



# Luckbinder

## Basic Rules

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An individual who has gained sight of the flow of luck and learned to bind it to their will.

**Hit Die:** d8

**Primary ability:** Wisdom

**Saves:** Wisdom and Intelligence

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## Luckbinder Class Details

Raising his shield, an aasimar grimaces towards the barrage of arrows hurtling towards him. He dashes through the cloud, briefly obscured by the sheer mass of projectiles. However, as the arrows finish their flight, the warrior continues his charge, 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 mail throws her hands up in exasperation. She knew that the odds were stacked against her, but had hoped against hope for something. As she turned to leave, however, the smallest swath of fabric on a nearby tree caught her eye. Her hope renewed, she sprinted over to follow the renewed trail.

Whether raging across a battlefield or partying at a gala, a luckbinder's sway over possibilities 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. Existence itself is a mere result of happenstance, possibilities falling the exact right way at the exact right time. 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. This is not to say that people have no agency of their own, but it is unquestionably true that some have more say in their fate than others. By willpower alone, luckbinders 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 accursed hex, but very rarely does anyone truly comprehend the experiences that their respective lot in life lends them. When true calamity or providence strikes, those that it affects may not be observant or willing



enough to understand such occurrences. The luckbinders are those that comprehend and learn from such events, gaining an understanding of how to bind possibilities.

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 either extreme or prolonged fortune, 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 outlook on life is born. Think about how your life, whether exorbitant or humble, joyous or miserable, created the circumstances for your fortunes and misfortunes 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 | Flux Points | Features                           |
|-------|-------------------|-------------|------------------------------------|
| 1st   | +2                | 11          | Flux, Overflow, Luck's Purview     |
| 2nd   | +2                | 12          | Dice Upgrade                       |
| 3rd   | +2                | 13          | Binding Technique, Chanced Defense |
| 4th   | +2                | 14          | Ability Score Improvement          |
| 5th   | +3                | 15          | Bound Result                       |
| 6th   | +3                | 16          | Dice Upgrade                       |
| 7th   | +3                | 18          | Luck's Purview Feature             |



|      |    |    |                                    |
|------|----|----|------------------------------------|
| 8th  | +3 | 20 | Ability Score Improvement          |
| 9th  | +4 | 22 | Beginner's Luck, Binding Technique |
| 10th | +4 | 24 | Luck's Purview Feature             |
| 11th | +4 | 26 | Unlikely Aim                       |
| 12th | +4 | 28 | Ability Score Improvement          |
| 13th | +5 | 30 | Warded Possibility                 |
| 14th | +5 | 32 | Dice Upgrade                       |
| 15th | +5 | 34 | Luck's Purview Feature             |
| 16th | +5 | 36 | Ability Score Improvement          |
| 17th | +6 | 37 | Binding Technique, Possible Extent |
| 18th | +6 | 38 | Dice Upgrade                       |
| 19th | +6 | 39 | Ability Score Improvement          |
| 20th | +6 | 40 | Unbending Will                     |

## 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, Intelligence

Skills: Choose three from Acrobatics, Athletics, Insight, Perception, Performance, Persuasion, 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 melee weapon
- (a) a shortbow and quiver of 20 arrows or (b) a shortsword
- (a) a dungeoneer's pack or (b) an explorer's pack
- Leather armor

## Flux

At 1st level, you can cause possibilities to shift by exerting your willpower. Your will to exact these shifts is represented by a number of flux points. Your luckbinder level determines the number of points you have, as shown in the Flux Points column of the Luckbinder table.

Once per turn, when a creature you can see within 60 feet of you makes an attack roll, an ability check, or a saving throw, you can expend points to increase or decrease the result of the d20 by the amount expended. You can wait until after the roll before deciding to use flux points but must decide before the DM says whether the roll succeeds or fails.

When you spend a flux point, it is unavailable until you finish a short or long rest, at the end of which you restore your willpower.

## Overflow

At 1st level, your adjustments to possibility can cause others to suffer great misfortune or receive great blessings.

When a die exceeds its minimum result due to your features, the die counts as its minimum result instead. The creature that rolled the die overflows with bad luck and suffers some kind of misfortune. It takes damage of a type chosen by you as would be reasonable for the situation equal to 1d6 for each value below the minimum result the die fell + your Wisdom modifier.

When a die exceeds its maximum result due to your features, the die counts as its maximum result instead. The creature that rolled the die overflows with good luck and is protected by their excess luck. It gains temporary hit points equal to 1d6 for each value above the maximum result the die rose + your Wisdom modifier for the next minute.



The maximum number of dice you can roll at once with this feature is equal to your luckbinder level.

## Luck's Purview

Choose an interpretation of luck, which strengthens your affinity for certain aspects of binding it: the Purview of Fortune's Soldier, the Purview of Gamblers, the Purview of Jinxes, or the Purview of Lady Luck, all detailed at the end of the class description. Your choice grants you features at 1st level and again at 7th, 10th, and 15th level.

## Dice Upgrade

When you reach 2nd, and again at 6th, 14th, and 18th level, you can modify the shape and parameters of your luck. You can choose one result on your d20 and apply one of the following options to it. You cannot choose the 20 or the 1 and cannot choose the same result twice.

Each time you gain a level in this class, you can replace one upgrade with another one on a different result.

- **Consistency.** The value of the chosen result is 11.
- **Extremity.** The value of the chosen result is 20. The value of the result equal to 21 minus the chosen result is 1.
- **Removal.** When you roll the chosen result, reroll the die.
- **Value Up.** Increase the value of the chosen result by 3.
- **Weight.** Increase the value of the result two less than the chosen result by 2. Increase the value of the result one less than the chosen result by 1.

## Binding Technique

You refine and specialize your control over possibility. When you reach 3rd level, and again at 9th and 17th level, choose one of the following options.

Additionally, when you gain a level in this class, you can choose one of the techniques you know and replace it with another technique.

- **Blind Luck.** Your Flux, Chanced Defense, and Bound Result features no longer require sight.
- **Controlled Will.** When you expend 5 or more flux points in a single turn, you regain 1 flux point.
- **Off Chance.** When you roll a 1 on a die for your Overflow feature, you can reroll the die and must use the new roll, even if the new roll is a 1.
- **Opportune.** When you score a critical hit with an attack, you can roll one of the attack's damage dice one additional time and add it to the extra damage of the critical hit.
- **Stretch of Luck.** The ranges for your Flux and Bound Result features increase to 120.



## Chanced Defense

At 3rd level, you can use your reaction to expend a number of flux points when you are hit by an attack you can see. When you do so, the damage you take from the attack is reduced by the number of flux points expended + your Wisdom modifier + half your luckbinder level.

If you reduce the damage to 0, you turn the hit into a miss.

## 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.

## Bound Result

At 5th level, you bind possibilities to manifest more strongly in a direction of your choice. To do so, you use a bonus action to prepare a Bound Result. You can only have one Bound Result prepared at a time.

Once within the next ten minutes, when a creature you can see within 60 feet of you makes an attack roll, an ability check, or a saving throw, you can use the Result to increase or decrease the result of the d20 by a value equal to 3 + your Wisdom modifier. You can wait until after the roll before deciding to use the Bound Result but must decide before the DM says whether the roll succeeds or fails. Once the Bound Result is used, it is lost.

You can use this feature a number of times equal to your Wisdom modifier (minimum of 1). You regain any expended uses when you finish a short or long rest.

## Beginner's Luck

At 9th level, you can choose two skills or tools when you finish a short or long rest. You gain proficiency with those skills and tools until you choose a different one with this feature.

## Unlikely Aim

At 11th level, when you score a critical hit, roll the attack's damage dice thrice, instead of twice.

## Warded Possibility

Beginning at 13th level, your control over possibilities grants you proficiency in all saving throws.

## Possible Extent



At 17th level, you can ensure the existence of positive or negative possibilities. Once per turn, when a creature you can see within 60 feet of you makes a damage roll, you can choose to change the roll to 1) the original amount of dice at half their value or 2) double the amount of dice at their original value. The roll is counted as if spread evenly across the original dice.

Once you use this feature, you can't use it again until you finish a short or long rest.

## Unbending Will

At 20th level, your focus and willpower to bind luck reach their zenith. Your Wisdom score increases by 4. Your maximum for that score is now 24.

## Luck's Purviews

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Luckbinders find common ground in their basic ability to influence possibilities. However, different luckbinders perceive the mechanics of luck in different ways, which specializes their binding in varying directions, embodied by their luck's purview. Your choice of purview is the embodiment of your understanding of luck, which in turn influences your ability to manifest possibilities.

### Purview of Fortune's Soldier

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Fortune's Soldiers see all possibilities as a part of luck, but choose to focus on the results, specifically the positive ones, rather than the implications. They fixate on the good outcomes and the ways that they can benefit from them, seeing them as a chance to ensure the continued existence of good fortune. They primarily use their abilities to note and capitalize on the positive possibilities that manifest themselves.

You excel when chance flows in your favor. When you find fortunes favorable, you can boost that luck into a further cascade of positive events. While you may not be the best at manipulating possibilities, your physical abilities and understanding of luck more than make up for that shortcoming.

### Emboldened Vigor

When you choose this purview at 1st level, you can exploit the positive flow caused by good fortune. Whenever you have temporary hit points granted by your Overflow feature, your attacks score a critical hit on a roll of 19 or 20.

### Critical Combo

At 7th level, once during each of your turns, when you score a critical hit, you can make one additional attack.

### Fortunate Position

At 10th level, whenever you have temporary hit points granted by your Overflow feature, you have advantage on attack rolls.



## Rising Flow

At 15th level, when you make a roll for granting temporary hit points using your Overflow feature, you can reroll the dice and use either total.

## Purview of Gamblers

Those of the Purview of Gamblers see luck in the highs and lows of life, finding only the most excessive possibilities to be the true expression of luck. A moment of normalcy is a moment where chance hasn't yet cast its lot. For better or for worse, Gamblers can push their luck in ways that few others would have the bravery or the insanity to try.

You specialize in bending your fortune to its limits, whether good or bad. You naturally exacerbate possibilities around you to their logical extremes, and sometimes even beyond them. All you know is that, whenever you force your influence, risk and reward approach you hand in hand.

## Raised Stakes

When you choose this purview at 1st level, you can further intensify the severity of extreme possibilities, extending beyond their normal effect. When a creature is affected by your Overflow feature, you can choose a number up to your proficiency bonus. Roll on the Raised Stakes table and apply the effect a number of times equal to the chosen number.

### Raised Stakes

| 2d6   | Effect   |
|-------|--|
| 2-3   | Invert the effect of your Overflow feature, swapping granting temporary hit points and dealing damage. |
| 4-5   | Decrease the effect of your Overflow feature by 6.   |
| 6-8   | Increase the effect of your Overflow feature by 2.   |
| 9-10  | Increase the effect of your Overflow feature by 6.   |
| 11-12 | Maximize the roll of your Overflow feature.  |

## Rigged Odds

At 7th level, you can encourage extremity to occur. When a creature you can see within 60 feet of you makes an attack roll, an ability check, or a saving throw, you can use your reaction to give the creature advantage or disadvantage on the roll. You can wait until after the roll before deciding to use Rigged Odds but must decide before the DM says whether the roll succeeds or fails.



You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a short or long rest.

## High Roller

At 10th level, once per turn, when you roll on the Raised Stakes table, you can reroll the dice and must use the new roll.

## Jackpot

At 15th level, if you kill a creature with your Overflow feature, you can use your reaction to restore half your maximum flux points.

You can't use this feature again until you finish a short or long rest.

## Purview of Jinxes

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Jinxes see the negative possibilities of life as the true face of luck. They find that there are no real moments of good luck, only moments where bad luck temporarily abates. Misfortune seems drawn to them, and they know how to utilize the mishaps that their cursed nature leaves in their wake.

Your affinity for bad luck allows you to mire those that oppose you in debilitating misfortune. You can force the possibilities of those around you to fall consistently to the negatives, marking them as a victim for misfortune to strike.

## Jinx's Fervor

When you choose this purview at 1st level, you can cause negative events to consistently befall those around you. As a bonus action, choose one creature you can see within 60 feet of you. The target is jinxed for 10 minutes. The jinx ends early if the target dies, you die, or you are incapacitated. Until the jinx ends, when the jinxed target makes an attack roll, an ability check, or a saving throw, reduce the result of the die by 1 + half your proficiency bonus.

Once you use this feature, you can't use it again until you finish a short or long rest.

## Added Mishap

At 7th level, when a creature takes damage from your Overflow feature, the creature is knocked prone or pushed 5 feet in a direction of your choice.

## Shared Sorrow

At 10th level, when the creature jinxed by your Jinx's Fervor dies, you can apply the jinx to a different creature you can see within 30 feet of it, provided you aren't incapacitated.

## Spreading Misfortune



At 15th level, you can unleash your own misfortune upon your foes. When you fail an attack roll, an ability check, or a saving throw, you can use your reaction to choose 3 creatures you can see within 60 feet of you. The targets are jinxed for 1 minute.

Once you use this feature, you can't use it again until you finish a short or long rest.

## Purview of Lady Luck

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Some luckbinders perceive chance to be governed by an unknown entity, which most have taken to calling Lady Luck. She is seen as fickle and capricious, only shining upon those who humor her whims. Those who offer their willpower to her find that misfortune is kept at bay and better times are just around the corner.

Your perception of this entity allows you to call for her assistance. By giving over your willpower and direct influence over the flow of luck, you can manifest powerful strokes of luck that would otherwise stretch beyond the scope of your abilities.

### Favored Fancy

When you choose this purview at 1st level, you can use your will to call for boons from Lady Luck. You start knowing three such features: **Interception Boon**, **Retreat Boon**, and **Revision Boon**.

You can expend 1 to 4 flux points to roll a d4 and call for a boon. If you roll equal to or below the number of flux points, your call succeeds, and the boon manifests. If you roll above the number of flux points, your call fails, and the boon doesn't manifest. You can only call for a boon once per round.

- **Interception Boon.** When a creature enters your reach, you can make an opportunity attack against the creature.
- **Retreat Boon.** You can move up to your speed when an enemy ends its turn within 5 feet of you. This movement doesn't provoke opportunity attacks.
- **Revision Boon.** When you roll for an attack roll, an ability check, or a saving throw, you can reroll the die and must use the new roll.

### Persistent Request

At 7th level, you can use previous failures to focus your will. If your call fails, you can reroll the die and must use the new roll.

### Familiar Face

At 10th level, your earnest devotion grants you knowledge of three more boons: **Daze Boon**, **Dodge Boon**, and **Wound Boon**.

- **Daze Boon.** When you hit a creature with an attack, you can stun them until the end of their next turn.



- **Dodge Boon.** When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you can instead take no damage if you succeed on the saving throw, and only half damage if you fail.
- **Wound Boon.** When you hit a creature with an attack, you can increase the damage by 10.

## Fortune's Favorite

At 15th level, you can call for a boon twice per round.