



Vieja Escuela Salvaje Oeste

Suplemento de clases
y reglas opcionales

Nuevas clases

Médico

Un médico salido de las mejores universidades del Este es sin duda algo poco frecuente en los asentamientos del Lejano Oeste. Poco a poco, más licenciados, médicos arruinados o cansados de la rutina, deciden probar suerte en terreno desconocido. Algunos se consideran aventureros, mientras que otros simplemente se han dejado arrastrar hacia la vorágine de violencia y riesgo de los condados de la frontera de la civilización.

Dado de aguante: d4

Talentos

- ♣ **Conocimiento médico:** tienes ventaja en las pruebas relacionadas con identificar enfermedades, heridas, etc...
- ♣ **Enfermero:** puedes emplear vendajes 3/día en vez de uno solo.
- ♣ **Cuidados intensivos:** si el médico cuida de su grupo toda la noche, puede tirar 2d10 después del descanso. Escoge el mejor resultado y sumando el nivel de cada personaje, son los puntos que recuperan los personajes tratados por el médico después de un descanso de 8 horas.
- ♣ **Un impulso más:** el médico debe superar una tirada de INT CD 11. Si la supera, puede levantar a un compañero inconsciente en medio de la

refriega con 1d6 PV recuperados. Sólo 1/día.



Prostituta

Chicas sin familia, viudas que no tenían dinero después de haber perdido a sus maridos en la guerra de secesión, extranjeras...Es dura la realidad de una mujer que por razones de sobrevivir se tiene que entregar a esta profesión. Algunas de ellas consiguen aprovecharse de la experiencia y consiguen hacer reflotar su vida con ingenio y seducción...

Dado de aguante: d4

Talentos

- ♣ **Hermana de la noche:** tienes ventaja en las pruebas de Subterfugio relacionadas con moverse en silencio y/o

ocultarse en las sombras.
Añades 1d6 al daño cuando
ataques a un objetivo
desprevenido.

- ♠ **Seducción:** tienes ventaja en las pruebas de Comunicación relacionadas con la seducción y la atracción sexual para convencer a la gente.
- ♠ **Contactos:** obtienes ventaja en las pruebas para moverte en ambientes turbios y peligrosos. Con un resultado de 14 o más puedes crear un contacto en las bajas esferas debido a tu carisma o trasfondo.
- ♠ **Supervivencia nata:** tus ataques con armas improvisadas reciben un +1 al Ataque y al daño.



Guerrero indio

Quedáis muy pocos de los tuyos. Los blancos cada vez están más cerca de vuestras fronteras y los jefes de las distintas tribus están preocupados. Es una guerra que no podéis ganar. Algunas veces te has aliado con los extranjeros por un bien mayor para tu pueblo. Tu espíritu totémico te guía y te ayuda en la batalla. No morirás sin derramar sangre en la tierra que vio crecer y morir a tus antepasados.

Dado de aguante: d8

Talentos

- ♠ **Resistencia espiritual:** una vez por sesión, si eres impactado por un ataque no masivo y/o de gran fuerza (dinamita, por ejemplo), puedes reducir el daño a 1 PV solamente.
- ♠ **Conexión:** si utilizas un tomahawk, recibes +1 al ataque y +1 al daño con esa arma.
- ♠ **Emboscar:** obtienes ventaja en las pruebas de subterfugio relacionadas con el sigilo y/o ocultarse en las sombras. Añades 1d6 al daño cuando ataques a un objetivo desprevenido.
- ♠ **Jinete de batalla:** recibes ventaja en las pruebas relacionadas con caballos tales como cabalgar, atacar montado, montar/desmontar rápido, saltar desde el caballo...

Nivel	Prostituta		Guerrero indio		Médico	
	ATQ	INS	ATQ	INS	ATQ	INS
1	+0	+0	+1	+1	+0	+0
2	+0	+1	+2	+2	+0	+1
3	+1	+1	+3	+3	+0	+2
4	+1	+2	+4	+4	+1	+3
5	+2	+3	+5	+5	+1	+4
6	+2	+4	+6	+6	+2	+5
7	+3	+5	+7	+7	+2	+6
8	+3	+6	+8	+8	+3	+7
9	+4	+7	+9	+9	+3	+8
10	+5	+8	+10	+10	+4	+9

Reglas opcionales

Regla del dolor

Si un personaje recibe daño, debe tirar las siguientes salvaciones para no sucumbir al dolor y poder actuar en su turno. Si falla, pierde el turno.

1/2 PG -> $1d20 + \text{INS} + \text{CON} > \text{CD } 12$

1/4 PG -> $1d20 + \text{INS} + \text{CON} > \text{CD } 16$

Alcance efectivo armas

Las armas tienen un alcance que viene determinado por: óptimo / largo / fuera de alcance -> +0 / -3 / NA

Arma	Óptimo (+0)	Largo (-3)	Fuera de alcance
Derringer	10m	25m	40
Recortada	10m	25m	40m
Revólver	40m	70m	100m
Escopeta (postas)	60m	90m	120m
Escopeta (bala)	100m	150m	200m
Rifle	150m	200m	280m
Rifle (mira telesc.)	200m	250m	300m



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