Grifter

written by CresthavenRPG Guru | December 18, 2014



In the shadowy underworlds where magic and myth intertwine, some use their wits as their deadliest weapon. Grifters are the ultimate con artists, smooth-talking rogues who manipulate situations with silver tongues, always a step ahead of their marks. Whether it’s working a crowd, distracting with misdirection, or weaving a web of words, the grifter excels at deception. They thrive on quackery, exploiting the gullible for personal gain—be it fame, fortune, or power. With cunning and charisma, grifters bend reality to their will, making the impossible seem possible and the unbelievable, believable. Their skills are highly coveted in realms where secrets and lies reign supreme, and only the craftiest survive.

Ability Focus: Charisma

Hit Points: d6

Ancestries Allowed: Human, Draco, and Halfling

Starting Reputation: -1

Restrictions: Grifters can only wear leather armor and can only use weapons 3 lbs and lighter

Starting Equipment

A backpack, a bedroll, a belt pouch, caltrops, chalk (10), a flint and steel, a grappling hook, an iron pot, a mess kit, a mirror, pitons (10), rope, soap, thieves' tools, torches (10), trail rations (5 days), and a water skin.

Starting Money

All characters start with 2d4 x 10 gold pieces

Special: Grifters can speak one additional language

Fortune's Favorite: Fortune ever favors the bold. At the end of a long rest, roll 1d4 -1 and gain that many heroic points (up to 3 total)

Grifter Skills

As a grifter, you possess specialized skills unique to your class. At each level, you can distribute +3 points among these skills as you wish. The numbers in parentheses indicate the starting value of the skill, which combines your relevant ability score and a bonus number. For example, if your Charisma is +3, your Deception skill would start at +3.

To use these skills, describe your intended action to the Dungeon Master (DM) in a specific situation. For instance, to deceive a guard and gain access to a restricted area, you would explain how you approach the guard and what you say. The DM will then ask you to roll a d20 and add your skill bonus.

If your roll meets or exceeds the difficulty check set by the DM, you succeed! The guard might be convinced and let you pass. However, if your roll is lower, you fail, and the guard might become suspicious or call for backup. Similarly, you can use other specialized skills, like Sleight of Hand to plant false evidence. In each case, describe your actions and roll a d20 to determine success or failure.

- **Deception (Charisma):** The art of lying convincingly. Use this to persuade others to believe something untrue or to conceal your true intentions or identity.
- **Forgery (Intelligence):** The art of creating convincing fake documents or items. Use this to create false identification, counterfeit documents, or forge valuable items.
- **Gambler (Wisdom):** Whether it's chips on the table or chum in the water,

you know when to move in for the kill.
- **Persuasion (Charisma):** The art of convincing others to do what you want. Use this to sway someone to a particular course of action or to agree with your point of view, whether through valid logic or intimidation.
- **Sleight of Hand (Dexterity):** The art of performing small, quick movements. Use this to perform tricks or hide objects from view, such as palming a coin or picking a pocket.

At Level 2 (2,000+ Experience Points)

Gain hit points by rolling 1d6 + Constitution and adding it to your total hit points

Level up any of your **Grifter Skills** by distributing 3 skill points

At Level 3 (4,000+ Experience Points)

Gain hit points by rolling 1d6 + Constitution and adding it to your total hit points

Level up any of your **Grifter Skills** by distributing 3 skill points

Increase **Ability Focus** to 2

At Level 4 (8,000+ Experience Points)

Gain hit points by rolling 1d6 + Constitution and adding it to your total hit points

Level up any of your **Grifter Skills** by distributing 3 skill points