

CHARLATAN

This arcane spellcaster masters trickery and deception over the trained order of other schools. By manipulating the flux of magicks, the Charlatan exposes the failure of their enemies, allowing them to utilize this fatal opening—, all while maintaining a mental mastery over the arcane arts.

PROFIT FROM FAILURE

Level 2 Subclass Feature

When a target creature fails the initial DC check from a spell cast by the Charlatan, the target creature takes 1d6 Force Damage. This increases to 2d6 Force Damage at level 6, 3d6 Force Damage at level 10, and 4d6 Force Damage at level 14. This can only be done once per round.

SILENT CAST

Level 6 Subclass Feature

You can choose to cast a spell without the need of vocal components. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain any expended uses when you finish a long rest.

STILL CAST

Level 10 Subclass Feature

You can choose to cast a spell without the need of somatic components. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain any expended uses when you finish a long rest.

FLUX DECEPTION

Level 14 Subclass Feature

You can no longer be targeted by any divination magic or perceived through magical scrying sensors. In addition, when you are invisible, you cannot be seen with true sight.



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