



THE HUCKSTER

ROGUISH ARCHETYPE OPTION

“PRAISE BE TO AMAUNATOR!” exclaims the high voice of a white-robed halfling, festooned with a golden sigil of the sun on a thin cord around her neck. “The sun witnesses all, good and evil, and casts judgment down on those deserving his ire!” As she preaches, a heavy steel collection box changes hands amongst the crowd, eventually finding its way to rest at the feet of the halfling, laden with coin. None in the enraptured crowd need know that their money will not finance the construction of a new temple in the hinterlands, but rather the growing revolution against a corrupt local lord and his draconian politics.

A rain-swept evening finds a grizzled half-elf in a thatch hut, tending to a farmer’s daughter, fallen ill. With a simple holy chant and an exertion of will, a faint holy light glimmers between the half-elf’s fingers, and gradually cleanses the sickness from the girl. Overjoyed, the father embraces his daughter, holding her tight and asking the half-elf however can he be repaid. Utterly composed, the half-elf manipulates the various holy symbols hidden within his sleeve before settling on the symbol of Chauntea, producing it, and asking for but a simple donation in the service of the great mother.

“Honestly,” speaks a bearded tiefling, hands held placatingly upward to a pair of menacing orcs, “I’ve always preached the good word of Gruumsh, but so few are willing to listen!” One of the orcs furrows his brow, trying to comprehend. “No, truly!” continues the tiefling, settling to a whisper, “That’s why I’m travelling with these fools. They’ll be blood sacrifices to our god, if only you’ll lead us back to his altar at your hidden camp.”

Gifted with an intrinsic holy talent through birthright or eclectic study, a huckster nevertheless is not a true believer. They may or may not hold one god in higher esteem than others, but hucksters typically worship either many gods or no gods at all, performing rites and rituals only as a means for power and prestige. Most often, hucksters gain their divine power by praying to whichever god would be willing to dole out holy empowerment, regardless of the sincerity of their followers.

Scorned by true believers should their nature be revealed, hucksters usually travel from place to place, performing minor miracles in exchange for adulations and coin, all the while eliminating threats to their own goals as they occur.

CHARLATANISM

At 3rd level, you gain proficiency in two of the following skills: Deception, Performance, or Religion.

You also have advantage on all checks to pass yourself off as a member of a specific religion or religious order, as long as you have vestments or symbols belonging to that group, and the target of your ruse is not hostile towards you.

SPELLCASTING

Able to cast divine spells similar to a cleric, hucksters perform the same daily prayers and rites that clerics do, though often to appease gods which care more for ritual than devotion.

When you reach 3rd level, you gain the ability to cast spells. See chapter 10 in the Player’s Handbook for the general rules of spellcasting.

Cantrips. You learn three cantrips of your choice off of the cleric’s spell list (located on page 207 of the *Player’s Handbook*). You learn an additional cleric cantrip of your choice at 10th level, as noted on the Huckster Spellcasting table.

Spell Slots. The Huckster Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell’s level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st-Level and Higher. When you learn additional spells at the levels indicated by the Spells Known column of the Huckster Spellcasting table, you may choose any spells off of the Huckster Spell List of a level for which this archetype grants you slots. Any

HUCKSTER SPELLCASTING

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

HUCKSTER SPELLS

1ST LEVEL

Bane
Cure Wounds
Detect Evil and Good
Detect Magic
Sanctuary
Shield of Faith

2ND LEVEL

Augury
Blindness/Deafness
Calm Emotions
Lesser Restoration
Locate Object
Silence

3RD LEVEL

Glyph of Warding
Mass Healing Word
Meld Into Stone
Sending
Speak with Dead
Tongues

4TH LEVEL

Divination
Freedom of Movement
Guardian of Faith
Locate Creature



spells this class has granted you knowledge of are considered to be prepared at all times.

Spellcasting Ability. Wisdom is your spellcasting ability for your huckster spells, illustrating your huckster's grasp of a smattering of religious lore. You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a huckster spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus +
your Wisdom modifier

Spell attack modifier = your proficiency bonus +
your Wisdom modifier

LIAR'S SANCTITY

Once you reach 9th level, creatures that believe you to be of the same faith or philosophy as they are have disadvantage on attacks and Wisdom (Insight) checks against you.

FAITH HEALING

Beginning at 13th level, whenever you cast a spell that heals yourself or another individual, you may choose to grant the hit points from your spell as temporary hit points, rather than regular hit points.

If you do, add 2d4 hit points to the amount healed by the spell. These temporary hit points last for one hour, or until your next short or long rest, whichever comes first.

FAITHLESS FERVOR

At 17th level, when you are the target of a spell that would deal damage, you may use a reaction (instead of the normal action or bonus action) to cast a spell available to this roguish archetype that targets only yourself, expending a spell slot as normal. You choose whether this spell resolves before or after the spell that triggered this ability.

CREDITS:

Photoshop & design by /u/the_singular_anyone

Visit **WALROCK HOMEBREW** for more!

<http://walrock-homebrew.blogspot.com>

Art by Eva Widermann, Adam Paquette, Andreas Rocha, and Colin Ashcroft

Thanks to the kind folks of reddit and tumblr, to /u/Smyris for their resource pack, and to /u/skybug12 for their Photoshop guide!

