Trickster

The tools of your trade are a silver tongue and wit keener than any blade. Those who fit this archetype are often as foolish as they are wise, talking themselves into trouble as often as they do out. Armed with clever words and cunning plans, tricksters make for unlikely heroes with tales of their acts of canny bravery and skillful deceit becoming the stuff of legend.

Fated

Starting when you choose this archetype at 3rd level, when you have advantage or disadvantage you must roll 3d20 instead of 2d20. If you have advantage, use the highest of the three rolls. If you have disadvantage, use the lowest of the three rolls.

Cleverness

Beginning at 3rd level you can use your Cunning Action to give an ally within 30 feet that can see or hear you advantage on an attack roll or ability check until the start of your next turn.

Cunning Plan

Starting at 9th level you can spend 10 minutes making a specific plan. Choose a number of friendly creatures up to to your Charisma modifier (minimum 1). When each of these creatures carries out a predetermined action within the next hour they will have advantage on that action. You can’t use this feature again until you finish a short rest.

Guile

By 13th level your wits are unfailing. If your total for a Charisma skill check or saving throw is less than your Charisma score, you can use that score in place of the total. You can’t use this feature again until you finish a short rest.

Hero’s Trick

At 17th level when you would make a roll with disadvantage you may choose to roll with advantage instead. You can’t use this feature again until you finish a short rest.

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