



GAMBLER

by John Fredericks



A Player Class for Old-School (OSR) fantasy games including LABYRINTH LORD™



Labyrinth Lord
Compatible Product

KNOW WHEN TO HOLD ‘EM

Cards, dice, games with little fantasy figures. You live for them. Nothing sets your heart racing like the chance to earn some quick gold pieces. Along the way you’ve learned a lot about reading people, conning people, and sneaking away from a bad deal or two.

Or seven.

Lately you’ve heard there are even greater challenges to be had adventuring. How can you resist seeking out this new source of thrills (and income)?

Inside you’ll find:

- *A full character class description (including new special abilities), for use with Old-School (OSR) games including LABRYRINTH LORD™*
- *Helpful charts to take your Gambler from level 1 to level 14*
- *Suggestions for incorporating Gamblers into your campaign*
- *Pregenerated characters at first and third level. Just print and play (or use them as NPC’s)*

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Gaming looks even sweeter from Sharp Mountain!



Thank you for purchasing this product. Its goal is to provide you with a fun class to add to your old school (or even new school) games. On the following pages, you'll find: a complete description of the Gambler, handy advancement charts, and suggestions for incorporating Gamblers into your existing campaign. Also included are pregenerated characters at levels one and three. Just print them out for your players, or use them as non-player characters.



If you enjoy this product, look for other releases from [Sharp Mountain Games](http://drivethrurpg.com) at <http://drivethrurpg.com>

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GAMBLER

DESCRIPTION: Gamblers are humans who live for the thrill of the game, and some see adventuring as the ultimate game. They are adept at conning guards, reading their opponents, and at scaring up additional funds while in town. Additionally, they've picked up several thief skills after years of working the seedier side of town. While not the best fighters in a group, they have gained some combat ability from all the scrapes they've gotten themselves into. Their Prime Requisite is CHARISMA. Gamblers with a CHARISMA score of 13 or better gain an additional 10% to earned experience points.

Many male gamblers sport a mustache and velvet cape. (Who wouldn't?)

RESTRICTIONS: Gamblers use six-sided dice (d6) to determine their hit points, and may advance to 14th level. Because they share several skills with thieves, they may only wear up to leather armor and may not use shields. They may use any type of weapon.

SPECIAL ABILITIES: Gamblers have several special abilities. Starting with the most obvious:



GAMBLING: If the opportunity presents itself to gamble, the Gambler may attempt a percentile roll once per day. On a successful roll, they win the amount listed in parenthesis next to the percentage. For example, a second level gambler may win 2d20 gp, or up to 40 gp. If they lose, they lose half the amount of the roll. This assumes they "know when to fold 'em" before losing it all

At the GM's discretion, they also may "go for broke" once per day. In that case, they win ten times the amount listed in parenthesis. For example, a second level gambler "goes for broke" and wins. She rolls a 28 on 2d20, so she wins 280 gp. However, if the gambler loses, they lose the *entire* amount they would have won (280 gp in this example). Gamblers *must* have at least the total amount they could lose to consider "going for broke." Gambling dens will not let them play without collateral.

[GM's note: The GM should oversee this ability to prevent abuse. Gamblers should not simply stay in town for a month to build up treasure to advance in levels.]

CON/DETECT LIES: Gamblers are very adept at both telling lies and detecting them in others. When trying to con (or detect a lie) from an opponent of equal or lower level, they roll a percentile roll. If successful, they bluffed their way past the obstacle or detected duplicity in another.

If they are trying to use this skill on an opponent of higher level, they make their roll at a *level equal to their level minus the difference in levels*. For example, a fourth level gambler is trying to con a sixth level opponent. Since the opponent is two levels higher ($6 - 4 = 2$), the gambler only rolls at level two ($4 - 2 = 2$ or 35%).

THIEVES SKILLS: Gamblers share the following skills with thieves, though at a lower level: *Move Silently*, *Hide in Shadows*, and *Remove Traps*. They acquired the last one through their study of rigged gaming tables.

GAMBLER CHARTS

Here are the charts you'll need to create and advance a Gambler. Simply roll or assign your ability scores, jot down the information from the charts, buy some equipment and you're ready to play.

RESTRICTIONS

- Only up to leather armor
- May not use shields

SPECIAL ABILITIES

- Gambling
- Con/detect lies
- Three thieves' skills (see below)

Level	XP	Hit Dice	Death Ray/Poison	Magic Wands	Saving Throws		Rods, Staves, Spells
					Paralysis/Turn to Stone	Dragon Breath	
1	0	1d6	13	14	13	16	15
2	1,500	2d6	13	14	13	16	15
3	3,000	3d6	13	14	13	16	15
4	6,000	4d6	13	14	13	16	15
5	12,000	5d6	12	13	11	14	13
6	24,000	6d6	12	13	11	14	13
7	48,000	7d6	11	12	10	13	12
8	100,000	8d6	11	12	10	13	12
9	200,000	9d6	10	11	9	12	10
10	300,000	9d6+1*	10	11	9	12	10
11	400,000	9d6+2*	9	10	8	11	9
12	500,000	9d6+3*	9	10	8	11	9
13	600,000	9d6+4*	8	9	7	10	8
14	700,000	9d6+5*	8	9	7	10	8

*CONSTITUTION bonus no longer applies

Special Abilities (all rolls are percentile)

Roll need to hit AC

Level	Gambling*	Con/ Detect lies	Move Silently	Hide In Shadows	Remove Traps														
						9	8	7	6	5	4	3	2	1	0				
1	30 (1d20)	30	20	10	10	10	11	12	13	14	15	16	17	18	19				
2	35 (2d20)	35	25	15	15	10	11	12	13	14	15	16	17	18	19				
3	40 (3d20)	40	30	20	20	9	10	11	12	13	14	15	16	17	18				
4	45 (4d20)	45	35	25	25	9	10	11	12	13	14	15	16	17	18				
5	50 (5d20)	50	40	30	30	8	9	10	11	12	13	14	15	16	17				
6	55 (6d20)	55	45	35	35	8	9	10	11	12	13	14	15	16	17				
7	60 (7d20)	60	50	40	40	7	8	9	10	11	12	13	14	15	16				
8	65 (8d20)	65	55	45	45	6	7	8	9	10	11	12	13	14	15				
9	70 (9d20)	70	60	50	50	5	6	7	8	9	10	11	12	13	14				
10	75 (10d20)	75	65	55	55	5	6	7	8	9	10	11	12	13	14				
11	80 (11d20)	80	70	60	60	4	5	6	7	8	9	10	11	12	13				
12	85 (12d20)	85	75	65	65	4	5	6	7	8	9	10	11	12	13				
13	90 (13d20)	90	80	70	70	3	4	5	6	7	8	9	10	11	12				
14	95 (14d20)	95	85	75	75	3	4	5	6	7	8	9	10	11	12				

*Value in parenthesis is possible winnings (on a failed percentile roll, lose half of that value). "Go for broke" to win/lose 10X that value (on a failed percentile roll, lose all of that value).

INCORPORATING GAMBLERS INTO YOUR CAMPAIGN

AS PLAYER CHARACTERS (PC's): Gamblers can come from a variety of backgrounds. Perhaps they worked hard at the family farm or family business growing up. The hard work didn't take, and they began looking for easier sources of revenue. Their natural charisma and intelligence made gambling and running con games perfect career choices. They found they enjoyed the thrill of the game almost as much as the winnings. Almost.

Others may have been orphaned and raised on the streets. Making a quick gold piece by conning and hustling the unsuspecting was necessary for survival. As they got older, they vowed never to return to such a life of poverty.

As PC's, gamblers are quite interested in finding treasure and rewards. Also, they can be very helpful to a party that needs to bluff its way into a guarded location, or talk prison guards into helping them escape. They prefer to use their natural charm rather than their weapon whenever possible. (It's hard to get blood out of fine clothing.) They can perform some of the same tasks as thieves, and, of course, may be able to provide some additional funds while in town.

AS NON-PLAYER CHARACTERS: Gamblers can provide the party with numerous adventure hooks. They may wish to hire the party to find someone who cheated them. Perhaps there is a legendary magical deck of cards or dice that the gambler would like to possess? They may hire the party to provide protection for them as they travel to a high stakes game.

Next are some pregenerated characters that you can use as PC's or NPC's.

PREGENERATED CHARACTERS

GAMBLER 1						6 hp	AC 6			
STR	DEX	CON	INT	WIS	CHA					
12	13	10	14	8	16					
Saving Throws										
DR/P	MW	TTS	DB	Spells						
13	14	13	16	15						
Weapons										
Sword: +0 (1d8)										
Dagger: +0 (1d4), +1(1d4) if thrown										
Gear										
Leather Armor, Sword, Dagger, Healing Potion										
To Hit										
AC	9	8	7	6	5	4	3	2	1	
Roll	10	11	12	13	14	15	16	17	18	
Special Abilities										
- Gambling: 30% (1d20) - Con/Detect Lies: 30% - Move Silently: 20% - Hide in Shadows: 10% - Remove Traps: 10%										
Languages: Common, Goblin										

GAMBLER 3						18 hp	AC 6		
STR	DEX	CON	INT	WIS	CHA				
12	13	10	14	8	16				
Saving Throws									
DR/P	MW	TTS	DB	Spells					
13	14	13	16	15					
Weapons									
Sword: +0 (1d8)									
Dagger: +0 (1d4), +1(1d4) if thrown									
Gear									
Leather Armor, Sword, Dagger, Healing Potion									
To Hit									
AC	9	8	7	6	5	4	3	2	1
Roll	9	10	11	12	13	14	15	16	17
Special Abilities									
• Gambling: 40% (3d20)									
• Con/Detect Lies: 40%									
• Move Silently: 30%									
• Hide in Shadows: 20%									
• Remove Traps: 20%									
Languages: Common, Goblin									

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