

Gambler

A gambler lives by his luck. He doesn't worry about much of anything, including where his next meal comes from, and trusts to luck—perhaps more than he should. In the end, no matter how much skill one might have to their name, a little fortune or misfortune can go a long way at shifting the balance of power. For those who take risks and live life on the edge, having luck on your side can mean the difference between becoming a legend, or being an unmarked grave. But then, there lies the joy of taking the risk...

Role: Being a gambler is a life of making the right choices. It also helps to have a good hand, and the gambler's friends are his cards. Gamblers work best when their compatriots are really good at what they do.

Alignment: Any.

Hit Die: d8.

Starting Wealth: $4d6 \times 10$ gil (average 140 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

Class Skills

The gambler's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Points at Each Level: 6 + Int modifier.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1 st	+0	+0	+2	+0	Luck Pool, Gil Toss, Throwing Cards, Beginner's Luck, Limit Breaks
2 nd	+1	+0	+3	+0	Gambler Gambit, Evasion
3 rd	+2	+1	+3	+1	Uncanny Dodge, Fortune's Favor (+1)
4 th	+3	+1	+4	+1	Gambler Gambit, Sharpened Cards (+1)
5 th	+3	+1	+4	+1	Professional Gambler, Breaking Even
6 th	+4	+2	+5	+2	Gambler Gambit, Lucky Streak
7 th	+5	+2	+5	+2	Double or Nothing, Know When to Run, Fortune's Favor (+2)
8 th	+6/+1	+2	+6	+2	Gambler Gambit, Sharpened Cards (+2)
9 th	+6/+1	+3	+6	+3	High Roller, Know When to Walk Away
10 th	+7/+2	+3	+7	+3	Gambler Gambit, Gil Rain, Opportunist
11 th	+8/+3	+3	+7	+3	Stalwart, Fortune's Favor (+3)
12 th	+9/+4	+4	+8	+4	Gambler Gambit, Improved Evasion, Sharpened Cards (+3)
13 th	+9/+4	+4	+8	+4	Improved Uncanny Dodge, All or Nothing
14 th	+10/+5	+4	+9	+4	Gambler Gambit, Check
15 th	+11/+6/+1	+5	+9	+5	Lucky Seven, Fortune's Favor (+4)
16 th	+12/+7/+2	+5	+10	+5	Gambler Gambit, Sharpened Cards (+4)
17 th	+12/+7/+2	+5	+10	+5	Jackpot, Cheat
18 th	+13/+8/+3	+6	+11	+6	Gambler Gambit, Skew Favor
19 th	+14/+9/+4	+6	+11	+6	Tempting Fate, Fortune's Favor (+5)
20 th	+15/+10/+5	+6	+12	+6	Gambler Gambit, Sharpened Cards (+5), Even the Odds

Class Features

All of the following are class features of the gambler.

Weapon and Armor Proficiency: A gambler is proficient with all simple weapons, plus the sap, sword cane, short sword, throwing cards, and whip. Gamblers are proficient with light armor but not with any shields.

Limit Breaks (Su): At 1st level, the gambler receives the Limit Breaks (Extraordinary Lucky and Slot Machine).

Extraordinarily Lucky (Su): This Limit Break makes the gambler extremely lucky. Any melee or range attacks automatically misses unless a natural roll of 20 is rolled, and even then, the critical threat is unconfirmed unless another natural roll of 20 is rolled. In addition, while this Limit Break is in effect, the gambler can spend 1 luck point for free without expending per round. This lasts for a duration of 1 round + 1 round per four gambler levels after 1st. This limit break requires only a swift action.

Slot Machine (Su): This Limit Break allows the gambler to test his luck and let the whims of fate determine what shall be his action. Roll 3d6 and consult the table below for the effect. He may choose targets after he has determined the effect of his dice. The DC for the saving throws are (DC 10 + half of the gambler's level + his Charisma modifier), where applicable. The gambler cannot use luck points to reroll the effect.

Slot Machine Limit Break	
Combination	Effect
6-6-6	The gambler may cure all allies within 60 feet of damage equal to 10 hit points per gambler level, or he may harm all opponents within 60 feet with non-elemental damage equal to 10 points of damage per gambler level (Fort save for half).
1-1-1	The gambler is dazed for 1d4 rounds.
Triples (except for all 1s or 6s)	The gambler may choose either to cure one ally within 60 feet of damage equal to 10 hit points per gambler level, or he may harm one opponent within 60 feet with non-elemental damage equal to 10 points per gambler level (Fort save for half).
Doubles (such as 2-2-any other number)	The image of the gambler doubles, granting him a 50% miss chance. It lasts until someone successfully strikes the gambler. If the attack misses and hits the duplicate (or the gambler is subject to an area effect), the attacker, instead, injures himself as if struck by the attack.
Ascending (1-2-3 or 3-4-5 or 4-5-6)	The gambler or an ally within 60 feet gains a luck bonus to a single attack, skill check, or saving throw equal to half the gambler's level (minimum 1). This bonus must be used by the end of the round or its lost.
All Odds (1-3-5)	The gambler can move one of his enemies within 60 feet up to his movement speed, sliding them along the ground like a chess piece. This movement does not provoke attacks of opportunity. A successful Will save reduces this movement to half. The motion may take them beyond the effect's range.
All Even (2-4-6)	The gambler can move one of his allies within 60 feet up to his movement speed, sliding them along the ground like a chess piece. This movement does not provoke attacks of opportunity. The motion may take them beyond the effect's range.
Any Other Combination	The gambler heals 1 damage per gambler level and purges himself of one of any of the following status effects: blinded, confused, dazed, deafened, diseased, fatigued, poisoned, or sickened.

Throwing Cards (Ex): At 1st level, a gambler begins play with a deck of steel, durable playing cards. Durable playing cards don't break due to normal use, whether or not they hit their target; unless the playing card goes missing, a gambler can retrieve and reuse a durable playing card again and again. In the hands of a gambler, this deck of cards is deadly. With a range increment of 20 feet, it deals 1d4 points of slashing or piercing damage

and is treated as a light thrown weapon like shurikens. In addition, a gambler does not provoke attacks of opportunity when throwing within melee range. To replace an entire deck of cards, it costs the gambler 5 gil. These playing cards have a hardness of 1 and 3 hit points per card. The gambler can also upgrade this deck of cards. It costs 300 gil and 1 day of work to upgrade it to a masterwork.

Luck Pool (Su): At 1st level, the gambler gains a reservoir of luck points that he can draw upon to fuel his powers. This luck pool has a number of points equal to his gambler level + his Charisma modifier. The pool refreshes once per day when the gambler rests for a full 8 hours. With these luck points, he can spend them to either grant himself the lucky status effect for any single roll for himself with 1 luck point as an immediate action or take a swift action that does not count against the gambler's normal limit of one swift action per round that can be used with gambler class features. If used on an ability or skill, the ability/skill check cannot take more than 1 round. This does not increase the normal limit of one swift cast spell per turn. These luck points are also used in other class features he receives as he levels.

Gil Toss (Su): At 1st level, a gambler places his material fortunes on the line to make an attack. The gambler can turn up to three coins into deadly projectiles that gain the velocity of a bullet when thrown. The coins retain their normal appearance but can be used as simple thrown weapons with a range increment of 20 feet and a critical multiplier of $\times 2$. The transmuted coins are treated as ammunition for the purposes of drawing them. Like firearm bullets, the coins deal bludgeoning and piercing damage, and attacks with them are resolved as touch attacks within the first range increment. Regardless of whether a transmuted coin hits or misses the target, it is destroyed after the attack. Only the gambler can make attacks with the coins, though other creatures can safely handle them without discharging the ability.

The gambler can make a single ranged attack with a coin as part of using this ability. Different types of coins create different bullet effects. 1-gil coins deal 2d4 points of damage. 10-gil coins deal 2d6 points of damage and count as silver for the purpose of overcoming damage reduction. 100-gil coins deal 2d8 points of damage, count as masterwork weapons, and are treated as adamantite weapons for the purposes of overcoming damage reduction and bypassing hardness. 1,000-gil coins deal 2d10 points of damage and count as +1 weapons (that improves by 1 for every four gambler levels after 1st). All coin bullets deal an additional 1 point of damage per two gambler levels (to a maximum of an extra 10 points of damage at 20th level).

At 7th level, the gambler can throw an additional coin at a -5 penalty as part of a full-attack. At 14th level, he can throw a third coin at a -10 penalty.

Beginner's Luck (Ex): A gambler knows which end of a sword to hold. Poking it in the enemy's direction works unreasonably well for them. At 1st level, the gambler may use his Charisma modifier in place of his Strength modifier on melee attack rolls or in place of his Dexterity modifier on ranged attack rolls.

Gambler Gambits (Su): At 2nd level, a gambler gains one gambler gambit. He gains an additional gambler gambit every even level thereafter. A gambler cannot select an individual gambler gambit more than once. gambler gambits require a gambler to spend luck points.

All In (Su): By spending a luck point, as a swift action, the gambler risks damage to himself to cause maximum damage to an opponent. Before an attack roll is made, he flips a coin (use a coin flip or roll a 1d2). If he calls it correctly and then successfully hits his opponent with an attack roll, his attack deals maximum damage. If he misses, he provokes an attack of opportunity from any creature that threatens him and takes maximum damage from the next attack made by the targeted opponent (if that attack is made within one round).

Bad Draw (Su): The gambler can cause other enemies within range of 30 feet to feel rather lack of fate in the air. By spending a luck point from his pool, as an immediate action, he can cause an opposing enemy target to roll twice on an action and have to take the worse of the two rolls. If the enemy rolls a natural 1 on either roll, the gambler regains his spent luck point.

Critically Lucky (Ex): By spending a luck point, as a swift action, the gambler gains the benefit of the Critical Focus or Improved Critical feat with the weapon he is currently wielding even if he does not meet its prerequisites. By spending 2 luck points, he can also choose any single Critical Feat and gain the benefits of that feat, though he must still meet the prerequisites of that feat. However, for the purposes of these prerequisites his base attack bonus is considered being equal to his gambler level. If he spends 3 luck points, he can choose a second Critical feat and use the first feat chosen as part of the prerequisites for the second feat.

Double Down (Su): After the gambler makes a confirmed critical hit, the gambler can spend a luck point, as a swift action, to make another confirmation roll to increase the critical multiplier by two (to a maximum of x4). Failure means the critical hit is no longer confirmed.

Entropy Shield (Su): By spending a luck point, as a swift action, the gambler can cause a probability field to generate around him or an ally within 100 feet. This field deflects incoming arrows, rays, and other ranged attacks for 1 minute per gambler level. Each ranged attack directed at the subject, the attacker must make an attack roll has a 20% miss chance (similar to the effects of concealment). By spending 2 luck points, this miss chance increases to 50%. The actual intervening factor is subject to GM determination but the default is often a random animal or vermin native to the area moving into the line of fire at the wrong moment, a stone causing the subject to stumble ruining the lead time of targeting foe or an odd gust of wind catching the projectile badly.

Fateful Footing (Ex): By spending a luck point, as a swift action, the gambler alters probabilities, making him extremely dexterous. He gains a +10-ft. enhancement bonus to his base speed and a +2 enhancement bonus to his Dexterity score. In addition, the gambler can also make a single opponent extremely clumsy reducing all its movement rates by 10 feet (to a minimum of 5 feet) and bestowing a -2 penalty to the target's Dexterity score (minimum 1). A successful Will save (DC 10 + half of the gambler's level + his Charisma modifier) negates these penalties for the opponent but not his bonuses. This effect lasts for a number of rounds equal to 1 + his Charisma modifier.

Fortune's Favorite (Ex): The gambler has learned to rely on his luck to stay alive. He can spend a luck point, as a swift action, and add half his gambler level as a luck bonus on all saving throws he makes until the start of his next turn.

Fortune's Strike (Ex): The gambler can spend a luck point, as a swift action, to increase his damage with his weapon for the next strike. Upon a successful hit, the gambler rolls 2d6. If the rolls are double 6's, he does maximum damage (in addition to the 12 he just rolled) with the strike. If the rolls are snake-eyes (double 1's), he stabs himself accidentally with his normal damage (including the 2 he just rolled). Any rolls between are the extra damage he does to the creature.

Good Karma (Ex): The gambler can use his luck to aid an ally—at the risk of his own neck. He can spend a luck point, as an immediate action, to redirect an attack made against an adjacent ally so that it is made against him instead. He must be within reach of the attacker (if a melee attack) or within range of the attack (if a ranged attack) in order to use this ability. The attack roll result remains the same, but it is against the gambler's AC, rather than that of his ally. If the redirected attack hits the gambler, he takes an extra 50% damage from it.

Ill-Fortune (Su): By spending a luck point, as a swift action, the gambler imparts a streak of bad luck on the target. Any actions the target takes in the next round have a 50% chance of failing. A successful Will save (DC 10 + half of the gambler's level + his Charisma modifier) negates this effect.

Improved Ill-Fortune (Su): By spending a luck point, as a swift action, a gambler steals all the luck a creature possesses and gives it all of his bad luck. If he makes a successful attack (successful attack roll, and/or a failed saving throw), he permanently negates any and all luck bonuses the target benefits from and negates

any luck penalties the gambler currently suffers from. In addition, any action the opponent takes has a 50% chance of failing that lasts for a duration of 1 round plus 1 round per three gambler levels. A successful Will saves (DC 10 + half of the gambler's level + his Charisma modifier) negates this effect. The curse bestowed by this ability cannot be dispelled, but it can be removed with an *esuna* spell. **Prerequisite:** The gambler must possess the ill-fortune gambler gambit to be able to select this gambit.

Lucky Strike (Ex): Even the greatest fighters, those who train and drill constantly, occasionally win through sheer luck, so why shouldn't the gambler? He can spend a luck point, as a swift action, and add half his gambler level as a luck bonus on all attack rolls he makes until the start of his next turn. **Prerequisite:** The gambler must possess the fortune's strike gambler gambit to be able to select this gambit.

More Luck Than Skill (Ex): The gambler may have some talent in a particular area, but he still depends on his luck to see him through. He can spend a luck point, as a swift action, and add half his gambler level as a luck bonus on all skill checks he makes until the start of his next turn.

Shot in the Dark (Ex): The gambler has a knack for shooting blind. He can spend a luck point, as a swift action, to ignore the penalties of blindness, concealment, or invisibility with his next shot with any projectile.

Stacking the Odds (Su): The gambler's intuitive luck and experience lets him increase his chances and push the envelope of fate further than ever. As a swift action, he has the choice of spending either 1 luck point for an extra move action, 2 luck points for an extra standard action, or 3 luck points for an extra full round action once per turn. This ability cannot be spent upon more than once a turn. **Prerequisite:** The gambler must be at least 10th level to select this gambit.

Sudden Opportunity (Ex): By spending a luck point, as an immediate action, a gambler can cause an attack of opportunity to occur just for him, this counts against his number of attacks of opportunity allowed in a round. Opponents subject to this attack of opportunity are considered flat-footed (against this one attack only).

Twist the Pattern (Ex): By spending a luck point, as a swift action, a gambler can take 10 as a swift action or take 20 as a full-round action on one singular skill check that can normally be performed in one round even if he is distracted. He can grant this benefit to a creature within 100 feet if the skill normally allows the creature to take 10 or take 20.

Evasion (Ex): Sensing which way the wind is blowing turns out to be a useful survival trait as well as a useful money-making trait. At 2nd level, the gambler can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the gambler is wearing light armor or no armor. A helpless gambler does not gain the benefit of evasion.

Uncanny Dodge (Ex): Nothing says "stop winning so much" like the other sort of blackjack. At 3rd level, the gambler cannot be caught flat-footed, nor does he lose his Dexterity bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A gambler with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him. If the gambler already has uncanny dodge from a different class, he automatically gains improved uncanny dodge instead.

Fortune's Favor (Su): At 3rd level, a gambler can gain a +1 luck bonus to AC so long as he has one luck point. This luck bonus increases by +1 for every four levels thereafter, but can't exceed the gambler's current total of luck points. Multiple luck bonuses do not stack with each other.

Sharpened Cards (Su): At 4th level, a gambler gains a +1 bonus on attack and damage rolls with throwing cards. This bonus increases by +1 for every four gambler levels beyond 4th.

Professional Gambler (Ex): At 5th level, the gambler adds half his gambler level to all Profession (gambling), Sense Motive, and Bluff skill checks.

Breaking Even (Su): At 5th level, as a swift action, the gambler chooses one creature he can see. For the next minute, whenever he hits the target with an attack, he regains hit points equal to his Charisma modifier (minimum of 1). However, whenever he misses the target, he takes damage equal to the same amount. The gambler can use this ability a number of times per day equal to 3 + his Charisma modifier.

Lucky Streak (Ex): Sometimes, there's too much money on the table to cut and run. At 6th level, as a swift action, the gambler may trigger a state where his force of personality imposes itself upon the world and keeps him alive in the face of unlikely odds. He gains a +4 morale bonus to Charisma and may add his Charisma modifier as a bonus to his saving throws and Armor Class. This state lasts for a duration of 1 round + his Charisma modifier, after which time he is fatigued until the end of the encounter. He may use this ability once per day, plus one additional time per day for every four gambler levels above 6th.

Double or Nothing (Su): At 7th level, after the gambler hits with a weapon attack, he may use this ability as a free action to choose odds or evens. If the total number on his damage dice matches his choice, he can apply double the damage rolled. However, on an incorrect result, his damage is halved (rounded down).

Know When to Run (Ex): A gambler that has learned to cheat, quickly learns to run. A 7th level gambler may move at twice his normal speed. If he does so, he loses his Dexterity bonus to AC for one round and automatically fails any check to avoid being tripped.

High Roller (Su): At 9th level, when the gambler hits a creature with a weapon attack, but does not score a critical hit, he can try to attempt to turn it into one. Starting with the number shown on the triggering attack roll, as an immediate action, the gambler chooses higher or lower and rolls the dice again. If he successfully guesses the outcome three times in a row, the original attack becomes a critical hit. The gambler can use this ability a number of times per day equal to 3 + his Charisma modifier.

Know When to Walk Away (Ex): By 9th level, a gambler has learned that sometimes the only way to break even is to not play. He learns to move at half movement speed without provoking attacks of opportunity.

Gil Rain (Su): At 10th level, a gambler can use his gil toss ability to hit any number of creatures within 30 feet by spending gil (must use the same type of coins) and making a ranged touch attack for each creature. However, he cannot make multiple attacks with his gil toss ability through the gil rain ability.

Opportunist (Ex): At 10th level, once per round, a gambler can make a melee attack of opportunity against an opponent who has just been struck for damage in melee by another creature. This attack counts as the gambler's attack of opportunity for that round. Even a gambler with the Combat Reflexes feat cannot use the opportunist ability more than once per round. The gambler must be threatening his opponent to use this ability.

Stalwart (Ex): At 11th level, this ability grants the gambler the ability to alter the likelihood of secondary effects interacting with him. If he makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, he instead avoids the effect entirely. This ability can only be used if the gambler is wearing light armor or no armor. A helpless gambler does not gain the benefit of the stalwart ability.

Improved Evasion (Ex): At 12th level, the gambler knows when to run. Hell, he started running half a second earlier. This ability works like the gambler's evasion, except that while the gambler still takes no damage on a successful Reflex saving throw against attacks, henceforth, he takes only half damage on a failed save. A helpless gambler does not gain the benefit of improved evasion.

Improved Uncanny Dodge (Ex): A gambler of 13th level is already hard to catch with his pants down and can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies creatures the flanking bonus by flanking him, unless the attacker has at least four more levels than the target does.

All or Nothing (Ex): When the chips are down, the gambler doesn't see danger, he sees chips for the taking. At 13th level, the morale bonus to Charisma granted by the gambler's Lucky Streak ability improves to +6, and while the ability is active, he gains DR/- equal to his Charisma modifier.

Check (Ex): At 14th level, a gambler learns to use inaction to his advantage. When in combat and an opponent within 100 feet does nothing except move on his turn, a gambler may check as an immediate action. He gains a +1 bonus to attack, damage, saves, and AC versus this opponent. He may check multiple times against the same opponent, each time increasing his bonuses by one.

Lucky Seven (Su): At 15th level, the gambler's weapon attacks can score a critical hit on a natural roll of 7 or 20.

Jackpot (Ex): They'll have to invent a new lucky star just for the gambler. At 17th level, any luck bonuses the gambler benefits from have their numerical value increased by one (for example, a L1 time materia attached to armor would provide her with a +3 luck bonus on initiatives instead of the usual +2).

Cheat (Ex): An experienced gambler knows that sometimes the best odds are outside the game. Beginning at 17th level, a gambler may attempt a feint as a swift action, using his Sleight of Hand skill rather than his Bluff skill, and opposed by his opponent's Perception skill, rather than his Sense Motive. If he fails, he provokes an attack of opportunity from this opponent.

Skew Favor (Su): At 18th level, a gambler learns how to twist the odds of fate more into his favor. He gains a bonus to all gil toss and gil rain damage rolls equal to his Charisma modifier. In addition, up to 3 times per day, he can maximize the damage dealt from these abilities.

Tempting Fate (Ex): At 19th level, the gambler is very hard to kill. As an immediate action, if the gambler has at least 1 hit point remaining and would be dealt enough damage to kill him, he can spend a luck point to take only enough damage to reduce him to a negative number of hit points equal to 1 less than Constitution score and he automatically stabilizes.

Even the Odds (Ex): An experienced gambler always seems to know the best line of play. Rather than a victim of bad luck, the gambler employs random probability to his advantage. At the start of each day, a 20th level gambler may roll a number of dice equal to his Charisma modifier of any die type. Instead of making a random roll, as an immediate action, the character can instead substitute one of these pre-rolled dice for a die of the same size for himself or any opponent targeting him (including area effects).