

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



**GYPSY**







LEAD DESIGN  
**Reid Stewart**

ART  
**Jeff Hill**

GRAPHIC DESIGN  
**Ivan Manolov**

DESIGN  
**Richard Kinch, Corrado Marcucci, Chip Krolik**

PLAYTESTING  
**Israel T, Jason M, Owen H, Paul A**

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# Gypsy

Seers, sages, soothsayers - gypsies go by many names. In truth, the mysteries shrouding these enigmatic vagabonds transcend the labels of mortal men. They are the mediums of fate, seers into the fabric of the weave. Perhaps the gypsy reads omens, perhaps her sight travels forth in time; the only certainty is that her visions manifest through cards. A gypsy's deck is her conduit, a focus of immense power that allows her to react to the present before it ever occurs. In the space of a few seconds, these augurs see that which is and that which shall come to pass. Or perhaps, that which should have come to pass. For in those pivotal moments between sight and reality the fingers of a gypsy sidle to work, ever-subtly testing the boundary between destiny and volition.

**Role:** A gypsy's gifts are every bit as versatile as they are unpredictable. Some manipulate fate with a demeanor of peace, foretelling the occurrence of restorative magics. Still others portend the doom of their foes, specializing in destructive divinations. There are even gypsies whose blades resonate with divine inspiration, culling foes far beyond the scope of mortal men.

**Alignment:** Any nonlawful.

**Hit Die:** d6.

## Class Skills

The gypsy's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Escape Artist (Dex), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Perform (Cha), Ride (Dex), Sense Motive (Dex), Sleight of Hand (Dex), Spellcraft (Int).

**Skill Ranks per Level:** 6 + Int modifier.

## Class Features

The following are class features of the gypsy.

**Weapon and Armor Proficiency:** Gypsies are proficient with all simple weapons, plus the rapier, scimitar, short sword and one additional bladed weapon of the player's choice weighing under 4 lbs. They are proficient with light armor, but not with shields.

**Deck of Divination (Sp):** A gypsy utilizes a deck of divination cards that activate only for the character who created them. Each card represents a single spell that may be selected from any class spell list. The gypsy may have no more than one of a particular spell in her deck at any time. A spell foretold by a divination card is always considered divine. This ability does not constitute a spell list. As such, it does not grant the gypsy the ability to use scrolls, staves or wands without passing the appropriate checks.

Once per turn, provided the gypsy has a free hand, she may draw the top card from her deck as a swift action. She may then direct the spell depicted on the card by expending the appropriate action according to the casting time of the spell. A card must be discarded at the end of the turn in which it is drawn. Discarding a card is a free action. Once discarded, a card ceases to function until the following day, when it must be returned to the deck and shuffled with the rest of the cards.

At the start of her day, the gypsy must shuffle her deck or the magic in the cards does not function. A gypsy may omit any number of cards from her deck prior to shuffling, but any cards omitted prior to shuffling will not function until shuffled into her deck the following day. If any card other than the top card is drawn, the entire deck ceases to function until the next day. The cards in the deck must remain face down until drawn - if the face of any card is seen before it is drawn, the entire deck ceases to function until the following day.

In order to create a divination card, the gypsy must succeed on a Craft (card) skill check. The DC is equal to the spell level of the card x 3. It takes 50g worth of raw materials (exotic inks and fine card stock) to create a divination card. Regardless of the cost, the gypsy may attempt



to create one and only one card per day. If the gypsy wishes to create a card depicting a spell that has a material component cost, then 3 times the normal quantity of components must be offered to the fates at the time of creation, or the card will not function when drawn. If the gypsy wishes to create a card depicting a spell that requires a focus, then that focus must be provided at the time of creation; thereafter, the card itself serves as the spell's focus. Cards may not be drafted with metamagic, and they may not be used in conjunction with magic item creation feats. A gypsy may only create a divination card if she could include it in her deck the following morning (she cannot create spare divination cards or divination cards that she does not yet have access to). At any time, the gypsy may destroy a card from her deck, thereby freeing space for a different card of the same spell level. A divination card is every bit as fragile as a mundane card.

To foretell the magic imbued in a card, a gypsy must have a Wisdom score of at least 10 + the spell level. The Difficulty Class for a saving throw against a gypsy's divination card is 10 + the spell level + the gypsy's Wisdom modifier.

The gypsy may have a number of cards in her deck based on her level. The parameters of her deck are given on Table: Gypsy. In addition, she receives bonus cards if she has a high Wisdom score.

**Premonition (Su):** Gypsies are capable of having premonitions, symbolic visions related to a query. At 1st level, a gypsy may use this ability once per day. At 7th level and every 6 levels thereafter, she gains an additional daily use of this ability. The base chance for a successful premonition is 70% + 1% per gypsy level, to a maximum of 90%. If her premonition fails, the gypsy experiences a nightmare so vivid that it inflicts 1d6 points of damage per gypsy level. Premonitions are full-round actions that last for 1 round. While experiencing a premonition, the gypsy is considered unconscious.

At the GM's discretion, a premonition may be forced upon a gypsy. GM-induced premonitions automatically succeed and do not consume a daily use of this ability.

**Wanderlust (Ex):** At 1st level, a gypsy gains Fleet as a bonus feat. The gypsy gains one additional instance of this feat for each additional bard, gypsy and rogue in her party.





Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Divination Cards								
						1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>	8 <sup>th</sup>	9 <sup>th</sup>
1	+0	+0	+2	+2	Deck of Divination, premonition (1/day), wanderlust	3	-	-	-	-	-	-	-	-
2	+1	+0	+3	+3	Augury	4	-	-	-	-	-	-	-	-
3	+1	+1	+3	+3	The sight +1	5	-	-	-	-	-	-	-	-
4	+2	+1	+4	+4	Augury	6	3	-	-	-	-	-	-	-
5	+2	+1	+4	+4		6	4	-	-	-	-	-	-	-
6	+3	+2	+5	+5	Augury, the sight +2	6	5	3	-	-	-	-	-	-
7	+3	+2	+5	+5	Premonition (2/day)	6	6	4	-	-	-	-	-	-
8	+4	+2	+6	+6	Augury	6	6	5	3	-	-	-	-	-
9	+4	+3	+6	+6	The sight +3	6	6	6	4	-	-	-	-	-
10	+5	+3	+7	+7	Augury	6	6	6	5	3	-	-	-	-
11	+5	+3	+7	+7		6	6	6	6	4	-	-	-	-
12	+6/+1	+4	+8	+8	Greater augury, the sight +4	6	6	6	6	5	3	-	-	-
13	+6/+1	+4	+8	+8	Premonition (3/day)	6	6	6	6	6	4	-	-	-
14	+7/+2	+4	+9	+9	Greater augury	6	6	6	6	6	5	3	-	-
15	+7/+2	+5	+9	+9	The sight +5	6	6	6	6	6	6	4	-	-
16	+8/+3	+5	+10	+10	Greater augury	6	6	6	6	6	6	5	3	-
17	+8/+3	+5	+10	+10		6	6	6	6	6	6	6	4	-
18	+9/+4	+6	+11	+11	Greater augury, the sight +6	6	6	6	6	6	6	6	5	3
19	+9/+4	+6	+11	+11	Premonition (4/day)	6	6	6	6	6	6	6	6	4
20	+10/+5	+6	+12	+12	Greater augury	6	6	6	6	6	6	6	6	6

**Augury:** As a gypsy gains experience, she acquires potent methods of manipulating fate. Starting at 2nd level, a gypsy gains an augury. She gains an additional augury for every 2 levels of gypsy attained after 2nd level. A gypsy cannot select an individual augury more than once.

Unlike standard divination cards, unique cards granted by auguries constitute supernatural abilities. They can't be disrupted in combat and don't provoke attacks of opportunity. They aren't subject to spell resistance, counterspells, or dispel magic, and don't function in antimagic areas. The Craft (card) DC of a unique card granted by an augury is equal to 5 + the augury's required gypsy level.

**Broadened Horizons (Su):** If the spell or effect written on a card is not used, a gypsy need not

discard it for one additional turn.

**Cast in Stone (Su):** The saving throw DC of all cards in a gypsy's deck of divination is increased by 1.

**Distant Prophecy (Su):** Extend spell may be spontaneously applied to a single card per day. This does not increase the casting time. A gypsy must discard a number of cards from the top of her deck equal to the extended card's unmodified spell level in order to activate this effect.

**Evasive Tramp (Ex):** A gypsy with this augury gains evasion. A gypsy must have at least 6 gypsy levels before selecting this augury.

**Foreboding Vision (Su):** Empower spell may be spontaneously applied to a single card per day. This does not increase the casting time. A



gypsy must discard a number of cards from the top of her deck equal to the empowered card's unmodified spell level in order to activate this effect. A gypsy must have at least 6 gypsy levels before selecting this augury.

**Harrow Skeptic (Su):** Once per day, a gypsy with this augury may add 5 to her caster level check to overcome a creature's spell resistance. This ability may only be used against a creature that has resisted a spell cast from the gypsy's divination cards, and the use of this augury must be declared before the roll is made. A gypsy must have at least 8 gypsy levels before selecting this augury.

**Inevitable Conclusion (Su):** 2 copies of any card may be included in a gypsy's deck, subject to her normal deck limitations on Table: Gypsy. This augury does not apply to cards granted by other auguries. A gypsy must have the *recurring archetype* augury before selecting this augury. A gypsy must have at least 6 gypsy levels before selecting this augury.

**Manifest Destiny (Su):** This augury allows a gypsy to declare the name of a single card and remove the top card from her deck until she draws the card she named. The entire process takes a single swift action. All cards drawn prior to the card she named must be discarded.

**Premature Prognostication (Su):** A gypsy with this augury may create a single card one spell level above her normal limit and include it in her deck. She does not receive bonus cards at this level based on her Wisdom score. Upon reaching gypsy level 18, this augury instead grants 1 additional card at spell level 9. A gypsy must have at least 8 gypsy levels before selecting this augury.

**Queen of Wands (Su):** A gypsy with this augury may create the Queen of Wands and include it in her deck. This card functions exactly like the cleric's channel negative energy ability, using the gypsy's level as her cleric level. This card need not be discarded at the end of the gypsy's turn, but the gypsy may not draw another card until it is discarded. The Queen of Wands may be used 3 times per draw. After each use of this

card, the gypsy must discard the top card from her deck, although she may still activate this effect if she has no cards left to discard.

**Recurring Archetype (Su):** 2 copies of a single card may be included in a gypsy's deck, subject to her normal deck limitations on Table: Gypsy. This augury does not apply to cards granted by other auguries.

**Strength (Su):** A gypsy with this augury may create the Strength card and include it in her deck. Once drawn, this card grants the gypsy a +2 insight bonus to attack rolls, Strength and Constitution until it is discarded. At gypsy level 10, these bonuses increase to +4. This card does not need to be discarded at the end of the gypsy's turn, but the gypsy may not draw another card until it is discarded.

**The Fool (Su):** A gypsy with this augury may create The Fool and include it in her deck. Once drawn, the gypsy may direct the forces within the card as a standard action, setting one creature she can see into motion. The target of this card immediately takes an extra turn, as if its turn had come up in the initiative order.

**The Hanged Man (Su):** A gypsy with this augury may create The Hanged Man and include it in her deck. Once drawn, this card immediately takes effect. It grants the gypsy's entire party fast healing equal to her gypsy level. The gypsy does not need line of sight or line of effect to include a target in this effect, and her party is defined as herself plus any player character or cohort with whom she believes to share a fate. The effect lasts a number of rounds equal to half her gypsy level. The effect expires immediately if anyone in her party takes a standard or full-round action. If the effect expires before a standard or full-round action is taken, each target is also affected by a single *restoration* spell. At gypsy level 14, this effect becomes *greater restoration*. This card has no material component cost. A gypsy must have at least 8 gypsy levels before selecting this augury.

**The Hierophant (Su):** A gypsy with this augury may create The Hierophant and include it in her deck. This card functions exactly like the



cleric's channel positive energy ability, using the gypsy's level as her cleric level. This card need not be discarded at the end of the gypsy's turn, but the gypsy may not draw another card until it is discarded. The Hierophant may be used 3 times per draw. After each use of this card, the gypsy must discard the top card from her deck, although she may still activate this effect if she has no cards left to discard.

**The Moon (Su):** A gypsy with this augury may create The Moon and include it in her deck. Once drawn, the gypsy may direct the forces within the card as a standard action, rendering her entire party incorporeal for a number of rounds equal to half her gypsy level. While this card is in effect, the party's equipment is enhanced with the ghost touch special ability. A gypsy must have at least 8 gypsy levels before selecting this augury.

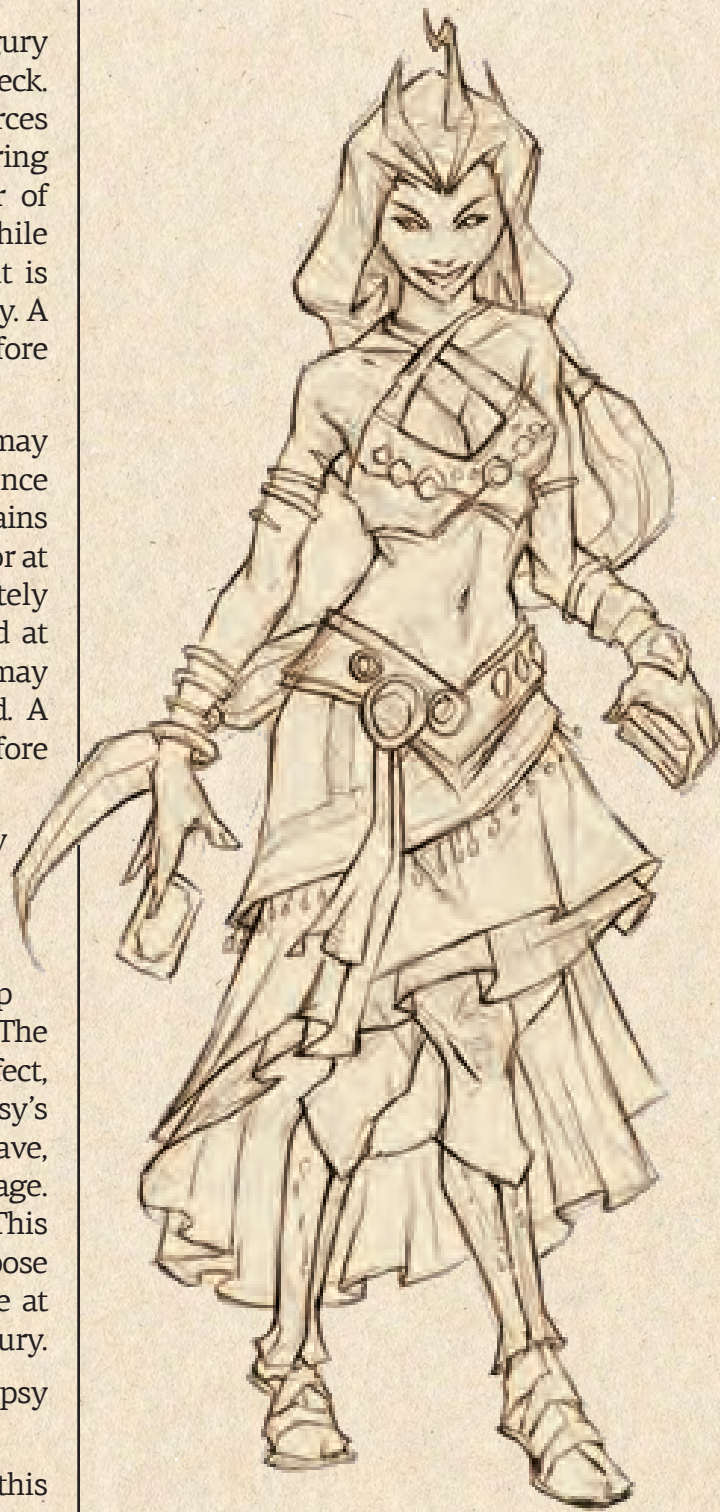
**The Star (Su):** A gypsy with this augury may create The Star and include it in her deck. Once drawn, any character who holds the card gains fast healing 3. If a character holds The Star for at least 3 consecutive minutes, she is completely nourished. This card need not be discarded at the end of the gypsy's turn, but the gypsy may not draw another card until it is discarded. A gypsy must have at least 8 gypsy levels before selecting this augury.

**Two of Cups (Su):** A gypsy with this augury may create the Two of Cups and include it in her deck. Once drawn, as a standard action, the gypsy may attempt to inflict any amount of damage to one creature she can see, up to a maximum of 1d12 per gypsy level. The target receives a Will save to negate the effect, DC 10 + 1/2 the gypsy's level + the gypsy's Wisdom modifier. If the target fails this save, the gypsy suffers an equal amount of damage. This damage cannot be reduced in any way. This card functions as a level 3 spell for the purpose of metamagic auguries. A gypsy must have at least 6 gypsy levels before selecting this augury.

**Twist of Fate (Ex):** This augury allows a gypsy to draw an additional card as a move action.

**Uncanny Intuition (Ex):** A gypsy with this

augury gains uncanny dodge. At gypsy level 8, this augury also grants improved uncanny dodge. The gypsy uses her gypsy level in place of her rogue level when determining whether or not she can be flanked. If a character already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.





**The Sight (Su):** At 3rd level, a gypsy's second sight enhances her mundane senses, granting her a +1 bonus to all Perception and Sense Motive checks. These bonuses rise to +2 when the gypsy reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

**Greater Augury:** At 12th level, and every two levels thereafter, the gypsy may select a greater augury in place of an augury.

**Auspicious Occasion (Su):** This augury allows a gypsy to return her discard pile to her deck and shuffle it as a full-round action, renewing the magic in her cards. This ability may only be used once per month. A gypsy must have at least 16 gypsy levels before selecting this augury.

**Death (Su):** A gypsy with this augury may create the Death card and include it in her deck. Once drawn, this card immediately takes effect. The gypsy must foretell the death of 1 creature she can see as a standard action. The target of this card receives a Will save to negate the effect, DC 10 + 1/2 the gypsy's level + the gypsy's Wisdom modifier. If a creature succeeds on this saving throw, it becomes a skeptic, receiving a +5 bonus to saving throws and spell resistance against a gypsy's divination cards. If a creature did not have spell resistance before making this save, it gains spell resistance against the gypsy's cards equal to its HD + 15. These bonuses last until the target is subjected to *harrow skeptic*. If a creature fails this saving throw, it loses half its hit points and must attempt a Fortitude save at a -5 penalty. If a creature fails this saving throw, it dies instantly. If a gypsy draws Death but does not have a standard action available to direct the forces within the card, she becomes Death's target. A gypsy must have at least 16 gypsy levels before selecting this augury.

**Deft Manipulation (Su):** Quicken spell may be spontaneously applied to a single card per day. However, unlike quickened spells, quickened divination cards may be cast as a free action. A gypsy must discard a number of cards from the top of her deck equal to the quickened card's unmodified spell level in order to activate this effect. A gypsy must have at least 12 gypsy

levels before selecting this augury.

**Exarch of Fate (Su):** Maximize spell may be spontaneously applied to a single card per day. This does not increase the casting time. A gypsy must discard a number of cards from the top of her deck equal to the maximized card's unmodified spell level in order to activate this effect. A gypsy must have at least 12 gypsy levels before selecting this augury.

**Omnipotence (Su):** When using *omniscience*, a gypsy with this augury may rearrange the order of cards as she sees fit. A gypsy must have the *omniscience* augury before selecting this augury. A gypsy must have at least 16 gypsy levels before selecting this augury.

**Omniscience (Su):** As a full-round action, a gypsy with this augury may glance at the face side of the top cards of her deck without suppressing the deck's magic. She may look at a number of cards equal to half her gypsy level. She may not rearrange them in any way. Cards that immediately take effect upon being drawn are not activated by *omniscience*. A gypsy must have at least 12 gypsy levels before selecting this augury.

**The Chariot (Su):** A gypsy with this augury may create The Chariot and include it in her deck. Once drawn, the gypsy may direct the forces within the card as a standard action. As a full-round action on their next turn, the gypsy and every member of her party may teleport, independently, up to 10 miles per gypsy level. The gypsy does not need line of sight or line of effect to include a target in this effect, and her party is defined as herself plus any player character or cohort with whom she believes to share a fate. The gypsy may choose to exclude characters from this effect. This teleportation is not subject to mishap, nor does it provoke attacks of opportunity. However, characters may only teleport to a location that they have seen or to a party member's immediate vicinity. A gypsy must have at least 12 gypsy levels before selecting this augury.

**The Devil (Su):** A gypsy with this augury may create The Devil and include it in her deck.



This card allows the gypsy to charm an enemy, as *charm monster*, with two major exceptions. Firstly, a creature does not receive a +5 bonus to its saving throw if it is being threatened or attacked. Secondly, the attitude of a successfully charmed creature improves to helpful, so that opposed Charisma checks are not required to convince the creature to do something it would not ordinarily do. If the gypsy attempts to charm a creature with this card, the target receives a Will save to negate the effect, DC 10 + 1/2 the gypsy's level + the gypsy's Wisdom modifier. This card functions as a level 7 spell for the purpose of metamagic auguries. A gypsy must have at least 16 gypsy levels before selecting this augury.

**The Emperor (Su):** A gypsy with this augury may create The Emperor and include it in her deck. So long as this card remains in a gypsy's deck and not in her hand or discard pile, the gypsy gains a medium base attack bonus, a +4 insight bonus to AC and a +2 insight bonus to saving throws. A gypsy must have at least 16 gypsy levels before selecting this augury.

**The Tower (Su):** A gypsy with this augury may create The Tower and include it in her deck. Once drawn, The Tower allows a gypsy to draw any number of cards and declare one a creature's fate. This process takes a standard action. Every card that was drawn as a result of The Tower but not declared a creature's fate must be discarded. The gypsy need not discard the fated card at the end of her turn, but she may not draw another card until the fated card has either been destroyed or transferred into the possession of the fated creature. Either the gypsy or the recipient may spend a move action to exchange the card, provided they are adjacent to one another and the recipient has some means to hold the card. Once a creature is in possession of a card declared to be its fate, it may activate the card at any time as if using a scroll. Unlike a scroll, a fated card does not require the fated creature to have the imbued spell on its spell list, pass a Use Magic Device check or have a minimum ability score. The card uses the gypsy's current caster level, and the

saving throw DC is based on the gypsy's Wisdom modifier. The gypsy's magic remains in the card until it has been activated. The space a fated card occupied in the gypsy's deck is considered free the moment it enters the possession of the fated creature. The card may never be returned to the gypsy's deck - once a gypsy gives a card to its fated recipient, it is gone forever. A gypsy may only grant 1 card per use of The Tower. A gypsy must have at least 12 gypsy levels before selecting this augury.



## Handling the Deck of Divination:

A gypsy's Deck of Divination can be a wonderful prop. However, if handled inefficiently, it can also become a hassle. Below are the 3 most highly recommended ways to handle the deck.

**1. The most immersive way to manage the deck:** Print a card template (such as the one provided on the following pages). Write your spells and augury cards onto these templates, cut them out and use them as your gypsy uses her deck in-game.

**2. The most convenient way to manage the deck (long term):** Grab a deck of playing cards. Write the name of every spell and augury card in your deck on a piece of paper. Next to every spell and augury card, write the name of a different playing card (for instance: *Fireball* - Three of Diamonds). Shuffle your playing cards, including only the cards that correspond to a spell or augury card. Use your deck as your gypsy uses her deck in-game (for instance: drawing the Three of Diamonds in real life corresponds to drawing *Fireball* in-game).

**3. The most convenient way to manage the deck (short term):** Write the name of every spell and augury card represented in your deck on a piece of paper. Tear the paper so that each slip contains the name of 1 spell or augury card. Use these slips as your gypsy uses her deck in-game.

Method 1 and method 2 may seem like more work than method 3, but torn slips of paper are easily misplaced. Method 1 or 2 are liable to save you time over the course of a campaign. You may also like to try rolling dice against a chart to simulate a random draw. Be forewarned, however, that this method can be time consuming during actual play. Finally, if you are going to write your spells directly onto a deck of playing cards, be conscious of the fact that most inks dry

slowly on the face of a playing card.

The following template is an example of how one gypsy player denotes his spells.



The card above uses the following shorthand:

**Range:** /L is used to denote 'per caster level'.

**Save:** Neg = negates, 1/2 = half, Par = partial. Spell Resistance is also included on this line: Y = yes, N = no.

**Effect:** A brief note here helps the player remember what the spell does, and its limitations.

**Spell Level** (bottom right-hand corner): It's important to include this, as different classes sometimes gain access to the same spell at different spell levels. In such cases, a gypsy has the luxury of choosing any one of those levels to gain the spell, and it is important to remember at which level the spell was taken (as that will affect saving throw DCs, dispel attempts, metamagic auguries, etc.).



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