

TAROT

THE FOOL

Unique

Level 20

Enchantment

Invested

Magical

The Fool represents grave foolishness, grand naivete, and exceptional greed. As long as you have The Fool invested, anytime you gain the stupefied condition, reduce its value by 1. You also gain a +2 item bonus to all saving throws against effects that cause the stupefied condition. This bonus increases to +3 if you're at least 17th level.

Activate ♦: [Interact, Mental, Magical]

Frequency: Once per day

You display The Fool to your foes in a clumsy, awkward, and embarrassing way. Choose up to four creatures within 60 feet. These four creatures must attempt a Will save against your class DC.

Critical Success : The creature is unaffected.

Success : The creature is distracted by your antics and is stupefied 1 until the start of your next turn.

Failure : The creature is stupefied 2.

Critical Failure : The creature is stupefied 3. In addition, for 1 minute, the creature is confused.