

Fool

While most who play the fickle fate of fortune focus on positivity, the fool instead turns the other cheek, making the worst out of a good situation.

The fool is an archetype of the gambler class.

Alignment: Any Chaotic.

Weapon and Armor Proficiency: A fool is proficient with all simple weapons, plus the shortbow, short sword, and any martial weapon when thrown. Fools are proficient with light armor but not with any shields.

This ability modifies the gambler's weapon and armor proficiencies.

Limit Break (Su): At 1st level, the fool receives the Limit Break (Dark One's Own Luck).

Dark One's Own Luck (Su): This Limit Break allows the fool to not spend luck points for the duration of this limit break. In addition, the fool may reroll any one dice, including those of the enemies, once per round, the second result must be kept for a duration of 1 round + 1 round per four gambler levels after 1st. The fool may reroll any one dice an additional time per four gambler levels after 1st. This limit break requires only a swift action.

This ability replaces the Limit Break (Extraordinarily Lucky).

Foolhardy (Ex): Beginning at 1st level, the fool gains a number of temporary hit points per day equal to his gambler level plus his Charisma modifier.

This ability replaces beginner's luck.

Fool's Gold (Su): At 1st level, a fool places his material fortunes on the line to make an attack. A fool may spontaneously spend 15 gil per gambler level, and make a ranged touch attack against any opponent within 30 feet. Money used in fool's gold is lost, vanishing after use. He deals 1d6 + Charisma modifier points of physical damage (piercing, slashing, or bludgeoning, his choice). The fool may make this ability a number of times per day equal to his gambler level + his Charisma modifier.

The fool may accept a penalty to his attack roll up to his Charisma modifier to deal more damage, rolling an additional 1d4 points of damage per two points of penalty he takes. However, the fool runs the risk of harming himself when he makes this attack. If any dice lands on a result of a natural 1, the fool takes damage equal to fool's gold's rolled damage.

At 5th level, the fool upgrades the damage dice for his penalties, to a d6. At 10th level, it becomes a d8, and at 15th level, a d12. The fool cannot make additional attacks with fool's gold, unlike the normal gambler.

This ability replaces and modifies gil toss.

Fortune Favors Fools (Su): At 3rd level, a fool's fortune starts to reverse in peculiar ways. When the fool rolls a 1 on an attack roll, it is instead treated as if they had rolled a natural 20. Furthermore, when the fool rolls a natural 20 on an attack roll (before taking into account this ability), instead of being an automatic hit and critical threat as normal, it causes some completely unpredictable, but not necessarily a bad effect at the GM's discretion.

Additionally, the fool gains a +1 luck bonus to critical confirmation rolls so long as he has one luck point. This

luck bonus increases by +1 every four gambler levels thereafter, but can't exceed the gambler's current total of luck points.

This ability replaces fortune's favor.

Never Lucky (Ex): At 5th level, the fool emits a 10-ft.-aura of unluck causing his enemies to take a -2 penalty to all attack rolls, saves, and skill checks. The fool gains a +2 to morale bonus to attack rolls, saves and, skill checks. The penalties and bonus increases by -2/+2 at 10th level.

This ability replaces breaking even and professional gambler.

Mysterious Fortune (Su): Beginning at 7th level, the fool gains an unnatural ability to not be struck by ranged attacks, and enjoys a 10% miss chance against such abilities. However, he becomes more susceptible to melee attacks, not benefiting from any kind of cover or concealment against them. The ranged miss chance increases by 5% per three gambler levels after 7th.

This ability replaces double or nothing and know when to run.

A Fool and his Money (Su): At 10th level, the fool may use Fool's Gold as a move action, provided that he does not make an attack in the same turn. In addition, when haggling with shopkeepers, increase the DC for getting a discount by 5, the penalty for failure by 10%, and the benefit for success by 30%.

This ability replaces gil rain.

Luck? No, This is Skill! (Ex): The fool is considered to have Weapon Focus feat for both his throwing cards and fool's gold starting at 11th level. If the fool already has either of these feats, he instead gains the benefits of Weapon Specialization feat. If the fool rolls a natural 20 on any attack roll made with either of these, he must immediately make a second attack roll and take the second result, even if it is worse. The fool rolls his damage as normal afterwards, except that he strikes the target in such a manner as to cause them to provoke an attack of opportunity the next time they attack.

This ability replaces all or nothing.

Skew Favor (Su): At 18th level, a fool learns how to twist the odds of fate more into his favor. He gains a +1 bonus to all fool's gold die rolls. In addition, up to 3 times per day, he can maximize the damage dealt from that ability.

This ability modifies and replaces skew favor.