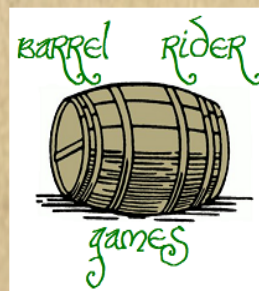


FORTUNE TELLER



A Player Character Class for Labyrinth Lord
and other old-school fantasy role-playing games

Written by: James M. Spahn



Labyrinth Lord
Compatible Product

Fortune Teller

A Player Character Class

for Labyrinth Lord™ and other old-school table-top fantasy role-playing games

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Requirements: Int 9, Wis 9, Cha 9

Prime Requisite: WIS and CHA

Hit Dice: 1d4

Maximum Level: 20th

There are some whose gaze cuts through the veil of time and whose fingers can weave the loom of fate. These wandering soothsayers make their home on the road, for they are often looked upon with fear and distrust by villagers and peasants. But when evening falls, these

same hypocrites wander onto the edge of town seeking their wisdom and hoping their destiny can be shaped by the gifts of the fortune teller.

Fortune tellers tend to avoid physical combat whenever possible, but may wield the club, dagger, dart, quarter staff, and sling in battle. They do not wear armor or use shields. They use the Attack Values of a thief of equal level, but the saving throws of a magic-user of equal level. The fortune teller may be of any alignment, for they are as diverse as the fates they guide. A fortune teller who has a Wisdom or Charisma of 16 or higher receives a +5% bonus to all experience points they earn, while if they have 16 or higher in both ability scores they receive a 10% bonus.

Reaching 9th Level: Once a Fortune Teller reaches 9th level they gain the title of *Seer*. Their reputation has traveled far and wide and wherever they go they are able to find patrons who are interested in learning the truth of their future. Whenever the fortune teller travels to a new town if they reveal their profession they will draw the patronage of several villagers over the next 1d6 days. During that time they will be able to earn 1d4+1 (200 – 500) gold pieces for their services. However, their powers also evoke fear from many villagers and they suffer a -2 penalty to all reaction adjustments when interacting with locals who know the truth of their abilities.



Fortune Teller Class Progression

Experience	Level	Hit Dice (1d4)	Special Abilities	1 st Level Spells	2 nd Level Spells	3 rd Level Spells	4 th Level Spells	5 th Level Spells
0	1	1	Twist of Fate	–	–	–	–	–
0	2	2		1	–	–	–	–
0	3	3		2	–	–	–	–
0	4	4	Evil Eye	2	1	–	–	–
0	5	5		2	2	–	–	–
0	6	6		2	2	1	–	–
0	7	7	Contingent Curse	2	2	2	–	–
0	8	8		3	2	2	1	–
0	9	9		3	3	2	2	–
0	10	+1 hp only*		3	3	3	2	1
0	11	+2 hp only*		3	3	3	3	2
0	12	+3 hp only*		4	3	3	3	2
0	13	+4 hp only*		4	4	3	3	3
0	14	+5 hp only*		4	4	4	3	3
0	15	+6 hp only*		4	4	4	4	3
0	16	+7 hp only*		5	4	4	4	4
0	17	+8 hp only*		5	5	4	4	4
0	18	+9 hp only*		5	5	5	4	4
0	19	+10 hp only*		5	5	5	5	4
0	20	+11 hp only*		5	5	5	5	5

Twist of Fate: All fortune tellers are able to weave their will into the strands of fate. Beginning at 1st level, the fortune teller may re-roll any single attack roll, attribute check, or class ability check once per day. This does *not* need to be a roll they have made (though it can be), but does have to be a roll that they caused to occur or that directly effect them. So, for example, the fortune teller can re-roll a failed attack roll or saving throw they attempted or if an opponent has successfully hit them with an attack they could force their target to re-roll that attack. In addition, when using a magical item that produces a random result such as a *Bag of Tricks* or *Deck of Many Things*, they may use this ability to re-roll the results of the item's use with this ability. Regardless what they choose to re-roll, the results of the second roll must be kept. Fate is a fickle mistress, after all.

The fortune teller may use this ability twice per day at 7th level and three times per day at 14th level.

Evil Eye: When a fortune teller has reached 4th level, they have learned to lay an ill fate upon someone who has drawn their ire. Once per day they can lock eyes on a single target and impose a subtle curse upon them. The target they select must be within 60' of the fortune teller when they activate this ability and they must be able to see the target. When this ability is activated, the target immediately suffers a -4 penalty to attack rolls or saving throws for the next twenty-four hours.

Once a fortune teller has reached 12th level, the target of the evil eye suffers a -4 penalty to both attack rolls and saving throws for twenty-four hours. A person can only be effected by one use of evil eye at any given time.

Contingent Curse: By the time a fortune teller reaches 8th level, they are truly the master of curses and able to lay them with greater power

and deeper mystery. Whenever the fortune teller casts *Bestow Curse* (the reverse of *Remove Curse*), they may impose a -4 penalty to the saving throw to resist its effects if they set a contingency upon it.

So, for example, a fortune teller may lay a contingent curse on a foe and state the contingency is “if you ever commit adultery against your spouse,” or “should your blade ever draw the blood of an innocent.” If the target ever commits the contingent act, they immediately make a saving throw vs. spells at -4 penalty, or suffer the effects of the *Bestow Curse* which had been previously cast.

When *Bestow Curse* is cast with a contingency, the contingency remains active for one week. If the target has not broken the contingency in that time, a new *Bestow Curse*

must be cast.

Spells: When a fortune teller reaches 2nd level they are able to cast a very limited number of spells. Unlike magic-users they do not keep spellbooks, nor do they memorize them in advance. Instead a fortune teller simply states when they wish to cast the spell. As long as it is from their list of available spells and they have an available slot, they are able to cast that spell (or its reverse, when applicable). Their magic is drawn from their insight into the ways of fate and destiny, granting them a deep understanding of fate and the ability to subtly manipulate this mercurial force.

In addition, Fortune Tellers may use any Elf/Magic-user or Cleric scrolls or magic items which create effects matching spells they are able to cast.

Fortune Teller Spell List

First Level Spells

Detect Evil
Detect Magic
Protection from Evil
Read Language
Read Magic

Second Level Spells

Bless

Detect Invisible

ESP

Know Alignment

Third Level Spells

Locate Object

Remove Curse

Clairvoyance

Fourth Level Spells

Arcane Eye

Detect Lie

Fifth Level Spells

Commune

True Seeing



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