

# 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.

**10th Level:** Also + your Dexterity damage if the attacker fails their 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

You may spend a mischief die to Dodge Lucky Reflexes

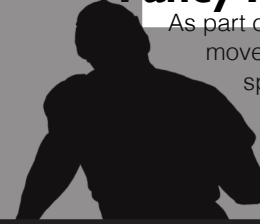
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## Fancy Footwork

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

by 10  
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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.

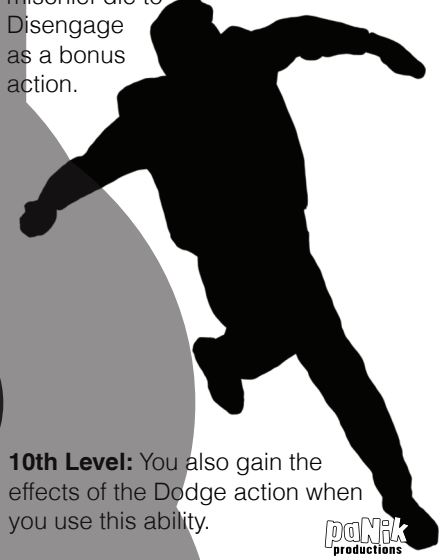
## Low Blow

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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.

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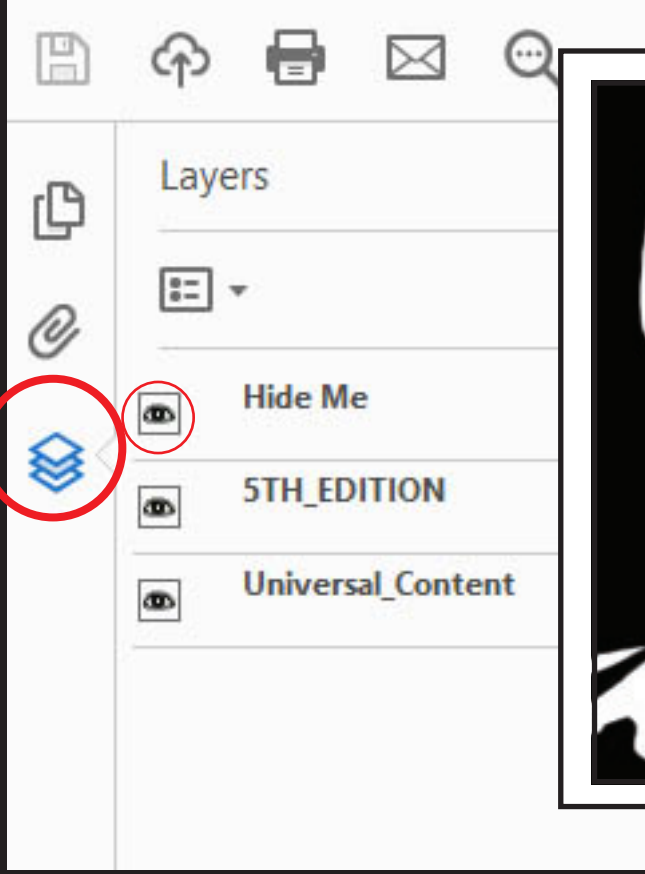


You may roll a mischief die and add the result to a Dexterity (Stealth) or Charisma (Deception) ability check to seem harmless or unimportant.

## Overconfidence

## Instill

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HI THERE!

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.

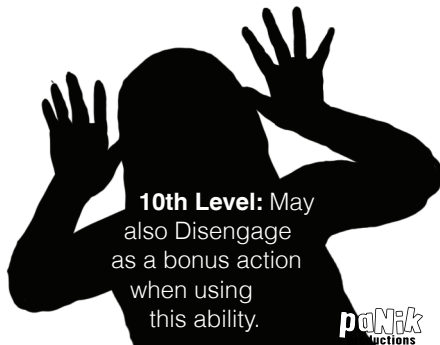
**6th level min**

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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.



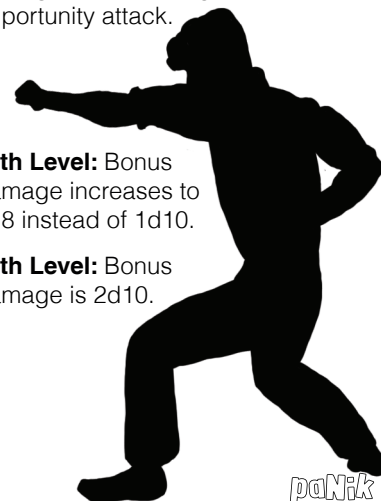
**14th Level:** Any creature that assists you before the start of your next turn, gains a bonus die.

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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.



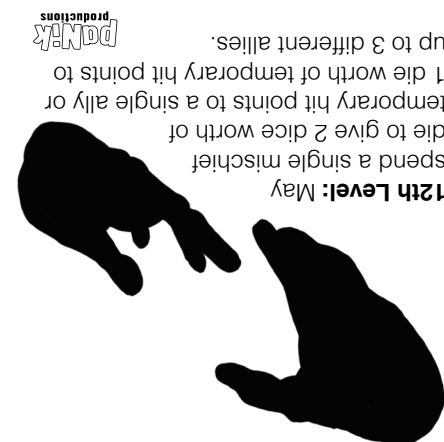
**12th Level:** May use this ability up to three times before resting.

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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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