

## Prankster

*The prankster sees humor as the highest form or art, and pranks as the highest form of humor. In addition to setting friends up for light-hearted pranks, the prankster can use his quick wit and cruel sense of humor to enrage foes before incapacitating them with a clever turn of phrase.*

The prankster is an archetype of the bard class, available only to moogles.

**Bardic Performance:** A prankster's bardic performance functions like a bard's, but some of its performances are exchanged for those listed below.

*Mock (Su):* At 1st level, the prankster can use his performance to cause one or more creatures to become furious with him. Each creature to be mocked must be within 90 feet, able to see, hear, and understand the prankster, and capable of paying attention to him. The prankster must also be able to see the creatures affected. For every three levels the prankster has attained beyond 1st, he can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + half of the bard's level + his Charisma modifier) to negate the effect. If a creature's saving throw succeeds, the prankster cannot successfully mock that creature for 24 hours. If its saving throw fails, the creature is angered by the performance and seeks to harm the prankster. While the prankster maintains the mocking, the target takes a –2 penalty on all attack rolls and skill checks until it has successfully attacked the prankster with a melee or ranged attack, or has harmed the creature with a spell that deals damage.

Mock is an enchantment (compulsion) mind-affecting ability. Mock relies on audible and visual components in order to function.

This ability replaces fascinate.

*Punchline (Su):* At 3rd level, the prankster can use his performance to tell a punchline to amuse a creature he has already mocked (see above), goading it into hideous laughter. The target collapses into gales of manic laughter, falling prone. The target can take no actions while laughing, but is not considered helpless. After the effect ends, it can act normally. On the creature's next turn, it may attempt a new saving throw to end the effect. This is a full round action that does not provoke attacks of opportunity. If this save is successful, the effect ends. If not, the creature continues laughing for the entire duration. Using this ability does not disrupt the mock effect, but it does require a standard action to activate (in addition to the free action to continue the mock effect). A prankster can use this ability more than once against an individual creature during an individual performance.

Telling a punchline does not count against a prankster's daily use of bardic performance. A Will saving throw (DC 10 + half of the bard's level + his Charisma modifier) negates the effect. This ability affects only a single creature. Punchline is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components.

This ability replaces inspire competence.

*Mass Punchline (Su):* This ability functions just like punchline, but allows a prankster of 18th level or higher to use punchline simultaneously against any number of creatures that he has mocked.

This ability replaces funeral ballad.

**Swap (Ex):** At 2nd level, a prankster can steal an object from a creature and replace it with another object of the same size or smaller that the prankster has in his hand. This functions as the steal combat maneuver, but the

prankster does not provoke an attack of opportunity, and may use his Sleight of Hand check in place of his combat maneuver check. If the prankster's check exceeds the target's CMD by 10 or more, the target is unaware the swap has been made until it tries to use the swapped object or the end of its next turn (whichever happens first).

This ability replaces well-versed.