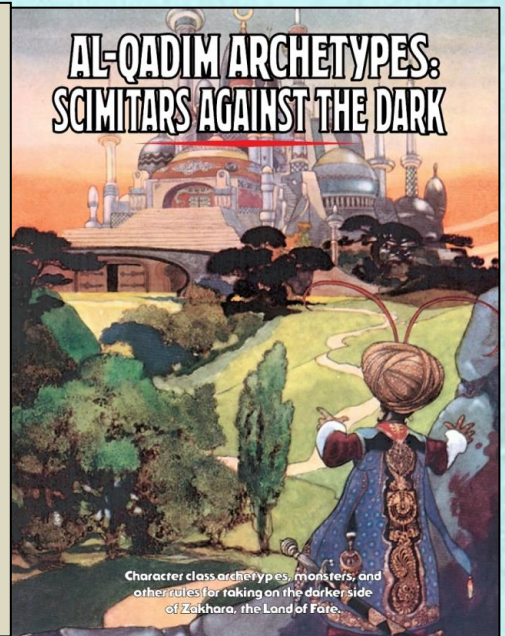


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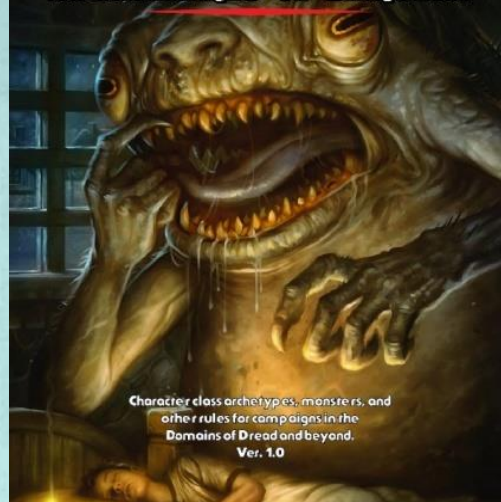
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