



EL MARIACHI DE COMBATE

A New Character Class
for Swords & Wizardry White Box

By [Mark L. Chance](#)

El mariachi de combate combines musical prowess with dazzling showmanship and martial skill. Whether he travels alone or as part of a *grupo*, *el mariachi de combate*

adventures with zest, relying on his skills and bold action to do more than just survive another day. Instead, *el mariachi de combate* triumphs with style.

El Mariachi de Combate Class Abilities

Weapon/Armor Restrictions: *El mariachi de combate* seldom uses weapons, relying instead on musical combat. He may use clubs, daggers, short swords, and slings, but he is prohibited from using other weapons. *El mariachi de combate* does not wear armor or use shields.

Fantastic Costume: *El mariachi de combate* wears a fantastic costume based on the *charro*, a traditional sort of horseman hailing from a southern land. Part of this costume includes a *máscara*. As *el mariachi de combate* increases in level, he adds to his clothing and *máscara*, making them more elaborate. From this flashy outfit, *el mariachi de combate* draws two special powers.

- ➔ For every odd-numbered level (including 1st level), *el mariachi de combate* receives a +1 bonus to his armor class.

Table: El Mariachi de Combate Class Advancement

Level	XP	HD	BHB	ST	AC Bonus	Healing	Musical Combat
1	0	1	+0	14	+1	--	1d6-1
2	1,625	2	+0	13	+1	1d6	1d6-1
3	3,250	2+1	+0	12	+2	1d6	1d6-1
4	6,500	3	+1	11	+2	2d6	1d6
5	13,000	4	+1	10	+3	2d6	1d6
6	26,000	4+1	+2	9	+3	3d6	1d6
7	52,000	5	+2	8	+4	3d6	1d6+1
8	104,000	6	+3	7	+4	4d6	1d6+1
9	208,000	6+1	+4	6	+5	4d6	1d6+1
10	416,000	7	+5	5	+5	5d6	2d6



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- For every even-numbered level, *el mariachi de combate* gains 1d6 that he may use in conjunction with his music to heal damage. This healing performance takes 2 minutes to perform per die used. If the healing performance is interrupted, the benefits are lost for the day. *El mariachi de combate* chooses how to divide the dice among himself and injured allies. The healing performance may be made once per day.

Inspiring Action: On his turn, *el mariachi de combate* may choose to make an inspiring action. This involves a dazzling display of musical talent either with or without making an attack via musical combat. In either case, *el mariachi de combate* must be able to play his instrument and/or sing. Inspiring action has one of two effects, either of which last until the end of the following combat round.

- **Without Musical Combat:** All allies within 30 feet of *el mariachi de combate* receive a +1 bonus to their Base Hit Bonus and any saving throws they attempt.
- **With Musical Combat:** Up to 1d6 allies within 30 feet who are chosen by *el mariachi de combate* receive a +1 bonus to their Base Hit Bonus or any saving throws they attempt (ally's choice made before die roll). *El mariachi de combate* receives a -1 penalty to his Base Hit Bonus.

Musical Combat: *El mariachi de combate* is either a *rudo* or a *técnico*, chosen at 1st level and not subject to change without Referee approval. A *rudo* gains a +1 bonus to damage when using musical combat. A *técnico* gains a +1 bonus to armor class. In either case, musical combat enables *el mariachi de combate* to perform amazing acrobatic unarmed strikes while singing and/or playing his instrument. Table: El Mariachi de Combate Class Advancement shows the damage inflicted with musical combat in melee combat.

Saving Throws: *El mariachi de combate* receives a +2 bonus on saving throws to resist the effects of sound, speech, or music-based effects and attacks.

Bonus for Charisma: The class bonus is due to a high charisma attribute.



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