



EL MARIACHI DE COMBATE

A New Character Class
for Swords & Wizardry White Box

By [Mark L. Chance](#)

El mariachi de combate combines musical prowess with dazzling showmanship and martial skill. Whether he travels alone or as part of a *grupo*, *el mariachi de combate*

adventures with zest, relying on his skills and bold action to do more than just survive another day. Instead, *el mariachi de combate* triumphs with style.

El Mariachi de Combate Class Abilities

Weapon/Armor Restrictions: *El mariachi de combate* seldom uses weapons, relying instead on musical combat. He may use clubs, daggers, short swords, and slings, but he is prohibited from using other weapons. *El mariachi de combate* does not wear armor or use shields.

Fantastic Costume: *El mariachi de combate* wears a fantastic costume based on the *charro*, a traditional sort of horseman hailing from a southern land. Part of this costume includes a *máscara*. As *el mariachi de combate* increases in level, he adds to his clothing and *máscara*, making them more elaborate. From this flashy outfit, *el mariachi de combate* draws two special powers.

- ➔ For every odd-numbered level (including 1st level), *el mariachi de combate* receives a +1 bonus to his armor class.

Table: El Mariachi de Combate Class Advancement

Level	XP	HD	BHB	ST	AC Bonus	Healing	Musical Combat
1	0	1	+0	14	+1	--	1d6-1
2	1,625	2	+0	13	+1	1d6	1d6-1
3	3,250	2+1	+0	12	+2	1d6	1d6-1
4	6,500	3	+1	11	+2	2d6	1d6
5	13,000	4	+1	10	+3	2d6	1d6
6	26,000	4+1	+2	9	+3	3d6	1d6
7	52,000	5	+2	8	+4	3d6	1d6+1
8	104,000	6	+3	7	+4	4d6	1d6+1
9	208,000	6+1	+4	6	+5	4d6	1d6+1
10	416,000	7	+5	5	+5	5d6	2d6



Swords & Wizardry, *S&W*, *WhiteBox*, and [Mythmere Games](#) are trademarks of Matthew J. Finch. Mark L. Chance and Spes Magna Games are not affiliated with Matthew J. Finch, Mythmere Games™, or Frog God Games. This character class is compatible with *Swords & Wizardry: WhiteBox* by Matthew J. Finch and Marv Breig.

- ➔ For every even-numbered level, *el mariachi de combate* gains 1d6 that he may use in conjunction with his music to heal damage. This healing performance takes 2 minutes to perform per die used. If the healing performance is interrupted, the benefits are lost for the day. *El mariachi de combate* chooses how to divide the dice among himself and injured allies. The healing performance may be made once per day.

Inspiring Action: On his turn, *el mariachi de combate* may choose to make an inspiring action. This involves a dazzling display of musical talent either with or without making an attack via musical combat. In either case, *el mariachi de combate* must be able to play his instrument and/or sing. Inspiring action has one of two effects, either of which last until the end of the following combat round.

- ➔ **Without Musical Combat:** All allies within 30 feet of *el mariachi de combate* receive a +1 bonus to their Base Hit Bonus and any saving throws they attempt.
- ➔ **With Musical Combat:** Up to 1d6 allies within 30 feet who are chosen by *el mariachi de combate* receive a +1 bonus to their Base Hit Bonus or any saving throws they attempt (ally's choice made before die roll). *El mariachi de combate* receives a -1 penalty to his Base Hit Bonus.

Musical Combat: *El mariachi de combate* is either a *rudo* or a *técnico*, chosen at 1st level and not subject to change without Referee approval. A *rudo* gains a +1 bonus to damage when using musical combat. A *técnico* gains a +1 bonus to armor class. In either case, musical combat enables *el mariachi de combate* to perform amazing acrobatic unarmed strikes while singing and/or playing his instrument. Table: El Mariachi de Combate Class Advancement shows the damage inflicted with musical combat in melee combat.

Saving Throws: *El mariachi de combate* receives a +2 bonus on saving throws to resist the effects of sound, speech, or music-based effects and attacks.

Bonus for Charisma: The class bonus is due to a high charisma attribute.



Open Gaming Content: This product is produced under the terms of the Open Gaming License v1.0a. All text is Open Content except as identified below under Designation of Product Identity.

Designation of Product Identity: The name "Spes Magna Games" as well as all identifying marks of Spes Magna Games, including but not limited to the Spes Magna logo. Spes Magna logo by [Darren Calvert](#). The product name "Chance Encounters" except for its use within Section 15 of the Open Gaming License.

Copyright: *El Mariachi de Combate*. Copyright 2018, Mark L. Chance, published by Spes Magna Games.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions:

a. "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content;
b. "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;
c. "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; d. "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. e. "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; f. "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor g. "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. h. "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License. 6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to

compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a. Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Swords & Wizardry Core Rules. Copyright 2008, Matthew J. Finch.

Swords & Wizardry WhiteBox Rules by Marv Breig. Copyright 2008-2001, Matthew J. Finch.

Delving Deeper Reference Rules Compendium v 4. Copyright 2014, Simon J. Bull.

The Hero's Journey Fantasy Roleplaying. Copyright 2015, Barrell Rider Games. Author: James M. Spahn.

Bloody Basic: Sinew & Steel Edition. Copyright 2015, John M. Stater.

SnW Whitebox Essential Adventuring Rules v1. Copyright 2014, Douglas Maxwell.

White Box: Fantastic Medieval Adventure Game. Copyright 2016, Charles Mason.

El Mariachi de Combate. Copyright 2018, Mark L. Chance, published by Spes Magna Games.