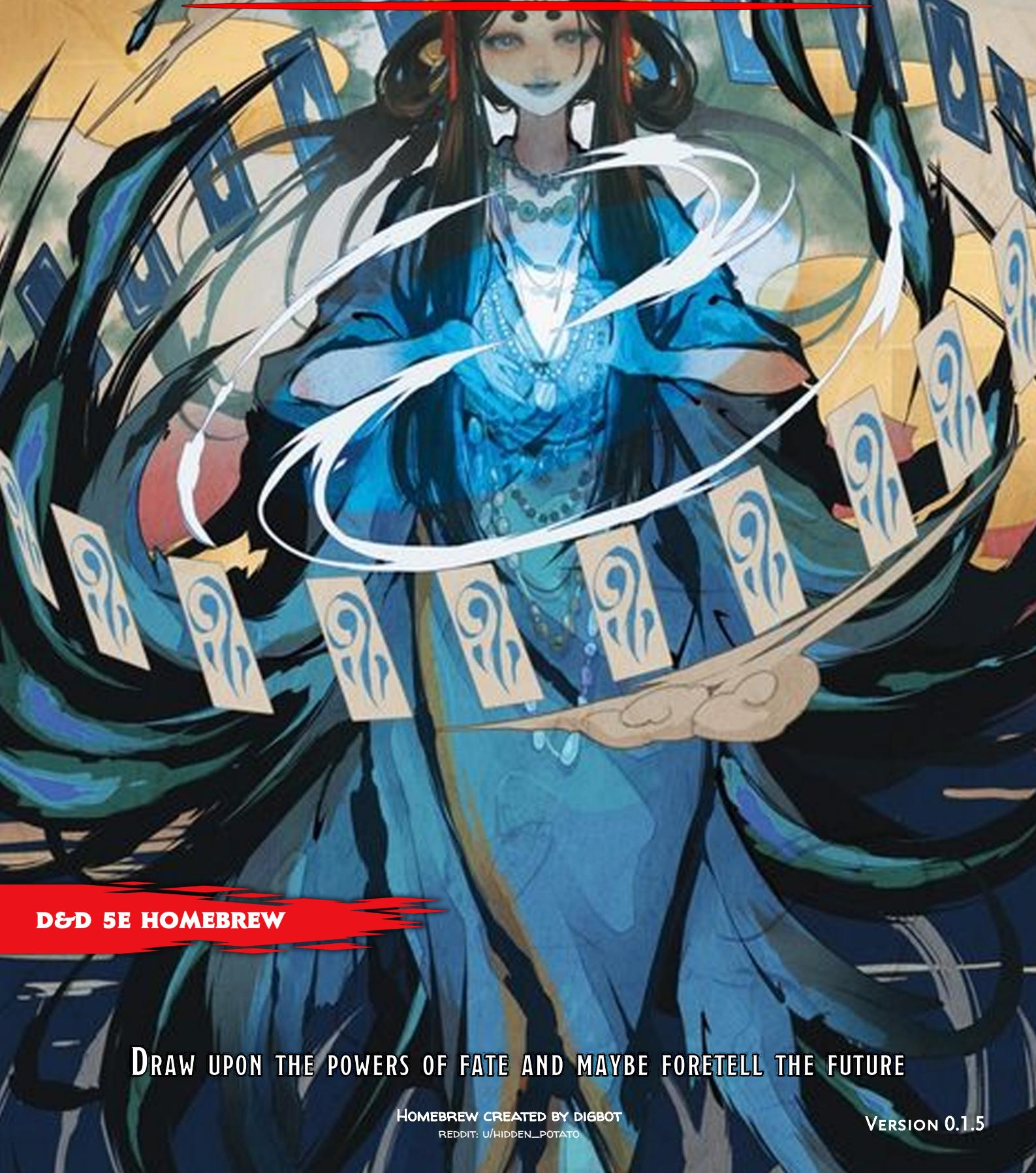


THE CARTOMANCER



D&D 5E HOMEBREW

DRAW UPON THE POWERS OF FATE AND MAYBE FORETELL THE FUTURE

HOMEBREW CREATED BY DIGBOT
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VERSION 0.1.5

CARTOMANCER

A halfling sits behind a rounded table in a dark and shady inn. She is presenting a set of cards to an enthralled half orc and his fellow bandits. With a flourish and a bit of arcane light, the halfling reveals one last card revealing a portent of ill omen. The image causes the half orc and his allies to gasp. One of them slips on some spilled ale, accidentally throwing his own mug into the wooden chandelier above the table. The chandelier falls on the half orc knocking him unconscious. And while the bandits aid their leader, the halfling collects their gold and walks off with a smile on her face.

Goblins raid a small town while a dwarf scribbles strange symbols and numbers on a wall in an alley. By the time the goblin invaders notice and surround him, he had his eureka moment. Oblivious to his current situation, he draws a card from his pocket. The card flashes in response to the writing on the wall and a loud crashing sound sends the goblins flying out from either side of the alleyway. The dwarf looks around in surprise as he sees the destruction around him.

An elven scholar feverishly takes down notes as she studies the stars and other celestial bodies from the university observatory. She writes and draws out her findings on cards kept at a table next to her. Without missing a beat, she grabs a card, that suddenly glows in her hand. Throwing the card into a dark corner of the room, a surprised thief yelps and drops the stolen scrolls he had been trying to carry with him before running off. The elf promptly returns to her study of the stars.

Considered as eccentric entertainers or even charlatans by arcane and religious scholars, Cartomancers do not have the best reputation with those coming from what most consider as higher learning. But Cartomancers take pride in their practice and will never miss a chance to share their knowledge or apply their skills. Whether it be in halls full of scholars or in back alleys for a bit of coin, when it comes to divining the future, Cartomancers consider themselves experts in the field.

BELIEF IN THE METHOD

Cartomancers use cards and their knowledge and ability to calculate and interpret signs and symbols as a way to channel what they believe to be the energies of time and fate. The cards and their deck are a show of how they are willing to let fate decide what comes next. Though they will often alter the outcomes at times with the help of their additional knowledge and research. Even then their predictions can be random at best. In the end and no matter what the result a Cartomancer will always standby his cards and the meanings they hold.

PUSHING FOR TRUTH

Cartomancers adhere to the truth. Though who's truth they believe in will always be questionable and a Cartomancer's answer will often vary from one to another. Those outside the study however all agree, that Cartomancers will seek out any chance to legitimize themselves in front of their peers.



THE CARTOMANCER

Level	Proficiency Bonus	Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Deck of Fate, Augmented Fates	3	2	—	—	—	—	—	—	—	—
2nd	+2	Study of Choice, Life's Work	3	3	—	—	—	—	—	—	—	—
3rd	+2	Diviner Cards	3	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	4	4	3	—	—	—	—	—	—	—
5th	+3	Recharged by Success	4	4	3	2	—	—	—	—	—	—
6th	+3	Study Feature	4	4	3	3	—	—	—	—	—	—
7th	+3	—	4	4	4	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	4	4	4	3	2	—	—	—	—	—
9th	+4	Accurate Divining	4	4	4	3	3	1	—	—	—	—
10th	+4	Study Feature, Expanded Augments	5	4	4	3	3	2	—	—	—	—
11th	+4	Another Foretelling	5	4	4	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	5	4	4	3	3	2	1	—	—	—
13th	+5	Empowered Prophesies	5	4	4	3	3	2	1	1	—	—
14th	+5	Study Feature	5	4	4	3	3	2	1	1	—	—
15th	+5	—	5	4	4	3	3	3	2	1	1	—
16th	+5	Ability Score Improvement	5	4	4	3	3	3	2	1	1	—
17th	+6	—	5	4	4	3	3	3	2	1	1	1
18th	+6	Favored by Fate	5	4	4	3	3	3	3	2	1	1
19th	+6	Ability Score Improvement	5	4	4	3	3	3	2	1	1	1
20th	+6	Diviner's Truth	5	4	4	3	3	3	3	2	2	1

CREATING A CARTOMANCER

When creating a Cartomancer it's important to think about what lead you to this line of study. Was it genuine curiosity, the search for fame and fortune, or some strong belief that there is a way to predict or change one's fate? Are you trying to show others that you can tell the future or are you there to help your allies stop some incoming portent of ill will. Remember to discuss with your DM about your backstory and how it fits in with the setting.

QUICK BUILD

You can make your Cartomancer by following these suggestions. First have either intelligence or charisma as your highest and second highest stats. Then take the Scholar background.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d6 per Cartomancer level

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

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

PROFICIENCIES

Armor: None

Weapons: Simple weapons

Tools: None

Saving Throws: Intelligence, Charisma

Skills: Choose two from Persuasion, Perception, Intimidation, Performance, Nature, Deception, Religion, and Arcana

EQUIPMENT

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

- (a) a dagger
- (a) Deck of Fate
- (a) a scholar's pack or (b) an explorer's pack
- (a) Calligrapher's tools

DECK OF FATE

As a Cartomancer you hold and build a Deck of Fate that acts as your arcane focus and is the source of your arcane and fate bound abilities. You build and add cards to your deck as you grow in level. The maximum number of cards you can have in your deck is equal to 4 times your proficiency modifier.

CANTRIPS

You learn 3 cantrips at first level from the Cartomancer's spell list. These appear as spell cards that you can add to your deck if you choose to.

DECK BUILDING AND SPELL CASTING

Being a Cartomancer you are highly reliant on your Deck of Fate for your spells and foretellings. Your deck is made up of your known spells, which is equal to your intelligence modifier plus Cartomancer level, your known cantrips, and sets of cards known as Augmented Fates. You can mix a number of these cards together to make up your deck total. You can have multiple copies of spell cards in a deck. Four copies of spells 1st and 2nd level, three copies of spells of 3rd to 6th level, two copies of spells of 7th and 8th level, and only one copy of 9th level spells. You can only keep one copy of your known cantrips in your deck and one copy of each Augmented Fate card.

You perform your Spell casting by drawing cards from your deck into your hand, the size of your hand is equal to your proficiency modifier. After each long rest you draw cards from your deck and as you cast spells you draw cards as a free action at the start of each of your turns with the cards magically appearing before you. Cantrips return to your deck after use and spell cards return to your deck as blank cards. Augmented Fate cards also return to your deck after use. Spell cards can be cast for as long as you still have a spell slot available to cast them with. If you do not have a spell slot for a spell card of a certain level, it becomes a blank card. Blank cards are empty spells and spell slots and can be returned to your deck as a bonus action. You are able to reform your Deck of fate after a long rest.

BUILDING A DECK WITH NO REAL CARDS

If you don't have a deck of cards readily available when you play this class you can assign number values to the cards in your deck and roll a dice equal or close to your deck's total size after drawing your hand.

Whenever you draw cards you roll the dice and the number of the result or closest to, when rounded up first before rounded down, the result of the dice roll will be the card you draw.

They retain their assigned number when you reshuffle them into your deck.

AUGMENTED FATE CARDS

Part of your study isn't just to read fate, but also to see if you can read or change patterns in it. That's how these cards came to be, they are part of the experiment to see just how far one can tamper with fate. There are different Augmented Fate cards you can choose from to add to your deck. These are listed as follows:

Undoing Harm You can use this card as a reaction to subtract a d6 from a target's damage roll. You can also attach this card to a spell card of 1st level or higher to add a d6 per spell level. The cards return to your hand after being used, but you burn a spell slot equivalent to the spell card you attached if you choose to attach one.

Renewed Hand You can use this card as a bonus action to reshuffle your hand into your deck and draw a new set of cards.

Chain of Events When you cast a spell you can use a bonus action to use this card to cast another spell of the same level or lower as long as you have a spell slot available.

Foretold As a bonus action you whisper a foretelling into the card attach this card to a spell card. The cards then vanish from this plane. The foretelling you whisper becomes the trigger or condition that activates the spell at which point the cards return to this plane and perform the spell's effects as determined by you and its rules. After use they then return to your deck.

The foretelling can be a movement, spell casting, an attack action, or an ability check or save. The trap lasts for a minute and both cards will return to the deck if it is not triggered.

Doing Harm You attach this card to a cantrip, blank, or spell card and call upon the powers of fate to strike a target. You can use this card in melee or throw it at a range of 30ft using your spell attack to determine the hit. On hit the card deals $1d6 + \text{your charisma modifier}$ of force damage. If you attached it to a spell card you deal an additional $1d6$ per spell level of 1st and above. However you also burn that spell slot. This card and the cards attached return to your deck after use.

SPELL CASTING ABILITY

Charisma is your Spellcasting ability for your Cartomancer Spells, since you need the confidence and bravado to back up your foretellings and make them believable. You use your Charisma whenever a spell refers to your Spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a Cartomancer spell you cast and when making an Attack roll with one.

Spell Save DC = $8 + \text{proficiency bonus} + \text{Charisma}$

Spell Attack Modifier = Proficiency bonus + Charisma

RITUAL CASTING

You can cast a Cartomancer spell as a ritual if that spell has the ritual tag and you have the spell in your hand.

LEARNING SPELLS OF 1ST LEVEL OR HIGHER

As a Cartomancer you learn spells as part of your study of fate and its intricacies. Whenever you gain levels as a Cartomancer you choose spells from the Cartomancer Spell list that you have spell slots for and add them to your list of total known spells. You can then add these spells to your Deck of Fate.

LIFE'S WORK

Starting at 2nd level Your Deck of Fate is your life's work. You cannot and will not be separated from your deck for a prolonged period of time. If you are separated from your deck, you can use a bonus action to return it to yourself for as long as magic can be cast in the area where you and your deck are.

STUDY OF CHOICE

Also at 2nd level you begin to specialize in one of many various studies to aid your Cartomancy. These studies aid you in managing your deck and discovering what lies in the future. You gain additional features from your chosen Study at 6th, 10th, and 14th level.

DIVINER CARDS

At 3rd level you've made a breakthrough when it comes to your cards and their correlation to fate. You've managed to create Diviner Cards which can provide you, your allies, or your enemies with a glimpse into the future. The card appears as a blank card of a color of your choosing until the fortune on it is revealed. You can add a number of these cards equal to your intelligence modifier into your deck. You use an action to cast and deliver the meaning of the fortune that appears on the card as you present it to a target within 30ft of you and in line of sight. To determine which fortune comes up on the card you roll a d4 as part of your action the result of the roll is as follows:

DIVINER FORTUNES

d4 Fortune

- 1 Warning or Curse
- 2 Enlighten or Disturb
- 3 Triumph or Folly
- 4 Life or Death

Warning or Curse Your target can reroll its next failed save or it rerolls its next successful save.

Enlighten or Disturb Your target can reroll its next failed ability check or it rerolls its next successful ability check.

Triumph or Folly Your target will reroll its next missed attack roll or it rerolls its next hit.

Life or Death Your target instantly becomes stable when knocked unconscious or it takes $1d4 + \text{your charisma modifier}$ in necrotic damage when it has 10 hit points or lower. This damage also lowers the creature's hit point total until it takes a long rest.

You foretell the coming fate of your target either they succeed or fail. Your target, if hostile, must make an intelligence check versus your spell save DC and on a failure be affected by the fortune and on success brush it off without caring for your words and not having anything happen to them. The fortune stays active for 10 minutes, when this time passes the fortune loses its effect. You also cannot cast another Diviner card while one Fortune has not yet come to pass. When these cards are used, you will need to perform a long rest before being able to use them again.

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.

RECHARGED BY SUCCESS

Beginning at 5th level a successful use of your Diviner ability empowers you with a dose of arcane energies. Whenever your Diviner fortune succeeds or activates the way you foretold and you can see it, you can recharge a blank card as a bonus action or recover a spell slot of 3rd level or lower as an action.

ACCURATE DIVINING

At 6th level your Diviner fortunes are closer to the truth. Whenever your fortune triggers you can add or subtract a d4 from the result as your abilities attempt to make your prophesy come true. You can do this once per short rest.

ANOTHER FORETELLING

When you reach 11th level your divining ability has reached levels of repute. Whenever your Diviner Fortune succeeds in its effect, your target and those within 30ft of you if hostile roll their save at disadvantage.

EMPOWERED PROPHESIES

Starting at 13th level your Diviner cards can see much further into the future. When you use a Diviner card the fortune now lasts for an entire day with the rerolls triggering once every 6 hours before the effect ends. Also your Life and Death foretellings become more powerful with your ally coming back with consciousness with $1 + \text{your charisma modifier}$ hit points without falling prone. And the Death portent now deals $1d20 + \text{your charisma modifier}$ of necrotic damage when its hit points drop to 30 and below. The damage also reduces its hit point total until it takes a long rest.

FAVORED BY FATE

Starting at 18th level your studies and toying with destiny has somehow garnered you some luck. You can reroll a failed ability check or saving throw and if knocked unconscious come back with 1 hit point without falling prone. These effects trigger automatically with a total number of charges equal to your intelligence modifier. Once spent, you don't get any of the effects again until you take a long rest.

DIVINER'S TRUTH

At 20th level your fortunes carry with them more weight. Now lasting 20 days, your target makes one reroll per day according to the fortune you told you. It makes an intelligence save at the end of each day to see if these effects stop. Also your Death fortune now instantly deals $5d10$ necrotic damage and decreases the creatures hit point total with the damage dealt. The creature also rolls all constitution checks and saves at disadvantage until it dies, the 20 day duration ends, or greater restoration is cast on it. Your Life fortune now saves the target from dying once a day within the duration of the effect.

FORTUNETELLER

You have embraced the eccentricities of your craft and have learned to use it to your advantage. Though this leaves little room for actual study, it does however lend itself to finding more practical applications in earning gold.

When you go down this method of practice at 2nd level you learn to cast Wristpocket once per day. You also gain proficiency with sleight of hand and stealth as well as a set of thieves tools that you are proficient with.

PALMING CARDS

Also at 2nd level you learn to apply your quick hands to hide a special Augmented Fortune or Cantrip card in your hand. This card does not count as part of your hand or deck. However, when you use this card, your Deck of Fate will not recognize it and it vanishes rather than returning to your deck. You will need a short rest to craft a new card to use this way.

HASN'T HAPPENED YET

Starting at 6th level you learn that twisting your words can at times twist the outcome of your fortunetelling. After casting Diviner on a target that you can see and can hear you, you can use a reaction when it would trigger the fortune that the fortune you foretold was still to come causing them to reroll on the next trigger instead. You can do this once per day since your target will begin to disbelieve you if you keep delaying your prediction.

FALSE DIVINER

It's not above you to 'make a guess'. Afterall it is an imperfect craft. At 10th level, when you've used all your Diviner cards, you can make a False Divining as a bonus action on a target withing 30ft and can hear you. The target makes an intelligence save and on a fail gets a d4 that you determine whether they add or subtract from their next saving throw, ability check, or attack roll. If your False Divination proved true, you recharge one Diviner card. However if it fails you cannot make another False Diviner until you take a short rest.

ACE UP MY SLEEVE

At 14th level you can choose one of your known spells and tuck it away with your palmed card. This does not need to be one of your known spells and can also be from the Bard or Wizard Spell list. But you need to have a spell slot of the same level as the spell. You can cast this spell card as an action and when you do, you cast it using your highest available spell slot. The card vanishes after use and you will need to make a long rest to prepare a new one.





ASTROLOGIST

You've found the stars to be a great way of understanding the flow of fate. Turning your gaze up to the celestial bodies for guidance, somehow their movements seem to reveal some truth about fate and the flow of time.

When you follow this line of study at 2nd level you gain proficiency with nature and religion. You can also cast Silent Image once per day to create an accurate star map that lets you keep track of the celestial movements and helps you navigate allowing you advantage to survival checks while traversing through an area or sailing.

CHANGING CONSTELLATIONS

Also at 2nd level your knowledge of the stars allow you to change the fate that you see before you and seek out a different celestial body. As a bonus action you can swap a card from your hand with one of equal level from your deck.

FORETOLD BY THE STARS

Starting at 6th level your observations and star reading allow you to make predictive outcomes while you ponder their meaning. You roll your fortune effects during a short rest provided that you can use your Silent Image spell to see the current star patterns or during a long rest. When your Diviner fortunes are triggered you can swap the results with the dice you rolled previously. You can save the results of the rolls until your next long rest.

A PASSING COMET

At 10th level your observations and star reading allow you to recharge a Diviner card during a short rest provided that you can use your Silent Image spell to see their current pattern during that short rest, you can also gain an extra Diviner card after a long rest as long as you can see the night sky.

A PLANETARY ALIGNMENT

When you reach 14th level you can identify significant events in the stars. You harness this portent and its meaning and channel it to cause one of your Diviner fortunes to come true. As a bonus action when you make use your Diviner card, you can make the outcome go the way you want. You can do this once per day and after which you must roll a percentage dice during a long rest. The ability resets on a result of 40 and below.

NUMEROLOGIST

Numbers and patterns are everywhere so why shouldn't they be able to tell the future. You've dove into this line of study hoping that your calculations and investigations will lead to solving the equation of why things happen in the world.

When you take this line of study at 2nd level you become proficient with Investigation and History checks as you attempt to find a pattern in the world. You also learn to use Illusory Script and Comprehend languages once per day. You also can speak and write in your own made up language that utilizes coded numbers. You can teach this to your allies by having them roll an intelligence check versus your spell save. On a success they learn it in a day. On a failure, they'll need to try again another day.

AN ATTEMPTED CALCULATION

Also at 2nd level you're attempts at divining the future have seen some fruition. So you decide to give it a go. You declare Spell, Augment, or Cantrip as a bonus action on your turn. On your next card draw, if your prediction was correct the spell automatically works as a bonus action. If your guess was wrong the card returns to your deck and you lose a draw. You add Diviner to your guesses when you reach 3rd level.

SEE THE PATTERN

Starting at 6th level you believe that your divining results in a pattern. You just need to keep it going to see it. After your Diviner fortune successfully activates, you can choose to use the same fortune on your next cast or reroll a completely different fortune on your target. You can keep doing this until you no longer need to roll the effect and just decide which of the fortunes to cast or you no longer have Diviner cards left.

NUMBERS HAVE MEANING

When you reach 10th level you've decided to attach a numerical value or mark certain cards in your deck. You can mark up to 2 cards in your deck and whenever you draw those cards you can recharge a Diviner card.

MORE POSSIBILITIES

At 14th level you've managed to discern various patterns and learn multiple computations that you have expanded your deck with an additional six cards capping your total deck size to 30 and increasing your hand size by 1. You can also mark an extra card in your deck. Additionally your Diviner can now be cast on another target creature even while the fortune of your last Diviner has not yet come to pass.



CANTRIPS (0 LEVEL)	2ND LEVEL	3RD LEVEL	4TH LEVEL	5TH LEVEL	6TH LEVEL	7TH LEVEL	8TH LEVEL	9TH LEVEL
Blade Ward	Aid		Hypnotic Pattern		Scrying			
Chill Touch	Arcane Lock		Magic Circle		Wall of Force			
Dancing Lights	Arcanist's Magic Aura		Major Image					
Druidcraft	Augury		Remove Curse					
Friends	Blindness/Deafness		Sending					
Guidance	Blur		Slow					
Light	Borrowed Knowledge		Tongues					
Message	Calm emotions							
Mind Sliver	Crown of madness							
Minor Illusion	Detect Thoughts							
Prestidigitation	Enthrall							
Resistance	Find traps							
Thaumaturgy	Fortune's Favor							
Toll the Dead	Heat Metal							
Vicious Mockery	Hold Person							
	Locate Object							
1ST LEVEL	Mirror image							
Charm Person	Misty Step							
Color Spray	Phantasmal force							
Command	Ray of enfeeblement							
Comprehend Languages	Rope Trick							
Detect Magic	See Invisibility							
Detect Poison and Disease	Shatter							
Disguise Self	Silence							
Dissonant Whispers	Suggestion							
Expeditious Retreat								
Faerie Fire								
Feather Fall	Bestow Curse							
Fog Cloud	Blink							
Gift of Alacrity	Clairvoyance							
Grease	Conjure Animals							
Hideous Laughter	Counterspell							
Identify	Create Food and Water							
Inflict Wounds	Daylight							
Ray of Sickness	Dispel Magic							
Sanctuary	Fear							
Sleep	Haste							

CREDITS

Cartomancer v0.1 by digbot aka u/hidden_potato

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DECK OF FATE TABLES

These are examples of Deck of Fate Tables for using the class without a deck of cards at 1st level with your deck size at 8.

DECK OF FATE

d8 Cards

- 1 Dancing Lights
- 2 Mind Sliver
- 3 Color Spray
- 4 Identify
- 5 Dissonant Whispers
- 6 Grease
- 7 Chain of Events
- 8 Doing Harm

Here is an example of a Deck of Fate at 10th level with an intelligence score of 16

DECK OF FATE

2d8 Cards

- 1 Dancing Lights
- 2 Mind Sliver
- 3 Friends
- 4 Resistance
- 5 Dissonant Whispers
- 6 Dissonant Whispers
- 7 Grease
- 8 Suggestion
- 9 Misty Step
- 10 Counterspell
- 11 Counterspell
- 12 Phantasmal Killer
- 13 Hallucinatory Terrain
- 14 Dominate Person
- 15 Hold Monster
- 16 Hold Monster
- 17 Modify Memory
- 18 Mass Suggestion
- 19 Soul Cage
- 20 Prismatic Spray
- 21 Power Word Stun
- 22 Foresight
- 23 Diviner
- 24 Diviner
- 25 Diviner
- 26 Undoing Harm
- 27 Foretold
- 28 Renewed Hand
- 29 Doing Harm
- 30 Chain of Events

And here is an example of a Deck of Fate at 20th as a Numerologist with an intelligence score of 16

DECK OF FATE

3d10 Cards

- 1 Dancing Lights
- 2 Mind Sliver
- 3 Friends
- 4 Resistance
- 5 Dissonant Whispers
- 6 Dissonant Whispers
- 7 Grease
- 8 Suggestion
- 9 Misty Step
- 10 Counterspell
- 11 Counterspell
- 12 Phantasmal Killer
- 13 Hallucinatory Terrain
- 14 Dominate Person
- 15 Hold Monster
- 16 Hold Monster
- 17 Modify Memory
- 18 Mass Suggestion
- 19 Soul Cage
- 20 Prismatic Spray
- 21 Power Word Stun
- 22 Foresight
- 23 Diviner
- 24 Diviner
- 25 Diviner
- 26 Undoing Harm
- 27 Foretold
- 28 Renewed Hand
- 29 Doing Harm
- 30 Chain of Events