



# Luckbinder

## Basic Rules

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A watcher whose mere intent can influence the luck of the world

**Hit Die:** d8

**Primary ability:** Wisdom

**Saves:** Wisdom and Dexterity

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## Luckbinder Class Details

Raising his shield high, an aasimar grimaces towards the cloud of arrows descending towards him. A strong breeze picks up around the warrior, obscuring him with dust from the battlefield. The arrows disappear into the cloud. However, as the dust clears, the warrior stands staunch and untouched.

A half-elf sashays across the ballroom floor, elegant in movement and graceful in form. One moment of carelessness on a nearby servant's part results in a pile of glasses and plates being launched sky high. Without missing a beat, the half elf dances under the flying tableware, impossibly catching them all neatly on one arm. Helping the servant up, she returns the dishes to him and returns to the dance.

Searching hopelessly through a massive forest for any signs of the criminal, a human garbed in chain throws her hands up in exasperation. She knew that the odds were stacked against her but had hoped against hope for some luck. As she turns to leave, however, the smallest swath of fabric on a nearby tree catches her eye. Her hope renewed; she sprints over to follow the new trail.

Whether raging across a battlefield or partying at a gala, a luckbinder's near supernatural fortune allows their efforts to flourish, their allies to strike true, and their enemies to fall victim to calamity.

## The Fluctuation of Luck

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Existence is founded on chance. Whether words convince someone of the extraordinary, whether attacks hit their mark, or even whether life fades or continues- the outcomes of everything can be traced to one source: luck. By pure intent alone, luckbinders calm and sway the ebb and flow of luck, encouraging possibilities to manifest in whatever form they require most.

## Supernatural Happenstance

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Many people are said to be born under a lucky star or an unlucky hex, but very rarely do they truly comprehend their experiences. When true calamity or providence strikes, those that it affects may not be observant or willing enough to understand such occurrences. Those that observe and comprehend are the luckbinders.



Luckbinders often spend most of their lives using their abilities for safety and social gain, becoming nobles and tycoons, but there exist those who find such sedentary lives unfulfilling. These luckbinders tend to end up adventuring, whether for the challenge, the danger, or just for the thrill of it. A life fraught with uncertainties, peril, and risk is one that is most suitable for their nature and is most certainly one that adventure provides.

## Creating a Luckbinder

Luckbinders originate from experiences of extreme luck, whether it be good or bad, but, oftentimes, their lives prior are unexceptional, lacking excitement and flair. One might say that your character's life leads up to that series of events, the moment from which their new life is born. Think about how your life, whether exorbitant or humble, joyous or miserable, created the circumstances for the experience to occur.

What introduced you to this new life, the events that revealed the machinations of luck to you? Were you a soldier who, outnumbered ten to one and against all odds, led his platoon to victory? What if you were a noble who sat at the peak of prosperity before a series of impossible misfortunes led to your downfall? Perhaps you were a simple farmer who was somehow trampled by ten carriages in the same day. You might have even been an orphan, in the right place at the right time, who had the good fortune to be adopted by royalty.

### Quick Build

You can make a luckbinder quickly by following these suggestions. First, make Wisdom your highest ability score, followed by Strength or Dexterity. Second, choose the soldier or noble background.

## The Luckbinder Table

Level	Proficiency Bonus	Rebound	Features
1st	+2	1d4	Luck Shift, Causal Flow
2nd	+2	1d4	Tempered Possibility, Dice Upgrade
3rd	+2	1d4	Luck's Purview
4th	+2	1d4	Ability Score Improvement
5th	+3	1d6	Shared Luck
6th	+3	1d6	Luck's Purview Feature
7th	+3	1d6	Dice Upgrade
8th	+3	1d6	Ability Score Improvement



9th	+4	1d6	Possible Extent
10th	+4	1d8	Luck's Purview Feature
11th	+4	1d8	Dice Upgrade
12th	+4	1d8	Ability Score Improvement
13th	+5	1d8	Critical Chance
14th	+5	1d8	Dice Upgrade
15th	+5	1d8	Fortunate
16th	+5	1d10	Ability Score Improvement
17th	+6	1d10	Luck's Purview Feature
18th	+6	1d10	Divergence
19th	+6	1d10	Ability Score Improvement
20th	+6	1d10	Shift Mastery

## Luckbinder Multiclassing

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### Multiclassing Prerequisites

Ability score minimum

Wisdom 13

Additional restriction

Have at some point rolled four natural 20s or four natural 1s on an ability check, attack roll, or saving throw in one day

### Multiclassing Proficiencies

Proficiencies Gained

Light armor, simple weapons, one skill from the class' skill list.

## Class Features

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As a luckbinder, you get the following class features.

### Hit Points

**Hit Dice:** 1d8 per luckbinder level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per luckbinder level after 1st

### Proficiencies



Armor: Light armor

Weapons: Simple weapons

Tools: Choose two types of gaming sets

Saving Throws: Wisdom, Dexterity

Skills: Choose three from Acrobatics, Athletics, Insight, Perception, and Survival.

## Equipment

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a shortsword or (b) any simple weapon
- (a) a dungeoneer's pack or (b) an explorer's pack
- (a) a dice set or (b) a playing card set

## Luck Shift

You can accelerate or decelerate your luck. When you make an attack roll, an ability check, or a saving throw, you may choose to increase or decrease the roll by a value up to half your luckbinder level + your Wisdom modifier.

When you increase a creature's roll, decrease the target's next attack roll, ability check, or saving throw by the value increased.

When you decrease a roll, increase the target's next attack roll, ability check, or saving throw by the value decreased.

You can do so after you roll but before any effects of the roll occur, and you can change a roll in this way only once per turn.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain any expended uses when you finish a short or long rest.

## Rebound

When a roll exceeds its minimum result due to your abilities, the roll counts as its minimum result, the roller's luck underflows, and they suffer misfortune, taking 1d4 damage per value below the minimum. (The type of damage is determined by the misfortune suffered.)

When a roll exceeds its maximum result due to your abilities, the roll counts as its maximum result, the roller's luck overflows, and they are protected by their excess luck, gaining 1d4 temporary hit points per value above the maximum for the next thirty seconds.

These dice change as you gain luckbinder levels, as shown in the Flow column of the Luckbinder table.

## Tempered Possibility

At 2nd level, you can restrain the luck, both positive and negative, around yourself. When you or a creature within 5 feet of you makes an attack roll, an ability check, a saving throw, or a



damage roll, you may change the roll to a roll of twice the dice at half the value, e.g. 1d20 to 2d10 or 4d6 to 8d3. The result is counted as if spread evenly across the original dice.

## Dice Upgrade

When you reach 2nd, and again at 7th, 11th, and 14th level, you can choose one result on your d20 and choose one of the following options to apply to it. You cannot choose the 20 or the 1.

Improve Number: When you roll the result, increase its value by 3.

Removal: When you roll the result, reroll the die.

## Luck's Purview

At 3rd level, you obtain a more advanced insight into luck's nature of your choice: the Purview of Jinxes, detailed at the end of the class description or another from the Player's Handbook or other sources. Your choice grants you features at 3rd level and again at 6th, 10th, and 17th level.

## Ability Score Improvement

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

## Shared Luck

At 5th level, you can not only shift your own luck, but the luck of other creatures. When a creature you can see within 30 feet of you makes an attack roll, an ability check, or a saving throw, you may use your reaction to use Luck Shift on the roll.

## Possible Extent

At 9th level, when you or another creature makes a roll using Tempered Possibility, you may add or remove a die of the new value. You can change a roll in this way only once per turn.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain any expended uses when you finish a short or long rest.

## Critical Chance

At 13th level, your attacks score a critical hit on a roll of 19 or 20.

## Fortunate

At 15th level, you can reallocate your Dice Upgrades after a long rest.

## Divergence



At 18th level, when you use Luck Shift, you may choose a different creature within thirty feet of the target to receive the secondary effect. You can use this feature once. You regain expended uses when you finish a short or long rest.

### **Shift Mastery**

At 20th level, when you roll initiative and have no uses of Luck Shift left, you regain two uses.