## Card User (FF Ace Type-0)

***NOTE: this class is much easier to play with a deck of 33 different cards.***

**Type:** base  
**Hit Die:** 1d6 per level

Hit points at 1st Level: 6 + Constitution Modifer

### Requirements

To quilify for this class, a character must fulfill all the folowing criteria

**Alignment:** Any

Armor: None

|  |  |  |
| --- | --- | --- |
|  | Proficiency |  |
| Level | Bonus | Features |
| 1 | +2 | Cardcasting, Draw, The Arcana |
| 2 | +2 | Trickshot |
| 3 | +2 | Reshuffle(one use) |
| 4 | +2 | Ability Score Improvement, Draw(three cards) |
| 5 | +3 | Ante up |
| 6 | +3 | Tarot Soul Feature I |
| 7 | +3 |  |
| 8 | +3 | Ability Score Improvement, (Draw four cards) |
| 9 | +4 |  |
| 10 | +4 |  |
| 11 | +4 | Trickshot (Improvement) |
| 12 | +4 | Ability Score Improvement, (Draw five cards) |
| 13 | +5 | Reshuffle (two use) |
| 14 | +5 |  |
| 15 | +5 | Ante Up (Improvement) |
| 16 | +5 | Ability Score Improvement, Holding On |
| 17 | +6 | Fold Down(One Use) |
| 18 | +6 | Tarot Suits Feature II |
| 19 | +6 | Ability Score Improvement (Draw Six cards) |
| 20 | +6 | Up the sleeve (One Use) |

Cardcasting

As a user of the arcane arts, your deck of cards determine whether you will make it or bust.

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**Tarot Soul**

You choose a tarot archetype: Arcana, Cups, Wands, Swords, or Coins.

Cantrips

At 1st level, you know two cantrips of your choice from the spell lists you are able to use. You learn additional cantrips of your choice at higher levels.

Weapons

Your deck is your only weapon

**Tools:** deck of cards

Skills: Choose two from Arcana, Insight, Investigation, and History

Equipment

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

* (a) a scholar's pack or (b) an explorer's pack
* A deck of magic playing cards.

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Level | Cantrips | Spell Slots | | | | | Maximum number of cards | | | | |
|  | Known | 1st | 2nd | 3rd | 4th | 5th | 1st | 2nd | 3rd | 4th | 5th |
| 1st | 2 | 2 |  |  |  |  | 3 |  |  |  |  |
| 2nd | 2 | 3 |  |  |  |  | 4 |  |  |  |  |
| 3rd | 2 | 4 |  |  |  |  | 6 |  |  |  |  |
| 4th | 2 | 4 |  |  |  |  | 8 |  |  |  |  |
| 5th | 2 | 4 | 1 |  |  |  | 12 | 2 |  |  |  |
| 6th | 2 | 4 | 2 |  |  |  | 14 | 4 |  |  |  |
| 7th | 2 | 4 | 3 |  |  |  | 15 | 5 |  |  |  |
| 8th | 3 | 4 | 4 | 1 |  |  | 17 | 7 | 2 |  |  |
| 9th | 3 | 4 | 4 | 2 |  |  | 18 | 8 | 3 |  |  |
| 10th | 3 | 4 | 4 | 3 | 1 |  | 20 | 10 | 5 | 2 |  |
| 11th | 3 | 4 | 4 | 3 | 1 |  | 21 | 11 | 6 | 3 |  |
| 12th | 3 | 4 | 4 | 3 | 2 |  | 23 | 13 | 8 | 5 |  |
| 13th | 3 | 4 | 4 | 3 | 2 |  | 24 | 14 | 9 | 6 |  |
| 14th | 3 | 4 | 4 | 3 | 3 |  | 26 | 16 | 11 | 8 |  |
| 15th | 3 | 4 | 4 | 3 | 3 | 1 | 27 | 17 | 12 | 9 | 1 |
| 16th | 3 | 4 | 4 | 3 | 3 | 1 | 29 | 19 | 14 | 11 | 3 |
| 17th | 4 | 4 | 4 | 3 | 3 | 1 | 30 | 20 | 15 | 12 | 4 |
| 18th | 4 | 4 | 4 | 3 | 3 | 2 | 31 | 21 | 16 | 14 | 5 |
| 19th | 4 | 4 | 4 | 3 | 3 | 2 | 32 | 22 | 17 | 15 | 6 |
| 20th | 4 | 4 | 4 | 3 | 3 | 2 | 33 | 23 | 18 | 16 | 7 |

Deck

At the 1st level, your deck consists of three 1st-level wizard spell cards. Your cantrips are not written on the cards for they are fixed in your mind.

At the end of a long rest, your deck resets.  You gain back all the cards that were prior to the rest back to the deck.

YOU CAN only have the spells in your deck set at base level they start as. So you cannot have a Magic Missle level-2, you can only have a Magic Missle level-1, since the base level for Magic Missle is level 1.

***Note:*** Use the card casting sheet to help with percentages, the assigned cards, etc.

**The Arcana**

Choose an archetype: Cups, Swords, Wands, or Coins. Which will have the list of the features associated with each soul.

Cardcasting Ability

Intelligence

Spell save DC = 8 + proficieny bonus + your intelligence modifer

Spell attack modifier = your proficieny bonus + your intelligence modifier

Ritual Casting

You can cast a wizard spell as a tritual if that spell has the ritual tag and you have the spell on one of your cards. You need to prepare the spell.

Learning Spells of 1st Level and Higher

Each time you gain a level you add two new cards to your deck. You can add a new spell or old spell to the card. The spell must be of a level for which you have spell slots, as show on the table. You can hold up to four copies of a card at most.

|  |  |
| --- | --- |
| Level | total number of cards |
| 1 | 3 |
| 2 | 4 |
| 3 | 6 |
| 4 | 8 |
| 5 | 12 |
| 6 | 14 |
| 7 | 15 |
| 8 | 17 |
| 9 | 18 |
| 10 | 20 |
| 11 | 21 |
| 12 | 23 |
| 13 | 24 |
| 14 | 26 |
| 15 | 27 |
| 16 | 29 |
| 17 | 30 |
| 18 | 31 |
| 19 | 32 |
| 20 | 33 |

Draw

At 1st level you draw two random cards from your deck. You can roll a die that represents the number of cards the closest to the number of cards in your deck. So if you are level 2, you would have three cards available, so you could roll a d4 counting a "4" as a reroll. Or an alternative could be using a deck of playing cards. At the 4th Level, you draw three random cards instead of two. Then, four, five and six random cards at the 8th, 12th, and 19th levels, respectively.

You can draw a hand for an action while you have no cards in your hand. After a short rest you can send replace your hand with a new hand.

Trickshot

At 1st level, once per hand drawn,  for an action you can throw a card from your hand to a target 30ft in front of you, deal 1d4 of force damage. At the 11th level, you can throw two cards instead of one; the damage from each card is 1d6 of force damage. At the 18th level, you can throw a total of three cards from your hand; the damage from each card is now 1d6 + 1.

Reshuffle

At the 3rd level for an action you reset the deck, and if you have any cards in your the get added back to the deck. You can only do this once per long rest. At the 13th level, you can do this twice per long rest.

Ante Up

At the 5th level, whenever you cast a card, you can discard other cards and spend the spell slots assoicated with the card to increase the casted cards level(up to level 4). For instance, if you have a Ice Knife (which is a 1st-level wizard spell), you could discard a Mage Armor (another 1st-level wizard) and the expend the 1st-level spell slot, the Ice Knife goes from a 1st-level spell to a 2nd-level spell. At level 15 Ante Up's level cap increases from 4 to 6.

Fold Down

Once per long rest, for an action you can you discard a card to expend the spell slot and cast cards whose total level is equal to or less than the expended card. For instance, if you have a level-5 spell, two level-2 spells, and two level-1 spells. By expending the level-5 spell you can cast the two level-2 spell, and/or two level-1 spells in any combination, as long as the total spell levels do not exceed 5. You could cast two level-2 spells, or two level-1 spells, or two level-2 spells and one level-1 spell, or two level-1 spells and one level-2 spell, and etc.

**Up the Sleeve**

At the 20th-level, once per long rest you can cast cast an addtional ability of your choosing: Reshuffle, Ante up, or Fold down. If you use this ability, roll 1d6 and multiple that number by 8 and take that much damage.

## Tarot Soul

**Arcana**

### Cups

The Cleric

The Cups harbor the determention and faith of the Cleric. You can learn all Clerics spells up to the 5th level.

Bluff

At the 6th level, any Cleric touch spells, now have a range of up to 10ft.

Studs

 At the 18th level, you can

### Swords

The Paladin

The Swords your harbor the strength and the will of the Paladin.

**Deuce-to-seven**

Any ranged attacked made with thrown cards is now considered melee attacks.

Trickshot III

At the 18th level, you can use an action to throw a total of up to three cards from your hand. Instead of this being once per hand you can keep throwing them instead. The damage from a thrown card is now 1d6 + 1 of force damage.

### Wands

The Wizard

The Wands harbor the intelligence and wisdom of the Wizard. You can learn all of the wizard spells up to the 5th level.

Vancouver Mulligan

Once per short rest, you can reshuffle your drawn hand back into the deck and reshuffle and draw(or reroll) for a new hand, but 1 less card than you drew. If you have a hand that consists of five cards, you shuffle it and draw a new hand of four cards.

**Doubles**

At the 18th level, once per day, if you have a level-2 or level-1 spell drawn and you have another card drawn with the exact name and level, you can cast the first spell and expand the spell slot, and then you can cast the second card for free.

### Coins

The Ranger

The Coins harbor the ideals and resolve of the Ranger. You can learn all of the Ranger spells and assign them to cards.

Gunshot

The range at which a card can be thrown increase by 30ft for each card drawn and  in your hand. If you have two cards drawn and in your hand your range to throw a card is now 60ft. If you have four cards drawn and in your hand, your range is now 120ft and etc.

Checking

At the 18th level, the end of every round in combat, you get to make an extra action or movement.

Reference: Final Fantasy Type-0: Ace, Magic(not the gathering), Magic(the gathering), tarot, Final Fantasy TCG, Dnd 5th