Buffoons: Silly Yet Serious Classes

In the tradition of the "Buffoon" from the 1978 Judges Guild supplement *Ready Ref Sheets*, please find below three similar classes. Ewige Blumenkraft!

Clown-Monk

Clown-Monks practice "crazy wisdom," a form of enlightenment taught through unconventional, outrageous, paradoxical or unexpected behavior and stories.

Weapon and Armor Restrictions: Clown-Monks may only use blunt weapons (club, flail, mace, fists, etc.) and the only missile weapon they are allowed is oil. Clown-Monks *cannot wear armor*, unlike Clerics.

Koan: A Clown-Monk may use this ability once a day per level, uses returning at sunrise. The Clown-Monk must present a story, dialog, question, or statement, which is used to provoke "great doubt" and move the listeners along the path of enlightenment, whether they wish to or not. Everyone who is being affected must be able to hear the Clown-Monk and be able to understand the Clown-Monk's language. The Clown-Monk cannot move or attack for an

entire round. If they Clown-Monk is not harmed during the course of that round, the Koan succeeds. If the Koan succeeds, all who heard the Koan, including the Clown-Monk, must contemplate the meaning of the Koan for 1d6 rounds, rolled secretly by the referee for the whole group. During this time, affected beings may move and talk, but may not take hostile action. The duration of the effect is cut short for a particular "student" if they are attacked or successfully taunted by a Heckler (see below).

Spell Casting, Banish Undead, Establish Temple, and *Experience Bonus for Wisdom:* These four abilities are exactly the same as the Cleric abilities of the same names.

Saving Throw: Clown-Monks receive a +2 bonus when making saving throws vs. poison, paralysis, and mind-affecting hazards, such as the *Charm Person* spell.

XP Table Et Cetera: Hecklers use the same advancement table as Clerics, and use the same attack table.

Foole

The Foole is a mystical archetype, a person who stumbles on occult knowledge rather than achieving it through study. Through a combination of raw talent, innocence, divine providence, and a heaping helping of blind luck, the Foole makes it through the day... usually.

Weapon and Armor Restrictions: Fooles tend to spend their waking hours daydreaming. As such, they rarely get around to learning how to properly fight. Fooles may only wield staves or clubs, and are not allowed to use armor.

Spell Casting: A Foole doesn't pray for spells, and doesn't own a book of spells. Instead, at dawn every day, the Foole receives a dream or hallucination, imprinting spells on their brain, preparing them for use. For each spell "slot" of a given level, the referee randomly determines which spell the Foole receives that day out of all Magic-User spells for that level that are allowed by the referee. Once a prepared spell is cast, the spell formulae disappears utterly from the Foole's mind, and that spell must be rolled again at dawn before another attempt can be made to cast it. However, it is possible to randomly prepare a spell multiple times using the available "slots" in the Foole's memory. The Foole cannot copy scrolls into their non-existent "spellbook" or make use of a Magic-User's spellbook or any item related to a spellbook, but can otherwise use magic items the same as a Magic-User of the same level.

Pratfall: When falling any distance or encountering any disaster or trap that does not allow a saving throw, a Foole may forget their highest-level currently-prepared spell and take no damage, though they still feel the pain. This is not

possible if a Foole has used all their spells for the day. In any case, after such an event, whether damage is taken or not, the referee *may* replace any or all of the Foole's currently-prepared spells with a randomly determined Magic-User spell of the same level.

Saving Throw: +2 bonus when making saves vs. spells and Fooles add their Charisma modifier to saves involving mind-affecting hazards, tho if they fail such a roll, the duration (if any) of the effect is *doubled*. Finally, all Fooles get a +2 to *all saves* due to dumb luck.

Experience Bonus for Charisma: Charisma is the Prime Attribute for Hecklers, which means that a Charisma score of 15+ grants an additional 5% experience.

XP Table Et Cetera: Fooles use the same advancement table as Magic-Users, and use the same attack table.

Heckler

The Heckler starts as someone who is particularly good at insulting people, and can't seem to stop themselves. Where a normal Fighter comes to battle via training, the Heckler learns to fight as a matter of self-defense.

Weapon/Armor Restrictions: Hecklers can only wield daggers or their fists in melee, and can't wear armor heavier than leather, but can use any thrown weapon.

Mob Scene: Against foes of one hit dice (HD) or fewer, Hecklers get one attack per level each combat round.

Taunt: In addition to their normal attack, a Heckler may insult an opponent. If the opponent can hear and understand, they must make a saving throw. If the opponent succeeds on the saving throw, there is no further effect. If the opponent fails the saving throw, however, they must attack the Heckler if they can, or move toward the Heckler at full speed with the intent of attacking the Heckler as soon as possible. This effect lasts only one round and cannot be directed at more than one opponent. In the case where the same opponent has been goaded by several Hecklers, the referee should decide which Heckler is more annoying or determine the honor randomly. The most annoying Heckler is the one the opponent will attack or move toward.

Saving Throw: Fighters receive a +2 bonus on saving throws vs. death, poison, and mind-affecting hazards.

Experience Bonus for Charisma: Charisma is the Prime Attribute for Hecklers, which means that a Charisma score of 15+ grants an additional 5% experience.

XP Table Et Cetera: Hecklers use the same advancement table as Fighters, and use the same attack table.

Blasters: Sufficiently Advanced Tech

These items count as magic in every way, replacing magic items in hoards and affecting creatures who are only harmed by magic. But they are actually the remnants of a technological society, from a crashed starship or a long-gone empire. All come with 6d6-5 charges when found, except the one-use Stim Hypo. 1d6 hours of examination to figure out how to use a device. A character of 15+ Intelligence or Wisdom always succeeds; anyone else has a 1 in 6 chance of success. For each item, only one examination per person per level can be made.

Blaster: 4 out of 6 times, this is a Blast Pistol, a black cylinder about a foot long with vent holes along the top, a tilted handle and a tiny trigger. It fires a brilliant beam which ignores all metal armor when attacking, and on a successful hit, roll 2d6 and use the highest die as damage. 2 out of 6 times, it's a Blast Rifle instead, which is like the pistol, only much longer and with a second handle near the business end. Damage is exactly like the pistol, but has a 1 in 6 chance of destroying metal armor.

Blink Rifle: This looks like a Blast Rifle, but with a white cylinder. It ignores metal armor like a Blast Rifle, even has a 1 in 6 chance to turn metal armor to dust, but a hit

teleports the victim in a random direction. Roll 1d6 on table below to determine how far the gun is trying to teleport the victim; failure is exactly as the *Teleport* spell. Re-roll or adjust distance if no open space for teleport.

1-3	Teleport 3d6 feet. 5% chance of failure.
4	Teleport 4d6 yards. 10% chance of failure.
5	Teleport 5d6 miles. 10% chance of failure.
6	Teleport 10d6 x 1d6 leagues, 25% chance of failure.

Fear Crystal: Squeeze this fist-sized blue-black crystal just the right way, and it pulses with energy. The wielder loses 1d6 HP and all who gaze upon the wielder or the crystal during the next round must save or hallucinate their greatest fear.

Stim Hypos: 1d6 of vials of yellow ichor, each with a spring-loaded needle. Injected, cures 2d6 HP of damage in 1d6 rounds. 1 in 6 chance it's past its expiration date, resulting in colorful hallucinations for 1d6 hours.

Stim Pistol: This looks like a Blast Pistol, but with a dayglo green cylinder instead of a black one. The neon blue beam ignores metal armor just like a Blaster Pistol, but when it hits, it heals just like a Stim Hypo.

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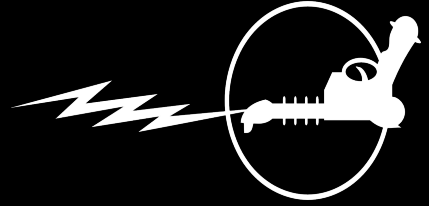

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