

THE WILD CARD V3.0

Some rogues favor honing their skill and precision, others perfect a silver tongue, but you—well, you’ve always gotten a kick out of taking total control of chance. Rogues of the Wild Card variety thrive on the high stakes and thrill of the game table. Armed with cunning cheats and no small amount of luck, these sly gamblers live and die by their rules, never keen to simply accept the hand fate deals them.

TRICKS UP THE SLEEVE

Your penchant for games has afforded you the ability to subtly manipulate fortune to your favor. When you choose this archetype at 3rd level, you learn the guidance cantrip. Starting at 9th level, it has a range of 30 feet for you, and you can cast it as a bonus action.

WILD CARD’S GAMBIT

Also at 3rd level, you gain proficiency with one of the following gaming sets: dice set, dragonchess set, or playing card set.

The gaming set you choose grants you a Wild Card’s Gambit, as detailed below. If you are proficient in multiple types of gaming sets, you must choose which gambit to use when you gain this feature. Whenever you reach a level in this class that grants the Ability Score Improvement feature, you can change your gambit to another one that you have proficiency with the appropriate gaming set, as you shift the focus of your wild card practice.

DRAGONCHESS

Your prowess of the chessboard has made you a skilled tactician on the battlefield. As a bonus action on your turn, you can execute one of the following chess maneuvers.

You can use a bonus action in this way a number of times equal to twice your proficiency bonus, and regain all uses after a long rest.

Dragon.

Choose a creature you can see within 30 feet of you. The first time that creature hits with an attack before the start of your next turn, they deal extra damage equal to your rogue level.

Griffon.

For the remainder of your turn you and any ally you choose within 15 feet of you has their movement speed increased by 10 feet, and can immediately move up to its speed, without provoking opportunity attacks. All creatures other than you must use their reaction to use this feature.

Sylph.

You and any creature that you choose within 10 feet of you have advantage on Dexterity saving throws until the start of your next turn.

LOADED DICE

Always prepared, you don’t tend to rely on fate, instead prepared to make your own. You gain a pool of d6s equal to the number of d6s you roll for your Sneak Attack damage. (Your pool starts with 2d6 at 3rd level, and increases to 3d6 at 5th level, and so on.)

When you or a creature within 15 feet of you takes damage that you can see, you can use your reaction to spend one die from the pool and subtract the number rolled plus your proficiency bonus from the damage.

Starting at 9th level you can spend up to two dice from the pool at once and the range increases to 30 feet. Your Loaded Dice pool also doubles, gaining two dice for each sneak attack dice that you have. Starting at 17th level you can spend up to three dice at once. You regain all expended dice from your loaded dice pool when you complete a short rest.

PLAYING CARDS

You have developed a fighting style based around the cartomancy of the Serpent Isles. You have your own deck of enchanted cards, and can make their edges razor-sharp with a flick of your wrist. When you take the attack action, you can use this in place of one of your attacks. This attack counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

If you are proficient with playing cards they are considered a simple melee weapon with the finesse, light and thrown properties. This weapon deals 1d4 slashing damage and has a range of 20/60 feet.

If you use Sneak Attack on this attack, look at the number rolled on the d4. The attack gains a random effect based on the number rolled, as detailed in the Wild Card Suit table below. If you roll a critical hit the first dice is the chosen suit.

You can attack using a card in this manner a number of times equal to twice your proficiency bonus and regain all uses after a long rest.

WILD CARD SUIT TABLE

Damage Die (d4)	Suit
1	Blade. At the start of its next turn, the target takes additional damage equal to half the Sneak Attack damage rolled for this attack.
2	Shackle. Until the start of your next turn, the target's speed is reduced to 0. It can't make more than one attack on its turn while its speed is reduced in this way.
3	Heart. you immediately regain a number of hit points equal to the half the sneak attack damage dealt. Any excess hit points regains become temporary hit points.
4	Wild Ace. This card morphs suits depending on the dealer's wishes. Choose Blade, Shackle, or Heart. The card then immediately gains the suit's respective effect.

SHIFTING THE ODDS

Starting at 9th level, you are acutely aware of how to quit when you're ahead, vanishing in a flash when the odds begin to turn against you. As a bonus action, you can disappear with a dramatic flourish.

Each creature within 10 feet of you must make a Dexterity saving throw (DC 8 + your proficiency bonus + your Dexterity modifier), taking 2d8 force damage on a failed save or half as much on a successful one.

You then teleport yourself to an unoccupied space that you can see within 60 feet of your original location.

Once you use this feature, you must finish a short or long rest before you can use it again.

TWIST OF FATE

At 13th level, your mastery over the game table hones your speed and cunning in combat. After rolling initiative but before the first turn of combat, you can choose to swap places in the initiative order with one creature you can see.

If the creature is an friendly to you, that creature must agree to swapping initiative with you.

If creature is hostile or unwilling they must make a Charisma saving throw (DC 8 + your proficiency bonus + your Dexterity modifier) to have their initiative position swapped.

If you use this on a hostile or unwilling creature you must finish a long rest before using it on a hostile or unwilling creature again.

JOKER'S WILD

At 17th level, your mastery over the chance encompasses the entire battlefield allowing you to swing the fate of friends and foes alike with a single flick of the wrist. Once per long rest, as a bonus action on your turn, you can regain all expended uses of your Wild Card's Gambit feature.

You have an additional feature based on your wild card gambit feature.

CHESS MASTER.

As a bonus action you can choose any number of creatures within 30 feet of you and apply one chess maneuver of your choice to each of them. You can choose the same maneuver or a different one for each creature. These effects last until the end of your next turn.

EXPLOSIVE DICE.

When you use your loaded dice feature you can instead choose to expend five d6s from your loaded dice pool and negate all damage and effects. Additionally, the attacker must roll a Dexterity saving throw (DC 8 + your proficiency bonus + your Dexterity modifier) or take the half the damage that would have been taken and none of the effects on a fail and no damage or effects on a success.

52 PICK-UP.

When you throw your playing card instead of its normal effect you can have your deck explode into a torrent of cards. Choose a location within 60 feet, choose a number of creatures up to your proficiency bonus and that you can see in a 30 feet radius, these creatures are affected by any effect of your choice on the Wild Card Suit table. Each creature can be affected by the same feature or a different one.

Any creature affected by Blade or Shackle must make a Dexterity Saving throw (DC 8 + your proficiency bonus + your Dexterity modifier). On a success the damage inflicted with Blade is halved and the speed of creatures affected by Shackle is only halved instead of 0.

Once you use this feature, you cannot use that one again until you complete a long rest.