



Gamblers Pact Warlock

level 1 version



Double-Dealing	Warlock Attack 1	Double-Dealing	Warlock Attack 1
<i>While many nimble fingers can manipulate cards, it takes a nimble mind like yours to cheat the elemental huxtropy entities. You conjure back a powerful card to expend it again.</i>		<i>While many nimble fingers can manipulate cards, it takes a nimble mind like yours to cheat the elemental huxtropy entities. You conjure back a powerful card to expend it again.</i>	
At-Will ♦ Arcane, Implement; Varies		At-Will ♦ Arcane, Implement; Varies	
Standard Action	Ranged 10	Standard Action	Ranged 10
Requirement: You must be wielding your <i>huxtropy deck</i> , and there must be at least one damage card in its discard pile.		Requirement: You must be wielding your <i>huxtropy deck</i> , and there must be at least one damage card in its discard pile.	
Target: One creature		Target: One creature	
Attack: Charisma [] vs. Reflex		Attack: Charisma [] vs. Reflex	
Hit: 1[X] + Charisma [] modifier damage. The amount of X and type of damage are determined by your choice of damage card from your <i>huxtropy deck</i> discard pile. Then, put the chosen card at the bottom of your <i>huxtropy deck</i> .		Hit: 1[X] + 1d8 + Charisma [] modifier damage. The amount of X and type of damage are determined by your choice of damage card from your <i>huxtropy deck</i> discard pile. Then, put the chosen card at the bottom of your <i>huxtropy deck</i> .	



level 21 version

Chaos Gambler Paragon Path

 normal version

<div>High CardChaos Gambler Attack 11</div> <div>Grabbing the top card of your deck, you let the innate energy of the chaos suffuse the card. As it shoots through the air, the entropic energies surge up to consume your enemy.</div> <div>Encounter ♦ Elemental, Weapon; Varies</div> <div>Standard ActionRanged weapon</div> <div>Requirement: You must be wielding your huxtrophy deck.</div> <div>Target: One creature</div> <div>Attack: Dexterity or Charisma [] vs. AC</div> <div>Hit: 1[W] + Dexterity or Charisma [] modifier damage, plus additional effects according to the damage type as determined by your huxtrophy deck.</div> <div>♦ Cold (Frost) – The target is immobilized until the end of your next turn.</div> <div>♦ Fire (Flame) – 1d10 additional fire damage.</div> <div>♦ Lightning (Storms) – The target is dazed until the end of your next turn.</div> <div>♦ Necrotic (Death) – The target is weakened until the end of your next turn.</div>	<div>Karmic LuckChaos Gambler Utility 12</div> <div>Though you have succumbed to the elemental gamblers' bad luck, you manipulate the magic to create a karmic effect of good luck.</div> <div>At-Will ♦ Elemental</div> <div>Free ActionPersonal</div> <div>Trigger: You miss with an attack while wielding your huxtrophy deck and there is a Joker card in its discard pile</div> <div>Effect: Reroll the attack roll with a +2 bonus. Use the second result even if it's lower. Shuffle a Joker in your huxtrophy deck discard pile back into the deck.</div> <div>Karmic LuckChaos Gambler Utility 12</div> <div>Though you have succumbed to the elemental gamblers' bad luck, you manipulate the magic to create a karmic effect of good luck.</div> <div>Encounter ♦ Elemental</div> <div>Free ActionPersonal</div> <div>Trigger: You miss with an attack while wielding your huxtrophy deck</div> <div>Effect: Reroll the attack roll with a +2 bonus. Use the second result even if it's lower.</div> <div>Special: You may only use this version of the power if you have managed to remove the Jokers from your deck.</div>	<div>Chaos FanChaos Gambler Attack 20</div> <div>In swift sequence, you draw and sling three cards at various opponents; each card surges with its own suit's power.</div> <div>Daily ♦ Elemental, Weapon; Varies</div> <div>Standard ActionRanged weapon</div> <div>Requirement: You must be wielding your huxtrophy deck.</div> <div>Target: One, two, or three creatures</div> <div>Attack: Dexterity or Charisma [] vs. AC</div> <div>Hit: 2[W] + Dexterity or Charisma [] modifier damage, plus additional effects according to the damage type as determined by your huxtrophy deck.</div> <div>♦ Cold (Frost) – The target is immobilized (save ends).</div> <div>♦ Fire (Flame) – Ongoing 1d10 fire damage (save ends).</div> <div>♦ Lightning (Storms) – The target is dazed (save ends).</div> <div>♦ Necrotic (Death) – The target is weakened (save ends).</div> <div>Miss: Half damage.</div>
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 sans-Jokers version