



HEROIC CLASS VOCATION

Gambler Vocation

The **House Rules** below present a modified version of the Gambler vocation found in the Mongoose Publishing's™ OGL: STEAMPUNK Campaign Setting (pp. 59-60). It also contains features of the Gambler vocation found within in Mongoose Publishing's™ OGL: WLD WEST Campaign Setting (pp. 41-42). The vocation has been modified to provide a broader vocation, to fit within Wizards of the Coast's™ D20: MODERN RPG System.

A man with sufficient nerve and luck could make a good living as a gambler or card shark. Trusting his life to lady luck, the gambler chances everything to the hand of fortune and often succeeds in their undertakings, to the surprise of many. They make their living from games of chance, and sometimes fleecing the unwary of their hard-earned money. Unsuccessful gamblers had to be quick with their guns, too; cheating could lead to shooting in quick order.

Prerequisites: Bluff 2 ranks, Gamble 2 ranks; and Confident feat;

Bonus Starting Feat: Select two of the following:

Brawl, Dodge, Skill Focus (GAMBLE), Weapon Group Proficiency (pistol firearms), or Windfall;

Vocation Skills: Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gamble (Wis), Sense Motive (Wis), and Sleight of Hand (Dex);

If a skill is already a class skill, you receive a +1 competence bonus on checks using that skill.

Additional Bonus Feats: Blind-fight, Brawl, Deceptive, Deft Hands, Focused, Improved Brawl, Negotiator, Renown, Trustworthy, Weapon Group Proficiency (pistol firearms);

Wealth: +3;

Gambler Talent Tree

Lady Luck's Kiss (Ex): The Gambler is tremendously fortunate in their dealings. Once per game session, they may re-roll any failed check; the gambler must keep the second check's result.

Luck of the Dice (Ex): The Gambler's luck increases when they put some effort into things. When the

character spends an action point, they roll one extra d6, discarding the die that shows the lowest value.

Prerequisite: Lady Luck's Kiss talent;

Certain Fortune (Ex): The character gambles with their own destiny whenever they try something, betting it all for success. Instead of making a skill check, the Gambler can make a character level check against the same DC as the skill's task. If they succeed, the gambler performs the task as if they had made a successful skill check. If they fail, the gambler fails spectacularly; the GM is free to complicate the gambler's situation severely as a result of their failure. The character cannot gamble with fate for trained only skills, nor for magical or psychic skills.

Prerequisite: Lady Luck's Kiss and Luck of the Dice talents;

Grifter Talent Tree

Detect Mark (Ex): The character has a knack for finding those with more money than sense. They may make a Gather Information check (DC 10) to locate any people open to con-games or games of chance.

Poker Face (Ex): The character is careful to hide any signs that may give away their current state of mind. They may add half their ranks in Concentration to any Bluff checks that are being opposed by another's Sense Motive. This does not make a lie any more believable, but does ensure that the gambler's face is virtually unreadable.

Tall Tail (Ex): The character creates a false story that increases their standing in the eyes of others, always with favorable effects. The character makes a Bluff check opposed by the target's Sense Motive check; if successful, the character elicits a Reputation check from all who heard the tale, with a +5 bonus to the Reputation score. The lie is so seeded with half-truths that any attempt to pierce the tale with skill checks or talents fails. If magic or psychic powers are used to pierce the tale, the character can make a Bluff check. The character does not know they are blocking occult powers. If they beat the opposed magic or psychic check, their story holds true to even occult scrutiny.

Prerequisite: Fast Talk talent;