

THE ROUGE



Use make-up and special effects to dazzle your foes in this custom class for Dungeons and Dragons 5th Edition

THE ROUGE

Level	Proficiency Bonus	Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Make-Up Savant, Spellcasting	3	2	—	—	—	—	—	—	—	—
2nd	+2	Rouge Specialisation	3	3	—	—	—	—	—	—	—	—
3rd	+2	Favoured Face, Mirror Mirror	3	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Increase	4	4	3	—	—	—	—	—	—	—
5th	+3	Inked Magic (1st)	4	4	3	2	—	—	—	—	—	—
6th	+3	Rouge Specialisation Feature	4	4	3	3	—	—	—	—	—	—
7th	+3	—	4	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Increase	4	4	3	3	2	—	—	—	—	—
9th	+4	Inked Magic (2nd)	4	4	3	3	3	1	—	—	—	—
10th	+4	Someone Else's Face	5	4	3	3	3	2	—	—	—	—
11th	+4	—	5	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Increase	5	4	3	3	3	2	1	—	—	—
13th	+5	Rouge Specialisation Feature	5	4	3	3	3	2	1	1	—	—
14th	+5	Comedy and Drama	5	4	3	3	3	2	1	1	—	—
15th	+5	Inked Magic (3rd)	5	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Increase	5	4	3	3	3	2	1	1	1	—
17th	+6	—	5	4	3	3	3	2	1	1	1	1
18th	+6	Face of Habit	5	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Increase	5	4	3	3	3	3	2	1	1	1
20th	+6	Rouge Specialisation Feature	5	4	3	3	3	3	2	2	1	1

Quick Build. Make Charisma and Dexterity your top stats, and take the Entertainer background.

THE ROUGE

Mysterious and alluring, the rouge's true nature is always in flux. Their faces change with the hours of the day. Their hands are as quick as rabbits, their paints in colours no one has ever seen before. The rouge's magic comes from their careful application of face paint to achieve magical effects that can be equally enchanting and terrifying. Rouges can be anyone or anything, and the weave that forms the world twists for their benefit.

CLASS FEATURES

As a rouge, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per rouge level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per rouge level after 1st

PROFICIENCIES

You are proficient with the following items, in addition to any proficiencies provided by your race or background.

Armor: none

Weapons: daggers, darts, slings, quarterstaves, light crossbows

Tools: disguise kit, painter's tools

Saving Throws: Wisdom, Charisma

Skills: Choose four from Acrobatics, Arcana, Deception, History, Insight, Intimidation, Perception, Performance, Persuasion, Religion, Sleight of Hand, and Stealth.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) 2 daggers or (b) a quarterstaff
- (a) a light crossbow and 20 bolts or (b) any simple weapon
- (a) an entertainer's pack, (b) a diplomat's pack, or (c) an explorer's pack
- a disguise kit, a set of painter's tools, and a make-up kit

MAKE-UP SAVANT

Starting at 1st level, your proficiency bonus is doubled for any ability check that involves the use of your disguise kit, your painter's tools, or your make-up kit.

SPELLCASTING

Your ability to channel magic through the application of make-up is an uncommon source of power in the world, replicating effects from both the study of the arcane and the divine. When you cast spells, the somatic and material components of the spell are replaced with the act of applying make-up to you or your target. See chapter 10 for the general rules of spellcasting.

CANTRIPS

At 1st level, you know three cantrips of your choice from the rouge spell list. You learn additional rouge cantrips of your choice at higher levels, as shown in the Cantrips Known column of the rouge table.

PREPARING AND CASTING SPELLS

The rouge table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of rouge spells that are available for you to cast, choosing from the rouge spell list. When you do so, choose a number of rouge spells equal to your Charisma modifier + your rouge level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 3rd-level rouge, you have four 1st-level and two 2nd-level spell slots. With a Charisma of 16, your list of prepared spells can include six spells of 1st or 2nd level, in any combination. If you prepare the 1st-level spell *cure wounds*, you can cast it using a 1st-level or 2nd-level slot. Casting the spell doesn't remove it from your list of prepared spells.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of rouge spells requires time spent arranging your make-up kit in the correct configuration: at least 1 minute per spell level for each spell on your list.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your rouge spells. The power of your spells comes from your technical ability with your make-up supplies. You use your Charisma whenever a rouge spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a rouge spell you cast and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus +
your Charisma modifier

Spell attack modifier = your proficiency bonus +
your Charisma modifier

SPELLCASTING FOCUS

You use your make-up kit as a spellcasting focus for your rouge spells, which can also replace somatic components. Without your make-up kit, you cannot cast spells of 1st level or higher, but you can still cast cantrips.

When you cast a spell that has material components with a gold cost, you can replace the components of that spell with your make-up, but you require specialised, expensive make-up to do so. The specialised make-up you need costs the same amount as the materials components would have cost.

ROUGE SPECIALISATION

At 2nd level, choose one rouge specialisation: Clown, Effects Master, Fashionista, Goth, or Pretty Face. Each specialisation is a different mode of application for your make-up skills.

SPECIALISATION SPELLS

Each rouge specialisation has a list of spells – its specialisation spells – that you gain when you can cast spells of the level listed in the description. Once you gain a specialisation spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

If you have a specialisation spell that doesn't appear on the rouge spell list, the spell is nonetheless a rouge spell for you.

FAVOURED FACE

Starting at 3rd level, you can choose a favoured face from the following list. The effects apply only as long as your make-up remains on your face, and these are not considered to be magical effects (for example, they cannot be dispelled). Using a mirror, you can change your favoured face by taking ten uninterrupted minutes to apply new make-up.

Your rouge specialisation gives you an additional favoured face option.

BLUSHING BRIDE

You have advantage on Charisma checks made to flirt with humanoid creatures.

EYES OF HORUS

You have advantage on Wisdom (Perception) checks that rely on sight.

Your passive Perception score is also increased by 5 by this feature.

EMPTY DOLL

Other creatures have disadvantage on Wisdom (Insight) checks made to gain insight on your thoughts or behaviour.

VENOMOUS IVY

When you use your action to kiss a humanoid creature on the lips, they take 2d8 poison damage. This damage increases to 3d8 at your 5th level of rouge, to 4d8 at 11th level of rouge, and 5d8 at 17th level of rouge. A creature that knows you are trying to kiss it can make a Dexterity saving throw against your spell save DC to avoid being kissed.

SHADOWY STALKER

You can take the Hide action as a bonus action while in dim light or darkness.

MIRROR MIRROR

Also at 3rd level, you gain the ability to fabricate mirrors from any substance. As an action, choose a 1 foot by 1 foot block of loose materials that you can see within range that are stone, sand, or another mineral substance. You create a circular mirror that has a diameter of no more than 1 foot. This mirror can include a handle. Creatures or magic items are unaffected by this ability.

ABILITY SCORE INCREASE

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

INKED MAGIC

Starting at 5th level, you can replenish your source of magic by taking 10 minutes to paint a rune into your skin using your make-up kit. You can smear away this rune as a bonus action to regain a 1st-level spell slot. Once you have replenished a spell slot using this feature, you can't repaint the rune on your body until you have completed a short or long rest.

At 9th level, you gain the knowledge to paint a second rune into your skin. This second rune functions the same as the first, but can be used to replenish a 1st- or 2nd-level spell slot.

At 15th level, you gain the knowledge to paint a third rune into your skin. This third rune functions the same as the first and second, but can be used to replish a 1st-, 2nd-, or 3rd-level spell slot.

SOMEONE ELSE'S FACE

Starting at 10th level, your make-up ability becomes uncanny. After studying a humanoid face for at least 10 minutes, you can take another 10 minutes to perfectly replicate that face onto your own. In addition to changing your face, your magic also changes your voice to match, and can also make you shorter or taller by up to 1 foot. The effects last until the make-up is removed.

A suspicious creature can make a Wisdom (Insight) ability check to examine you, rolling against your spell save DC to identify you as an imposter. The creature has advantage on this check if they know the person you are impersonating personally.

COMEDY AND DRAMA

Starting at 14th level, when you are under the effects of a spell or other magical effect, you can take an action to repaint your face, changing your expression in the process. If you do so, the next saving throw you make to end the spell or effect is made with advantage. This doesn't end any effects that rely on wearing make-up. It also changes your mood from optimistic to pessimistic, or vice versa.

FACE OF HABIT

At 18th level, you have grown so adept at painting your face that much of your magical ability comes without conscious thought. You don't need to spend spell slots to cast 1st-level spells from your list of specialisation spells. To cast the spell at a higher level, you must spend the appropriate spell slot. For example, a clown can cast *color spray* at will, or it can spend a 2nd-level slot to cast *color spray* at a higher level.

CLOWN

The clown is an entertainer, but equally they are a figure of horror, drawing upon the ghostly pallor of the dead, the bright red lips of a poisonous beetle, the sunken eyes of a bloated corpse, the wild hair of a thorny brush, and the gangly movements of a puppet without a master.

CLOWN SPELLS

Spell Level	Spells
1st	<i>color spray, Tasha's hideous laughter</i>
2nd	<i>crown of madness, magic mouth</i>
3rd	<i>fear, feign death</i>
4th	<i>confusion, freedom of movement</i>
5th	<i>cloudkill, dream</i>

CLOWN MAKE-UP

After taking this specialisation at 2nd level, while wearing your make-up, you know *friends* and *vicious mockery*. This doesn't count against the number of cantrips you know.

TUMBLING FOOL

Starting when you take this specialisation at 2nd level, you become proficient in Acrobatics if you aren't already.

While you are wearing make-up, when you take damage from a fall, you can choose to ignore the damage if it is less than your rouge level x5. Additionally while you are wearing make-up, you can take the Disengage action as a bonus action.

FAVoured FACE OPTION: THE WHOLE CIRCUS

At 3rd level, this option becomes available to you.

When a creature hits you with a melee attack, your blank eyes and false smile is deeply unsettling to them. As a reaction, you force the creature to make a Wisdom saving throw against your spell save DC, becoming frightened of you until the end of your next turn on a failed save. A creature that succeeds on this save is immune to this effect for 24 hours.

FEARFUL MAGIC

Starting at 6th level, when a creature fails a saving throw against one of your spells of 1st level or higher, the creature is also frightened of you for the duration of the spell if you choose.

JUST CLOWNING AROUND

Starting at 13th level, your ability to use *vicious mockery* in combat improves dramatically. You can add your Charisma modifier to the damage of the spell, and a creature that succeeds on its save takes half damage instead of none.

POP-UP CARNIVAL

Starting at 20th level, you have the power to trap a creature in a hallucinatory carnival nightmare. When a creature fails a saving throw against your *vicious mockery*, you can use this feature to instantly plunge the creature into your twisted carnival. This feature has no effect on creatures that can see through illusions, such as those with truesight.

An affected creature is stunned, and it is also blinded and deafened to its surroundings. The effects last until the end of your next turn, at which point the hallucinations cease and the creature takes 10d10 psychic damage as it reels from its horrific experience.

Once you have used this feature, you can't use it again until you finish a short or long rest.

EFFECTS MASTER

The effects master excels at creating special effects and illusions. Their make-up extends to the world before them, leaping off of their skin and forming into strange and entrancing creations.

EFFECTS MASTER SPELLS

Spell Level	Spells
1st	<i>color spray, silent image</i>
2nd	<i>mirror image, phantasmal force</i>
3rd	<i>hypnotic pattern, major image</i>
4th	<i>hallucinatory terrain, phantasmal killer</i>
5th	<i>modify memory, seeming</i>

EFFECTS MAKE-UP

After taking this specialisation at 2nd level, while you are wearing your make-up, you know *minor illusion* and *thaumaturgy*. This doesn't count against the number of cantrips you know.

ILLUSORY VISAGE

Starting when you take this specialisation at 2nd level, while you are wearing make-up, creatures do not form memories of your face unless they are immune to being charmed. A creature can remember you in other ways, such as through your clothes, your build, your actions, your equipment, or your voice, but your face appears as a blurry smear in their memory. You can choose specific creatures to ignore this effect.

FAVoured FACE OPTION: SPECIAL EFFECT

At 3rd level, this option becomes available to you.

The make-up on your face is a shifting miasma of shapes and colours. As an action, you can reshape your make-up to form a scene from your memory or imagination, creating a rough visual approximation within the limitations of your make-up.

FEARFUL MAGIC

Starting at 6th level, when a creature fails a saving throw against one of your spells of 1st level or higher, the creature is also frightened of you for the duration of the spell if you choose.

MYSTERIOUS ILLUSIONS

Starting at 13th level, the illusions you create through *phantasmal force* and *phantasmal killer* have no limitation on size.

YOU WON'T BELIEVE YOUR EYES

Starting at 20th level, when a creature that fails a save against one of your spells of 1st-level or higher, you can force the creature to become maddened by its experience in addition to the effects of the spell. The madness lasts for 1d10 minutes. Once a creature has been maddened by this effect, it can't be maddened in the same way for 24 hours. Roll on the Short-Term Madness table in the *Dungeon Master's Guide* to determine the target's madness.

FASHIONISTA

Always the center of attention, the fashionista languishes in the spotlight, using their magic to light up the room and bask in their own glory.

FASHIONISTA SPELLS

Spell Level	Spells
1st	<i>faerie fire, guiding bolt</i>
2nd	<i>enthrall, pyrotechnics</i>
3rd	<i>daylight, hypnotic pattern</i>
4th	<i>dominate beast, hallucinatory terrain</i>
5th	<i>dawn, wall of light</i>

FASHIONISTA MAKE-UP

After taking this specialisation at 2nd level, while wearing your make-up, you know *dancing lights* and *thaumaturgy*. This doesn't count against the number of cantrips you know.

FASHION STATEMENT

Starting when you take this specialisation at 2nd level, while you are wearing make-up, you can give off radiant light, expelling bright light up to 10 feet and dim light another 10 feet past that. A creature in the bright light has disadvantage on melee attack rolls against you unless it can see you through any other senses it has. You can deactivate or reactivate this effect as an action by smearing or re-applying parts of your make-up.

FAVoured FACE OPTION: GLIDING MODEL

At 3rd level, this option becomes available to you.

You have advantage on ability checks and saving throws made to avoid being knocked prone, and you can ignore the effects of difficult terrain.

CHARMING MAGIC

Starting at 6th level, when a creature fails a saving throw against one of your spells of 1st level or higher, the creature is also charmed by you for the duration of the spell if you choose.

BELLE OF THE BALL

Starting at 13th level, as an action, you can choose a creature you can see within 60 feet of your position. The target must succeed on a Wisdom saving throw against your spell save DC or become charmed by you. While charmed, the creature can't perceive creatures other than you through sight.

You can have only one creature affected by this feature at the same time. The effects end after one minute. At the end of each of its turns, the target can remake the saving throw, ending the effects early on a success. Once the effects have ended or the target succeeds on any saving throw against this feature, the target is immune to this feature for 24 hours.

At 20th level, when you first choose the target, you can also choose two other creatures you can see within 30 feet of the original target to be affected. While a creature is charmed by you with this feature, you can use your action on subsequent turns to target additional creatures, with no limitation on the total number of creatures charmed.

GOTH

Goths take control of their nightmares and use them to combat the real terrors of the world. The worst isn't inside of us. Inside of us is the power to ensure that no innocent person will lay awake in fear ever again.

GOTH SPELLS

Spell Level	Spells
1st	<i>protection from evil and good, sleep</i>
2nd	<i>darkness, gentle repose</i>
3rd	<i>bestow curse, speak with dead</i>
4th	<i>banishment, death ward</i>
5th	<i>dispel evil and good, dream</i>

GOTH MAKE-UP

After taking this specialisation at 2nd level, while wearing your make-up, you know *chill touch* and *spare the dying*. This doesn't count against the number of cantrips you know.

BLANKET OF DARKNESS

Starting at 2nd level, while you are wearing make-up, you can use your action to meld into an area of dim light or darkness, becoming invisible until the end of your next turn or until you make an attack roll or force a creature to make a saving throw. While you are invisible, your speed is 0, but you can use your bonus action to teleport up to 30 feet away into an empty space of dim light or darkness that you can see.

FAVOURER FACE OPTION: THE VEIL OF DEATH

At 3rd level, this option becomes available to you.

While motionless, you are indistinguishable from a corpse. A creature can make a Wisdom (Medicine) check against your spell save DC to determine that you are alive.

FEARFUL MAGIC

Starting at 6th level, when a creature fails a saving throw against one of your spells of 1st level or higher, the creature is also frightened of you for the duration of the spell if you choose.

NIGHTMARE WEAVER

Starting at 13th level, you can regain a 5th-level spell slot or lower after casting *dream*. Once you have done this, you can't do so again until you finish a long rest.

In addition, a creature that you've cast *dream* on is particularly susceptible to your influence. For the next 24 hours after failing a saving throw against your *dream*, a creature has disadvantage on Wisdom saving throws against spells and other magical effects originating from you.

DEEPEST, DARKEST FEARS

At 20th level, you can summon forth creatures of the darkness to overwhelm your enemies in a waking nightmare. As an action, you choose a creature within 30 feet of you that you can see. The target must succeed on a Wisdom saving throw against your spell save DC or become swarmed by spectral monsters related to its deepest fears. The target is petrified for 1 minute.

The spectral monsters can take any shape. Some suggestions are included as follows.

- Snakes wind their way around the target's legs.
- Spiders wrap the target up in webs.
- Imps hover around the target, poking and prodding with their barbed spears, pulling at its hair, reading out from an arcane contract all of the bad things the target has done.
- Ghostly apparitions of the target's deceased family members circle around them, criticising them for not living up to expectations.
- A grim specter of death wraps the target possessively in its cloak. The time is nigh for oblivion.

PRETTY FACE

Most people would want to be more than a pretty face, but these specialists know that they don't have to be. Their skills with make-up ensure they are more alluring and dangerous than anyone else, drawing in victims through sheer attraction before using them and discarding them.

PRETTY FACE SPELLS

Spell Level	Spells
1st	<i>charm person, command</i>
2nd	<i>enthrall, suggestion</i>
3rd	<i>counterspell, hypnotic pattern</i>
4th	<i>charm monster, compulsion</i>
5th	<i>geas, modify memory</i>

PRETTY MAKE-UP

After taking this specialisation at 2nd level, while wearing your make-up, you know *friends* and *guidance*. This doesn't count against the number of cantrips you know.

JUST CAN'T RESIST

Starting when you take this specialisation at 2nd level, you become proficient in Persuasion if you aren't already.

While you are wearing make-up, your proficiency bonus is doubled for any ability checks you make using Persuasion.

FAVoured FACE OPTION: WHITE AS SNOW

At 3rd level, this option becomes available to you.

You can communicate simple ideas with tiny beasts such as birds, squirrels, and fish through sounds and gestures.

CHARMING MAGIC

Starting at 6th level, when a creature fails a saving throw against one of your spells of 1st level or higher, the creature is also charmed by you for the duration of the spell if you choose.

BOUNDLESS CHARM

Starting at 13th level, when you make an ability check using Persuasion, you can replace any result on the die with a 10.

EXTERNAL BEAUTY

Also at 13th level, you can spend 1 hour to apply make-up to an allied creature you can see. Once the make-up has been applied, while the target wears this make-up, it shares your Boundless Charm feature.

IRRESISTIBLE

Starting at 20th level, enemies have disadvantage on saving throws against your enchantment spells of 1st level or higher.

ROUGE SPELLS

CANTRIPS

blade ward
booming blade
friends
guidance
mending
prestidigitation
resistance
thaumaturgy
vicious mockery

1ST LEVEL

absorb elements
armor of agathys
charm person
comprehend languages
cure wounds
detect poison and disease
detect magic
disguise self
expeditious retreat
false life
feather fall
jump
longstrider
mage armor
protection from evil and good
sanctuary

2ND LEVEL

alter self
barkskin
blur
darkvision
detect thoughts
dragon's breath
enhance ability
enlarge/reduce
enthrall
gentle repose
invisibility
mirror image
pass without trace
see invisibility

3RD LEVEL

fear
feign death
haste
meld into stone
nondetection
protection from energy
remove curse
revivify
tongues
vampiric touch
water breathing

4TH LEVEL

compulsion
confusion
death ward
divination
freedom of movement
greater invisibility
polymorph

5TH LEVEL

awaken
creation
dream
modify memory
passwall

6TH LEVEL

contingency
harm
heal
sunbeam
true seeing

7TH LEVEL

etherealness
plane shift
regenerate
symbol

8TH LEVEL

clone
glibness
mind blank
telepathy

9TH LEVEL

astral projection
foresight
invulnerability
shapechange
time stop

MULTICLASSING

To multiclass into rouge, a character requires a Charisma score of 13 or higher. The rouge counts towards a full spellcasting progression on the multiclass spellcasting table.

When you take your first level of rouge as a multiclass, you receive the following proficiencies.

Tools. Disguise kit and painter's supplies.

Skills. One of your choice from the list available to rouges.

MAKE-UP AND MAGIC

Casting spells using your make-up kit as a spell focus may look different to how spells are usually cast in the game. The following are clarifications and examples of this.

The spell is cast on yourself. You apply the makeup to your own face. For example, for *disguise self*, you paint a semblance of a disguise on your face, at which point the magic effects take over and complete the disguise.

The spell is cast on an ally and has a range of touch. You apply the makeup to your ally. For example, *cure wounds* may involve painting fresh healed skin over the wound.

The spell is cast on an ally and has a range further than touch. You apply the makeup to yourself and the magic spreads to nearby allies. For example, you paint winged eyeshadow as part of *feather fall*, and when the magic kicks in, it affects allies of your choice as it would under any other circumstance. You apply the makeup to yourself even if you aren't one of the targets of the spell.

The spell is cast on an enemy and has a range of touch.

You slop a loose coat of make-up over your enemy when you touch them. For example, *bestow curse* may require you to paint a cursed sigil on the palm of your hand and slap the wet paint onto a flat surface on their armor.

The spell is cast on an enemy and has a range further than touch. You apply makeup to your own face and the enemy looks on in horror. For example, you paint a terrifying monstrous visage to cast *fear*. Some spells don't require the enemy to see you, in which case the makeup merely imbues you with the power to cast the spell.

The spell requires a ranged attack roll. You apply the makeup to your own face and then make the attack roll as the magic kicks in. For example, you paint your face an angelic shade of white for *guiding bolt*, filling you with heroic energy that is released when you point at your target.

The spell has no specific target. You apply the makeup to your own face, and the magic emanates out into the world from there. For example, the makeup applied as part of *silent image* might slide off of your face and reform into the illusion the spell creates, or, while casting *prestidigitation*, the gestures required for your makeup like flicking your wrist or pinching your nose can be replicated in the world as a candle sputtering to life or an odor disappearing.

When in doubt. You apply the makeup to your own face and cast the spell as normal.

THE ROUGE

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FINAL WORDS

There are several key considerations to take into account if you wish to incorporate the rouge class into your game while keeping true to its original intentions.

- You can choose to flavour how your makeup is incorporated into your spells as you wish; any examples given are descriptive, not prescriptive. The more creative your application, the better.
- If necessary, you can use the same hand to apply make-up and to perform somatic components unless your DM decides otherwise.
- While you are perfectly capable of applying makeup to others (and many of your spells involve you doing so), your favoured face effects apply only to you. Only you can benefit from your face.
- Applying new makeup as part of a spell or class feature does not remove your favoured face. Only painting a new favoured face or explicitly removing your makeup cancels these abilities.
- This is not the class to be overly concerned with your damage output. Spells like *vampiric touch* and your poison ivy favoured face option provide you with a reliable (if low) source of damage, but expecting to match a sorcerer twinning *disintegrate* or a paladin stacking smites is misconstruing the intention of the rouge class, which is meant to be a social/utility controller. It's okay to rely on your teammates for damage when you excel in other areas.
- Many of your class features (and even two of your cantrips, based on your specialisation) only function while you are wearing makeup. Your DM may rule that certain situations, like taking a long rest, taking a bath, or being whelmed by a *water weird*, remove your makeup. Don't argue with your DM; simply take the next opportunity to spend ten minutes reapplying it. If you feel your DM is being too punishing, talk to them out of the context of the game. Just like the rogue's sneak attack, you are assumed to have these options always available to you to balance out with other classes, and removing your makeup is like taking away a fighter's weapons and armor. It's not that it can't be done, it's that overdoing it is potentially against the spirit of the game.