

THE GAMBLER CLASS

A 5TH EDITION CLASS FOR D&D THAT YOU PLAY USING A DECK OF CARDS



THE GAMBLER

You don't know what it was that made you see it. Perhaps something unholy was laced with your drink that night, maybe it was the concussion you were nursing after the tumble down those stairs, or it very well could have been in the nightmares that followed. It doesn't matter now, you've seen it. The seams of reality itself. The core chilling truth of the matter... you are painfully aware of how much chance dictates everything that exists in your world. For a fleeting moment, you felt the irresistible drag of destiny shape you in a way that you could not have imagined possible. You felt yourself as if every aspect of your being was being decided by entities you could not comprehend. Bit by bit you felt yourself being built up in small increments, every detail, every variable of you as an individual, being dictated by forces you cannot reason with. You can't go back to the way things were, it feels as though the old version of you has died. Or rather... The old version of you never existed to begin with, as if you weren't real until this revelation shook the pillars of existence. You need answers and you can't find them by staying here.

Weaponized Fate

In an attempt to get a better grasp of the parameters of their existence, Gamblers have been known to spend an exorbitant amount of time studying matters related to fate, destiny, and free will. One methodology they all seem to gravitate towards is the use of decks of playing cards to give structure to vague notions. The variations that could lie in a simple deck of cards after being shuffled a few times rivals that of numbers living beings across every plane of existence and beyond. Gamblers, after being made aware of the seams of reality, are able to control the seams in a minuscule way. They are able to control these effects in a somewhat replicable way by making cards that sew into the fabric of reality itself. While still entirely random what effects take place when pulled upon. Extensive training and practice can shift the odds in their favor, but at the end of the day it is still entirely a gamble...

Creating a Gambler

Who were you before you saw the seams? A soldier? A peasant? Can you even be sure those things actually happened? Are your memories your own or were they crafted by something that never asked you what you wanted? Do you find relief in this revelation? Are you happy to let "fate" take the reigns while you reap the benefits? Or do you strive to try and find a way to break these extential bonds that suffocate your entire being? Why did this happen to you of all people? Was it an accident or is there some greater purpose? Is this all just a game that you have no hope of understanding? Based on the derailed nature of their world view, Gamblers almost always fall into some kind of Chaotic alignment.

THE GAMBLER

Level	Proficiency Bonus	Features
1st	+2	Hands of Fate
2nd	+2	Slim Odds
3rd	+2	Suit of Arms
4th	+2	Ability Score Improvement
5th	+3	Cut The Deck
6th	+3	Ability Score Improvement
7th	+3	Suit of Arms Feature
8th	+4	Ability Score Improvement
9th	+4	Stacked Favor
10th	+4	Suit of Arms Feature
11th	+4	Hands of Fate and Slim Odds Improvement
12th	+4	Ability Score Improvement
13th	+5	Stacked Favor Improvement
14th	+5	Ability Score Improvement
15th	+5	Suit of Arms Feature
16th	+5	Ability Score Improvement
17th	+6	Stacked Favor, Hands of Fate, and Slim Odds Improvement
18th	+6	Suit of Arms Feature
19th	+6	Up Your Sleeve, Ability Score Improvement
20th	+6	Marked Cards

TO USE THIS CLASS YOU WILL NEED A STANDARD DECK OF PLAYING CARDS
(as well as 2 joker cards depending on the suit)

DAMAGE AMOUNT: ACE (1), 2, 3, 4, 5, 6, 7, 8, 9, 10, JACK (11), QUEEN (12), KING (13)

DAMAGE CHART

Suit	Damage Type
Clubs	Bludgeoning
Diamonds	Slashing
Spades	Piercing
Hearts	Force

CLASS FEATURES

As a Gambler, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per Gambler level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Gambler level after 1st

PROFICIENCIES

Armor: Light Armor

Weapons: Reality Bending cards

Tools: Playing card set

Saving Throws: Charisma, Wisdom

Skills: Choose 3 from Acrobatics, Deception, Insight, Investigation, Perception, Performance, and Sleight of Hand.

EQUIPMENT

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

- A reality bending deck of cards that only you can use. If they are destroyed or taken from you, you can summon a new deck of cards as a bonus action. The old deck will turn to dust when a new deck is materialized.
- Entertainer's Pack
- Leather Armor and a set of normal clothes.

Hands of Fate: Starting at 1st level, you can choose to use your action to attack by drawing cards from your reality bending deck. Make a ranged attack roll as normal, Range is 60 feet. On hit draw 1 card, the amount of and type of damage depends on the number and the suit of the card (see suit chart). At 5th level draw 2 cards, at 11th level draw 3 cards, at 17th level draw 4. You must shuffle your deck at the beginning of combat (Ideally during your initiative roll) and cannot shuffle it again unless combat has ended or you've run out of cards and must replenish your deck. Used cards go in a discard pile and are not put back into the deck unless it is reshuffled.

Slim Odds: Starting at 2nd level, after you finish a long rest, shuffle your deck and draw 10 cards. Select up to 3 of those cards and set them aside as your Hand, return the rest of your deck. The amount of cards you can set aside increases to 5 at 11th level and 7 at 17th. If you still have cards in your hand when you start a long rest, return the cards to the deck and shuffle them as normal. At early levels these cards have no use outside of potentially removing weaker cards from your deck, as you level up they can be used for other abilities as a resource.

Suit of Arms: At 3rd level, you choose a suit of card that you intend to specialize in. It grants you a feature at 3rd level, and again at 7th, 10th, 15th, and 18th level.

SUIT OF CLUBS

Level Features

3rd Add your Constitution modifier to your attack rolls when making a Hands of fate attack. Add your Proficiency bonus to your damage when you draw a Club card.

7th You gain a resistance to Bludgeoning damage.

10th You gain +2 AC.

15th When you damage a creature with Hands of fate that has a Club card, you can force them to move 15 feet away from your current location as long as they are large or smaller. If they collide with another creature or a fixed structure, draw 1 card for the amount of damage they take.

18th Go through your deck and remove 7 cards of your choice. These cards are permanently removed from your deck and do not return once you choose them. This increases the likelihood of drawing desirable cards.

SUIT OF SPADES

Level Features

3rd Add your Dexterity modifier to your attack rolls when making a Hands of fate attack. Add your Proficiency bonus to your damage when you draw a Spade card.

7th You gain a resistance to Piercing damage.

10th Your movement speed is increased by 10.

15th When you damage a creature with Hands of fate that has a Spade card, you can make another creature of your choice within 15 feet takes the same amount of damage.

18th Add 2 Joker cards to your deck. If you draw one of them during Hands of Fate then the attack deals double damage. Joker cards cannot be given to other players via Cut The Deck, They cannot be chosen as a card for hand via Slim Odds, and cannot become Marked Cards.

SUIT OF DIAMONDS

Level Features

- 3rd Add your Strength modifier to your attack rolls when making a Hands of fate attack. Add your Proficiency bonus to your damage when you draw a Diamond card.
- 7th You gain a resistance to Slashing damage.
- 10th You gain +3 to attacks rolls when using Hands of fate.
- 15th When you damage a creature with Hands of fate that has a Diamond card, add +1 Damage for each Diamond card in the current attack.
- 18th When you draw a face card (Jack, Queen, or King) of any suit, heal 3 hit points per card.

SUIT OF HEARTS

Level Features

- 3rd Add your Charisma modifier to your attack rolls when making a Hands of fate attack. Add your Proficiency bonus to your damage when you draw a Heart card.
- 7th You gain a resistance to Force damage.
- 10th Your max hitpoints increase by 20.
- 15th When you damage a creature with Hands of fate that has a Heart card, You gain temporary hit points equal to half of your current level until the end of your next turn.
- 18th Draw 3 more cards when drawing for Slim odds.

Ability Score Improvement: When you reach 4th level, and again at 6th, 8th, 12th, 14th, 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.

Cut the Deck: Starting at 5th Level, When not in combat you can give your party members a card from your Slim odds pile to use (max 1 per person). Once they have a card they can use this card during combat to do 1 of 2 things:

- They can reduce an enemies attack roll by the number on the card as a reaction
- They can add the amount on the card as damage to a successful hit.

Once they use their card it goes into your discard pile like any other card. They automatically lose their card if they haven't used it before you take a long rest.

Stacked Favor: Starting at 9th level, whenever you draw cards for an attack and one of them is not your chosen suit, you can discard 1 of those cards and draw another once per turn. If you do so, you must use the new cards, and you can't use this feature again until you finish a long rest. You can use this feature twice between long rests starting at 13th level and 3 times between long rests starting at 17th level.

Up Your Sleeve: Starting at 19th level, You can add a card from your Slim odds hand to bolster the damage a successful hit of Hands of fate. You can do this once per turn as long as you have cards in your hand.

Marked Cards: Starting at 20th Level, You can choose 3 cards out of your deck that will always appear in your Slim odds pile.



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CLASS FEATS

WHATEVER SUITS YOU

Prerequisite: 8 levels of The Gambler Class

-When you choose this feat, you may select a 2nd Suit of Arms to use. You can only use suit at a time (Effects don't stack) but you are able to select which one to use at a given time. To make the transition you must perform a ritual that takes place over the course of 8 hours. You can make this change once per week and you do not gain benefits of a long rest when you perform the ritual.

LUCK OF THE DRAW

Prerequisite: 12 levels of The Gambler Class

-When an enemy creature makes a successful attack roll against you, as a reaction you can draw a card and reduce the amount of damage you take by the amount on the drawn card. If the card drawn is of your select suit type, add your proficiency bonus to the amount of damage reduced. You can use this reaction 3 times per long rest.

TOGETHER AGAIN

**Prerequisite: 17 levels of The Gambler Class*

-When you draw 4 cards for a Hands of Fate attack and each of those cards has a different suit, you add your gambler level to the total damage of the attack. The damage type is your selected Suit of Arms. This feat also applies through use of Stacked Favor.