

Gambler

The halfling smirks in the midst of battle; as she flicks her wrist, the playing card she had drawn flies through the air and slices through the throat of the charging orc captain, halting his advance and striking fear into the eyes of those who had been following him.

A human man furrows his brow, wondering how he can either bluff his way out of this round or talk his way out of paying a debt he can't afford.

The solitary half-elf prays to whatever deity might be listening as he takes a slash at a death kiss that had been pursuing him. The wild attack strikes a critical vein, and the death kiss recoils out of fear for its life, retreating to find safer prey.

You may feel a draw towards high stakes; or perhaps, you have drawn the attention of a deity of luck, of fortune or misfortune. Regardless of how you have gotten here, your life has been a series of wagers, one after another—your fate, it seems, is inexorably bound to luck, and so you have embraced it. Some may call you a luck-walker; others, a fool. To most, you are simply a Gambler.

Quick Build

You can make a Gambler quickly by following these suggestions. First, make either Strength or Dexterity your highest ability score, followed by your Charisma or Constitution stat- many features of Gambler subclasses utilize your Charisma, but characters who wish to focus on their combat prowess may want to focus on improving Constitution to offset some of the risks Gambler's often take. For your background, choose Charlatan, although Acquisitions Incorporated has a Gambler background; if that is available at your table, you may wish to choose that over Charlatan.

Gambler Table

Level	Proficiency Bonus	Gambler's Dice	Credits	Features
1	+2	d6	4	Gambler's Dice, Remy's Gambit
2	+2	d6	4	Expertise, Critical Fail, Weapon Mastery
3	+2	d6	5	Gambler's Venture
4	+2	d6	5	Ability Score Improvement
5	+3	d6	6	Extra Attack
6	+3	d8	6	Venture Feature
7	+3	d8	7	Luck of the Divine
8	+3	d8	7	Ability Score Improvement
9	+4	d8	8	Maturity of Chances
10	+4	d8	8	Gambler's Dice Improvement
11	+4	d10	9	Venture Feature
12	+4	d10	9	Ability Score Improvement
13	+5	d10	10	Tell-Reader
14	+5	d10	10	Martingale
15	+5	d10	11	Venture Feature
16	+5	d12	11	Ability Score Improvement

17	+6	d12	11	Gambler's Luck
18	+6	d12	12	All In
19	+6	d12	12	Ability Score Improvement
20	+6	d12	12	Venture's Payout

Multiclassing Information

If your group allows multiclassing and uses the rules listed in the Player's Handbook, here is the information you'll need to know.

Ability Score Minimum: As a multiclass character, you must have at least a Dexterity score of 13 and a Charisma score of 13 to take a level in this class, or to take a level in another class if you are already a Gambler.

Proficiencies Gained: If Gambler isn't your initial class, you gain the following proficiencies when you take your first level as a Gambler: light armor, medium armor, shields, simple weapons, one gaming set, and one skill from the class's skill list.

Spellcasting Effect: Levels gained from the Gambler class—even as a Fate-Weaver—do not count towards your progression on the Multiclass Spellcaster table.

Class Features

As a Gambler, you gain the following features.

Hit Points

Hit Dice: 1d8 per gambler level

Hit Points at 1st Level: 8 + your Constitution modifier

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

Proficiencies

Armor: Light armor, medium armor, shields

Weapons: Simple weapons

Tools: Choose two gaming sets

Saving Throws: Dexterity, Charisma

Skills: Choose three from Deception, Insight, Intimidation, Investigation, Performance, Persuasion, Sleight of Hand, and Stealth

Equipment

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

- (a) scale mail or (b) studded leather armor
- (a) two melee weapons, (b) a melee weapon and a shield, or (c) a ranged weapon and 20 pieces of ammunition
- (a) a burglar's pack, (b) a dungeoneer's pack, (c) an explorer's pack, or (d) an entertainer's pack

- Two daggers and a gaming set of your choice

Alternatively, if you wish to use gold in place of your starting equipment, you may start with 4d4 x 10 gp.

Remy's Gambit

At 1st level, you gain an additional use for your gaming sets. For each set you are proficient with, you can use them to attack. They are considered simple melee weapons for you. Their damage die is a d6, and this die changes as you gain Gambler levels, as shown in the Gambler's Dice column of the Gambler table. They have the *finesse*, *light*, and *thrown* properties (range 20/60), and the damage type is based on the type of gaming set: card-based sets are slashing, while dice- and piece-based sets are bludgeoning.

When you make an attack with the set, you may draw the set, in part or in whole, as part of the attack, and you can make a weapon attack with the gaming set as a bonus action after you take the Attack action on your turn, if you have a hand to make this attack with. When making a melee attack with a dice- or piece-based set, you attack with the entire set inside whatever container you normally carry them in.

If you are playing with the 2024 rules, you may add the following weapon mastery properties to your gaming sets. For sets that are card-based, you may add the Graze property. For piece-based sets, you may add the Topple property. For dice-based sets, you may add the Sap property.

Gambler's Dice

Also at 1st level, you gain access to Gambler's Dice and Credits. You have two Credits, and they return on a long rest. Both the Die size and the number of Credits that you have increase as you gain levels in this class, as shown in the Gambler's Dice and Credits columns of the Gambler Table. You gain the following way to spend Credits now, and then gain additional options at higher levels.

Stab in the Dark

Once per turn, before you make a melee attack with a weapon you are proficient with, you can choose to expend a Credit. You then make your attack with disadvantage; if your attack lands, roll two of your Gambler's Dice, and multiply the numbers together. Take the resulting number and add your ability score modifier—this becomes your damage roll. The damage type is the same as the weapon you used. In the event your attack roll is a critical hit, rather than rolling double damage dice, simply double the number on the first die you roll.

Variant *Stab in the Dark* rules:

Instead of rolling two Gambler's Dice and multiplying them together to determine the damage roll, you roll one Gambler's Die; then, you take a number of dice (equal in size to your Gambler's Dice) based on the result of the rolled Gambler's Die. Roll them all, add the numbers together, then add your ability score modifier.

This variant results in more average and consistent damage from the feature, but it is more time-consuming and will rarely approach the minimum and maximum values. Rolling lots of dice is fun, but for

a class all about luck, hitting average damage rolls doesn't fulfill that fantasy of being a high roller. Make sure to consult your DM before deciding whether to use the base ruling or the variant one.

Expertise

At 2nd level, choose two of your skill, tool, or gaming set proficiencies—they do not have to both be the same kind of proficiency. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. When you select expertise for a gaming set, the additional proficiency bonus does not apply to attack rolls when making an attack with the gaming set; you may still only add your proficiency bonus once for attack rolls, unless you receive another feature that says otherwise.

Critical Fail

Starting at level 2, you are capable of rolling a critical fail. While a critical hit takes place when you make an attack roll and the d20 lands on a 20, a critical fail happens when you roll a 1 on that attack roll. When this happens, the roll is considered to fail, regardless of your modifiers. A DM may impose further consequences if they desire.

Gamblers understand that luck does not always shine on them; however, they are attuned to the ups and downs of fate. As a result, after rolling a critical fail, your next ability check, attack roll, or saving throw has advantage, as you attempt to bounce back from a bad situation.

Weapon Mastery

Note: This feature only applies at tables using the 2024 revised ruleset, where weapon mastery properties are introduced. If you are not playing with weapon masteries at your table, you do not get this feature.

Starting at level 2, your training with weapons allows you to use the mastery properties of two kinds of weapons of your choice, as long as you are proficient with them. Whenever you finish a Long Rest, you can practice weapon drills and change one of those weapon choices.

Gambler's Venture

At 3rd level, you take a chance on your future and choose a Venture to pursue. The chosen path provides a distinction between different kinds of Gamblers, such as the wild Anarchists, the reckless Daredevils, the mystical Fate-Weavers, the level-headed Investors, and the silver-tongued Scoundrels. Your Venture choices are detailed at the end of the class description. This choice rewards you at 3rd level and then again at 6th, 11th, and 15th levels, before providing an ultimate payout at level 20.

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.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

Extra Attack

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

Luck of the Divine

Starting at 7th level, you feel as though your luck has improved significantly—as though a divine being has blessed you. When you make an ability check with a gaming set you are proficient with, you can add an additional d4 to the check. In addition, when you use a gaming set as a weapon, the attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage, and, after combat has ended, your cards, dice, and game pieces magically reappear wherever you typically store them, now in pristine condition.

Maturity of Chances

Beginning at 9th level, you have grown attuned to a life of risk and know how to subtly manipulate risks to provide larger payouts. When you make an attack with a weapon you are proficient with, prior to making the attack, you can choose to take a penalty to the attack roll—for every point you lower your attack roll, you may increase your damage total by two for that attack. Alternatively, you can choose to increase your chance to hit; for every point you add to your attack roll, you must subtract two from your damage roll (minimum damage of 0). Increasing or decreasing your modifier has no effect on critical hits and critical fails.

Gambler's Dice Improvement

Starting at 10th level, you can spend your Credits in the following new ways:

Risk Management

When you or an ally within 30 feet gets hit with an attack roll, you can spend a Credit as a reaction to impose disadvantage on the attack roll. If the attack still hits, the attacker may add one of your Gambler's Dice to its damage roll.

Fortune's Fortitude

If you fail a saving throw, you can spend one Credit and reroll your saving throw. If you fail again, roll a Gambler's Die; you take psychic damage equal to the number rolled.

Tell-Reader

Starting at 13th level, your experiences around other people have given you a strong understanding of how they work. Whenever you make a Wisdom (Insight) check, you may roll a d6 and add it to your roll.

Martingale

Beginning at 14th level, you are accustomed to the repercussions of your actions. You gain proficiency in Constitution saving throws, and when an enemy makes an attack against someone within 5 feet of you, you can use your reaction to reduce the damage done by a roll of one Gambler's Die plus your

Constitution modifier. You take damage equal to this reduction, as you intercept part of the blow. The next time you make an attack roll, if you hit, your damage gains a bonus equal to twice the damage you took. This does not consume a Credit.

Gambler's Luck

Starting at 17th level, when you make an ability check, you gain the ability to substitute the number rolled with for your level in this class. You may make this substitution after you roll, but before you know the outcome. When you do, you treat your Gambler's class level as though it were the number you rolled, up to a 20 at level 20; since this replaces the dice roll, you may add your modifiers to this as well. You cannot use this feature again until you take a short or long rest.

All In

Starting at 18th level, you gain the ability to go all-in on an attack. When you take the Attack action, before rolling to hit, you can choose to spend every Credit you have left. You may make one melee attack and do not benefit from Extra Attack; the only thing you can do on your turn before attacking is using your movement. Roll your attack roll—you may use your Maturity of Chances feature on this roll, but only if you lower your attack roll; you cannot increase it using that feature in this instance. If you hit, your target has vulnerability to this attack, and your weapon's damage dice becomes a number of Gambler's Dice equal to all the Credits you spent on the attack. After making this attack, you become paralyzed from the exertion required in that instant, regardless of if you hit the target. This effect lasts until the end of your next turn.

Gambler's Ventures

Beginning at 3rd level, you may choose from the following Venture options:

Anarchist

The unpredictability of your life has led you to embrace chaos fully; you live for the gamble, not for the payout—the journey, not the destination. A higher entity of chaos has found entertainment in this, or perhaps your bloodline comes from one of the chaotic Outer Planes. Either way, your soul is imbued with a spark of chaotic energy, similar to magic, that you now have some control over.

Anarchist Effects

As an Anarchist, you gain access to several features that utilize your Anarchist DC. Charisma is the ability you use to set your Anarchist DC.

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

Gambler's Dice Specialization

Starting at 3rd level, when you use your Stab in the Dark ability, you can choose not to roll damage. Roll your attack roll; then, roll your Gambler's Die and consult either the Fortune table or the Misfortune

table. If your attack lands, the creature is subjected to an effect on the Misfortune table; if you miss, they gain a Fortune effect instead. The effect is based on the number you rolled on your Gambler's Die.

Misfortune

#	Effect
1	The creature gains vulnerability to the next instance of damage it receives.
2	The creature shrinks in size, to about 1/4th its normal size. The target is considered prone, although it cannot stand up to normalize its movement speed; its movement speed is the same as its crawling speed. It goes back to normal size at the end of your next turn.
3	The creature begins to glow, shedding bright light within 15 feet and dim light for a further 15. Until the end of your next turn, it cannot benefit from being invisible, and attack rolls against it have advantage.
4	The creature begins dripping acid from its pores; it takes acid damage equal to one roll of your Gambler's Dice now, and you may roll this damage anytime it makes an attack in the next minute, as acid splatters backwards onto it.
5	The creature must make a Wisdom saving throw; if it fails, it is charmed by you for the next minute. A creature charmed in this way exudes a chilling aura within 10 feet, reducing the movement speed of creatures that start their turn there by 10 feet. It regards you as an ally and attacks those you consider an enemy; it may make a Wisdom save with advantage any time it takes damage to end this effect.
6	The creature is considered poisoned for the next minute. At the end of each of its turns, it may make a Constitution saving throw to free itself of this effect. A creature immune to poison automatically succeeds on this saving throw, but it still acts as though it is poisoned for that first turn.
7	The creature becomes blinded and deafened for 30 seconds; as a result of its sudden loss of senses, its AC decreases by 1, as it lacks the awareness to defend itself as effectively.
8	The target is slowed for one minute. It has the following effects: -2 to AC and Dexterity saves, no reaction, must pick between an action or a bonus action, and only one attack if it could make multiple. It may make a Wisdom save at the end of its turn to end this effect.
9	The creature becomes petrified for the next minute; it may make a Constitution saving throw at the end of each of its turns to try to free itself from this effect.
10	The creature takes force damage equal to 6 rolls of your Gambler's Dice, added together. A creature who dies by this effect explodes in a five-foot radius; an ally of that creature that is in this radius must succeed on a Wisdom saving throw, or it takes psychic damage equal to one roll of your Gambler's Dice.
11	The creature becomes paralyzed for the next minute; it may make a Constitution saving throw at the end of each of its turns to try to free itself from this effect.
12	The creature gains vulnerability to all damage until the beginning of your next turn.

Fortune

#	Effect
1	The creature gains resistance to the next instance of damage it receives; if it would already have resistance, it gains immunity.
2	The creature doubles in size until the end of your next turn; its AC decreases by 2, but it gains a bonus to weapon attack and damage rolls equal to a roll of your Gambler's Dice.

3	The creature becomes invisible until the end of your next turn; if it attacks or makes a saving throw, the invisibility breaks.
4	The creature's body begins to contort and twist in sudden motions. When it hits a creature with an attack roll, the target must succeed on a Wisdom saving throw against your Anarchist DC or be frightened for one minute. A frightened creature can repeat this save at the end of its turn, ending the effect on a success.
5	The creature begins to exude a chilling aura; it gains a bonus to melee damage equal to one roll of your Gambler's Dice, and creatures that start their turn within 10 feet have their movement speed reduced by 10 feet for that turn. This effect ends at the end of your next turn.
6	The creature grows vines from below their body, expanding outward into a 15-foot radius on the ground. The area is considered difficult terrain for everyone except the creature.
7	The creature gains blindsight and truesight within 60 feet; this benefit lasts for one minute, or until the creature becomes incapacitated.
8	The target gains a burst of speed; for the next minute, its movement speed increases by 10 feet, its AC and Dexterity saves increase by 2, and it can make one additional attack on its turn after taking its Action. Whenever the creature takes damage, it must succeed on a Charisma saving throw; on a fail, it loses this effect and becomes paralyzed until the end of its next turn.
9	The creature begins to fade into a wispy version of itself; for the next minute, as a bonus action on each of its turns, it can teleport up to 15 feet.
10	The creature gains a bonus to its next damage roll equal to three rolls of your Gambler's Dice.
11	The creature faintly glows with energy; the next time the creature hits an enemy with a melee attack, in addition to dealing damage, its target must make a Constitution saving throw against your Anarchist DC; on a fail, the target becomes stunned until the end of its next turn.
12	The creature gains resistance to all damage until the beginning of your next turn; if it already has resistances, it gains immunity to those types of damage.

Wild Attack

Also at 3rd level, when you make a melee attack with a weapon that deals slashing or bludgeoning damage and do not use Stab in the Dark, you can embrace chaos and attack wildly; a wild attack can target an empty space or an occupied one, and it can hit 5 feet on either side of the targeted space as well, provided all the spaces you attack are within your melee range (if you are playing on a grid, your melee attacks can hit three adjacent spaces in any arrangement, provided you can reach them all). In order for the wild attack to deal damage, the attack roll must be equal to or higher than the AC of every creature within the attacking area; if a single creature would avoid being hit, none of them take damage from the attack. However, if your attack lands successfully, you can deal full damage to every enemy within the targeted area.

Bedlam Bash

Starting at 6th level, once per long rest, you may make a wild attack and invoke a roll on one of the tables, following the rules for your Stab in the Dark adjustment and your wild attack. The resulting effect

from your attack, if it would apply to the targeted enemy, applies to every enemy, while an effect that would apply to you is still only applied to you. Since you are not using your Stab in the Dark feature, this attack does not have disadvantage (unless you would gain it from another source), and it does not consume a Credit. You gain an additional use of this at 11th level.

Additionally at 6th level, when you roll on either the Fortune or Misfortune tables, you may roll the Gambler's Die a second time and take either result.

Chaos Incarnate

Beginning at 11th level, you gain the ability to create chaos where there was none. When you or a creature within 60 feet makes an ability check, you can force the roll to be rerolled entirely- every dice rolled on the initial check gets rerolled, and the second result is taken. You must take a long rest before you can use this feature again.

Additionally at 11th level, you may spend a Credit to use a modified version of your Stab in the Dark feature. When you do, you may select a point within 30 feet. Any creature within 10 feet of that point has to make a Constitution saving throw against your Anarchist save DC. Roll your Stab in the Dark damage; on a success, a target takes half damage. On a failure, the target takes full damage. When used in this way, the damage is force damage, as you channel the chaotic energies imbued within your body into that area. Using this version of your Stab in the Dark consumes your entire action and does not count as taking the Attack action. If you choose to forgo your damage and roll on the Fortune/Misfortune tables, the Constitution saving throw determines whether your targets take an effect. For every enemy within the area, you must roll on one of the tables. For each successful save, you roll on the Fortune table, and for each failed save, roll on the Misfortune table. Each target may receive different results, unless your DM decides otherwise.

Also at 11th level, you gain an additional use of your Bedlam Bash feature.

Forces of Chaos

Starting at 15th level, you can invoke the Forces of Chaos. As an action on your turn, you can channel energies from one of the Outer Planes that are associated with chaos; you may use this feature one time per long rest, unless you expend two Credits to do so again. When you do so, you concentrate on a specified area within 60 feet of you, and it receives an effect based on the Plane you choose. This effect lasts for a minute, or until you lose concentration, as though you were concentrating on a spell. You may only concentrate on one effect at a time. The following 7 options are available to you to choose:

The Beastlands

You designate a square area on the ground that is 15 feet on each side. Any creature within that area is pushed outward as a Tyrannosaurus Rex is summoned from the ground. It rolls its own initiative, and it is under the control of the DM. It regards the summoned square as its territory and will attack those that get too close. As a bonus action after summoning, you may make an Animal Handling check (DC 14) to try to command it for its next turn; if you succeed, you may choose what it does on its next turn only. If you fail, the DM retains control for the turn.

Arborea

You target an unoccupied space on the ground that is a 10-foot square, and two Pegasi fly out of the area. The DM rolls initiative for them and controls them. On their turn, they attack any creature within 90 feet that has an evil alignment; they have advantage on their attack rolls, and attack rolls against them also have advantage. If there are no evil creatures within 90 feet, they use their actions to attempt to charm any nearby creatures (the target must make a DC 14 Wisdom saving throw) (each Pegasus can only attempt one charm per turn). When charmed in this way, a creature has disadvantage on attack rolls and saving throws while in line of sight of its charmer. A charmed creature can attempt to make a save again at the end of its turn.

Ysgard

You target an area with a radius of 20 feet. Any creature within this area that is not a construct or an undead may use a bonus action on its turn to heal itself for 3d8. Undead within the area must succeed on a Constitution saving throw against your Anarchist save DC at the start of their turn. If they fail, they take 2d8 radiant damage; on a success, they take half damage.

Limbo

You target a circle on the ground with a radius of 40 feet, and this circle extends into the air 100 feet, forming a cylinder. All creatures within this area begin rising at a rate of 50 feet per turn. A creature without a flying speed, while within the area, gains a flying speed of 15 feet. When this effect ends, any creature still in the area comes crashing down, taking falling damage in the process.

Pandemonium

You target a point within 60 feet. A hemispherical dome with a radius of 40 feet springs forth from that point. The dome is filled with magical darkness, the sounds of blistering winds, and biting necromantic energies. When a creature starts its turn within the dome or enters the area, it is deafened while it remains inside the dome. Additionally, it must make a Constitution saving throw against your Anarchist save DC, taking 2d8 necrotic damage and 2d8 cold damage and gaining a level of exhaustion on a fail; a creature that succeeds takes half of that damage and does not gain a level of exhaustion. The area inside the dome is considered difficult terrain.

The Abyss

You create a large black wall of corrosive liquid and necrotic energies, starting from a point within range. You can choose to make the wall up to 60 feet long, 10 feet high, and 5 feet thick, you can shape it into a circle that has a 20-foot diameter and is up to 20 feet high and 5 feet thick, or you can create a hemispherical dome with a diameter of 15 feet and a thickness of 5 feet. The wall blocks line of sight. When the wall appears, each creature within its area must make a Dexterity saving throw against your Anarchist save DC. On a failed save, a creature takes 3d8 necrotic damage and 3d8 acid damage, and it takes no damage on a successful save. A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature moves through the wall, it must spend 4 feet of movement. Furthermore, the first time a creature touches the wall on a turn or starts its turn inside it, the creature must make a Constitution saving throw. It takes 5d8 necrotic damage and 5d8 acid damage on a failed save, or half as much damage on a successful one.

Carceri

You target a sphere with a radius of 30 feet; this radius must be on the ground. Every creature within the sphere must succeed on a Strength saving throw against your Anarchist save DC. A creature who fails this check is restrained, as chains fly out of the ground and bind them. A flying creature falls to the ground when this happens. The chains that bind these creatures are either set aflame or covered with ice (you pick one option when you invoke this effect). At the start of its turn, a restrained creature takes either 4d8 fire damage from the flames or 4d8 cold damage from the ice, and it can take no action other than an escape attempt; it may make another Strength saving throw, ending the effect on itself on a success. While restrained in this way, a creature may not use its reaction.

Note: if the Outer Planes do not exist in your world, are different from the ones listed in the Dungeon Master's Guide, or are thematically problematic, you still gain this feature; work with your DM to re flavor it in that case. Perhaps these ideas are based on stories or legends within the world, or maybe they were proposed by whoever gifted you your spark of chaos.

Venture Payout

At level 20, your attunement to chaos is so precise that you have gained control over it. As a bonus action, you can spend three Credits. Allies within 60 feet can immediately roll a Gambler's Die and receive a benefit from your Fortune table, while enemies within 60 feet must roll a Gambler's Die and take a result from the Misfortune table. These effects, unless mentioned otherwise, last until the end of your next turn.

Daredevil

Daredevils have a particular fondness for the phrase, "High risk, high reward." They often have a lower regard for the consequences of their actions and pay the price; however, a Daredevil always looks to find a greater reward than they've ever had before, regardless of the risks.

Gambler's Dice Specialization

At 3rd level, you gain the ability to increase your wager on attacks. The disadvantage imposed by your Stab in the Dark feature on your attack rolls can no longer be mitigated by advantage; in return, you have gained the ability to spend more than one Credit at a time on Stab in the Dark. For each additional Credit spent, roll an additional d20. Take the lowest d20 as your attack roll and add your hit modifier. If your attack connects, you may increase the damage dice up by one size per additional wagered dice, up to a maximum of d12. However, if you roll a critical fail, you take a level of exhaustion for each additional wagered die.

Luck of the Draw

Additionally at 3rd level, you gain proficiency in improvised weapons and martial weapons, as you have practiced at fighting with whatever you can find at any given moment. In addition, when making an Investigation check, you may add your proficiency bonus to the roll; if you already have proficiency or expertise in the Investigation skill, you may add your proficiency bonus an additional time to the roll.

When you use an improvised weapon, you may choose to use your Gambler's Die as the weapon's damage die; this does not consume a Credit.

Also at 3rd level, your critical fails that do not use Stab in the Dark now deal damage to you instead of your enemy; you have resistance to this damage.

Stupid Games, Stupid Prizes...

Starting at 6th level, you are attuned to dealing with the repercussions of your risky stunts. Once per day, you may now rest off a single level of exhaustion on a short rest, and your long rests remove two levels of exhaustion. Also, when you make an ability check, attack roll, saving throw, or damage roll and have at least one level of exhaustion, you may choose to spend Credits on the roll to improve your results, adding a Gambler's Die for each spent Credit to whatever you rolled previously. You may expend as many Credits as you choose, up to a maximum equal to the number of levels of exhaustion you have.

Also at 6th level, if you fail an ability check or saving throw, you can choose to automatically succeed on the check; when you do so, you gain a level of exhaustion.

Additionally at 6th level, your critical chances increase. A critical fail takes place on a 1 or a 2 on a d20, while a critical hit takes place on a 19 or a 20.

A Shot in the Dark

Beginning at 11th level, your Stab in the Dark feature gets an overhaul. Now, when you use your Stab in the Dark feature, you no longer receive disadvantage. However, you may not add your ability score modifier to the attack or damage rolls. You may apply your 9th level Maturity of Chances feature to this roll. When you roll a critical fail, you gain a level of exhaustion. On a critical hit, rather than doubling the first number you roll, you gain a bonus to your damage equal to one roll of your Gambler's Dice. You may still wager additional dice to improve your damage die, you may receive the disadvantage caused by the additional wagering, and you are still capped at a maximum of a d12. If you wager an additional die and roll a critical failure, you gain an additional stack of exhaustion. Finally, you can only use your Stab in the Dark feature once per turn.

Additionally at 11th level, your critical chances increase. A critical fail takes place on 1, 2, or 3 on a d20, while a critical hit takes place on 18, 19, or 20.

Reap What You Sow

Starting at level 15, you have grown resilient from consistently pushing yourself to the edge. Your Hit Point Maximum increases by two points for every level in this class that you take (up to a maximum of +40 at level 20). When you use your Stab in the Dark feature, you no longer gain exhaustion from a critical fail. However, on a critical fail, you take the full damage from your Stab in the Dark attack, instead of your target; you cannot benefit from resistance to this damage.

Additionally at 15th level, your critical chances increase. A critical fail takes place on 1, 2, 3, or 4 on a d20, while a critical hit takes place on 17, 18, 19, or 20.

Venture's Payout

At level 20, you have attained the pinnacle of high risk, high reward. Your Gambler's Dice increase in size to a d20. When rolling a d20 for damage, it cannot create a critical hit or fail; only an attack roll—NOT a damage roll—can trigger a critical effect. If the attack roll is a critical hit or fail, the damage roll is still affected by that critical effect.

Additionally, when you land an attack from Stab in the Dark, you can choose to roll a d100 and deal that much damage to your target, rather than rolling your two d20's and multiplying them together. On a critical hit, you may roll a d20 and add that damage to your d100.

Finally, at 20th level, your critical chances increase. A critical fail takes place on 1, 2, 3, 4, or 5 on a d20, while a critical hit takes place on 16, 17, 18, 19, or 20.

Fate-Weaver

The Fate-Weavers are a legend amongst those at betting tables: Gamblers who have been blessed with power over luck and fate. Whether through a deal with a devil, innate magic attunement, or attracting the attention of some deity of chaos or luck, you have gained access to magic that allows you to influence the luck of you and those around you.

Spellcasting Ability

Charisma is your spellcasting ability for your Fate-Weaver spells, since you conjure your spells through the force of your will and determination to manipulate fate. 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 spell you cast and when making an attack roll with one.

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

Additionally, you may use a gaming set you are proficient with as a spellcasting focus for your Fate-Weaver spells.

Fate-Weaver Spells

You learn the spells from the following Fate-Weaver spells table at the designated Gambler level. You may cast these spells with any spell slots you have from other classes, but you do not gain any spell slots from your levels as a Fate-Weaver. Instead, you gain alternative ways to cast spells, detailed in the spellcasting and Gambler's Dice Specialization features.

Class Levels	Spells
3	Guidance, Resistance, Bless, Bane
6	Mind Sliver, Vicious Mockery, Detect Thoughts, Silvery Barbs
11	Disguise Self, Phantasmal Force, Augury, Blur
15	Confusion, Misperceive, Modify Memory, Seeming
20	Phantasmal Killer, Synaptic Static

Note: If Silvery Barbs (from Strixhaven: A Curriculum of Chaos) is unavailable or disallowed from your table, discuss with your DM about a replacement spell to take its place; a suitable replacement would be a spell of 1st or 2nd level, and would typically be of the Divination, Enchantment, or Illusion schools of magic, although there may be some Abjuration spells that would be appropriate as well, such as Warding Bond or Shield.

Mind Sliver (Tasha's Cauldron of Everything) and Synaptic Static (Xanathar's Guide to Everything) may also be substituted, if they are not usable at your table; for Mind Sliver, consider replacing with a cantrip that has an additional effect like Frostbite or Thorn Whip. For Synaptic Static, consider a high-level spell such as Geas, Mass Suggestion, or Feeblemind.

Fate-Weaver Spellcasting

In order to cast your Fate-Weaver spells, you must spend Credits. Alternatively, you may attempt to cast any spell of 1st level or higher from the Divination, Enchantment, or Illusion schools of magic, even if you do not know the spell. You spend one Credit for each level of the spell you are casting, and you may upcast the spell by spending additional Credits. The maximum number of Credits you can spend on any given spell is equal to half your Gambler's level, rounded up.

When attempting to cast a spell not listed on the Fate-Weaver spell table, or one that is a Fate-Weaver spell but is not given to you until a higher Gambler level, you must roll a Gambler's Die and consult the Winds of Fortune table below to determine what happens when you attempt to cast the spell.

Also, if you have spells from another source than your Fate-Weaver spells, and these spells allow you to cast them by expending a spell slot, you may cast them by spending one Credit per level of the spell you are casting, and you count as a spellcaster to qualify for features and feats that require spell slots or spellcasting. When you use these other spells, you do not need to roll on the Winds of Fortune table, even if the spell is not a Fate-Weaver spell.

Any cantrips you have can be cast without expending a Credit.

Winds of Fortune

#	Effect of attempting to cast the spell:
1	The spell fails to cast.
2	The spell fails to cast, but an enemy of your choosing within 60 feet must roll a d4 and subtract the roll from its next attack roll or saving throw.
3	The spell takes effect, but you take 1d4 psychic damage. This effect does not require you to make a concentration check if you are concentrating on a spell.
4	The spell takes effect, and you gain temporary hit points equal to your level in this class.
5	The spell takes effect as intended.
6	The spell takes effect as intended.
7	The spell fails to take effect, but you regain a Credit.
8	The spell takes effect as intended.
9	The spell takes effect, but you gain disadvantage on your next attack roll.
10	The spell takes effect as intended.

11	The spell takes effect as intended.
12	The spell fails to take effect; instead, you cast Shatter at 4 th level, centered on yourself.

Gambler's Dice Specialization

Starting at 3rd level, your Stab in the Dark feature is now an entire action to use, and you make your weapon attack as part of it; you cannot benefit from Extra Attack and cannot make a bonus action attack with features that require you to take the Attack action, as you are no longer using the Attack action. However, on the same turn you use the Stab in the Dark action, you may cast a spell as a bonus action. Consult the Fate-Weaver Spell Table for all the spells you can cast in this way; for you, when using this feature, any of those spells with a casting time of one action can be cast as a bonus action, and the spell can only be cast at its lowest level.

Blood Magic

Starting at level 6, you gain an understanding of the luck-imbued magic flowing through your veins. As a bonus action, you may spend a Credit. Roll a Gambler's Die. You take damage equal to this roll as you magically force a small amount of your blood out of your body and infuse it into a melee weapon you are touching. For the next ten minutes, the weapon is considered magical if it is not already a magic weapon, and the weapon gains an additional damage die. This die is equal in size to your Gambler's Dice, and it deals force damage. You cannot target a weapon already benefitting from this feature.

Pick a Card...

Beginning at 11th level, you can use a gaming set you are proficient with as a distraction or for entertaining those around you. When you do so, you can imbue your gaming set with magic and manipulate it in any way you desire that does not cause harm to you or anyone around you. Any ability check you make as part of this gains a bonus to its rolls equal to a roll of one of your Gambler's Dice. This does not consume a Credit, and it can still benefit from your Luck of the Divine feature.

Additionally at 11th level, if you fail a Concentration check, you can spend two Credits to convert that fail into a success.

Laplace's Gift

Starting at 15th level, you gain the ability to weave fate around you and redirect it towards others. You can use this ability in one of two ways.

As a bonus action on your turn, you can go into a trance; when you do so, and as a bonus action on subsequent turns, you may grant an ally within 30 feet—not including yourself—advantage on any attack rolls or saving throws they make until the beginning of your next turn. This trance lasts for one minute.

Alternatively, you may use an action and target one willing creature within 30 feet, granting it advantage on all skill checks, attack rolls, and saving throws for ten minutes.

Regardless of how you use this feature, you may not use it again until you take a long rest, unless you expend 4 Credits to do so.

Venture's Payout

At level 20, you are attuned to the tapestry of fate and magic that connects everything. The cost for casting a spell or using one of your Fate-Weaver features is decreased by one Credit (minimum 0). When you cast a spell that does not consume a Credit, you can choose not to roll on the Winds of Fortune table.

Investor

Investors are Gamblers who want to take fewer risks and prefer reliability over huge payouts. They will still take risks, but they are more calculated—after all, a dead Gambler can't make use of their rewards.

Gambler's Dice Specialization

At 3rd level, you gain the ability to spend Credits on your ranged attacks made with gaming sets- ignoring the melee requirement from Stab in the Dark when you do so- as you have learned to distance yourself from your risks. However, you can only use your Stab in the Dark feature once per turn.

Otherwise...

Also at 3rd level, you gain an improvement to your Expertise. You may pick another skill, tool, or gaming set that you are proficient with and gain Expertise for that as well. Additionally, when you make an attack with a gaming set you have Expertise with, you may add your extra proficiency bonus to the attack roll.

Light in the Dark

Starting at 6th level, you have learned to grab success when the odds are against you. When you make an attack roll, saving throw, or ability check with disadvantage, if one of the rolls you make is a 20 on a d20 (before modifiers), you may use that for your roll, rather than the disadvantaged roll. This feature does not apply to the disadvantage created by Stab in the Dark.

A Smart Investment

Beginning at 11th level, you have trained your body and mind to improve your general capabilities and reduce risk in a wider set of scenarios. You gain proficiency in heavy armor. Furthermore, you learn an additional language or gain either a tool or a gaming set proficiency, and you gain two skill proficiencies. Finally, you gain Expertise in one of the skills, tools, or gaming sets you are proficient with.

Safety Dance

Starting at 15th level, when you use your Stab in the Dark feature, your Gambler's Dice are locked into a d10; it will not increase any further, as you have focused on decreasing your risk rather than increasing your rewards.

Additionally at 15th level, you may spend a Credit as a reaction to getting hit with an attack; when you do so, roll a Gambler's Die. Divide the result by 2 (rounded up). You may add this number to your AC until the end of your next turn. If the triggering attack would miss as a result of your new AC, you take no damage from that attack.

Finally at 15th level, after you take the Attack action, you can use the Ready action as your bonus action; when you do so, if you would be able to make an attack as your bonus action, you may ready a single attack, delaying the attack for a specific trigger, although you can also use this bonus action for anything you would normally be able to Ready.

Venture's Payout

At level 20, you have the utmost confidence in your abilities, and the risks associated with them are of no consequence to you. When you take the Attack action on your turn and use the Stab in the Dark feature, you no longer spend a Credit. You must still have at least one Credit to use your Stab in the Dark feature. You still expend a Credit for attacks using Stab in the Dark that are not part of your Attack action.

Scoundrel

Scoundrels are the most infamous of Gamblers. They make frequent use of their charming demeanor to lie, bluff, cheat, and even steal in order to come out on top of every situation; despite the risks such a lifestyle poses, a Scoundrel delights in the challenge of overcoming adversity through sheer willpower—although the rewards for success certainly make a nice bonus.

Scoundrel Effects

As a Scoundrel, you gain access to several features that utilize your Scoundrel save DC. Charisma is the ability you use to set your Scoundrel save DC.

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

Gambler's Dice Specialization

Beginning at 3rd level, your Gambler's Dice gain an additional effect. When you hit a creature with an attack you used your Stab in the Dark feature on, the creature must succeed a Wisdom Saving throw against your Scoundrel save DC or be charmed or frightened of you for one minute (you may pick whenever you land the attack). An affected creature may attempt to make the saving throw again at the end of each of its turns.

Tried and True

Starting at 3rd level, you learn the Find Familiar spell. Your spellcasting modifier for this spell is Charisma. When you use this feature, you can only cast it as a ritual, and only once per day. Your familiar may take any of the forms listed in the spell, but you may alternatively select any form that is a beast of challenge rating 1/4th or lower and is Small or smaller. You cannot dismiss the familiar or cause it to reappear without casting the spell again, unless you have an alternative way to cast Find Familiar. Your familiar may add your proficiency bonus to any ability checks it makes for skills you are proficient in, as well as benefitting from your expertise, provided the familiar is capable of performing that task in its current form. Your familiar also gains a bonus to its health; its maximum HP increases by 2 per level in this class you take, up to a maximum of +40 at level 20. When you take the Attack action, you can forgo making one of your attacks to allow your familiar to attack on its turn.

Additionally at 3rd level, you gain proficiency with hand crossbows and firearms, if they exist in your world. Once per turn, when you make an attack with one of these weapons and are not using Stab in the Dark, you may add an additional die to your damage roll. This die is the same size as your Gambler's Dice. On a critical hit, you may roll one of the weapon's base damage dice an additional time. On a critical fail, roll your damage dice; a crossbow misfires and deals this damage to you or one of your allies (the DM chooses who), while a firearm deals this much force damage to you and becomes unusable until you use an Action to reset the firearm to a usable state.

Overflowing Charm

Starting at 6th level, you have become so attuned to imposing your will on the world that you can even fortify your body with your mind. Once per long rest, as an action, you can exude charisma for one minute. You and allies within 30 feet of you can add your Charisma modifier (minimum 1) to attack rolls and saving throws, and you may add your Charisma modifier to damage rolls for weapons you are proficient with. You gain a second use of this feature at 11th level.

Additionally, starting at 6th level, you may spend a Credit to attempt to charm a humanoid within 30 feet. The target must make a Wisdom saving throw against your Scoundrel save DC, or it is charmed for one hour. A hostile target has advantage on this saving throw, while a charmed target has disadvantage on it. The humanoid may roll to break free whenever you or an ally does damage to it. If it succeeds on its saving throw, or after it stops being charmed, it realizes that you had attempted to manipulate it.

Smooth Talker

Beginning at level 11, you have advantage on your Charisma-based ability checks to influence other creatures. A creature with an Intelligence of at least 4 can attempt to make a Wisdom (Insight) check against your Scoundrel save DC once every 24 hours; if they succeed, you permanently lose your advantage given from this feature against that particular creature. For creatures with an Intelligence of less than 4, you do not gain advantage. Additionally, you may make your Animal Handling checks with your Charisma stat instead of Wisdom.

Additionally at 11th level, your familiar can now assume the form of any beast with a challenge rating of 1, and it can be of Medium size.

Also at level 11, you receive a second usage of your Overflowing Charm feature.

Unbridled Swagger

Starting at level 15, you gain improved control over your charms. You may now use your Overflowing Charm feature a number of times equal to your proficiency bonus per long rest.

Additionally, while your familiar is within 30 feet of you, it gains a bonus to its AC equal to your Charisma modifier, and you may use your reaction when it takes damage to reduce that damage by half.

Venture's Payout

At level 20, your charisma cannot be contained. Your Charisma stat increases by 4, and your maximum Charisma stat is also increased by 4. Additionally, your Overflowing Charm feature expands greatly. Allies

within 60 feet can now benefit from your Overflowing Charm, and it can be used as a bonus action instead of an action.