

Card Slinger (5e Class)

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Card Slinger

A man stands at a pair of doors sealed from the other side. He pulls out his deck of cards and shuffles them before pulling a card off the top. The card starts to glow in his hand. He slips it between the doors and steps back. The card explodes, leaving the door in pieces.

A woman runs down the street being chased by a group of thugs. She pulls out her deck of cards and quickly shuffles. She pulls the top card. The card starts to glow. She drops it on the ground. A moment later, as the thugs run over the card, the card explodes, taking the thugs out.

An adventuring party are in the middle of the forest surrounded by goblins. The Card Slinger pulls out the deck and shuffles it before pulling the top card. The card starts to glow before the Slinger throws the card. A moment later it explodes, having taken out a goblin.

The Power In Your Hand

The sound of a deck of cards being shuffled is the music of your soul. The feeling of the cards in your hands feels as natural as a dagger in the hand of an assassin. The cards are your tools, your weapons, and your foci. In your hands your soul passes into the cards turning them from normal cards into something more. This link is more than a feeling it's magic, you can use your soul to charge the cards into bombs.

Creating a Card Slinger

What motivated your character to choose this occupation? Is it fame, attachment to your card, or something else? Think about what goals your character have in mind when creating a Card Slinger as well.

Quick Build

You can make a Card Slinger quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Dexterity. Second, choose the charlatan background.

Class Features

As a Card Slinger you gain the following class features.

Hit Points

Hit Dice: 1d8 per Card Slinger level

Hit Points at 1st Level: 8 + Constitution modifier

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

Proficiencies

Armor: Light Armor

Weapons: Simple weapons

Tools: Playing cards

Saving Throws: Dexterity, Charisma

Skills: Choose three from Arcana, Deception, Insight, Perception, Persuasion, Stealth, and Sleight of Hand.

Equipment

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

- (a) a diplomat's pack or (b) a Burglar's pack
- leather armor, a dagger, 20 magic casings, and a deck of playing cards
- If you are using starting wealth, you have 2d4 x 10 gp in funds.

Table: The Card Slinger

Level	Proficiency		Backstab
	Bonus	Features	
1st	+2	The Deck	-
2nd	+2	Backstab	1d6
3rd	+2	Card Slinger Hand	1d6
4th	+2	Ability Score Improvement	2d6
5th	+3	Extra Attack, Uncanny Dodge	2d6
6th	+3	Hand Feature, Going the Distance	3d6
7th	+3	Evasion, Universal Deck	3d6
8th	+3	Ability Score Improvement	4d6
9th	+4	Calling Card	4d6
10th	+4	Hand Feature	5d6
11th	+4	Mulligan	5d6
12th	+4	Ability Score Improvement	6d6
13th	+5	Curving the Card	6d6
14th	+5	Card Gambit	7d6
15th	+5	Hand Feature	7d6
16th	+5	Ability Score Improvement	8d6
17th	+6	Killer Card	9d6
18th	+6	Resolute Mind	9d6
19th	+6	Ability Score Improvement	10d6
20th	+6	Stacked Deck	10d6

The Deck

A Card Slinger uses a deck containing four suits (Clubs, Diamonds, Hearts, and Spades) of numbered or lettered cards. Each suite has 13 cards that are numbered from two to ten and lettered J, Q, K, A (Jack, Queen, King, Ace) If a card is lost the whole deck must be replaced. The deck must have every suit and number in it or it will not work, so making a deck of 52 ace of spades will not work. In addition, if your deck includes Jokers, you must have them in your deck when you bond with it. The deck is considered a ranged weapon, with a short range of 30ft and a long range of 120ft. Additionally, you start with 20 magic casings for your cards. Although you must always have all 54 cards on you, you can only throw cards as long as you have enough magic casings for them. The casings are automatically applied (no action required) when you throw a card, whether your attack hit or misses. 10 casings can be forged from a single set of normal playing cards (5sp each) and 1 minute of bonding the magic casings with your deck. Like arrows, you can spend 1 minute searching the battlefield to regain half your casings (rounded down) that you expended.

Emulating a deck of cards

If you don't have a 54 card deck, you can use this dice system instead:

To determine the card you draw, roll a d6. If you rolled a 1-4, you draw a numbered card. If you roll a 5-6, you draw a face card. To determine the specific card you draw, roll a d10. For numbered cards, each number on the d10 represents a card, aside from 1s. If you draw a face card, 2-3 is a Jack, 4-5 is a Queen, 6-7 is a King, 8-9 is an Ace, and 10 is a Joker. In either case, reroll any 1s you roll on a d10 to determine your card. If you run out of a specific type of card, such as having used every suit of 8 in a battle, reroll the dice until you land on an available card. Finally, once your card has been decided, roll a d4 to determine its suit. On the d4, a 1 is Clubs, 2 is Diamonds, 3 is Hearts, and 4 is Spades. If only three suits remain or your selected card, first remove the missing suit, and arrange the numbers according. Then, roll a d6, where a 1-2 is a 1, a 3-4 is a 2, and a 5-6 is a 3. If only two options remain, roll any dice, and assign one suit to evens and the other to odds. If an ability allows you to discard a card, use this same system to determine which card was discarded. You must choose whether to discard a card before you know what it is. Upon either drawing or discarding a card, mark it as no longer in your deck.

It is recommended that the player keep track of how many cards they have left at any given point. Remember: There are four of every card, one for each suit, aside from the Joker card, in which there are only two copies.

Using the deck

As an action, you can make a ranged attack with a drawn card that has a short range of 30ft and a long range of 120ft. A drawn card must be pulled from the top of the deck after the deck has been shuffled. Shuffling and drawing a card is considered part of the action. You can use the choice of your Charisma modifier for these attack rolls instead of your Dexterity modifier.

Some of your card effects require your target to make a saving throw to resist the effect. The saving throw DC is calculated as follows:

Card Slinger save DC = 8 + your proficiency bonus + your Charisma modifier

Bonding with your deck

During a long rest, you must spend no less than 30 minutes taking care of your cards. This might be putting new wax on them, separating them, airing them out, and so on. You also must shuffle the cards at least once in order to imbue them with magic. If these things are skipped the cards will lose their magic until you complete this process. Furthermore, you regain all lost cards on a long rest, resetting your deck to a standard 54 card deck.

Suits

When drawing a card, the Suit determines the damage type of the attack. Additionally, you can choose to have an effect occur when the card hits its target, based on the suit of the card. You can only use this ability once per turn and a creature can only suffer from one suit effect at a time. You have a number of uses equal to twice your proficiency bonus. You regain all expended uses on a long rest.

The DC for any effect inflicted from your cards is equal to 8 + your proficiency bonus + your Charisma modifier.

Clubs: Lightning Damage

This suit represents mind, speech, and words. These are neutral qualities. A creature hit by the effect of this suit needs to pass a Constitution saving throw or be unable to take reactions or bonus actions (your choice) for 1 minute, repeating the save at the beginning of each of its turns.

Diamonds: Poison Damage

This suit signifies wealth and matter. A creature hit by the effect of this suit needs to pass a Constitution saving throw or be poisoned for 1 minute, repeating the save at the beginning of each of its turns.

Hearts: Cold Damage

This suit stands for love, emotions, imagination, subconscious, and other feminine qualities. A creature hit by the effect of this suit needs to pass a Constitution saving throw or have its movement speed halved for 1 minute, repeating the save at the beginning of each of its turns.

Spades: Fire Damage

This suit symbolizes willpower, courage, strength, and other masculine qualities. A creature hit by the effect of this suit needs to pass a Constitution saving throw or be blinded for 1 minute, repeating the save at the beginning of each of its turns.

Numbers

While the suit chooses the element of the blast, the number on the card determines how much damage will be done. The attacks deals an additional damage die once you reach 10th level.

2 Card

This card deals 1d6 + Charisma modifier (suit chosen).

3 Card

This card deals 1d8 + Charisma modifier (suit chosen).

4 Card

This card deals 1d10 + Charisma modifier (suit chosen).

5 Card

This card deals 1d6 + Charisma modifier +1 (suit chosen)

6 Card

This card deals $1d8 + \text{Charisma modifier} + 1$ (suit chosen).

7 Card

This card deals $1d10 + \text{Charisma modifier} + 1$ (suit chosen).

8 Card

This card deals $1d6 + \text{Charisma modifier} + 2$ (suit chosen)

9 Card

This card deals $1d8 + \text{Charisma modifier} + 2$ (suit chosen).

10 Card

This card deals $1d10 + \text{Charisma modifier} + 2$ (suit chosen)

Non-Numbered Cards

Face cards provide a special effect. Each one (excluding Jokers) allows you to immediately draw and use another card, and that card receives a bonus as described in each face card's description. If you draw another face card, move it to the bottom of your deck, and continue this process until you pull a numbered card. If you run out of numbered cards, you cannot attack with your deck of cards until your deck resets during a long rest.

Jack Card

The Jack card empowers the next card, granting an additional +1 bonus to the attack and damage rolls. At later levels, this bonus grows stronger: +2 at Level 8 and +3 at Level 15. This card does not stack with other face or Ace Card. If more than one face or ace card is drawn on the same turn the effect of the last face or ace draw is the effect the activates, So if a Jack is pulled and then a Queen only the effect of the Queen activates.

Queen Card

The Queen card grants a +1 bonus to the DC effect of the next card you throw. At later levels, this bonus grows stronger: +2 at Level 8 and +3 at Level 15. This card does not stack with other face or Ace Card. If more than one face or ace card is drawn on the same turn the effect of the last face or ace draw is the effect the activates, So if a Jack is pulled and then a Queen only the effect of the Queen activates.

King Card

The next card now affects an area around the target. The affected area is a 5ft feet radius from where the card hits. At Level 8 this radius increases to 10ft, and at Level 15 it increases to 15ft. If more than one face or ace card is drawn on the same turn the effect of the last face or ace draw is the effect the activates, So if a Jack is pulled and then a Queen only the effect of the Queen activates.

Ace Card

The next card you draw has advantage on the attack roll and deals additional backstab damage on a hit, even if has already been used this turn. There is no added effect for the suit of the Ace. This card does not stack with other face or Ace Cards, with the Joker being an exception. If more than one face or ace card is drawn on the same turn the effect of the last face or ace draw is the effect the activates, So if a Jack is pulled and then a Queen only the effect of the Queen activates.

Joker Card

This card heals $1d12 + \text{Charisma modifier}$ for a single target within range (yourself included). The healing increases to $2d12 + \text{Charisma}$ at Level 8, and then again to $4d12 + \text{Charisma}$ at Level 15.

Backstab

Beginning at 2nd level, striking unaware targets has become fortuitous for you. Once per turn, you can deal an extra $1d6$ damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a one handed weapon or a ranged weapon. Your cards can make use of this extra damage.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class, as shown in the Backstab column of the Card Slinger table.

Card Slinger Hand

At 3rd level, you choose a Hand that you strive to emulate from the list of available Hands. These Hands are detailed below. Your choice grants you features at 3rd level, and again at 6th, 10th, and 15th.

Ability Score Improvement

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.

Extra Attack

Beginning at 5th level, you can Attack twice, instead of once, whenever you take the Attack action on Your Turn.

Uncanny Dodge

Beginning at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

Going the Distance

Beginning at 6th level, the distance you can throw a card you've drawn increases to 120/480ft.

Evasion

From 7th level onward, you can nimbly dodge out of the way of certain area effects. Whenever you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Universal Dealer

Starting at 7th level, your cards count as magical for the purposes of overcoming resistance and immunity to nonmagical attacks and damage.

Calling Card

Beginning at 9th level, you can choose when you throw a card to have it return to you after it explodes. Any card you choose to be returned will be back in the deck at the start of your next turn. You can use this feature a number of times equal to your proficiency bonus. Returning a face, ace, or joker card counts as two uses, as its power is greater, thus the cost of reusing it is higher.

Mulligan

Beginning at 11th level, after you draw a card, you may place the card back in the deck, re-shuffle, and draw again. You can use this feature once, regaining any expended uses when you roll initiative, or after you finish a short or long rest.

Curving the Card

From 13th level onward, you can curve the cards you throw so they can go around corners. You become so good at it you can make a card curve up to 90 degrees. You must be standing within 15 feet of the area you want your card to curve around. The distance the card can travel is halved when using this ability. As long as you know where your target is, this ability negates the affects of half and full cover.

Card Gambit

Beginning at 14th level, when an enemy within 30 ft of you misses you or an ally with a melee or ranged attack, you may use your reaction to throw a card at the enemy that missed an attack.

Killer Card

Starting 17th level, your cards become even deadlier. They gain the following benefits:

- They score a critical on a roll of 18 or higher
- You may reroll any 1 or 2 on the damage die for your cards. You must use the

new result, even if it is a 1 or 2.

Resolute Mind

At 18th level, you gain proficiency in Wisdom saving throws.

Stacked Deck

At 20th level, you learn the intricacies of your deck and now you can draw the card you want. As a bonus action, you search your deck for the card you want and draw it. You are unable to draw another card (as you normally would when making an attack, though you draw another card as normal if you choose a face or ace card) this turn. You may use this feature a number of times equal to your Charisma modifier (minimum 1). You regain all uses after a long rest.

Spell Slinger Hands

Hand of the Deckmaster

The Deckmaster is a miracle worker when it comes to performing rapid tricks with their decks. A deck of cards in the hands of a Deckmaster can be compared to a storm of swords in the hands of the most capable warrior.

Discard

At 3rd level, as a bonus action you may discard the top card of your deck to gain advantage on your next attack.

Also, when you draw a card, you may draw 2 cards and discard 1 instead of drawing just one card. Discarding a card removes it from the deck until you complete a long rest. Removing cards this way does not disrupt the magic of the deck and it continues to work as normal. You cannot discard more than 1 card per turn. The other card you can be thrown as normal.

You can discard cards a number of times equal to your proficiency bonus.

Dealer's Choice

At 6th level, you can, as an action, draw a number of cards equal to your proficiency bonus from the top of your deck. Choose two of those cards and return the others to the bottom of your deck. You may make an attack with the cards you have drawn. If you draw a face or ace card and a numbered card, you don't draw any additional cards, as the face or ace card empowers the numbered card in your hand. If you draw two face or ace cards, you draw until you have a numbered card for one of each, and then you make an attack with each empowered numbered card. In the event you draw two face cards using this ability, you choose which face card affects which numbered card when you take this action. On a turn you use this ability, you cannot make an additional attack with your bonus action. You can use this feature a number of times equal to half your proficiency bonus, rounded down.

Hat Trick

At 10th level, you are able to throw multiple cards. As an action, draw a number of cards from your deck equal to your proficiency bonus. If you draw more face or ace than numbered cards, continue drawing until you have enough numbered cards for each face or ace card. You may attack with each of these cards as one action, each target must be within 30' of each other and the suit effect is ignored. You cannot make a secondary attack the turn you use this feature. In addition, the card deals damage only to the target(s) hit. You must finish a short or long rest after using this feature.

Wild Card

At 15th level, you can make personal touches to the deck, so to speak. During a long rest, and while bonding with the deck, choose a number card (2-10) to be considered wild. When a wild card is drawn, you can choose a number and use that number as if that was the card drawn. Suits cannot be altered. The wild card cannot be changed until you spend time during a long rest bonding with the deck again.

Hand of the Spellcard

Spellcasting

Spellcards gain the ability to focus magic through their decks and unleash powerful spells through their connection to the magic of the cards.

Cantrips

You learn three cantrips of your choice from the wizard spell list. At 10th level you learn another cantrip from the wizard spell list.

Spells Known

You know three 1st level wizard spells of your choice. Thereafter you learn another spell at levels 4, 7, 8, 10, 11, 13, 14, 16, 19, and 20. Whenever you gain a level in this class, you can replace one of the wizard spells you know with another spell of your choice from the wizard spell list (of a level you can cast).

Spellcasting Ability

Charisma is your spellcasting ability for your Spellcard spells. You use your Charisma whenever a spell refers to your spellcasting ability.

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

Spell Attack modifier = your proficiency bonus + your Charisma modifier

Spellcasting Focus

You can use your deck of cards as a spell casting focus for your Spellcard spells.

Spell Slots

At 3rd level, you start with two 1st level spell slots, and gain more as you gain more

Card Slinger levels.

Class Level	Cantrips Known	Spells Known	—Spell 1st	Slots 2nd	per 3rd	Spell Level—4th
3rd	3	3	2	-	-	-
4th	3	4	3	-	-	-
7th	3	5	4	2	-	-
8th	3	6	4	2	-	-
10th	4	7	4	3	-	-
11th	4	8	4	3	-	-
13th	4	9	4	3	2	-
14th	4	10	4	3	2	-
16th	4	11	4	3	3	-
19th	4	12	4	3	3	1
20th	4	13	4	3	3	2

Charged Cards

At 3rd level, you may use your cards to attack with cantrips that have the range of touch. Make a ranged spell attack, using the range of your cards. On a hit, the creature is subjected to the effects of the cantrip as if your had touched them.

At 8th level, you can infuse your thrown card with any touch spell you know instead of just cantrips.

Quick Scaling

Starting at 6th level, after casting a spell of 1st level or higher, you may draw and attack with a card as a bonus action.

Magical Ambush

Starting at 10th level, if you are hidden from a creature when you hit it with a card attack or you cast a spell on it, the creature has disadvantage on any saving throw it makes against the spell or card effect this turn.

Magic Deck

At 15th level, you've learned how to transfer the magic of your deck into spell slots. Once per day when you finish a short rest, you can choose expended spell slots to recover by discarding your face cards. You can regain spell slots whose total level is equal to or less than 1/4 of your Cardslinger level by discarding a number of face cards equal to the total level of the spell slots you recover (rounded down). For example, an 8th level Cardslinger can discard a Joker and a Queen to regain either a second level spell slot or two first level spell slots. Discarding cards this way does not disrupt the magic of the deck and it continues to work as normal.

Multiclassing

Prerequisites. To qualify for multiclassing into the Card Slinger class, you must meet these prerequisites: 13 Dexterity and 13 Charisma.

Proficiencies. When you multiclass into the Card Slinger class, you gain the following proficiencies: simple ranged weapons and one Card Slinger skill.

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