

# TAROT

## THE JOKE

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Unique

Level 20

Transmutation

Invested

Magical

The Joke represents solving a problem not with strength, but with cleverness or artifice. As long as you have The Joke invested, you can attempt an appropriate Lore check instead of an Athletics check made to Climb, Force Open, Grapple, High Jump, Long Jump, or Swim. For example, you could make a Mountain Lore check to climb a cliff in the mountains, or Sailing Lore check to climb the rigging on a ship.

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**Activate** ♦: [Interact, Magical]

**Frequency:** Once per day

You perform a quick but amusing card trick with The Joke meant to distract others. You cast hideous laughter on up to 10 creatures in range of the spell. The level of the spell is one-half your level rounded down (minimum 6th level), and the save DC is your class DC.