

Rite Publishing Presents

The Secrets of the Luckbringer



A new base class brought to you
by Steven D. Russell





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The Secrets of the Luckbringer

Longshot (Designer): Steven D. Russell

Hazard (Additional Design): Ben McFarland

Scarlet Witch (Editor): Stephanie Douglas

Black Cat (Cover Artist):

Michelangelo Merisi da Caravaggio

Gladstone Ganders (Interior Artwork):

Michelangelo Merisi da Caravaggio and Toby Gregory

Shamrock (Layout and Publisher): Steven D. Russell

Dedication: To Owen K.C. Stephens
—for the *Time Thief*.

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New Base Class: Luckbringer

Owain Northway,

You have asked me to explain the nature of my talents though I am loath to give away any edge, I know when the odds are against me. So what follows covers the nature of the class of individuals I account myself a member of.

Rivka Cardsharp

I am a breaker of kismet, a defiler of odds, a spinner of fate, a princess of possibilities, a vandal of the random, an escape artist from karma; I am a luckbringer and only fools make wagers against me and my kind.

We are able to alter the laws of probability for a local area, resulting in "good luck" for us and/or "bad luck" for our opponents in the form of unusual and often unlikely occurrences that seem to happen spontaneously. Kah the Dark Captain of The Last Warlord is chasing me over the bridge at Ashenfall? I use my gifts, combining my footfalls with those of my pursuer to exploit imperceptible design flaws in the substructure of the bridge; the result is a marvelously improbable bridge collapse, culminating *just* as I make it across but before the dreaded Kah does. Need to stop a clockwork titan from trampling the city underfoot? My power will cause its complex mechanisms to act as if drunken gnomes built it on the festival of Last Night, breaking into a thousand spinning gears without a single spring or sprocket landing on those below.

One bad thing, sometimes we do not have total control over *how* we alter probabilities. We often have a specific outcome in mind, but there is always a possibility it will not work, or worse, turn against us at the most inopportune time (this often seems to happen to me just when I am about to save the day or get the guy). Moreover, sometimes even our luck just plain runs out.

Anyone can become a luckbringer but as with all gifts, some are more gifted than others, in my case I was simply born lucky.

We cannot do the impossible only the extremely improbable. Remember however, in a world of magic nearly everything theoretically has a chance of happening, so when we are at the height of our powers, our gifts can seem to warp the very nature of reality. Sometimes however, it is too late, and there is no longer a chance for success.

Adventures

Many of those like me live for adventure; we seek the high-risk stakes of combat against limitless hordes, raging dragons, and the endless death traps of forgotten ruins. It is not that we seek to be heroes, and many of us often are quite selfish, it is just that we find personal joy in putting ourselves in harm's way so that we can enjoy the thrill of escaping that peril, of seeing what the next turn of the cards brings. Surprisingly many of my fellow luckbringers are at



Rivka Cardsharp

first forced into this lifestyle by circumstance usually resulting from them fleeing a far worse situation. I believe this is because it is the most profitable, exciting, and entertaining occupation in existence and so fortune smiles upon us and sets us upon the road to adventure. I have also come to believe over time that it is a lifestyle most suited to changing the course of the future, where we can choose our own fate, rather than the winds of destiny simply blowing us about.

Characteristics

We luck bringers are a wild and varied lot but we have a few traits that we share between us beyond our good and ill fortunes. First and foremost is that we are nearly all troublemakers and if something is going on we are usually right in the middle of it. If we hear a call to adventure, we usually jump at that call. We are fond of drinking, gambling, and various multiple encounters of an amorous nature. I myself without a single *overt act* attract the eye of many a lovely lad, much to the chagrin of my companions. I like many others also avoid the entanglements of marriage and any serious commitment with a single companion, though I do seem to run afoul of many a married

man's wife, there is simply too much still to see and do to settle down. I should like to be clear that many of my fellow luckbringers do not just enjoy gambling so much as it is a compulsion for us. We will bet on anything and everything, the fact that we win far more than we lose due to our ability to change the number on our wheel of fortune, makes this far less an affliction for us as it would be for those without our capabilities.

Alignment

I used to believe that due to our erratic activities and often simply trust in the blind forces of chance that luckbringers were creatures of chaos, but over time as I learned more about the wider world and encountered others who shared my abilities, that the law of probabilities is also part of our nature.

So in the same way that a soldier can serve the most righteous or most vile of causes so are we as wild and as varied in our principles of behavior. We can serve the forces of chaos, evil, good, or law or simply ignore them completely.

Many think of me as little more than a rascalion, and this may be true, however I have met a woman calling herself Abadama Annaer, and while perhaps naïve she is the most unselfish and hopeful soul I have ever encountered. A goodly number of luckbringers have even started following her example for as she puts it "There is always a chance to make things better, and your chances are always better with a luckbringer about."

Religion

Luckbringers tend to fall into two categories those who thumb their nose at the powers that be believing that as strong, free-willed individuals, there is no reason why *we* should not decide our own futures. To hell with the powers of heaven and all the others who try to hinder us;

The second category we tend to fall into are those of us who worship the deities whose portfolios grant sovereignty over good and ill fortune, fate, karma, kismet, gambling, liberation, and trickery. I myself give praise to *Our Laughing Traveler of Passages and Messages* who presides over diplomacy, good fortune, foxes, jesters, joy, merchants, messengers, monkeys, otters, ravens, rebels, rogues, scouts, silver, thieves, trade, travelers, tricksters, and thieves.

This however is only what is most common amongst us and is by no means true of all the luckbringers as the aforementioned Abadama Annaer is a follower of *Our Queen of Wisdom and Mercy*. While Jacobo Stankovich Zott referred to by many who have been the victim of his crimes as "The Crimson Chaos" gives open praise to *Their Vicious Brother of Destruction*.

Background

While many of my kind are born lucky even those with the greatest of good fortunes benefit from some special training. We usually learn our special skills as

apprentices to more accomplished luckbringers who often discover each other under highly improbably yet fortuitous circumstances. It is possible for us to learn these skills through happenstance, since that is often what we do best, but the unique training provided by other luckbringers makes this process go faster and with much less angst on the part of the apprentice, though we often cause angst for our mentors with our rather troublesome ways.

Beyond this apprenticeship, we do not often stay in each other's company for long as we cause too many bizarre and improbable things to happen around us when we are together or perhaps it just seems this way, and we just cannot stand anyone who could interfere with our manipulation of probabilities. Those of us who do not chance upon a mentor wander about, seeking new experiences, and earning our fortunes though practice and experimentation. These luckbringers are often the most dangerous having learned very little discipline while enjoying a freewheeling lifestyle that makes them highly adaptive. Because of our powers and abilities, we can take on many trades simply relying on our luck rather than any true skill.

Races

Fortune be it weal or woe, does not care about what race a luckbringer is. You will find us amongst them all. Our numbers are fewer in societies that promote the idea that an individual cannot fight their fate, that they are a prisoner to their own destiny. Cultural barriers such as rigid caste systems also cause would-be-luckbringers to suppress their abilities but occasional this repression can backfire creating that societies most dangerous rebel.

Classes

As with the various races, we luckbringers seem to get along best with those who embrace the blind forces of chance and I consider my roguish friends amongst the most favored of companions. Though it is a generality, I most often run afoul of those with a divine view as their sometimes fanatical conviction that their deities plan for the world is a foregone conclusion.

Role

Within adventuring companies and especially the Questor's Society my brethren and I often serve as trapspringers, (rather than trapfinders), trusting in our gifts to avoid any potential dangerous outcomes. It may seem like we have a plan or ploy but we are most often simply making it up as we go along. We also serve as jacks-of-all-trades when dealing with various skills through we again rely on luck rather than any true skill to such an extent that we are considered masters of all skills. We can also serve as bizarre close range snipers depending on our ability to cause misfortune to our enemies.

Table: The Luckbringer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+2	+0	Moment of Chance
2	+1	+3	+3	+0	Improbable
3	+2	+3	+3	+1	Nothing Is Written
4	+3	+4	+4	+1	Improbable
5	+3	+4	+4	+1	Longshot, Nothing Is Written
6	+4	+5	+5	+2	Improbable
7	+5	+5	+5	+2	Nothing Is Written
8	+6/+1	+6	+6	+2	Improbable
9	+6/+1	+6	+6	+3	Longshot, Nothing Is Written
10	+7/+2	+7	+7	+3	Highly Improbable, Improbable
11	+8/+3	+7	+7	+3	Nothing Is Written
12	+9/+4	+8	+8	+4	Improbable
13	+9/+4	+8	+8	+4	Longshot Nothing Is Written
14	+10/+5	+9	+9	+4	Improbable
15	+11/+6/+1	+9	+9	+5	Nothing Is Written
16	+12/+7/+2	+10	+10	+5	Improbable
17	+12/+7/+2	+10	+10	+5	Longshot, Nothing is Written
18	+13/+8/+3	+11	+11	+6	Improbable
19	+14/+9/+4	+11	+11	+6	Nothing is Written
20	+15/+10/+5	+12	+12	+6	Improbable, Major Disaster

Alignment: Luckbringers may be of any alignment.

Hit Die: d8

Class Skills The luckbringer's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Perception (Wis), Perform (Cha), Profession (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier

Weapon and Armor Proficiency: A luckbringer is proficient with all simple weapons, and with a single exotic weapon of the character's choice. A luckbringer is also proficient with all light and medium armors and shields.

Moment of Chance (Su): Each day, the luckbringer has a pool of moments of chance equal to three plus her class level. Once a round, as a free action, a luckbringer can expend a moment of chance to do any one of the following things:

- **Fatespin (Su):** A luckbringer can cause a reroll of one attack roll, combat maneuver check, or skill check that occurs within 100 ft. of her though she must be aware of the action to use this ability. When an attack roll, combat maneuver check, or skill check has failed or succeeded, a player may declare that roll lucky or unlucky after the fact and announce that she is forcing a fatespin. The character spends 1 moment of chance from her pool to force a reroll of the original d20 roll. A blade bounces off a shield and finds its way into the cracks of an opponent's armor. An opponent slips from her grasp only to find her foe as entangled him in her legs. She loses her grip

while climbing a wall but catches hold of a tuft of grass and surprisingly it holds.

- **Weal and Woe (Ex):** Apply a +1 luck bonus or -1 luck penalty to any single d20 roll resulting from an action that occurs within 100ft of the luckbringer. A luckbringer must be aware of the action and must declare the use of this ability before the roll is made. An opponent's hand slips slightly on his blade or her own blade finds a missing scale on a dragon. A glint of light catches her attention revealing a hidden foe, an owl distracts a hunting party from her hiding place, or she finds perfect traction granting her a slightly faster reaction time than her opponent does.
- **Narrow Escape (Ex):** the luckbringer gains a chance of avoiding any confirmed critical hit or any attack that would reduce her to 0 hit points or fewer This ability only operates if she chooses to avoid the critical hit. Avoiding the hit requires a successful Will save (DC 10 + 1/2 the attack bonus or the DC of the spell/effect). In the case of a damaging spell or ability that would reduce the character to 0 hit points or less, this effectively grants the luckbringer a second saving throw to negate the spell or effect. This ability expends a moment of chance even if the luckbringer has used one already for this round, however this ability can only function once per round. A blade thrust that would have found her heart, finds is deflected at the last moment by the prayer book she kept there, slashing her side. The lightning bolt gets grounded out by an iron spike in climbing gear

Improbable (Su) At 2nd level, a luckbringer gains one Improbable ability. She gains an additional

Improbable ability every even level thereafter. A luckbringer cannot select an individual Improbable ability more than once. Improbable abilities require a luckbringer to spend moments of chance, which she may do only once per round as a free action.

- *Critically Lucky (Ex)*: When a luckbringer uses this ability (even after the result of the die roll is known), she gains the benefit of the Critical Focus or Improved Critical feat with the weapon she is currently wielding even if she does not meet its prerequisites. Upon reaching 11th Level she can also choose any single Critical Feat and gain the benefits of that feat, though she must still meet the prerequisites of that feat, however for the purposes of these prerequisites her Base Attack Bonus is considered being equal to her luckbringer class level. If she has the master luckbringer ability (See Highly Improbable) and expends a second moment of chance this round she can choose a second Critical feat and use the first feat chosen as part of the prerequisites for the second feat. Her blade struck him a vicious blow to the head causing a horrible bleeding wound just above his eyes, blinding him.
- *Entropy Shield (Su)*: The Luckbringer can cause a probability field to generate around her or an ally within 100 ft. This field deflects incoming arrows, rays, and other ranged attacks for 1 minute per class level. Each ranged attack directed at the subject for whom the attacker must make an attack roll has a 20% miss chance (similar to the effects of concealment). At 5th level this miss chance increases to 50%. Other attacks that simply work at a distance are not affected. 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)*: The luckbringer alters probabilities making her extremely dexterous; she gains a +10 ft. enhancement bonus to her base speed and a +2 inherent bonus to her Dexterity. The luckbringer also can make a single target opponent extremely clumsy reducing all its speed ratings by 10 feet (to a minimum of 5 feet) and bestowing a -2 penalty to the target's Dexterity (minimum 1). A successful Will saves (DC 10 + 1/2 the luckbringer's class level + her Charisma modifier) negates this penalties for the opponent but not her bonuses. This effect lasts for 1 round per class level. On the loose shale slope every step her foe took the rock slid out from under him, while ever step she took the ground seemed to flow with her.
- *Good Karma (Ex)* if the luckbringer is in a square adjacent to an ally and the ally is subject to an attack, including an area effect, the luckbringer can subject herself to the attack in the ally's stead and the ally takes no damage. Resolve potential attacks against the luckbringer normally, including to hit rolls and saving throws. She whips the mage and herself around as the blade comes down on her shield rather than the mages head.
- *Hazard (Su)*: Using her ability to affect probabilities a luckbringer can cause a hazardous condition to affect a single target. This hazard deals 1d6 points of damage + 1d6 points of damage every two class levels. A successful Reflex Save (DC 10+1/2 the fate spinner's class level + her Charisma modifier) results in half damage. The actual damage type is subject to GM determination but the default is often bludgeoning, resulting from something improbably falling from the sky (such as a dead griffon) or a underground explosion (such as caused by the rotting corpse of a purple worm), but it can be as dramatic as a lightning strike from a clear blue sky. This damage can be something the target is resistant to but the creature is never immune to the damage type chosen and it could even result in multiple types. A meteor falls out of the sky hitting her opponent and nothing else.
- *Ill-fortune (Su)*: You impart 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 saves (DC 10 + 1/2 the luckbringer's class level + her Charisma modifier) negates this effect. Just as the necromancer was preparing to give orders to his companions his childhood stuttering disorder came back.
- *Improved Weal and Woe (Su)*: The luckbringer increases the bonus or penalty of her weal and woe ability to +2/-2. This ability does not use moments of chance though the weal and woe ability still does. She was just thinking about how much she hated the witch when she ran right into the witch's charm spell, luckily, she resisted it.
- *Jinx (Su)*: You alter the laws of probability so that any time a target is missed by an attack, there is a 20% chance that it actually hit this effect lasts for 1 minute per class level. If the target, which must be within 100 ft., makes a successful Will saves (DC 10 + 1/2 the luckbringer's class level + her Charisma modifier), the effect is negated. This ability does not stack with itself. She threw her dagger but the Blood knights shield came up deflecting it away in the nick of time, but it bounced off the breast plate of the paladin into the blood knights elbow joint



- *Just a Scratch (Su)*: The luckbringer's wounds are never as bad as they first appear. The luckbringer can heal a number of hit points equal to her class level plus her Charisma bonus (minimum +1). She thought she was in shock from the spear thrust going right through her, later she realized it had only nicked her while passing under her arm, though it had gotten tangled in her cloak.
- *Opportunity Knocks (Ex)*: The luckbringer can choose to gain an additional attack of opportunity beyond the normal one per round you are limited to (and beyond the normal limits of Combat Reflexes), or she can prevent a single action that occurs within 100 ft. of her from triggering potential attacks of opportunity (no save). Her opponent left himself so wide open to her; he virtually leapt upon her blade. She had to focus all her attention on opening the door she did not have time to defend herself, luckily her foe failed to pay enough attention to her or take advantage of the situation.
- *Twist the Pattern (Ex)*: a luckbringer can take a 10 as a swift action or take a 20 as a full-round action on one singular skill check that can be performed in normally is performed in one round

even if she is distracted. She can grant this benefit to a creature within 100 ft. if the skill normally allows the creature to take a 10 or a 20. She waits looking at the lock letting her hands flow over the lock picks in front of her then suddenly she grabs two of them and throws them at the lock and twists them, there is an audible click as the door unlocks.

Nothing Is Written (Ex) At 3rd level, the luckbringer has the ability to change what the "Powers That Be" have written in the book of destiny. When first gained, the luckbringer must select a single power from the list below. She gains an additional Nothing Is Written power at 5th, 7th, 9th, 11th, 13th, 15th, 17th, and 19th level.

Divergent Fate (Su): When a purely random roll (critical hit/fumble chart, wand of wonder, confusion, prismatic effect etc.) or card (deck of many things, critical/fumble card, plot card etc.) is drawn in relation to the luckbringer, she rolls twice or draws two cards, selecting the roll or card of her choice that actually affects her.

Evasion (Ex): luckbringers can manipulate probabilities to avoid even magical and unusual attacks. If she makes a successful Reflex saving

throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the luckbringer is wearing light armor, medium armor, or no armor. A helpless luckbringer does not gain the benefit of evasion. She found the perfect spot to avoid the fireball right in the shadow of her allies shield.

Fool's Luck (Ex): a luckbringer exudes luck and confidence. For 1 round after she activates this ability as a free action the luckbringer is entitled to two rolls instead of one for every attack roll, check, or saving throw, she makes, keeping the higher roll. She may use this ability a number of times per day equal to her Charisma bonus (minimum +1)

If a luckbringer spends a moment of chance to fatespin an attack roll, combat maneuver check, or skill check during a round when this ability is active, she rerolls with two dice instead of one taking the highest roll. She wanted to make sure there was no one else trapped in the remorhaz's belly.

Fortune's Favor (Ex): A Luckbringer always seems to gain the advantages of concealment and other random protections, while his opponents never do. When miss chances are rolled her and her opponent must use two d10s, and the luckbringer chooses which of the two die rolls are the 'tens' digit after the result is known. For example, she activates her entropy shield ability, and her opponent shoots an arrow at her, her opponent rolls a 7 and a 1. The luckbringer chooses the 1 to be the 'tens' digit, resulting in a 17, failing the 20% miss chance, causing the arrow to miss her. However if the luckbringer were fighting an invisible opponent and knew what square he was in she could roll a 7 and a 1 choosing the 7 to be the 'tens' digit, successfully overcoming the miss chance. All 20 arrows missed her in the dark, but every shot she made found its mark.

Lucky Guess (Ex): A luckbringer always seems to guess the correct solution to any given situation. She can improvise the right solution to most problems faster and more often than almost anyone else can. In game terms, the player can ask the DM to modify a roll three times per game session as a free action, (but no more than once per round), with regard to any problem. This substitution should always be tied to a game mechanic, such as:

- Rerolling a botched skill check with a second, related skill. For instance, after failing a Bluff check, the luckbringer may immediately use his lucky guess ability to make a Diplomacy check. The first, failed check is ignored.
- Changing the last move action in progress, such as changing running movement down a hallway into a Climb check when the luckbringer discovers a nest of snakes in the hall.
- Substituting a skill check for a saving throw, such as making a Acrobatics check to get over a pit instead of a Reflex save to avoid it, or using a Survival check

instead of a Fortitude save after eating poisonous berries.

An especially generous DM may choose to have the lucky guess ability grant a good feeling about something to the character as well. These good feelings should always allow the luckbringer both a chance at success and maximum peril on the way to that success. She really did not think what had been planned was going to work so at the very last moment she made a wild guess at the lock's combination was based on what she had learned about the man in the tavern.

Lucky Break (Ex): a successful melee attack or melee touch attack by the luckbringer reduces a object, construct, or undead creature to one point below half its hit point total and it gains the broken condition. If it is already below this amount this ability has no effect on the its hit point total, though it still can gain the broken condition. Intelligent construct and intelligent undead creatures receive a Will saving throw (DC 10 + 1/2 the luckbringer's class level + her Charisma modifier) to negate the effect. She can use this ability a number of times per day equal to her Charisma bonus (minimum of 1)

More Luck than Skill (Ex): Even if the luckbringer or another creature has some talent in a particular area, they still depend on luck to see them through in one way or another. So long as neither her nor her target takes a 10 or a 20 she can grant or inflict a luck bonus or penalty equal to her class level on a singular skill check (no save). She can use this ability a number of times per day equal to her Charisma bonus (minimum of 1)

Opportunist (Ex): Once per round, a luckbringer 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 luckbringer's attack of opportunity for that round. Even a luckbringer with the Combat Reflexes feat or the Opportunity Knocks ability cannot use the opportunist ability more than once per round. The luckbringer must be threatening her opponent to use this ability. Well if he was going to turn his back to her when her ally stabbed him then she was going to stab him in the back.

Perfect Chase (Ex): A luckbringer is always fortunate during a chase (whether he is pursuing or being pursued). A boat is available when he leaps from a bridge; a rope waits at every chasm, and so forth. Whether his Acrobatics and Climb checks succeed, of course, is another matter entirely, though he does gain a +5 circumstance bonus to these checks during a chase. She ran to the edge of the cliff jumping off without even slowing down, just then a giant eagle was rising up from catching a large fish in the water, she landed on its back, and even managed to hang on though it did try to scrape her off against the cliff face.

Stalwart (Ex): This ability grants the luckbringer the ability to alter the likelihood of secondary effects interacting with her; If she makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, she instead avoids the effect entirely. This ability can only be used if the luckbringer is wearing light armor, medium armor, or no armor. A helpless luckbringer does not gain the benefit of the stalwart ability. Only a luckbringer of at least 11th level can select this ability. The *finger of death* the mage cast upon could only have killed her on her worst day; unfortunately for him today was her lucky day.

Slippery Mind (Su): A luckbringer can learn to manipulate probabilities to slip away from mental control. If a luckbringer with slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She gets only this one extra chance to succeed on her saving throw. Only a luckbringer of at least 11th level can select this ability. She just kept running the odds repeatedly in her mind until the spell seemed to lose its hold.

Longshot (Su) At 5th level, when first gained; the luckbringer must select a single power from the list below, and gains a single Longshot power per day to spend. She gains additional Longshot power at 9th, 13th, 17th, and 19th level. In addition, the luckbringer may also increase an additional Longshot use per day at each of these levels. Use of these abilities is considered free actions, though they cannot be used more than once a round.

- **Better Lucky than Good (Ex)** You can manipulate probabilities to have what would be a disastrous outcome result in a fortuitous one and vice versa: Any natural 1 on a d20 roll as the result of an action that occurs within 100' of the luckbringer is treated as a natural 20. Any natural 20 on a d20 as the result of an action that occurs within 100' of the luckbringer can be treated as a natural 1. If you attempt to inflict a natural 1 on an unwilling subject that creature receives a Will saving throw (DC 10 + 1/2 the luckbringer's class level + her Charisma modifier), to negate the effect.
- **Betting Pool (Ex):** A luck binder can gather up lucky streak, and release it how she designates for her own use. In game terms this gives the luckbringer a total luck bonus equal her luckbringer class level that she can add, in partial increments, to her AC, CMD or to any die roll including attack and damage rolls, combat maneuvers, saving throws, skill checks and ability checks even after determining the initial outcome (excluding rolls for hit points). Whenever she applies this luck bonus under any of the preceding circumstances, she subtracts that amount from her remaining luck bonus until it is exhausted. A luck bonus added to her AC only

applies to one attack made against her. For instance, a betting pool used by a 17th level luckbringer grants the recipient a total luck bonus of +17. If she adds a +5 luck bonus to a saving throw, a +3 luck bonus to an attack roll and a +3 luck bonus to AC, she still has a +6 bonus that she can add to any one die roll or to multiple die rolls as long as the cumulative bonus does not exceed +6. The effect ends when the luckbringer has completely exhausted her luck bonus from her betting pool or when 24 hours has expired. The effects of multiple uses of this ability do not stack. This ability can only be selected by a luckbringer of at least 16th level

- **Fate's Saving Grace (Ex):** You can manipulate probabilities to affect the most perilous of outcomes. The luckbringer can grant or inflict a luck bonus or penalty equals to her half her class level on a singular saving throw. If you inflict a penalty the creature gains a Will saving throw (DC 10 + 1/2 the luckbringer's class level + her Charisma modifier), a successful save halves the penalty.
- **Fortunate Strikes (Su)** The Luckbringer gains the ability to potentially deliver a lucky attack. If she makes a successful attack (successful attack roll and/or a failed saving throw) within the duration of the effect (1 round per class level), the target hit by that attack must make a Reflex save (DC 10 + 1/2 the luckbringer's class level + her Charisma modifier) or be knocked 10 feet in a direction the luckbringer chooses and fall prone. she can only make one successful Fortunate Strike per round; she also can only cause the opponent to move in a straight line. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take damage as though struck by a club sized for your opponent (1d6 points of damage for a Medium creature), and the opponent stops in the space adjacent to the obstacle, this movement does not provoke an attack of opportunity. For example, your opponent fails his save against your Hazard ability and when a piece of the ceiling falls on his head, he causes him to fall and roll backwards into his companion.
- **Fortune's Filch (Ex)** You manipulate probabilities so that one object you can carry (up to your maximum load) within 100' ends up in your hand. If used against an attended or magical object, the object gets a Will save (DC 10 + 1/2 the luckbringer's class level + her Charisma modifier) to avoid this affect. You cannot use this ability if both your hands are occupied. For example, the last strike by your ally against your opponent caused him to loosen his grip when suddenly just as your foe is preparing his next swing a bat that was hiding on the ceiling dies, falling and hitting the tip of your foes sword causing the blade to bounce end over end right into your hand.

- *Lucky Strike (Su)*: This singular attack reduces all miss chances by and gains a luck bonus to the attack roll equal to 2d10 plus her Charisma modifier (for miss chances the 2d10 is a % result). If the luckbringer hits with this lucky strike, make a normal attack roll (unmodified by the +2d10 luck bonus) to confirm a critical as if she had threatened with a critical (whether she did or not). If she confirms the critical strike, resolve it as if she had really rolled a critical hit.
- *One More Chance (Su)*: By spending a Longshot, the luckbringer can recharge her daily uses of moments of chance. She regains a number of moments of chance equal to three plus her Charisma modifier.

Highly Improbable (Su): Beginning at 10th level, a luckbringer adds the following advanced improbabilities to her choices when picking a new Improbable. Some highly improbable powers require a luckbringer to spend two of her daily uses of her moment of chance ability. This still qualifies as spending a moment of chance once during her turn, even though multiple moments of chance are consumed:

- *All In (Su)*: the luckbringer risks damage to herself to cause maximum damage to an opponent. Before an attack roll is made flip a coin (this coin flip or 1d2 roll cannot be modified by any other luckbringer ability, though the attack roll can be) If she calls it correctly and then successfully hits her opponent with an attack roll, her attack deals maximum damage. If she misses, she provokes an attack of opportunity from any creature that threatens her and takes maximum damage from the next attack made by the targeted opponent (if that attack is made within one round).
- *Improved Ill-fortune (Su)*: With this ability, a luckbringer steals all the luck a creature possesses and gives it all of her bad luck. If she makes a successful attack, (successful attack roll, and/or a failed saving throw), she permanently negates any and all luck bonuses the target benefits from and negates any luck penalties the luckbringer currently suffers from. In addition, any action the opponent takes has a 50% chance of failing. A successful Will saves (DC 10 + 1/2 the luckbringer's class level + her Charisma modifier) negates this effect. The curse bestowed by this ability cannot be dispelled, but it can be removed with a *break enchantment, limited, miracle, remove curse, or wish* spell. A remove curse only grants a second saving throw, if that save fails, the spell has no further effect upon this curse. She must possess the ill-fortune ability to be able to select this ability



- *Improved Just a Scratch (Su)*: The luckbringer doubles the amount of damage healed by her Just a Scratch ability and it heals all but 1 point of ability damage. It also negates all but 1 point of ability drain/penalty, 1 negative level.) she gains a luck bonus to her saving throw against death from massive damage equal to her class level. This ability does not use moments of chance though the Just a Scratch ability still does. If she has the master luckbringer ability and expends a second moment of chance this round she can gain a luck bonus to her save against massive damage equal to her class level. She must possess the just a scratch ability to be able to select this ability
- *Inordinate Exchange (Ex)*: you gain a +5 circumstance bonus to a single diplomacy or intimidate check can attempt to make a dramatic change in the target this check. If make a successful check you cause the target to become friendly and helpful but if you fail check the target is offended become immediately hostile and most likely violent. If she can makes a successful diplomacy or intimidate check and has the master luckbringer ability she can expend a second moment of chance this round and can retry a single skill check that normally does not allow a retry (such as a knowledge check) within the next minute.
- *Magical Mishap (Su)*: the complex and unpredictable natural of magic can become infested with the power of chaos when it relates to a luckbringer. The luckbringer gains spell resistance equal to 11 plus her class level for 1

minute per class level. If the spell or spell-like ability fails to overcome her spell resistance, it results in one of the following random mishaps.

d8	Mishap
1	A surge of uncontrolled magical energy deals 1d6 points of damage per spell level to the caster.
2	Spell strikes the caster or the caster's ally instead of the luck bringer.
3	Spell takes effect at some random location within spell range.
4	Spell's effect on the luckbringer is contrary to the spell's normal effect.
5	The caster suffers some minor but bizarre effect related to the spell in some way. Most such effects should last only as long as the original spell's duration, or 2d10 minutes for instantaneous spells.
6	Some innocuous item or items appear in the spell's area.
7	Spell has delayed effect. Sometime within the next 1d12 hours, the spell activates. The spell goes off in the general direction of the luckbringer, up to the spell's maximum range, if the luckbringer has moved away.
8	Roll twice; ignoring results of 8

- *Master Luckbringer (Su)*: The luckbringer may now spend two moments of chance per round, if she wishes.
- *Greater Weal and Woe (Su)*: The luckbringer increases the bonus or penalty of her weal and woe ability to +3/-3. This ability does not use moments of chance though the weal and woe ability still does. If she has the master luckbringer ability and expends a second moment of chance this round she can apply the bonus or penalty of her weal and woe ability after a result is determined, possibly changing the final outcome. She must possess the improved weal and woe ability to be able to select this ability
- *Improved Evasion (Ex)*: A luckbringer can improve on her evasion ability by expending moments of chance. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save. A helpless luckbringer does not gain the benefit of improved evasion. She must possess the Evasion ability to be able to select this ability.
- *Improved Hazard (Ex)*: A luckbringer can also inflict any one of the following conditions when a target fails its save



her hazard ability

Condition	Duration
shaken, sickened, deafened, blinded, confused, staggered	1 round/class level 1d4 rounds
dazed, cowering nauseated, stunned	1 round

This ability does not use moments of chance though the Hazard ability still does. She must possess the Hazard ability to be able to select this ability

- *Improved Jinx (Su)*: If the luckbringer makes a successful attack (successful attack roll and/or a failed saving throw), the subject gains a permanent 50 % percent hit chance: 50 percent of the attacks targeting the creature that normally would miss it now hit. This curse negates the effect of any other miss chances, whether it comes from incorporeality, concealment, or a similar source. In such a condition, however, the effects of the curse are also negated. The curse bestowed by this spell cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell. A remove curse only grants a second saving throw, if that save fails, the spell has no further effect upon this curse. She must possess the jinx ability to be able to select this ability
- *Sudden Opportunity (Ex)*: A luckbringer can cause an attack of opportunity to occur just for her, this counts against her 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). A luckbringer is considered to possess the Unarmed Strike feat for the purposes of this ability if she is not wielding a melee weapon or does not possess a natural attack.

Major Disaster (Ex) At 20th level, a luckbringer can once per day as a standard action cause disaster to strike a large area: a supercell of lightning bolts falls on the area, tornados touches down, tsunamis, massive cave ins, landslides, volcanic eruptions, meteors fall out of the sky, a god tramples though the area. The effect is similar to the hazard ability that the cause of the damage must be probable but cannot be impossible. Regardless of the cause all creature and objects, within a 40 ft. radius of a spot you designate within a range of 1,200 ft., suffer 200 points of damage (10 points per luckbringer class level) a successful Fort save (DC 10 +1/2 the luckbringer's class level plus her Charisma modifier) results in only 10d6 points of damage.

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