

# TALL TALES

WILD WEST B/X FANTASY ADVENTURE GAME

## MORE CLASSES



## MARK HUNT

# TALL TALES

WILD WEST B/X FANTASY ADVENTURE GAME

## Additional classes



Art by Matt Lichtenwalner and Fredric Remington

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For use with Tall Tales BX Wild West

## CHARACTER CLASS TABLES

### Gambler

Level	Title	Exp. Points	Hit Dice
1	Bookie	0	1d4
2	Risktaker	2,500	2d4
3	Card Sharp	5,000	3d4
4	Hustler	10,000	4d4
5	High roller	20,000	4d4+1
6	Gambler	40,000	4d4+2

### Lawman

Level	Title	Exp. Points	Hit Dice
1	Jailor	0	1d8
2	Flatfoot	1,800	2d8
3	Tin star	3,200	3d8
4	Sheriff	6,400	3d8+1
5	Marshal	12,800	3d8+2
6	Lawman	26,000	3d8+3

### Preacher

Level	Title	Exp. Points	Hit Dice
1	Man/ woman of the cloth	0	1d6
2	Spreader of the faith	1,500	2d6
3	Missionary	3,000	3d6
4	Minister	6,000	3d6+2
5	Parson	12,000	3d6+4
6	Preacher	25,000	3d6+6

## Standard Saving throws

### Gambler

Level	Gumption	Quickness	Toughness	Riding	Observation
1-4	17	14	16	15	15
5-6	15	12	14	13	13

### Lawman

Level	Gumption	Quickness	Toughness	Riding	Observation
1-3	14	15	15	15	16
4-6	12	13	13	13	14

### Preacher

Level	Gumption	Quickness	Toughness	Riding	Observation
1-5	16	16	16	17	15
6	14	14	14	15	13

## Gambler

They say never count your money when setting at the table, well its true. You live by your wits and have learned to read people and how to get on their good side, but you also know when it's time to get out of town!



The prime requisite of the Gambler is Dexterity. A gambler with a dexterity score of 13 or greater will gain a bonus on earned experience points.

**Restrictions:** The gambler use four-sided dice(d4) to determine their hit points. The gambler wears Fancy Duds only.

**Special Abilities:** Starting at 1st level, the gambler can perform any card sharp trick or any other slight of hand trick with a quickness save.

**Know when to hold'em** - the gambler has honed his or her personality to be able to convince a single person that they are a trusted friend after spending 1d4 hours around them. So long as the gambler does not threaten or attack them, they will always be seen in a positive light or at worst a big misunderstanding. The gambler can only hold one person like this at a time. This effect last for 1 day per the gamblers level, then the victim realizes they have been bamboozled.

**Ace up the sleeve-** once per session the gambler can add his level to any one roll.

**Know when to fold'em** -At 3<sup>rd</sup> level the gambler can risk it all by rolling a d4 and add it to his AC or to hit rolls. But at any time, he or she rolls equal to or lower than their level on ANY d20 roll the Judge applies a -4 to all the gamblers rolls for the rest of the session.

## Lawman

You are one of the few people sworn to uphold the law in the old west. You are the only thing at times that protects the innocent and maintains some semblance of civility, it's a big job you best get to it.



The prime requisite of the lawman is Intelligence. A lawman with an Intelligence score of 13 or greater will gain a bonus on earned experience points.

**Restrictions:** The lawman use eight-sided dice(d8) to determine their hit points. The lawman only has the Alignments law-abiding or neutral as their choice.

**Special Abilities:** Starting at 1st level, the lawman can ask for aid from law abiding citizens and they are more receptive to the request. The lawman gets a +2 to Reaction checks when asking for things to help keep the peace.

At 3<sup>rd</sup> level the lawman attracts a faithful follower who never has to check morale. This deputy has 2HD, AC 4 and 100% loyal so long as the lawman upholds the law.

**Sworn to protect** – when the lawman stands alone against two or more adversaries, they gain a bonus +2 to hit, initiative, AC and damage this bonus last for 1 round for each level achieved.

The lawman can spot known criminals, desperadoes or other nasty people in a crowd with an observation save.

## Preacher

You have been called to spread the Word to all corners of the earth. The call of the west has led you to this path you now walk.

The prime requisite of the Preacher is Charisma. A Preacher with a Charisma score of 13 or greater will gain a bonus on earned experience points.



**Restrictions:** Preachers use six-sided dice(d6) to determine their hit points. The Preacher wears **Fancy Duds** only.

**Special Abilities:** Starting at 1st level, the preacher can act as a peacemaker prior to combat the preacher has a 1-2 chance to talk down a single person or group. That is, not become hostile for 1d4 hours. This can be attempted once per day. So long as they are not attacked, they will treat the preacher and his party in an indifferent manner.

**Tend to the sick and needy-** The preacher can heal 1d4 Hit point plus Wisdom Bonus. This can ability can be applied to as many people as the preacher's level after spending 1d6 hours looking after the injured. This can be done once per day.

### Protector of the flock

At 4<sup>th</sup> level the preacher can go on a pilgrimage to build a temple in a new town, this trip is 3d6 days long. At the end of the pilgrimage if the preacher builds a church, he will then attract 1d6 level one followers. These followers gain a morale bonus equal to half the Preachers level round down min 1.

Every week the preacher spends in the church he gains 2d6x 10 Gold. After Sunday service the preacher has a +1 bonus to his AC and to hit rolls for the week.

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