

Gaicho (Fighter Sub-Class)

A Basic Fantasy RPG Supplement

Basic Fantasy Website: basicfantasy.org

Release 3

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INTRODUCTION

This supplement provides information for playing Gauchos, a Fighter “Sub-Class”, under the Basic Fantasy Role-Playing Game rule system. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

GAUCHOS

Level	Exp. Points	Hit Dice
1	0	1d8
2	2,200	2d8
3	4,400	3d8
4	8,500	4d8
5	17,000	5d8
6	34,000	6d8
7	68,000	7d8
8	130,000	8d8
9	260,000	9d8
10	390,000	9d8+2
11	520,000	9d8+4
12	650,000	9d8+6
13	780,000	9d8+8
14	910,000	9d8+10
15	1,000,000	9d8+12
16	1,125,000	9d8+14
17	1,250,000	9d8+16
18	1,375,000	9d8+18
19	1,500,000	9d8+20
20	1,625,000	9d8+22

A Gaucho is a person raised on the pampas, they live in the outdoors and are raised close to horses and other mounts.

Living in the open, they learn to fight as other Fighters in order to protect their land and cattle. In game terms their Hit Dice, Attack Bonus and Saving Throw Values

equals to those of normal fighters.

Only Humans and Half-Elves can become Gauchos.

The Prime Requisites for a Gaucho are Strength, Dexterity and Wisdom; a character must have a score of 9 or higher in each of this to become a Gaucho. Members of this class have a very limited choice in weapons: Bola, lasso, dagger, sable and whip. Also they can't wear any type of armor or shield.

Living in the open a Gaucho acquires a hardened body along with a sixth sense.

They are considered as donning a “Tough Skin” AC with an AC of 13.

When confronting a Saving Throw situation against environment-like damage he gains a +2 bonus.

The Gaucho can make a Death Ray Saving Throw in order to convert 50% of the suffered damage into Sub-Dual as long as this damage is caused by environment-like effects or caused by melee attacks.

Every Gaucho starts play knowing how to ride typical mounts without the need of riding gear.

While riding on an unarmored mount with Light Load a Gaucho receives the following benefits:

1 – They cut in half any riding/travel/distance/time penalty that the GM applies.

2 – They improves their mount's AC by both their Dexterity and Wisdom Bonus.

3 – Do to special training and feeding: each +1 of Wisdom bonus of the Gaucho adds 10% to the capacity of the mount.

They also has the following abilities regarding horse training.

Analyze: The Gaucho can try to analyze any mount-like animal or cattle to determine it's quality, training, actual health, etc. Failing means the Gaucho can't try with the same animal again until he gains a new level. This takes

one minute of analysis and observation.

The GM can apply penalties if the Gaucho try to analyze exotic cattle or if the conditions aren't the best.

Tame: After six consecutive hours of effort the Gaucho can roll to see if he has Tamed a wild mount-like animal. If he fails it will required another six hours of effort and he will gain a +10% bonus on this attempt, but if he fails again he won't be able to tame the animal for the rest of his life.

The GM can apply penalties as for Analyze.

Calm: The Gaucho can try to calm down his mount or any heard animal if it gets spooked buy sudden events.

Grip Control: When confronted with a situation that could throw him from his mount the Gaucho can make a roll to try to not fall down, if he succeeds he will remain on his mount, otherwise he will suffer the fall.

Sixth Sense: A Gaucho develops a sixth sense that advises him of surrounding imminent dangers like traps, ambushes, accidents, etc. The Sixth Sense functions only on the Gaucho up to 8th level, on 9th level and forward it functions on both the Gaucho and those surrounding him (up to 15 feet away). If the roll is made the Gaucho knows something bad is about to happen, but he doesn't know the explicit details nor the source or effect. He just have a "bad feeling".

The values for these abilities are given in the according table.

The Gauchos are recognized for using a diversities of specialized knives known as "Facones". Each Facón is used for different task such as skinning, eating, cutting tools, etc.

One of its remarcable uses is combat, where the Gaucho use a style known as Escrima Criolla (Creole fencing).

Escrima Criolla: In this combat style the Gaucho wields a Facón in the right hand, he can also wrap his Poncho in his left hand. This gives the following benefits:

1 – By making defensive moves to keep away the enemies the Gaucho gains a +2 to his AC and to the Saving Throw made to resist damage in combat.

2 – If he has a Dexterity Bonus he can add it to his To Hit roll.

3 – He can add his Dexterity Bonus instead of his Strength on any damage caused with the Facón.

4 – He can use his Poncho as a kind of shield gaining a +1 to AC against close combat attacks of small size.

4.1 – At level 3 he gains a +2 to AC against this attacks.

4.2 – At Level 3 he gains a +1 to AC against unarmed attacks of medium size creatures.

4.3 – At level 6 he gains a +1 to AC against melee armed attack of medium creatures.

The Gauchos lives by hunting cattle by using entangling weapons such as Bolas, Lassos and Whips. When attacking with this weapons they provoke a -2 penalty to the associated Saving Throw.

A Gaucho's love for freedom and nature spaces cause him to suffer penalties when in civilization or largely populated areas:

Each day after a number of days equal to the Gaucho Level he start to suffer a cumulative -1 to any Charisma related roll.

The Gauchos are a superstition lot, they won't use any magical item unless approved by a cleric or magic user of they trust, they wont give any of their belongings to untrusted people (making them to retain only what they can carry on their mount or on themselves or to bury them in secret places).

One of they primary superstition concerns the use of their left hand. They'll try to avoid using it as long as they can use their right hand. If once in combat they are in need of using it they will suffer a -1 penalty to attack and damage rolls in addition to any penalty applied by the GM.

Finally, they are a little mistrusting to foreign people, until they prove they are "worthy".

Gaicho's Abilities

Level	Sixth Sense	Tame	Calm	Grip control	Analyze
1	10	15	25	75	25
2	11	17	27	76	27
3	12	20	30	77	30
4	13	22	32	78	32
5	14	25	35	78	35
6	15	27	37	79	37
7	16	30	40	80	40
8	17	32	42	81	42
9	18	35	45	82	45
10	19	37	47	82	47
11	20	40	50	83	50
12	21	42	52	84	52
13	22	45	55	85	55
14	22	47	57	86	57
15	23	50	60	86	60
16	23	52	62	87	62
17	24	55	65	88	65
18	24	57	67	89	67
19	24	60	70	90	70
20	25	62	72	90	72

APPENDIX: Gaucho's Equipment

This are the values for the weapons a Gaucho can use and that are not presented on the Basic Fantasy RPG book.

Weapons

Weapon	Cost	Size	Weight	Dmg
Swords				
Saber	12 gp	M	5	1d6+1
Entangling				
Bolas	5 sp	M	2	1d3
Lasso	5 cp	L	2	-
Whip	1 gp	M	2	1d2

Missile Weapon Ranges

Weapon	Short (+1)	Medium (0)	Long (-1)
Entangling			
Bolas	30	60	90
Lasso	10	20	30

Miscellaneous

Weapon	Cost	Weight
Outfits		
Poncho	1 gp	1
Rainproof Poncho	3 gp	1,5
Others		
Facón, Set	10 gp	10

Items Descriptions

Bolas: Are made from three balls attached by lengths of cords, ropes or leather attached together by knots on the other end. It is a hunting weapon designed primarily to snare targets. If an entangle attack is made, the target must save vs. *Paralysis* to avoid losing the use of the affected limb, wich is announced along with the attack.

The target can be freed (or free themselves if possible) with a full round of action, cut the rope (again if possible) with an attack action or with a successful Strength Roll (if using the Optional Ability Roll), or instead making an attack against an AC of 10 but only using his Strength Bonus/Penalty.

Note that a GM can apply penalties to the attack based on the intended location (specially if he is using any "Called Shots" rules).

Facón Macho: This is the biggest knife of the set, measuring from 10" to 20" in length, due to its longer size its considered a Short Sword.

Facón, Set: The Facones are the different knives that a Gaucho use for different purposes such as: eating, woodworking, fighting, etc. They differ in size and shapes, some having single edged while others having dual edges. Besides this differences they all are treated as being normal knives. A Set includes 4 Facones Knifes and one Facón Macho.

Lasso: The Lasso is a length of rope with a loop at the end. As with the Bolas the attacker chooses a body location where to fit the Lasso's loop. On a successful hit

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the victim must make a Paralysis Saving Throw at -2 or have the loop set tightly on him giving the attacker the chance to pull or hold firm the Lasso.

Poncho: A Poncho is an outer garment designed to keep the body warm, is essentially a single large sheet of fabric with an opening in the center for the head with a piece of fabric that covers the head.

Saber: A Saber is a curved, single edged sword with a basket hilt. The curved edge allows for deadlier cuts.

Rainproof Poncho: Rainproof ponchos are made from a

watertight material and are fitted with fasteners to close the sides once the poncho is draped over the body, with openings provided for the arms; many have hoods attached to ward off wind and rain.

Whip: A **whip** is a tool traditionally used to exert control over animals or other people, through pain compliance or fear of pain. Whips combine both a firm stick as a grip and a flexible line. They combine a Bola's wrapping effect with a Lasso's Pull/Hold ability. Its small and flexible tip allows a character to "grip" small near distant objects such as an opponent's weapon.

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