

Tab 1

By RaveHercules622

Major Arcana

- Activated in combat and lasts 3 turns. Unless Awakened
- No more than 1 player character can have the same Major Arcana Card, Minor Arcana Card, or gem equipped
- Most Cards used in the action phase
- Some card effects can only be activated once per long rest.
- Cards start at lvl 1 and can increase up to lvl 3
- Awakened cards or Full Active cards will have Reverse effects but are activatable more than three turns

● *The Fool*

- FP [Fool Points] (cap 4) (5,6)
 - FP resets every long rest
 - Use Inspiration to go into Courageous mode (3 turns)
 - Ability to cheat death once during Courageous Mode
 - Unable to fall below one hp
 - Reverse Effects become positive
 - Gain 1 point getting hit
 - -1d4 damage getting hit
 - Use 4 points for an extra action
 - Use 3 points to refresh a major arcana
 - Use 3 points for an extra melee attack
 - Use 2 points to single target heal a creature 2d6 (3d6,4d6)
 - Use 2 for 2d6 extra damage (3d6,4d6)
 - Use 1 for extra reaction or bonus action
 - Use 1 for 5 extra movement (10,15)
 - Use 1 for +2 to a d20 save or check roll (+4,+6)
- Passive
 - Gain 1 point every combat turn
 - Gain 1 point landing a hit on a creature
 - Gain 1 point when receiving a healing source
 - Gain 1 point on NAT 20 roll
 - Gain full points by expending an inspiration
- Reverse
 - Cowardice
 - Lose 1 point when getting hit
 - +1d4 additional damage when getting hit by an enemy (+1 die)

• *The Magician*

- Magician's Spell Slot
 - +1 Omni-resource
 - Can be used as anything your character has, like a 5th-level spell slot or rage, or wild shape, etc.
 - It can also be used as a resource for any resource point you don't have, but at the lowest level
 - Ex. wildshape point, but only able to shape into CR 0 creatures
 - Can be used to restore a resource you have
 - Magician's Spell Slot can be used to emit a 4d6 + spellcast modifier healing 30ft radius burst or fire a 4d6 + spellcast modifier damage piercing projectile (choose element) (4d8,4d10)
 - No attack roll or save needed
 - This ignores immunities and resistances and can be amplified by vulnerability
- Passive
 - Switcheroo
 - Ability to either make a spell a d20 check or a saving throw
- Awakened
 - Final hit brings back Magician's Spell Slot
 - Short rest to bring back Magician's Spell Slot
 - Use Inspiration brings back Magician's Spell Slot
- Reverse
 - Imperfect formula
 - Can only be used below or equal to 90% of max hp (75%, 50%)
 - Can be counterspelled

● *The High Priestess*

- Unlocks inspiration moves
 - Use inspiration to cast inspiration beam 4d8 (5d8,6d8)
 - Next attack on target has advantage
 - Target has disadvantage on everything next turn
 - Inspiration Burst
 - Detonate all your held inspiration
 - Each inspiration +1d20 damage (2d20, 3d20)
 - Radius of 25 ft + auto hit
 - Action
 - Inspired Inspiration
 - Use an inspiration to give a target or yourself maximum damage potential for one turn
 - Action
 - Transfer one inspiration to an ally
 - No Action required
- Passive
 - Able to hold up to three (4,5) inspirations
 - When rolling a NAT 20, gain one inspiration
 - For each inspiration held
 - +1d6 healing (1d8,1d10) to all sources
- Reverse
 - Unmotivated
 - If the user does not at least have one inspiration, suffer negative effects
 - -1 in all checks (-2,-3)
 - -1 to hit (-1,-3)
 - -1d4 healing (-1d6, -1d8) all sources

• *The Empress*

- Status Dispel
 - Cure single target status effects with touch + 2d6 healing
 - Must cure a status effect to heal
 - No Action required
 - 1
 - Minor Conditions
 - Burn
 - Poison
 - Frostbite
 - Sleep
 - 2
 - Reversed Arcana Effects (3 turns)
 - Paralysis
 - Hex
 - Frozen
 - Hemorage
 - 3
 - Curse
 - Blight
 - Higher lvls more cures and more heals + range (2d8, 2d10) (30ft,60ft)
- Status Absorb
 - Ability to take someone's status condition and take it for yourself
 - Bonus Action
 - Range touch (30ft,60ft)
 - Effect procs as it transfers to you
- Passive
 - Curing a status
 - +2ac for both users (1 turn)
 - +1d4 bonus check die for both users (1 turn)
 - Ability to also cure yourself when curing others
 - Status effects have lessened effects on you
 - -1d4 damage (1d6,1d8)
 - Less time, etc.
- Reverse
 - Cost of life
 - User loses 1d6 hp on cure (1d8,1d10)

• *The Emperor*

- Temporary +1 Charisma
 - Advantage on Charisma throws
 - Higher lvls +1
 - Lasts 3 turns
 - Effect activated
- Emperor's Decree
 - Summon a magic pistol
 - Each turn, you can shoot one bullet
 - 1d20+ charisma modifier check against AC
 - On hit, attempt to Charm, Poison, Burn, Freeze or Mark enemies with Emperor's Mark
 - Effects lasts 1 turn (2,3)
 - Charm wears off when attacked or creature attacks
 - Use spell slots to fire additional shots in a turn
 - No upcast effect
 - No action required to shoot
 - Charmed Enemies prefer to attack marked targets
 - Charisma saving throw
 - 1d8+charisma modifier damage (1d10,1d12)
 - Ability to Mark yourself by shooting yourself
 - Attacks against you have advantage but you do +1 Emperor's mark damage die against marked enemies
 - Still take damage, no attack roll required
- Reverse
 - Give and Take
 - - 1 random stat (2,3)

● *The Hierophant*

- Temporary +1 Intelligence
 - Advantage on Intelligence throws
 - Higher Ivs +1
 - Lasts 3 turns
 - Activated
- Passive
 - Hierophant's Orb
 - Able to learn Scrolls and prepare more spells with no gold cost
 - Passive
 - With orb, spell requirements fade
 - (somatic, verbal, material, time)
 - +1 Magic Missile
 - Ability to see through the orb and move it up to 120ft away from you
- Team up
 - Shared Wisdom
 - When Justice rolls 20 also gain extra attack/spell attack
- Reverse
 - Give and Take
 - - 1 random stat (2,3)

- *The Lovers*

- True Bond

- Creating a true bond with an NPC allows you to summon them as a spectral entity to fight alongside you when they are not around
 - The original being must still be alive and not currently fighting with you
 - Control the spectral on your turn
 - Summon once per long rest (2,3)
 - Only one spectral can be summoned at a time
 - If a spectral dies, they recover after a long rest
 - Creating a bond requires that the NPC trusts the PC, gives them some kind of token or remembrance item, and is willing to fight alongside them.

- Passive

- Contingency Plan
 - Roll two initiative numbers and choose one as your initiative
 - Double Trouble
 - +2d6 on team healing spells and actions (2d8,2d10)
 - Creative attacks with two or more people
 - Teamate In Need
 - When next to an ally
 - +1 ac
 - +1 to saving throws
 - Helping Hand
 - Help Action becomes a Bonus Action

- Reverse

- Dependent
 - -1d4 damage when not using team attacks (-1d6,-1d8)

- ***The Chariot***

- Temporary +1 Dexterity
 - Advantage on Dexterity throw
 - Higher Ivs +1
 - Lasts 3 turns
 - Activated
- Passive
 - Chariot's Carriage
 - +10 movement (15,20)
 - Initiative Shift becomes Bonus Action
 - + Reaction
 - Maximum Horsepower
 - Proficiency in Athletics and Acrobatics
 - Prone resistant
 - Displacement resistant
- Chariot Charge
 - After moving at least 10m in a straight line, you can deal 1d4 damage for each 5m (1d6,1d8)
 - No action required
 - Ability to also make an Athletics Check to shove them out of the way
- Reverse
 - Give and Take
 - - 1 random stat (2,3)

● *Justice*

- Temporary +1 Wisdom
 - Advantage on Wisdom throw
 - Higher lvls +1
 - Lasts 3 turns
 - Activated
- Justice's Truth
 - Summon the Scales of Justice
 - No action required
 - Works with Advantage
 - Roll a d20
 - 20 - gain extra attack or spell attack
 - 11-19 - Enemy marked with Justice
 - 2-10 - user marked with Justice
 - 1 - Enemy gets extra attack or spell attack
 - Justice Marked
 - -1d4 penalty to next hit
 - 10% cut hp from maximum hp for the rest of combat
 - Target's becomes weak to a chosen damage type for next hit
- Passive
 - Street Smart
 - Prepare 2 more spells (3,4)
 - Unlock all cantrips available to current class
 - Cantrips become bonus action
 - Improvised weapons deal 1d4 more damage (1d6,1d8)
- Team up
 - Shared Intelligence
 - When in sight of Hierophant's orb, spell requirements fade
 - Time, materials, etc.
- Reverse
 - Give and Take
 - - 1 random stat (2,3)

● *The Hermit*

- Hermit's Prediction
 - You can force an ally or enemy to reroll a d20 roll once per long rest (2,3)
 - You choose which d20 happens
- Passive
 - Foresight
 - Gain vague dreams and visions of the future
 - Increased concentration
 - Able to hold two concentration skills at once (up to 4 at max lvl)
 - If concentration is broken all concentration skills fade
 - Roll above 9 to maintain concentration
 - Higher lvls 8, 7
 - All concentration spells become learnable regardless of class
- Reverse
 - Non-concentration skills do 1d6 less damage
 - Losing Concentration from an enemy loses your action next turn

● *Wheel of Fortune*

- Wheel of Fortune
 - Use 50 gp to spin the wheel of fortune
 - Gain cgp
 - Gain gp
 - Become invincible for 1 hit
 - Suffer Damage
 - Suffer status ailment
 - Skip turn
 - No action required
 - 50cgp is worth 25gp
- Fortune Favors the Bold
 - Steal move, on success, allows access to loot pool before killing an enemy
 - Hit check = enemy ac
 - Only modifier is for each 100 gp held +1 to steal
- Gold Investor
 - Use gp to enchant your weapon and when used to hit, mark enemies.
 - Enchanted weapon does +1d4 damage for each 50 gp spent (1d6,1d8)
 - Marked enemies drop better loot based on gp used
 - DM discretion
- Passive
 - Gold Hustler
 - Increase Gold gain +50% (75,100)
 - Certain occasions
 - On Critical Hit, gain 50 gp (75,100)
- Reverse
 - Scent of Greed
 - Attracts hoarder goblins and monsters when someone has more than 1000 gp (750, 500)

• *Strength*

- Temporary +1 Strength
 - Advantage on Strength throws
 - Higher lvls +1
 - Lasts 3 turns
 - Activated
- Strength's Grit
 - When receiving damage that would down you stay at 1 hp
 - Once per long rest or until healed at maximum hp
 - As a bonus action you can expend one hit dice as self healing or extra damage
 - When at 1 hp, ability to spend all your remaining hit dice as extra damage or healing
 - No action required
- Passive
 - Better Hit Die
 - Upgrade your hit die to the next dice level
 - ex. 1d10 -> 1d12
 - Two hands
 - Make another off hand strike when using unarmed bonus action strikes
- Reverse
 - Give and Take
 - - 1 random stat (2,3)

• *The Hungry Man*

- Health Sacrifice
 - Spend 10 hp to heal party 10 hp
 - Scales with hp spent
 - Spend 10 hp to increase ac by 2 for 1 turn
 - Scales with hp spent
 - Spend 10 hp to add +2 to a d20 check
 - Scales with hp spent
 - Spend 10 hp to add +3 hit and 1d8 damage (1d10, 1d12)
 - Spend 20 hp to add +6 hit and 2d8 damage (2d10, 2d12)
 - Spend 30 hp to guarantee hit and add 3d8 (3d10, 3d12)
 - Spend 40 hp to guarantee hit and add 4d10 (4d12, 4d20)
 - Spend 20 hp to go into Bloodied Rage
 - Separate from other rages
 - Lasts 3 turns
 - Gain lifesteal on full damage
 - +2 to hit while active
 - Apply bleed on self
 - Bleed and its variations procs during everyone's turn until downed or rage ends
 - Unable to cure status with normal recovery items and spells
 - Must have appropriate hp, else take 1 death save per 10 hp not acquired
 - Temporary hit points may be used instead of hit points
- Passive
 - Heal 1d6 more each time you are healed (1d8, 1d10)
 - On level up you roll maximum health point
 - Ex. 1d8 + con modifier = 8 + con modifier
- Reverse
 - Detectible Blood
 - Your blood is tastier to more creatures, causing them to be more hostile towards you. Being below 30% hp often attracts bloodthirsty monsters to appear (40%, 50%)
 - Price of Blood

- When using
 - 10 hp
 - Suffer minor bleed
 - 20 hp
 - Suffer Bleed
 - 30 hp
 - Suffer Bleed
 - 40 hp
 - Suffer Hemorrhage

• *Death*

- Bringer of Death
 - When you have advantage on attack and if the target is at least yellow or lower level than you are, you can forgo the advantage die and use the Scythe of Death
 - You can use it as a one-time weapon attack as an action
 - No bonuses to hit from stats other than proficiency
 - Enemies hit by it suffer 1d12(2d12,3d12) necrotic damage plus your normal weapon damage.
 - Hit enemies are marked with 1d4 Death saves
 - Applying 3 death saves instant kills them
 - This will bring Certain Bosses to their next phase instead
- Passive
 - Eyes of the Other Side
 - You can vaguely see the health of creatures
 - White
 - Full HP or Temporary Hitpoints covering HP
 - Purple
 - 80-90%
 - Blue
 - 70-80%
 - Green
 - 60-70%
 - Yellow
 - 40-60%
 - Orange
 - 30-40%
 - Red
 - 20-30%
 - Black
 - Less than 20%
 - Final Striker
 - For each killing blow

- Gain 6 temporary hit points (stacks til used or combat ends)
 - +6 and advantage to next hit
 - 1d6 additional damage (stacks til end of combat)(2d6,3d6)
- Touch of the Dead
 - Your necrotic damage ignores immunities
- Reverse
 - Death comes faster
 - Cannot heal over 75% hp after falling below it (60%, 50%)

● *Temperance*

- Battle Ready
 - When combat starts choose a stance other than Ultimate stance
 - Use bonus Action to switch stances
- Steady Stance
 - Go last and have +2 ac (3,4)
 - -15 movement
 - However many turns it takes til your turn from your attacker's turn negate that amount of damage
 - Original Initiative count still exists
- Quick Stance
 - Go first and have +3 to hit (4,5)
 - +15 movement
 - +1 bonus action/reaction
 - Original Initiative count still exists
- Base Stance
 - Use Original initiative count
 - +1 hit
 - +1 ac
 - +5 hp per end turn (10,15)
- Ultimate Stance
 - Use inspiration to go into ultimate stance for a turn
 - No bonus action required
 - Choose when to play during turn round
 - Go to base stance once ultimate stance ends
 - +3 ac (4,5)
 - +3 hit (4,5)
 - Heal 5 hp (10,15)
 - +15 movement
 - +extra attack/spell attack
 - +bonus action
 - +reaction
- Reverse
 - Rabbit Turtle

- In steady stance (2)
 - -2 to hit
- In Quick Stance (1)
 - -2 ac
- In Base stance (3)
 - Staying stationary only grants base stance bonuses

● *The Devil*

- Second Roller
 - When rolling d20s, After first d20 die is rolled, roll another and if the number matches
 - Auto succeed regardless of number
 - Gain a d20 damage negation die or a d20 additional damage die for next hit
 - When two 20's are rolled back to back, the enemy is stunned for 1 whole round and attacks against have guaranteed critical while the stun lasts
 - Devil's Number
 - Rolling a chosen favored number allows you to enter a Devil Mode for two turns and reroll the roll
 - Constitution mode
 - +10 hp regen per start of turn (15,20)
 - Advantage on all saving throws
 - Aggressor mode
 - Gain +10 temporary hitpoints (15,20)
 - +1 extra attack
 - Blitz Mode
 - +15 movement (20,25)
 - Devil barrage attack
 - +1d4 damage for each lucky number rolled by yourself, plus teammates from d20s while combat lasts
 - Getting devil mode again while it's active adds its duration or choose another mode to stack
- Reverse
 - Unlucky Numbers
 - 1,2,3,4 are auto fail numbers on d20s regardless of second roller
 - Unable to have these as a favored number

● *The Tower*

- Temporary +1 Constitution
 - Advantage on Constitution throws
 - Higher lvls +1
 - Lasts 3 turns
 - Activated
- Tower's Endurance
 - For one turn, turn all damage received into temporary hitpoints
 - Reaction
 - Once per short rest
- Summon Tower's Shield
 - As a one time reaction parry an attack or projectile to send it back
 - Enemies are stunned if attack is parried
 - Projectiles are reflected
 - Once per short rest
-
- Passive
 - Access to False Life, Sanctuary, Prayer of Healing
 - Shared Tower
 - Ability to give temporary hitpoints and hitpoints to others
 - Bonus Action
 - Rolling 1 on a damage die against you negates the whole damage die
 - Disables rerolling damage as compared to a flat -1 damage reduction
- Reverse
 - Give and Take
 - -1 random stat (2,3)

● *The Star*

- Extreme speed reaction
 - As a reaction
 - You can move 5ft (7.5ft[diagonal], 10ft)
 - Can dodge attacks if you manage to move out of attack range
 - Does not provoke opportunity attack
 - Make another “quick” attack
 - Turn your reaction into a bonus action
 - Unable to use next turn
- Passive
 - Bright Star
 - Critical damage always does maximum damage when less than 50% of max hp
 - Extra half crit
 - If damage die was 1d10 then crit would be 2d10 + 5
- Team Up
 - If World is in party, share Extreme Speed Reaction with World when perfection is active
 - Ability to share hp on bonus action
 - World's perfection bonus' is shared with Star
- Reverse
 - Double edged
 - Take extra half crit damage when an enemy lands a critical against you

● *The Moon*

- Reverse Roll (1 = crit 20 = fail)
 - Can be activated after a roll but is active for the rest of the fight
 - Higher lvls you can switch the roll again
 - Normal bonuses are still added
 - Each crit gain one moon charge
 - At three moon charges, gain an extra action and 10 temporary hitpoints
 - At two moon charges +15 movement
 - At one moon charge +1 ac, +1 hit
- Team Up
 - When Suncharges are present gain ellipse charges
 - Lvl of ellipse charge combines that lvl of sun and moon
 - Combine reverse effects
- Reverse
 - Waning Moon
 - 1,2,3 are critical fails and when failing a roll lose a moon charge

● *The Sun*

- Crit Master (20, 19) (18,17)
 - On crit, roll again
 - Crits do half as much more
 - Ex. 1d10 → 1d10+5
 - On crit Gain 1 Sun Charge
 - At three sun charges, always have advantage on initial attack roll
 - At two sun charges +1 damage die
 - At one sun charge gain +5 temporary hit points
- Team Up
 - When Moon charges are present gain ellipse charges
 - Lvl of ellipse charge combines that lvl of sun and moon
 - Combine reverse effects
- Reverse
 - Dark Sun
 - 1,2,3 are critical fails and when failing a roll lose a sun charge

• *Judgement*

- Heaven's Executioner
 - Summon the executioner blade
 - Uses action and bonus action to swing
 - Extra attack applies
 - 1d10 radiant damage plus normal weapon damage (1d12,1d20)
 - Ability to use one of the smites along with
 - Must have smite spell and spell slot
- Passive
 - Heavenly Reaction
 - Able to use reactions and or bonus actions to gain 1 temporary hitpoint while in combat
 - (2,3)
 - Ability to convert temporary hit points into hit, hit points, or damage in combat
 - Judgement Hand
 - +Extra Reaction
 - +Bonus Action
 - Higher lvls extra reaction and bonus action, extra action
 - Touch of Gods
 - Your radiant damage ignores immunities
- Reverse
 - Retribution
 - Enemies get two opportunity attacks against you
 - Enemies have +1 to hit against you

● *The World*

- Perfection
 - When at full hp
 - Temporary all stat modifiers, temporary hitpoint, ac, saving throw +1 (+2,+3)
 - +1 extra attack/spell attack
- Perfect Attack
 - When Perfection is active, your attacks have guaranteed hit and ignore damage type immunity
- Passive
 - Moon Orbit
 - Upon losing hp that would make you fall, regain half hp, once per short rest
- Team Up
 - If Star is in party, perfection is shared with Star
 - Ability to share hit points on bonus action
 - Star's Extreme Speed Reaction is shared if in party
 - Reverse:
 - World's end
 - When not in Perfection
 - -1 ac
 - -1 on checks

Minor Arcana

- Cannot have more than one Knight, King, Queen, Page, Ace, Number, or Joker card equipped.
- Party members cannot equip the same minor cards.
- PCs can equip up to three minor arcana cards
- Minor Cards can be swapped freely at long rests.
- Minor cards can be bought in bulk, found in bulk, and found separately

Number

- Of Wands
 - +10 movement
- Of Cups
 - When moving forward at least 20 movement in a straight line, enter a running state, +3 to hit +1d8 damage
- Of Swords
 - Ability to swap between weapons freely
- Of Pentacles
 - +1d8 physical ranged and thrown damage
- Of Hearts
 - Lifesteal half damage done
- Of Clubs
 - Harvesting/Collecting efforts yield more
- Of Diamonds
 - Physical attacks against you that miss because of AC allow you to do an opportunity attack using your reaction
- Of Spades
 - +30 max hp while fighting in combat alone
- Of Dice
 - +1 to all skill checks

Knight

- Of Wands
 - +1 prepared Spell

- Any list
 - Ability to use this spell at its base level once without any spell slot requirement
- Of Cups
 - +1d6 team attack damage
- Of Swords
 - +1 ac
- Of Pentacles
 - +10 max hp
- Of Hearts
 - Regen 1 hp every 10 minutes
- Of Clubs
 - +1d8 damage using improvised weapons
- Of Diamonds
 - Negate the first damage attack against you each combat
- Of Spades
 - +1 damage bonus for each companion in the party
- Of Dice
 - +2 to hit for allies when they are next to the user

King

- Of Wands
 - Ability to use hp instead of spell slots
 - 1d20 hp per spell level
- Of Cups
 - Summons last til end combat or killed
 - Summons no longer take concentration
- Of Swords
 - +1d6 damage while in Difficult Terrain
- Of Pentacles
 - Ability to create sigils on the ground
 - Active when stepped on
 - Can only create sigils in an open area
 - Bonus action

- Glows a different colored light for each different sigil
 - Can be destroyed (1hp)
 - -2ac
 - +1ac
 - +2 hit
 - +2 saving throws/skill checks
 - 1d6 Regen
 - Free movement
 - Aggro
 - Teleportation
 - Extra reaction
 - Extra bonus action
- Of Hearts
 - Healing others heals you that same amount
 - Does count multi-heal
 - Doesn't count overflowed healing
- Of Clubs
 - Ignore basic ammo count
 - Regular Arrows
- Of Diamonds
 - +1d6 Ranged Damage sources
- Of Spades
 - Deflect projectiles back if the damage is lower than 2 plus your proficiency bonus and lvl
- Of Dice
 - You can change a d20 die you roll into a d100 once per long rest

Queen

- Of Wands
 - +1 subclass of current class
- Of Cups
 - Apply Sanctuary on self when surrounded by at least two allies
- Of Swords
 - +1d6 melee damage

- Of Pentacles
 - Obtain a pocket dimension
 - Can store items
 - Up to three items
 - Can store fired spells and projectiles
 - Use reaction to pocket the projectile
 - The projectile must be targeting the user to be pocketed
 - Skill check required based on the projectile
 - Bonus Action to release from the pocket dimension
- Of Hearts
 - All healing spells can become a bonus action or action interchangeably
- Of Clubs
 - Ability to create potions with pure gp
 - 25gp
 - Healing Potion
 - Water Bottle
 - 50gp
 - Accuracy Potion
 - Movement Potion
 - 75gp
 - Bonus Action Potion
 - Restoration Potion
 - 100gp
 - Spell slot potion
 - Enlarge potion
 - Shield potion
 - 250gp
 - Action Potion
 - Damage Potion
- Of Diamonds
 - Getting hit three times while not in Diamond form turns your skin into diamond
 - +1d20 damage negation for 2 turns
 - -20 movement
 - Counts as status condition

- Of Spades
 - Able to use an invisible mage hand that is physically connected to you as a bonus action. It has 1 hp and it inherits your stats. It can stretch up to 30ft but cannot phase through objects.
 - Hand can fire spells through you
 - Hand can physically grab objects/weapons/creature based on strength stat
- Of Dice
 - +5 to initiative rolls

Page

- Of Wands
 - Free 15ft height limit flight movement equal to movement
- Of Cups
 - Ability to rewind yourself or a willing ally's position one turn ago
 - Bonus action
 - Twice per short rest
- Of Swords
 - 1d8 self-heal ability
 - Bonus action
- Of Pentacles
 - +2 on all saving throws
- Of Hearts
 - +10 temporary hitpoints at beginning of combat
- Of Clubs
 - Advantage on stealth
 - +1d8 sneak attack damage
- Of Diamonds
 - +1d4 damage when afflicted by a status ailment
 - Stacks with multiple
- Of Spades
 - When healed, gain +5 to hit next attack
- Of Dice
 - Reroll a die you've rolled

- Once per long rest

Ace

- Of Wands
 - Magic Eye Ability
 - Copy any spell seen as a reaction
 - Can use that spell until another is copied, which overwrites the current copied spell
 - Still need the appropriate spell slot
 - Can be down-casted depending on the spell
 - This eye lets you identify spells
- Of Cups
 - +1 lvl in any class other than your highest
- Of Swords
 - +1d8 damage with unarmed attacks
- Of Pentacles
 - Gain 1 inspiration on a long rest
- Of Hearts
 - +1d12 damage when a member of the party is downed
 - even if they are stable
- Of Clubs
 - On Critical Fails +3 ac and saving throws for 1 turn
 - Suffer no health penalty
- Of Diamonds
 - +1d6 damage when fighting one on one
- Of Spades
 - Receive Divine Guidance(3 per long rest, cannot choose same one in a single period)
 - Weather
 - Possible Weakness
 - Warnings
 - Guidance
 - Blessings
 - Map

- Of Dice
 - Critical Hit damage deals maximum normal damage as minimum damage

Joker

- Of Wands
 - Ability to cast 2 spells at once, but unable to upcast
- Of Cups
 - Use your reaction to jump in front of an ally being attacked, equal to $\frac{1}{4}$ of your movement rounded down, and take the damage for them
- Of Swords
 - Ability to change physical damage type when attacking with physical weapons
- Of Pentacles
 - Don't provoke Opportunity Attack, but become unable to perform Opportunity Attacks
- Of Hearts
 - Death Throws don't happen; you are always stable when getting downed
- Of Clubs
 - When getting hit you can use your reaction, roll a d20 and if it lands on a crit, parry the attack, if it's a ranged attack make another 1d20 hit check +highest modifier to deflect the projectile back.
- Of Diamonds
 - Ability to spend 50 gp to increase ac by 1 for a turn
- Of Spades
 - Ability to gain an Action for a turn but suffer one level of exhaustion
- Of Dice
 - All d20 rolls become 10

Curse

- Of Wands
 - +1d10 damage on all sources, but if above 50% of max hp, start at half hp at the start of combat, and you cannot be healed over 50% during combat.
- Of Cups

- Ability to give yourself burn for 3 turns but grant the rest of the party regen for 3 turns, equal to tick damage
- Of Swords
 - Take double damage but always hit
 - Still roll for Critical
- Of Pentacles
 - Turn invisible for three turns with a bonus action, but cannot cast spells or attack while invisible
 - Able to undo at any time with a bonus action
- Of Hearts
 - Ability to up all downed teammates and heal them for half but get downed and suffer a permanent -10 max hp
- Of Clubs
 - double all type weapon damage other than unarmed but weapon breaks on impact
 - Weapon disintegrates
- Of Diamonds
 - Ability to reduce damage taken by 1d10 but lose 50 gp each time you are hit
 - If you have no gp this ability cannot be activated
- Of Spades
 - Ability to cast any cantrip but unable to cast any spell other than a cantrip
 - Cantrips are upcasted 1 level
- Of Dice
 - Deal double damage or no damage on damage rolls
 - Coin flip after total damage is rolled

Three of a Kind Bonus

- Wand
 - +1 ac
 - +1 Ancient Spell Slot (lvl corresponds to half your spell lvl)
 - Infinite usage
 - Only able to use every other turn
- Cup

- After performing a team attack, immediately play one action
 - Once per turn
- Ability to enchant an ally's next attack with a status condition with a bonus action
 - Burn
 - Poison
 - Frostbite
 - Bleed
- Sword
 - +10 max hp
 - +1 proficiency
 - Proficiency in all weapons
 - Unlock Abilities for weapons
 - Each one can be used once per short rest
 - Long Sword
 - Sweep Slash
 - Single slash that hits in front and spaces adjacent to its side
 - Spin slash
 - Single Slash around you
 - Short Sword
 - Bleed stab
 - Piercing type attack and apply bleed
 - Sword toss
 - Ranged Piercing type attack and weapon is thrown
 - Great Sword
 - Berserk (relentless)
 - Missing an attack allows you to a reroll hit
 - Upward Slash
 - Hit spaces in front and behind. Front targets take strength saving throw or get launch 5m in the air and fall prone, behind targets fall prone
 - Anything directly above you also gets hit with normal weapon damage

- Rapier
 - Repetitive Stab
 - 1d4 damage x Dexterity modifier
 - Rapier Stance
 - +2 ac
 - 1 turn
 - Bonus action
- Spear
 - Charge
 - Dash toward a target within 20ft
 - Extended spear
 - +5 Range attack
- Katana
 - Katana Form
 - Attack enemies who enter your attack range
 - Bonus action
 - 1 turn
 - Quick Draw
 - Use Reaction to perform an attack
- Staff
 - Prone Swing
 - Sweep legs of opponent to make them fall prone
(strength saving throw)
 - Homerun Swing
 - Critical damage on hit
 - Inflict daze (con save)
 - If the size of the creature or object is smaller than you they make a strength save or be pushed 5 x strength mod
- Dagger
 - Double Slash
 - Attack twice
 - Sneak Attack

- Deal double dagger damage when meeting sneak attack requirements
- Shield
 - Shield Bash
 - 1d4 Bludgeon damage + move 5m forward
 - Bonus action
 - Target become dazed (Con save)
 - Shield Parry
 - Contest a physical hit against you
 - Roll 1d20 + strength or dex Modifier and if the number beats or matches the attack roll to hit you, parry the attack, negating damage
- Axe
 - Axe-er-rang
 - Throw the axe and it travels in a circular direction back to you
 - Enemies hit take normal attack damage
 - Sweep Swing
 - Hit targets around you other than from behind
 - +1d4 damage
- Hammer
 - Ready Hammer
 - Use an action to concentrate and brace the hammer
 - Next attack using the hammer has double damage
 - Hammer Down
 - Swing downward and create a 10ft small cone ground fissure
 - Fissure damage does 1d6 bludgeoning
 - Ready hammer increases fissure range and damage
 - Those hit by the fissure take half hammer damage and take a dex throw or be prone

- Front target takes hammer and fissure damage

- Pentacle

- +1d10 damage first attack
- +1d4 damage all sources
- Ability to give your turn to another teammate

- Heart

- Gain a healing sprite
 - You can assume its color and form
 - It cannot physically interact with physical objects
 - You can send it on another person
 - When on a person, the sprite heals them for your highest modifier plus your lvl plus proficiency when its your turn

- Club

- Add Proficiency bonus to improvised weapons
- Proficiency with all crafting tools
- Improvised and unarmed damage increased by +1d8
- Ability to fuse together 2 non-fused weapons or items together
 - Combines damage and bonuses
 - Counts as improvised
 - The second item attached can break
 - Bonus Action
 - Can only have 2 fused pairs at one time

- Diamond

- Each long rest obtain 50 gp
- Receive +5 additional healing for each 100gp held
- Getting hit
 - Gain 50 cgp
 - Convert 200 cgp to 50 real gp at end combat
 - Use cgp in place of gp for gp moves
- Immune to most Status Conditions

- Spade

- Summon a suit of authority
 - Suit has
 - +1 on all base stats, half of max hp

- Equal proficiency
- Wear it or have it fight with you
 - When worn the suit takes damage first and proficiency is doubled, gain +1 on all stats, and immunity to status conditions
 - When separated control the suit and player at the same time, suit can use weapons and spells but will share your resources
- Dice
 - When rolling damage dice you can take the maximum of one die
 - You have advantage on Luck Rolls