



Art by Warmtail

## Rogue - Lucky Devil

Luck favors the bold, but mostly it favors you. Lady luck is a harsh mistress, and you earned her favor, perhaps you were born under the right star, perhaps an ancestor of yours made a deal, no one really knows, but your luck is infuriating to most. Devils themselves hesitate when making deals with your kind, your luck always finding a way to mess with the plans they have for your soul.

### Fortunate Soul

At 3rd level, you gain proficiency with all gaming sets. In addition, whenever you play a game in which you are proficient and need to make an ability check for it, you always have advantage on the roll.

### Luck Omens

Beginning at 3rd level, you gain the ability to control your luck to some extent. You gain a number of Luck Omens equal to your proficiency modifier, Luck Omens can be used to fuel the various abilities of this subclass. A Luck Omen is expended when you use it. You regain all of your expended Luck Omens when you finish a long rest.

### Against All Odds

Also at 3rd level, whenever you have to make a roll with disadvantage you can expend a Luck Omen and turn it into advantage instead. You must choose to do so before the roll, and you can change a roll in this way only once per turn.

### Twist of Fate

Starting at 9th level you can alter the fate of others to benefit yours. If a creature you can see within 30 feet of you has advantage on a roll, you can expend a Luck Omen to turn it into disadvantage. You must choose to do so before the roll, and you can change a roll in this way only once per turn. You can use Luck Omens in this way a maximum number of times equal to your proficiency modifier, and regain the ability to do so once you complete a long rest.

### Stored Luck

It's always good to store some luck for later. Starting at 13th level, when you make an attack roll against a creature of CR 1 or higher, or are forced to make a saving throw, you can expend a Luck Omen to store the result for a later date, and reroll the dice. You can use that stored roll to replace any ability check, attack roll or saving throw that you make. You keep that stored roll until you expend it, store another roll or complete a long rest.

#### GM NOTE:

If you have advantage or disadvantage you store the outcome, meaning the higher or lower dice respectively.

### Luck Thief

Starting at 17th level, whenever you use your Twist of Fate ability, you also steal the creature's luck and regain a Luck Omen token.