

# BASIC PULP!

**PULP ROLE-PLAYING SYSTEM**  
*VERSION 1.6*



## **CREDITS**

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**SPECIAL THANKS TO NORBERT FRANZ**

"The Days of Yesteryear..." taken from Chapter 13 Press' TM "Pulp Era"® RPG

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## THE DAYS OF YESTERYEAR.....

"Yes Reid, that's just what this city needs, a modern Robin Hood." said the chief of police to millionaire newspaper mogul Britt Reid. The audience knew what they were in for on that one Saturday morning in 1940. An overwhelming orchestra blaring, "Flight of the Bumblebees," as a hypnotic disk and a large, stylized hornet swirled before their eyes. This was the adventures of the Green Hornet, one of the many great Chapter Plays that intrigued audiences every Saturday, and had them coming back for more.

Five cents was all it took for these moviegoers to be transported far away from their troubles. America had just ended the Great Depression and little did these people know that they would be going to war overseas to fight a man named Hitler and his storm-trooping Nazi party. The cinema was America's only true escape. By today's standards it does not sound like much, but these were simpler things for a simpler time.

Saturday at the movies, a day full of cartoons, sing-a-longs (with the bouncing ball), a feature film or two starring the Marx brothers, or a delightful MGM musical; sounds tempting? Well most of all it was the weekly serials that brought the audience running. Each week you could watch your favorite hero get him or herself out of endless dangers again and again. Audiences watched Buster Crabbe as Flash Gordon fall into one of Ming's death traps and be convinced that our hero was dead, but the very next week we would see that Flash had grabbed a vine on his way down saving himself from almost certain doom.

Those were the serials, or often known as the cliffhangers (as they were called due to the over-used theme of a hero trapped upon a high cliff and about to fall to his/her doom.). Each one of a series of non-stop action-packed episodes, and each one bringing the thrills and chills of the pulp novels to the big screen.

Basic Pulp will give you a chance for you and your friends to recreate the intrigue, thrills, and action of the pulps and a time long forgotten. The rules are based on DGBG's Basic system, simple yet challenging to create the fast and dramatic atmosphere of this fast and dramatic genre.

Did you ever wonder what it would be like to hang off the wing of a PW-9C biplane going into a full tailspin, search the jungles of the Amazon for a lost city, and find yourself running for your life from a tribe of hungry cannibals? Or leap the wet rooftops of a dark and corrupt city with only a loaded pistol and a mask to conceal your identity as the mob and the police hunt you down? So sit back and create your hero, tune your imaginations to black and white and enjoy as you take a wild ride into the never-ending world of the cliffhangers.

"Modern Robin Hood, OK Kato, we're going to introduce the police chief and the world to the Green Hornet!" (The Adventures of the Green Hornet" 1940)



# BASIC PULP!

Welcome to the "Pulp" edition of the **Basic System**. This is a modification of the quick start set of basic game rules by Dilly Green Bean Games. This version was modified with Pulp Genre in mind, leading to wonderful adventure and "Two Fisted" action. The rules are very simple and cinematic in nature, and give a lot of room for role-playing and action over remembering difficult rules and crunchy mechanics. As with the standard Basic System, you will still need the following:

- 1) Dice (twenty-sided, four six-sided, twelve-sided, eight-sided, ten-sided, and a four-sided)
- 2) Pencil and Paper
- 3) A thirst for Adventure



Basic Pulp has nine basic Characteristics (a lot like the regular Basic System). We will call them our **Action Attributes**. As in the Basic System the **average human attribute is 10**, but since Pulp heroes are always over the top, Pulp Basic gives an extra modifier to give your hero a better fighting chance. **You determine your Action Attributes by rolling 3d6 and then adding +2 to the roll.** For each number achieved over 10 you will gain an **Action Bonus**. So if you have a **STR** of 13, then your **Action Bonus** is +3. When you have a stat under 10, then you have a **Hindrance**. So if you have an **INT** of 7, then your **Hindrance** is -3. For those who like to use a point-based system for creating your heroes, the following chart should do quite nicely. All Action attributes start at 10 and the points are used to raise them to desired levels. During point based generation one may choose to take Attributes below 10 in order to gain more hero points to spend. For every 2 points of hindrance taken, it translates to 1 Hero point:

**Hero Point Based Generation**

Points	Hero Level	Description
7	<b>Mundane</b>	This is the friendly paperboy, the mild mannered reporter, or the faithful canine.
14	<b>Sidekick</b>	Every hero needs his trusty companion to fight the evils of the world. This is that boy or girl in tights or the silly costume ready to say "Golly Gee" at the drop of a hat.
21	<b>Heroic</b>	This is the larger than life hero, not a total superhero, but what legends are made from.
28	<b>Legendary</b>	These are the Pulp Heroes of fame and fortune. Saving the world is a daily job for these Eidolons, and they are usually on the lips of most people and the Press.

## The Action Attributes

<b>Smarts</b>	Your ability to deduce, problem solve, and figure out problems.
<b>Spirit</b>	Pure Willpower and resolve, the ability to withstand psychological effects.
<b>Magnetism</b>	Charm, Presence, Charisma and the ability to deal with others.
<b>Dynamism</b>	How agile, and dexterous you are. The ability to roll with a punch, dodge, and keep after harms way.
<b>Brawn</b>	Physically adeptness, Muscle and Power.
<b>Vigor</b>	Constitution, how healthy you are, what your hero is made of.
<b>Quickness</b>	Movement and speed of your hero.
<b>Insight</b>	Perception and awareness of your hero
<b>Legend</b>	Reputation and character awe

Next we shall look at your **Statistics**. These are combinations of your Action Attributes. Your Statistics will be what your Pulp Hero will use to defend him/herself, do basic damage and move around.

## Statistics

<b>Health</b>	<b>Vigor</b> times 2. How much Kill damage you can take before Dying.
<b>Stamina</b>	<b>Vigor</b> times 3. How much Bruise damage you can take before it starts to bleed or break bones.
<b>Initiative</b>	Initiative: <b>Dynamism + Quickness bonuses</b> . How well you get the jump on the evil doers.
<b>Muscle</b>	Lift: <b>Brawn</b> times <b>Brawn</b> . This is how many pounds you can lift.
<b>Punch</b>	Damage for punch is equal to your <b>Brawn Bonus</b> in Bruise damage (minimum 1).
<b>Kick</b>	Damage for kick is equal to your <b>Brawn Bonus +2</b> in Bruise damage.
<b>Dash</b>	This is equal to your <b>Quickness times 2</b> . This is how fast you can move in MPH.
<b>Leap</b>	<b>Brawn+Quickness/2</b> : How many feet you can jump with a running start.
<b>Legend Points</b>	<b>Varies</b> : The Legend points gained are equal to the total of hero points used during generation or add up each point over 10 on each of the Action Attributes and subtract one for each point under 10.

### Legendary Abilities:

Hero's in the Pulp Novels were gifted with natural prowess and abilities that put them apart from the normals of the world. These are the abilities that make them more larger than life. Each Legendary ability costs 5 legend points. Unlike Basic system, a Pulp Hero might start out with more than one or two Legendary Abilities to start (in TBS these are referred to as natural abilities), so the GM should not limit the starting character too much in the regard. Each Hero starts his career with two free abilities. No points are spent on these abilities, as they are only cinematic in nature.

## Action Abilities (No Cost)

<b>Shtick</b>	This is some minor effect that makes your character unique. Face always in shadow, never without his drink, the right tool always seems to be in reach are some of the ideas for your hero's shtick. Your Shtick should be unique to your concept and add to the role-playing mystique.
<b>Stunt</b>	A stunt is the ability to do off the wall things during an action roll. Stunt allows you to attempt things only found in movies and Pulp fiction. Rolling off the floor while shooting, leaping between rooftops, being able to perform tasks while falling, ect. The GM will determine the added difficulty for each stunt before the roll is made.

## Legendary Abilities (5 LP Each)

<b>Ambidexterity</b>	Your ability to use both hands equally. You suffer no penalty for using either hand.
<b>Specialist</b>	This is an area you are best at. Choose a specific skill group that you are naturally an expert at. Players gain a +2 to that group.
<b>Marksman</b>	You have the natural ability to hit the target. You gain a +5 when trying to hit something with a projectile or thrown object.
<b>Photographic Memory</b>	The ability to remember things from experience and any medium. The GM may require an Insight roll.
<b>Speed Reading</b>	Pretty self-explanatory and most retain 95% of what they have read.
<b>Deftness</b>	Your Hero gains a +4 to any actions involving <b>Dynamism</b> .
<b>Vigorous</b>	You are truly a "Man of Bronze". You gain +15 to your <b>Health</b> and +4 to any rolls involving your <b>Vigor</b> .
<b>Toxic Immunity</b>	You body is just naturally immune to disease and toxins. Anytime you are exposed to these, you gain a +4 to resist. Can be combined with the Legendary power "Ultra Senses"
<b>Acute Senses</b>	You are in tune with your senses. Most GMs will want you to pick a specific sense. Anytime you are using those senses you gain a +4 to any rolls involving them.
<b>The Sight</b>	You have a gift of knowing the future or getting brief flashes of what is to come. This is usually used with a focus (Tarot deck, article of clothing) and does require a modified insight check (GM's discretion).
<b>Mechanical Aptitude</b>	You are a Mechanical adept and can make anything with moving parts work given time and the right tools. Even more so, you have the knack of making useful items out of scraps. +4 on any attempts to fix machinery and the ability to kitbash one use items (within reason)
<b>Magery</b>	See "Mysticism" later in this document
<b>Combat Sense</b>	An old soldier never dies, and never forgets how to do some damage. Combat sense give your hero +5 initiative and +2 on any Insight rolls related to combat.
<b>Swashbuckler</b>	Abilities made famous by Pirates and Musketeers. The Legendary Swashbuckling ability gives the hero a + 2 to Initiative, Insight rolls, Acrobatic actions, and fencing related combat maneuvers.
<b>Immortality</b>	In simple terms you can live forever. There is always a catch in most cases. Your GM will talk over the details of your character long life and how it can come crashing down. This ability is more cinematic in nature and by default

	you can always die by un-natural causes.
<b>Aviator</b>	The Sky is your home whether it is in a plane, jet pack, Zeppelin or rocket ship. Aviator adds +2 to any Insight or Piloting Action rolls made in this environment.
<b>Quick Draw</b>	More a Cinematic ability, the character never has to take a round or action to pull a chosen weapon. It somehow always magically appears out of nowhere.
<b>Master of the Waves</b>	Arg! Batten down the hatched ye land lubber! This is for characters that are masters of ships and sons of the sea. The player gets to make a +2 Action roll to any action related to navigation, sailing, or the sea.
<b>Martial Ability</b>	See Two Fisted Combat later in this document

### Legendary Faults:

As Heroes in the Pulp Novels were gifted with natural prowess and abilities, they also had a dark side that made them more interesting to watch or read about. Each Fault is a cinematic and narrative tool to use with or against the character to make things more interesting.

There are two ways to obtain faults:

1. Take one fault per Legendary Ability; this is the easiest way to balance out your character taking the good with the bad. Or
2. For every Attribute below 10, the penalty is a Fault associated with the Attribute.

This can be done in combination to however the GM sees fit. As said before the faults are cinematic in nature and have no true set of rules. Players can get rid of them through game play only.

### Legendary Faults

<b>Addiction</b>	Substance abuse, special formula that gives powers, alcohol and tobacco. The GM should determine a time frame where the PC will start to crave the substance and place a negative modifier to all action rolls until the substance can be obtained.
<b>Wanted</b>	You are wanted and hunted. This can be from the police, a secret organization, even from a super human bounty hunter. The GM should create the Antagonists that will hunt the hero and use them at the most inopportune time for the PC.
<b>Psychological Problems</b>	This can be delusions, paranoia, fears, disorders, or problems like Masochism, sadism, Bi-Polar or Manic Depressive. The GM should enforce the player acts these out in game, or point the narrative in that direction.
<b>Personality Quirks</b>	Hero tends to be short tempered, stubborn, impulsive or cowardly.
<b>Social Quirks</b>	These include secret identities, being an outsider, of a race or class that is oppressed or trod upon.
<b>Enemies</b>	As it sounds the player has someone who wants them put away or dead. For each time this fault is taken, the enemy becomes that much more powerful.
<b>Burdens</b>	These are vows and oaths, dependants and obligations that have to be taken care of by the PC.
<b>Behaviors</b>	Lechery, compulsive behaviors, Jealousy, kleptomania, impulsiveness
<b>Physiological Defects</b>	This can Include missing Limbs, impaired vision and hearing. The GM can modify as necessary.

## Benefits

In most all Pulp Stories our heroes has some sort of perk or benefit that aided their fight for right. The ally, friend, sidekick and such were all common trappings for our heroes. There were things of glamour or power as well. Wealth, contacts. Heroic Level characters may roll once and Legendary Characters may roll twice on this chart.

1	<b>Contacts</b>	When you need information these are the people to go to. Players must specify who the contact is. This may include: police, military, crime lords, ghosts and more.
2	<b>Friends</b>	<b>Roll 1d4.</b> These is how many close friends one has. These are people that can help you or be victims of your enemies.
3	<b>Sidekick</b>	These are the young wards and homeless types who pick up the heroes banner and help him fight the good fight. Sidekicks are rolled up like normal characters, using the sidekick point allotment.
4	<b>Wealth</b>	<b>Roll 1d12 times 1000.</b> This is how much money you have on hand. <b>Roll 1d10 times 100 thousand.</b> This is how much money you have saved up in your vaults.
5	<b>Ally</b>	This is someone who will work with you for a common cause. The Ally is created by the GM and will assist in times of great need.
6	<b>Membership</b>	<b>Roll 1d10 for rank.</b> You belong to some organization. The higher the rank the better you are. Rank one is equal to the mailroom boy. Rank ten is the head of command.
7	<b>Base of Operation</b>	This is the infamous "Brooding Suite", Crime fighting cave, or spooky mansion. The player has 24 hour access or owns the place or hide out.
8	<b>Favors</b>	That Police man remembers when you saved his life, the crime boss still owes you one for saving his daughter, or the judge was impressed how you came up with the evidence just as the jury was going to put in their verdict.

## Legendary Powers

When creating your Pulp Hero, Legendary Powers may be purchased with hero's legendary points. After character creation, legendary Powers may only be gained through experience or GM's approval. Each Power has a format that makes it for easier reading:

### "UnGowal"

Cost: 3

Action Roll: **Magnetism**

Range: speech

This Power gives the user the crude Power to communicate with all members of the animal kingdom. This communication is limited to very simple "communications" since almost all animals are only capable of communicating very simple ideas and feelings. To ask one question successfully, the user must make an Action roll vs. the animal's spirit.

Personal (self only)/ Narrative (Cinematic and Story driven effect)/ "Distance in feet". The last part is the Power is the description, which tells you what effects the power has on your character and game.



## ===== LEGENDARY POWERS COSTS =====

All Legendary abilities have point costs. The point cost for a Legendary Power must be paid for when the character is created. Taking Power Limitations may reduce legendary Power costs.

### Power Limitations

Legendary Powers may be taken with limitations that reduce their point costs. No Power may have its point cost reduced below 1. A hero may have two or more Powers that are linked; in this case, they may not have their Power costs paid for individually, but only the total group of Powers.

**Activation:** If the hero must accomplish some simple action to use their Power (making a gesture or speaking a magic word, for example), the cost of the Power is reduced by 1. If they have to do something that may not be automatically successful (concentrate on a effect having to make a SPIRIT roll vs. a difficulty of 15, for example), then the cost is reduced by 2. If the target must be generated every round the Power is to be used, the cost is reduced by 3.

**Activation Time:** If the Hero must spend 1-2 rounds doing an action before they can use the Power for the first time in a scene, the cost is reduced by 1. If they must spend 3-5 rounds, the cost is reduced by 2. If they must spend 6 or more rounds, the cost is reduced by 3. If they have to wait a given number of rounds every time the Power is to be used, the cost is reduced by 1 more. If once they initiate the Power they cannot abort it, the cost is reduced by 1 again.

**Burnout:** If a hero can lose the Power for the rest of the scene by failing a die roll, the cost is reduced by 1. If the Power is lost until the next Reel, the cost is reduced by another 1. If it is lost until the next serial, the cost is reduced by 2 more. If it is permanently lost, the cost is reduced by another 2. (If a gadget is taken with permanent Burnout, then no identical gadget may ever be constructed.)

**Charges:** If the hero can only use a Power 5 times in an adventure, the cost is reduced by 1. If they can only use it 4 times, the cost is reduced by 2. 3 times = -3; 2 times = -4; 1 time = -5.

**Deadly:** If the Power makes the Hero so vulnerable to a condition that it automatically does kill damage each round, the cost is reduced by at least 3, possibly more depending on the condition(s).

**Catchall:** This is a generic Limitation, meaning that the Power's duration or application is reduced. Perhaps it doesn't work under certain conditions, or only under certain conditions. GM's discretion.

**Power Loss:** If there is some sort of not-too-uncommon attack or situations that makes the hero lose their Power for any amount of time. (Example: full minute, the cost is reduced by 2). GM's discretion.

**Stun:** Whenever the hero uses the Power, they take 1 point of bruise damage; the cost is reduced by 1.

## Legendary Powers

### Absolute Vision

Cost: 3

Action Roll: **Insight**

Range: Personal

This Power gives the character 360-degree vision and improved vision. Using the Power is a simple action, and must be taken as an action. The Power value is used instead of **Insight** for vision rolls.

### Adrenaline

Cost: 5

Action Roll: **Vigor**

Range: Personal

This Power lets the hero tap into their reserves, removing all Bruise damage and boosting their **Brawn** and **Dynamism** by +2. The difficulty of the roll is the time they want to be boosted (GM's discretion). If the roll is failed, the Power is burned out until the next Reel. If the character tries to use this Power more than twice a day, then Bruise damage is not healed, each additional attempt causes an extra +1 to the difficulty.

### Animal Companion

Cost: 5

Action Roll: **Magnetism** (only when Animal is to do something against its will)

Range: Narrative

This Power gives the character one specific animal companion that is loyal to them and with which they have a strong bond. They will do anything for each other, and can manage to communicate...the animal will understand the character's speech, and the character will just understand what the animal means.

### "UnGowal"

Cost: 3

Action Roll: **Magnetism**

Range: speech

This Power gives the user the crude Power to communicate with all members of the animal kingdom. This communication is limited to very simple "communications" since almost all animals are only capable of communicating very simple ideas and feelings. To ask one question successfully, the user must make an Action roll vs. the animal's spirit.

### Mental Attack

Cost: 10

Action Roll: **Spirit**

Range: 45 ft'

Mental Attack inflicts damage against a target via the mind. The hero must maintain eye contact for a full round (successful Spirit vs. Spirit roll). If the contact is kept, the Power total is compared to the target's Spirit, doing bruise or kill damage (hero's choice) equal to the amount over, which can only be healed by time, men in white coats or other abilities. If the attack results in negative points, those are read as damage on the attacker.

### Chameleon

Cost: 5

Action Roll: **Insight**

Range: Personal

This Power lets its user change appearances. Any roll succeeds, but the roll provides the Target for anyone else to make an **Insight** roll to notice something wrong. Mass, height, sex, etc., cannot be changed with the Power, but a good enough success means the user can make a reasonable try of it.

### Claws

Adventure Cost: 4/8

Action Roll: **None**

Range: Personal

This Power gives the character claws on their hands. Normal claws have a cost of 4; retractable claws have a cost of 8.

### Shroud of Darkness

Cost: 5

Action Roll: **Spirit**

Range: 6 ft' radius globe centered on the hero

Use of this Power creates a field of darkness around the character. The Action roll is the Target of an insight roll to see the hero or anything else in the darkness. Attacks on an unseen hero are at -5 to hit. The user of the Power can see through it.

### Flash

Cost: 6

Action Roll: **Dynamism**

Range: 75 ft'

This Power creates a "flash" of light that can blind an opponent. The Power total is compared to the target's **Dynamism**; the number over the target is the number of rounds the target is blinded. A blinded character has the **Dynamism** reduced by -5.

### Phase

Adventure Cost: 10

Action Roll: **Spirit**

Range: Person

This Power lets the user become incorporeal. They may pass through objects with a Body equal to or less than their Power total. All physical attacks on the character have the Power total treated as armor. The character may make no physical attacks. Characters with a low roll look like vague, misty versions of themselves. At higher rolls, the character is a nearly invisible mist.

### Electro-Bolts

Cost: 5

Action Roll: **Spirit**

Range: 15-30/31-60/61-90

This is the Power to throw bolts of electricity. To-hit rolls are based on a throwing attack. Whenever a positive number is rolled over the target number, the player has the option of using it on damage or using 0. If they use the positive bonus number, they take 2 points of bruise damage as stun. If they take the 0 damage option the damage is cinematic

### Telescopic Vision

Cost: 2

Action Roll: **Insight**

Range: Narrative

This Power lets the character see what is happening to one specific target, giving them a vision as though they were 10 meters away from the target.

### Fear

Cost: 5

Action Roll: **Magnetism**

Range: 45 ft'

This is the Power to generate irrational fear in opponents. To use the Power, the Power total is compared to the target's **Spirit**. If successful the Target always goes last in the Scene. An average success put the target in fear for 1 scene. An Outstanding success (Target +5) scares them for 2 scenes and gives them -2 to all totals, and forces them to try and run (Spirit roll vs. 20). On an Extraordinary success (Target +10), they will either surrender immediately, or take the result points as if a mental attack was made. Evil characters can kill through fear. Most characters with this Power have some Shtick (a laugh, a scream, a pose) associated with the Power.

### Flame Powers

Cost: 10

Action Roll: **Vigor**

Range: 15-30/31-60/61-90

This Power lets the character shoot a jet of fire or create a wall of fire about them. The wall has an 8 ft' radius. The Power value is the damage value of the flame blast or flame wall. The flame wall can be maintained for a number of rounds equal to half the heroes Vigor.

### Wall of Fog

Cost: 4

Action Roll: **Spirit**

Range: 15 ft' radius globe around user

This Power lets the character create globe of fog or smoke that blocks others' view. The globe lasts for 10 rounds or until dispersed. All attacks aimed at a target in or behind the fog are at -5 to hit. The Power value is the Target of Insight rolls to find something in or behind the fog, though making such a roll does not cancel the penalty. The hero is immune to the effects of the fog.

### Flight

Cost: 5

Action Roll: **Dynamism**

Range: Person

This Power lets the character fly under their own Power. The Heroes Quickness is the speed of flight.

### Force Field

Cost: 5

Action Roll: **Vigor**

Range: 10 ft' radius globe around the hero

The force field Power surrounds its user in a globe of energy (the special effect is left to the user) that works as if the character has on armor. The armor value of the force field is the heroes Vigor value. If the force field is destroyed, it disappears for the rest of the combat. The Force Field is ablative and removes one from its value each time it is struck in combat. The force field retains no damage between uses. The Power may be used for a number of rounds equal to the user's Spirit. The Force Field is immune to all gases and toxins and protects the user as such.

### Growth

Cost: 7

Action Roll: **Vigor**

Range: Person

This Power allows the user to Quadruple their height (while remaining proportional) for a number of rounds equal to their Vigor Attribute. When at full size, the user's Brawn bonus is increased to double the value. Their Bonus to vigor is likewise doubled. Growth also gives natural armor with a value of 5, and doubles Heath and Stamina. All physical attacks on the grown character are at +5 to hit because of size.

**Illusion**

Cost: 6

Action Roll: Magnetism

Range: Narrative

This Power allows the user to create illusion and cloud the minds of others. The user's Magnetism value is the target for anyone to make an insight roll and see through the illusion. Illusion-caused damage is only the result of mental stress, and wears off once the illusion has been stopped or seen through.

**Ice Power**

Cost: 5

Action Roll: Brawn

Range: 15-30/31-60/61-90

This Power is identical to Flame Powers, except that it cannot be used in extremely hot conditions, and the ice wall has a armor value equal to the heroes Brawn value.

**Invisibility**

Cost: 5

Action Roll: Spirit

Range: Personal

This Power turns the character invisible in all visible spectrums. The Power may be maintained for a number of rounds equal to the character's Spirit. The Action Roll is the Target for any Insight checks are made to find the character. Attacks on an invisible character are at -6 if the Insight roll is successful, -10 if it is not.

**Mind Control**

Cost: 10

Action Roll: Spirit

Range: 15 ft' for initial control

This Power lets the user take control over someone else's mind, giving them verbal or telepathic commands that they must act out. The target is the target's Brains. The number of success over the target is the value of the duration of the control (Minimum 1). The victim gets a Spirit roll at - levels of success to attempt to shake off the control.

Commands that are not in the nature of the victim give them an automatic attempt to shake off the control. Mind Control cannot be used on more than one target, and does not confer the Power to telepathically send commands.

**Ultra Senses**

Cost: 5 each

Action Value: Insight

Range: Personal

This Power allows the hero to choose on of the following abilities. Let's characters hear sounds at a fair lower volume and greater distance than normal, or the hero has an incredibly good sense of smell. The character may use this ability to find hidden characters or objects with distinctive smells within 150 feet, or the Power may be used on all sight-based Insight rolls, and anything in range with a clear line of sight may be looked at as though it were at a few inches' range.

**Magnetic Personality**

Cost: 2

Action Roll: Brawn

Range: 90 ft'

Magnetic Personality lets the character attract or repel magnetic material. If the roll is Successful, the Power acts in the desired fashion; if the roll is failed, the Power works, but in the opposite way. The total weight affected is the heroes Muscle. The Power lasts equal to  $\frac{1}{2}$  the heroes Brawn. To reverse the polarization or turn the Power off early requires a new roll.

**Regeneration**

Cost: 5

Action Roll: None

Range: Personal

When this Power is used, the character may remove one 5 Bruise or 1 Kill wound

**Sense Mystical**

Cost: 2

Action Roll: Insight

Range: Narrative

This Power must be consciously activated. Success lets the character know that the item, person, or area is magical and active, and will usually let them identify the type and origin. The Power lasts for five minutes, but may be used again. If the roll is failed no further attempts can be made for 24 hours. The target number is totally up to the GM and can range from 15 -35.

**Mind Reading**

Cost: 5

Action Roll: Spirit

Range: 75 ft'

This Power lets the hero read through other people's thoughts. Average success gives very surface thoughts and emotions. Every 4 success' gives better results such as full thoughts with some context, carefully hidden thoughts, or lets the character rummage through the target's memories. Mind Reading cannot be used on more than one target and does not allow for projecting thoughts.

**Sonic Wail**

Cost: 8

Action Roll: Vigor + 3

Range: 30 ft'

This Power allows the hero to make a sonic attack. Vigor is the action roll attribute, and the damage can be either bruise or kill (users choice) and is determined by the number of successes over the target (Min 1). The target number is the victim's Vigor.

**Shrinking**

Cost: 10

Action Roll: Spirit

Range: Personal

This Power lets the character shrink to a desired height between 1 to 10 inches high, with proportional build. They get +5 Dynamism and +5 to any Stealth related activities, but -5 Brawn and Vigor.

**Legendary Attribute**

Cost: 10

Action Value: None

Range: Personal

This Power gives the hero one of the following.

Double the bonus points for the chosen attribute. Or

Double the attribute when determining your derived statistic.

This Power may be bought more than once.

**Displacement**

Cost: 5

Action Roll: Spirit

Range: Personal

This Power lets the hero warp reality to get from one place to another without moving the distance in between. They may displace space a maximum range of their Quickness Attribute. If the space they are teleporting to is full, they return to their starting location or die as they phase their molecules with that of the other object.

**Dark-Vision**

Cost: 4

Action Roll: Insight

Range: Narrative

This Power lets the hero see in complete darkness. The character takes no penalties to rolls in the dark. The character is immune to the effects of the Shroud of Darkness Power.

**Wall Crawling**

Cost: 3

Action Roll: Dynamism

Range: Personal

This Power lets the hero crawl along walls, ceilings, etc like that of an arachnid. The Heroes are still subject to gravity. Their maximum crawling speed along walls is their Quickness attribute.

**Water Breathing**

Cost: 4

Action Roll: None

Range: Personal

This Power lets the hero breathe water like it was air.

**Ghouls Touch/Vampires Bite**

Cost: 10

Action Roll: Spirit

Range: Touch

This Power lets the user give Kill damage with a touch. If the user can touch the targets bare flesh, the Power subtracts the users Spirit from the target's Health and causes combat damage. In addition, for each successful attack, the target apparently ages 20 years and loses 2 points from their Brawn, Dynamism, and Vigor. 24 hours rest for each successful attack will reduce the effects one step.

**X-Ray Vision**

Adventure Cost: 5

Action Value: Insight

Range: Vision

This Power lets the hero look through solid objects. X-Ray Vision can never penetrate lead and perhaps some other substances.

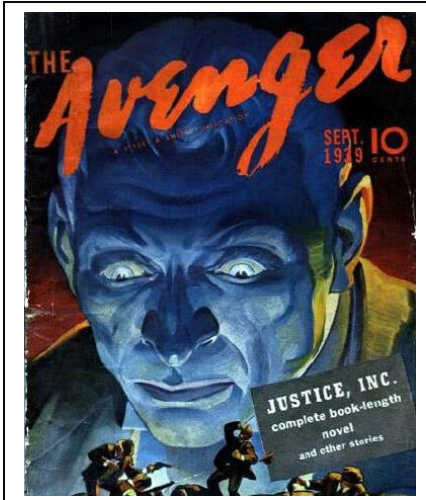


**Special Legendary Power  
Altered State**

Adventure Cost: 20

Action Value: Spirit

This Power allows the hero to manifest himself as an alternate being. In most cases the player may want to use a limitation to off set the initial cost and or to give this power a on off switch. Otherwise the player has to make an Action Roll vs. his/her spirit to activate the change and to turn it off. If no roll is made to de activate the power the powers effect will last for a number of rounds equal to the hero's Vigor. The Altered State power gives the following: The Powers of Growth, The Legendary Attribute power for the Brawn, Vigor, and Spirit or Dynamism attributes, and The Power of Regeneration. To offset this the Player loses 5 off of Brains, Insight, and Magnetism.



**Special Legendary Power  
Nosferatu**

Adventure Cost: 20

Action Value: None

This Power is more of a curse in many ways. The player must come up with an explanation of how he or she was turned to the undead world by a Vampire, and choose how it manifests itself. This power cannot be turned off by the user and has some nasty side effects.

The Player gains the powers of Vampires bite, Shroud of Darkness, Ungowa, Dark-Vision, and Regeneration. Not to mention Immortality. The restriction of this can be altered from GM to GM, but can include Cannot walk in the sunlight, cannot cross bodies of water, fear of garlic or whatever cinematic curse the GM can dream up.

## Background

Another important step before picking your Skills and Task Groups is the Hero's background. This is important in many ways.

1. It allows the GM to get a better feel for your character. This will aid in helping the GM customize the Serial to better include you PC.
2. It allows the GM to have a "Past" to create NPC and possible dependants to aid or haunt you.
3. It is something that will remind you of the hero's motivations and why they are out doing what they do best.

Simply enough, jot down a paragraph or 2 describing where your hero grew up, any influential people they may have met or aspired to, and why the character is out adventuring. In the background as well, you can include various skills or tasks the character is good at and they can be bought as "Specializations".

## Task Groups

Everyone can perform a task. From the common everyday types to the ones used by our heroic icons. They help us live our day to day lives and get out of tight spots from time to time. In Basic Pulp we use **Common Tasks & Task groups** to help players and GMs create over the top characters and give them the needs to get by in the dangerous world of the Pulp. To determine how many points you get to distribute to your Tasks and Task groups, **just add your Smarts and Spirit together**. Each Task and Task group costs one point per

level. So if you were to buy the **Two Fisted** Task Group at level two, it would cost you two **Points**.

Everyone in the *Serials* can do simple tasks, so basic pulp starts you out in the world with a couple of freebies called **Common Tasks**. These tasks automatically start at level one and are free of cost. You may add as many points as you wish to raise them, and they do come quite in handy when facing peril.

### Common Tasks

<b>Brawling</b>	This is your raw fighting ability in unarmed combat.	<b>Dynamism</b>
<b>Dodge</b>	This is the ability to get out of harm's way when someone or something is about to hit you.	<b>Dynamism</b>
<b>Awareness</b>	This skill helps you notice the obvious and not so obvious.	<b>Smarts</b>
<b>Education</b>	This covers basic math, science, English, and artistic skills. Stuff you learn from common knowledge and well as slight formal schooling.	<b>Smarts</b>

### Task Groups

What are Task groups? These are skill ideas and concepts, the overall category certain actions and tasks fall under. They define where your abilities fit. In fiction you never really had the hero name off his list of skills, he or she just did things and some how they all worked out in the end. In game mechanic terms, you do not have to buy individual tasks. When you take a task group, a series of tasks can be performed with in the group and only the one roll needs to be made. "Science!" for example allows one to find the antidote for the fatal poison, and in the next breath figure out the distance between Earth and the invading Martian forces. The *GM* can modify each use of the task group depending on the hero's background and training. Each of the groups below is the list of some of the task groups for Basic Pulp. These are not written in stone, and you may add more groups as you the *GM* see fit.

### Beginning level

The Max level in any beginning characters Task Group is your related Action **Attribute** /2

### Specialization

Sometimes a hero does something that much better, or when he or she uses performs that task it gets does with amazing results. This is cause by a Specialization of the task, or a well-trained use of a task. During the creation of the Heroes background the *GM* should have the player write out a basic story outline and pick out various things that the character may excel at. These special abilities/tasks can be bought as specializations, and have **one** of the following effects (players choice):

1. **Re-Roll:** The hero can always re-roll once per game a Specialization attempt that is failed
2. **Modifier:** All Specialization attempts get +2 to the roll
3. **Special Effect:** When a Specialization roll is successful the outcome is cinematic

## Task Groups

<b>Two Fisted</b>	Advanced unarmed combat styles. This includes: Boxing, Karate, Judo, Kung Fu and other Martial styles.	<b>Dynamism or Brawn</b>
<b>Vehicles</b>	This Task group covers melee weapons and how proficient you are in them.	<b>Dynamism</b>
<b>Firearms</b>	This Task group covers everything from firearms to projectile weapons to laser pistols, and Bows.	<b>Dynamism or Insight</b>
<b>Athletics</b>	Choose a physical activity that your character is good at. This can include sports or other body exercises.	<b>Dynamism or Brawn</b>
<b>Science!</b>	Here is where you get your high education and trade Tasks. This includes First aid, Mechanics, sciences and such.	<b>Brains</b>
<b>Socialite</b>	These are Tasks that help you in the social arena. This includes such Tasks as Leadership, Conversation, Streetwise, Interrogation and others.	<b>Magnetism</b>
<b>Mystic</b>	These are the Tasks that usually deal with the Occult, or world of the Arcane.	<b>Spirit</b>
<b>Detective</b>	This Task group covers skills of deduction and problems solving as well as criminology and forensics.	<b>Insight</b>
<b>Weird</b>	These are the Tasks that cannot be explained.	<b>Varies</b>

**Note:** All Groups can use Legend as the Action Attribute Bonus, but this must be given by the GM and only under the right circumstances.

## Lights, Camera, Action!

The Basic Pulp is real basic. Whenever you take an action it's referred to as a Scene. Each Scene lasts about five or six seconds. Most actions are a given, you should not have to make a roll if you are doing something that aids the story, or is just plain cool. When doing something that is difficult, this may warrant an **Action Roll**. An Action Roll is a test of your hero's ability to affect the scene, or use his abilities to make a difference. Or if someone is acting against you, the hero needs to roll his or her twenty-sided dice and take Action.

An **Action Roll** uses this formula: **Action Attribute Bonus/Hindrance + Skill/Task Group Level + 1d20**

Whoever rolls higher gets the advantage. Sometimes the GM needs to set a target for the hero to shoot for. If this is the case the following chart should be sufficient to challenge even the most Legendary Hero.

## Target Numbers

Target Levels	
10	Easy
15	Challenging
20	Difficult
25	Very Difficult
30	Heroic
35	Legendary (This is what this game is all about)
40	God Like

How well you roll on an Action Roll also adds a twist to the success. This again is a purely cinematic effect to the story, but great rolls should not go unsung.

**Heroic:** The highest level of success one can gain, the Director should describe the action as it being aided by the gods, make it really theatrical.

**Extraordinary:** These actions should not go without more than honorable mention. These are the actions that define the true pulp adventurer, breathtaking and to the point.

**Outstanding:** Deed's done in the nick of time, jumping onto the moving truck, and just hanging on. An Outstanding action may have not knocked the villain to his demise, but he knows you're there.

**Average:** This kind of action never will make the crowds jump in their seats, but hey no one's perfect.

On the chart below it shows how much over the Target number you roll and it according success level.

## Success Levels

Success Levels	
0	Average
5	Outstanding
10	Extraordinary
15	Heroic

## Open Ended Rolls and The "Climax!"

Whenever a natural 20 is rolled during an Action Roll, this is considered a "Climax".

If your Hero rolls a "Climax" he rolls his dice again, if the target number is reached again the GM should apply one of the following effects (and if another natural 20 is rolled, you get to roll again):

**Heroic Monolog:** All the action around the PC comes to a stand still as they take one turn to listen to the hero as he rattles off some inspiring speech. All friendly to the PC gets at +1 to all rolls next round.

**Cinematic Close up:** The Story suddenly turns in the characters direction and the world seems to bend in the will of the hero. The action taken will become the most important thing for that round.

**Dramatic Twist:** The Action takes makes the story change to something for the better or worse, but it will reveal the one thing that the PC was searching for and could not find. "Look, Uncle Samuel dropped dead, but in the lining of his coat was the map to the sunken city!"

**Over the top Carnage:** During combat the Hero either mops the floor with all thugs and unimportant combatants, or does x2 damage to any major Villain or combatant.

## Rule of One and "Danger!"

As a Natural 20 brings you a "Climax", a natural 1 on a Action Roll brings you "Danger". As with a Climax, you re-roll the dice and add the new roll. If this roll is over the Attribute you failed on the danger does nothing, but if it is under the GM can create a nasty situation to use against you.

## Lady Luck

Our last Pulp mechanic in Basic Pulp is **Lady Luck**. Whenever the chips are down, the Pulp Hero can call on fate to help along his actions. If the character fails a roll or wishes to try and change the outcome of a scene, he or she can invoke Lady Luck. Mechanics wise the GM will flip a coin and the player will call Heads or Tails, if the side comes up that the player called, the player can re roll the dice or try to convince the GM that the Scene would be better ran in anther direction. Heroes can invoke Lady Luck once every session or can earn rolls by doing over the top actions (GM's discretion)

## Armor

Basic Pulp assumes players will use some type of armor to protect themselves from harm. There are many types of armor, which have a function and cover specific areas of the body. Lets look at the make up of armor in Basic Pulp.

**-Shrug:** How much damage the armor can take before you receive damage. Each time the damage goes over the **Shrug** rating, the Shrug rating is reduced by that much. So if Doc Storm gets shot with a rifle and he is wearing a vest that offers 10 **Shrug** and the damage is 13, then the **Shrug** is reduced to 7 (**Shrug (10)-Damage (13)=3 damage and Shrug reduced to 7**).



- Max Move:** Armor can sometimes limit your Movement. This number represents that maximum **Dynamism** bonus one can use with this specific type of armor.
- Location:** What part of the body the armor protects.
- Special:** Any special properties that the Armor might have.
- Cost:** How much an item costs.

### Armor Examples

Type	Shrug	Max Move	Location	Special	Cost
Leather	13	0	Full Body	N/A	\$5
Bullet Proof Vest	18	0	Torso	N/A	\$20
Chain Mail	21	-1	Torso/ Arms/ Legs	N/A	Varies
Plate Mail	18	-2	Torso/ Arms/ Legs	N/A	Varies
Storm Foundation Polymer Armor	26	-1	Full Body	Immune to Electricity	N/A
Martian Battle Armor	45	-3	Full Body	Has Legendary Power of Invisibility	N/A



### TWO-FISTED: Art of Martial Prowess The Cinematic Fighting Ability

As with any discipline, Martial Arts is a long, hard process at the end of which your Hero obtains harmony of mind and body, and the ability to toss Nazis off Zeppelins with a mere punch or kick. During Character Generation you will want to choose your Stunts and Shticks a bit differently. For example martial Stunts might be as such: Acrobatics, Wire Fu, Dancing Feet. Martial Schick's can be: Drunken Master, Animal Kung Fu, and Monkey Paw... ECT. This will set the theme and the player can add the cosmetic touches with these.

Next you will want to choose a **Martial Legendary Ability** (note you may not have more than one Combat Legendary Ability at character generation)

**Disciple of the East:** From the hidden temples of Tibet, to the Shoulin Monasteries of China the Disciple of the East is a well-trained weapon. Perfect in body and soul, living in harmony with nature and his fellow man. The DoE can be the Inscrutable Oriental from the Far East, the American abroad who has traveled to the land of Jade and learned true discipline, or it can be the person who in his training for perfection learned to turn his mind into a fine honed weapon. The DoE can use his inner peace and discipline to cause damage and even death to those who would cause a disruption in harmony. The DoE gains a pool of bonus points equal to your Task Level in "Two Fisted" to break up in anyway seen fit. So if the Task Level were +5, the DoE's dynamic bonus would be 5. He could use it to add +2 to hit then +2 to Defense and a +1 to damage or mix it up anyway he likes as long as no more than half goes into any one maneuver.

**Joe Palooka:** The Joe Palooka style of fighting is that of the streets, the good old fashioned dirty fighting, filled with rabbit punches, kidney strikes, and behind your back blows. Joe Palookas are not as in tune with their bodies as the DoEs, but driven by hate, anger, or just some emotion that bring up strength and endurance. The Joe Palooka can make a Spirit Action Roll (against a Difficulty of the opponents Spirit) how much rolled over the target, the Joe Palooka gets that bonus to Damage. This ability can be used once a round.

**The Pugilist:** The west's version of the Martial artist was the Pugilist, this "Two Fisted" sort is a master of bare knuckled fighting, and can put one of those Eastern types in their place with the dance of feet and a shower of fists. Where the Pugilist excels is in placing a quick strike and causing intense pain. The Pugilist like his eastern counterpart can take a number equal to his Task level in "Two Fisted" and divide it up into either Initiative or Damage, except the Pugilist has no limit to how many points he can put into either.

**Master of Blades:** In the Pulp's there is always that one adventurous combatant, the Swashbuckler, the Scimitar wielding Thuggie Cultist, and the well trained knife fighting assassin are all Masters of their Blades and their art. A MoB uses his blades as an extension of his body, almost creating a dance of his martial prowess. As with the other Legendary Ability the MoB can divide his Group Task level amongst his or her hit or defense rolls when using a bladed weapon. A MoB is more likely to strike an opponent many times with accuracy, than do massive damage with his weapons.

The Step is choosing the "Two Fisted" Task group. No matter what style or legendary fighting ability is taken (if you don't have a combat Legendary Ability, you can still have "Two Fisted", you just cannot access the features of the combat LA) your character has the following.

\* Regardless of the character's experience level, you always get half the number of your current Skill Group Level as a bonus to Kick and Punch damage. (So, if your martial artist character has Two Fisted +8, their Punch and Kick damage is automatically increased by +4. Always round fractions down! Note: If your character has Two-Fisted +9, his damage bonus

is still +4. Action Attributes are not changed due to Two-Fisted.)

\* For every increment of +4 in the Two-Fisted Skill Group, your character can attack one more additional opponent in the same turn without penalties.

From Skill Group Level 5 and every 5 levels onward, the character is allowed to select a Cinematic Martial Ability (CMA).

- Skin of Steel: The Hero manifests a force of will around his person that acts as a natural armor and gives a natural "Shrug" of 15 when wearing no armor. This natural armor can appear in many shapes and forms, from shiny metal skin to an aura of flame surrounding the user. Skin of Steel cannot be used on others, and when the Hero is wearing any other form of armor protection the ability cannot manifest. The Skin of Steel is a Discipline and must be concentrated on to activate. Each round (Including the round it is activated) the character needs to make a Spirit Action Roll Vs. a Difficulty of 15. Failure means that the ability does not manifest that round. A Climax (natural 20) means the power is good for the scene and no further roll is needed. A Danger (Natural 1) means the Hero cannot use the ability for the rest of the scene.
- Blind Fighting: Hero can react in combat as if his sight was unhindered, No penalty. If hero is put in a situation where the other senses are impaired (Smell, Taste, Hearing), the Hero gets a -1 to attack per sense lost.
- Read Moves: For each round studying your opponent and not attacking in combat, you get a +2 to your attack roll Max Bonus cannot exceed your Task Group level.
- Claws of the Tiger: Years of training and toughening of the hands or nails have turned the hero's hands into deadly blade like weapons. This does not mean the hero has sharp nails, but it can manifest it's self as such. Claws of the Tiger allow making an Armor piercing attack vs. your opponent making their shrug only half its value (round down). The ability does require some concentration and the attack is made at -2 to the Action Roll.
- Balance of the Crane: This ability allows the Hero to take no penalty to fighting when fighting in tight-wire situations or where balance is a matter of life and death. It also gives a +4 to any Balance related Action Roll. Jaguar's Speed: Hero gets a +4 Bonus to any feats of Speed and Initiative roll
- Jaguar's Speed: The Hero has fine-tuned his muscles and body in order to increase agility and speed. The Hero gains a +4 Bonus to any feats of Speed and Initiative roll and always seems to recover from any Dynamism related failures (allows 1 re-roll on a normal failure)
- Lion's Courage: +4 to defense vs. any fear or Magnetism attack against your hero, and your character is less likely to be shocked by horrific events.

## Mysticism: The Magical Arts

### Dynamic Spell Casting

Some would say that magic stems from every living being, while others would claim it comes from within, or even passed down through divine channels. Magic in the pulps never really had rhyme or reason to it, it just seemed to work and affect the world in quite the way the author intended. To simulate magic of the pulps we broke it down to a few simple ways to simulate this. You may pick Legendary powers to give the effect of magic spells by choosing the appropriate powers to give the magical feel you want for your character. The other method is more of a dynamic task based system that allows you to treat magic in a more unpredictable nature and narrows down the field a bit when creating your character. To create your Pulp spell slinger you will need to follow the steps below.

First you will want to choose a **Mystical Legendary Ability** (note you may not have more than one Combat Legendary Ability at character generation)

**Prestidigitator:** "Sim Sim Sala Bim!" and "Abra-kadabra" are amongst the many catch phrases and mantras of the Prestidigitator. These are the masters of stage magic and slight of hand, hypnotism and escape. Some say their magic is done with mirrors and smoke, while others know the true secrets of these arcane masters. Prestidigitators get their powers from a pocket dimension, known to some as Arcadia land of the Fae. With access to the magical realm, the Prestidigitator can make things seem to disappear, re-appear, and can use charms and glamours to fool almost anyone who watches them. The Prestidigitator must make a Mystic Task Action Roll vs. a difficulty based on the magic performed. Success means the trick went off without a hitch (any glamour or charm of course gets to be resisted), failure means no effect at all. A Climax gives the Prestidigitator the desired effect and even adds to it's outcome (GM's discretion), a roll of Danger allows the GM to play one Faerie trick on the caster as the spells effect, and the Fae can be nasty folk.

**Occultist:** Some magicians learn their arts from dusty old tomes, or by pulling down the powers of the old ones. The Occultist is just that sort of spell caster. The Occultist can start off either as a worshiper of a greater power, or in possession of tomes of great magical knowledge. When the Occultist cast a spell it does not have always have an instantaneous effect, most occultist must spend a great amount of time preparing for a spell and then finally casting it. An Occultist has 2 advantages:

1. A +2 to any research Action rolls or to finding components to aid in casting.
2. An Occultist can join with others of the same faith/knowledge to help in casting (others can add their "Spirit" bonus to the casting of the spell if a ritual is preformed)

Most spells have a difficulty from 15 to 25, but an Occultist can try and get off a spell quicker if they try to rush the ritual, but this will add a minimum of +5 and up to the difficulty of the spell. Failure means the spell does not go off. A Climax gives the caster a larger than life effect, and a Danger roll brings the wrath of the old ones or a backfire on the spell.

**Magi:** The Magi is the Sorcerer of fantasy Pulp and fiction. The Magi draws his power from years of training from an Arch Magi and then sets off into the world to learn more about the art only to take on his own apprentice when he is old. The Magi is a chosen individual, the reason and background is up to the GM and player (Dragon Blooded, Born with the mark, comes from a family of Magi), but should give an explanation why the PC has such powers under his belt. The Magi will have a focus that is crucial to his or her ability, and if lost or destroyed it can take sometimes years to make or regain another. The Focus can be anything from a Mystical amulet to an oaken staff. The Magi works a little different than the other Mystical artists, as the PC does not use the Mystic Task to Make action Rolls, but each spell is based off the corresponding Action Attribute.

<b>Spirit</b>	Temptation, mind control
<b>Magnetism</b>	Charm, Glamours, and suggestion
<b>Dynamism</b>	Haste, Tempus Fugit
<b>Brawn</b>	Strength, force, impact
<b>Vigor</b>	Weakness, Health, healing
<b>Quickness</b>	Movement and speed of your hero.
<b>Insight</b>	Divination

A failed roll means the spell did not go off, a Climax gives the Spell a Cinematic kick or double outcome on damage, and a Danger roll means the spell backfired and cause a friendly party harm (including the caster).

### Spells, Damage, and Effect:

The Amount of damage and the effect of the spell on the world around your hero depends on the success level on what you reach in a Action Roll. You can use the chart below as a good rule of thumb, or to calculate on the fly total Level in Mystic + Spirit Bonus for every 5 points the spells effect level goes up one and a D6 of damage is done. Example Xian Xu the ancient Chinese wizard has a Mystic of 8 and a Spirit of 15 so  $8+5 = 13$  (round down 12) so the damage Xian Xu can do is 3D6 and his level of Mystical Success would be

Mystical Success		Damage
0	Effective	1D6
5	Desired	2D6
10	Intense	3D6
15	Encompassing	4D6
20	Engulfing	5D6

For success over 20 add an additional die of damage for every 5 points over...



## Antagonists: Thugs, Henchmen, and Cronies

One of the staples of the Pulp hero was the antagonist, not just the major baddie, but the henchmen, cronies, and back street criminals hired by the Anti-Heroes and Villains. In Basic Pulp you would design the major Villain like you would the hero with a full set of Attributes and Legendary abilities. The question is what about the evil minions, surly long shore man, and the infamous Nazis the Pulp heroes like to mop the floor with.

There will be times when a Pulp hero will need to be confronted by the non friendly types, and those that the GM will need to send after the pc's in order to drive the story. In most RPG's it is necessary to take the time and go through the process of creating a whole character just to have the players mop the floor with them a scene or two later. The whole point of this section is to create a disposable adversary, an opponent who comes on the scene and gives the players a nice target, and some times puts them to the test.

Basic Pulp uses a simplified set of statistics and attributes to make the opposition a lot easier to throw on the table. With the simple Threat system you can choose the level of "Antagonist" and be on your way with the story.

### Action Attributes:

Antagonists need not have all complicated Attributes of the player characters, just the ones that are going to matter most. No adding of skill + stat, the GM just has to roll the D20 and add it to the Attribute and you have your outcome.

**Moxie:** This is the defense of the Antagonist, the roll can be made to evade in combat and use with Vigor to avoid a knockout. This is also added to the base of 10 to figure out the Antagonists Shrug. Also Moxie is used for determining defense against Spirit attacks by adding the number to a D20 roll.

**Battle:** This is used for the combat Action Rolls for the extras, no matter if it is fists or brandishing a huge pistol.

**Cleverness:** This attribute covers the use of skills and other non-combat actions and tasks.

**Dash:** This is similar to the Action Attribute of the same name. Bonus +10 x 2 equals the antagonist's movement, and the Bonus can be used to make rolls involving movement.

**Legendary Abilities/Powers/Faults:** Like the Heroes antagonists sometimes have a Legendary Abilities, Powers and Faults that can aid or hinder them. Henchmen and Cronies will have Legendary points to spend on such abilities. The GM on the fly or in design can easily assign these. The GM of course will have to counter them with equal or more points in Faults. Thugs gain no Legendary abilities or powers, as they are the true disposables in combat.

### Antagonists "Threat Levels"

In Basic Pulp pitting your Heroes against thugs and toughs is really simple. First figure out how much of the Heroes skills should be put to the test. If you just want the baddies to drop like fly's then throw out some Thugs, if you want the Heroes to have to take some sort of precautions, then a bunch of Henchmen will be in order. Of course if the Heroes should not walk out with out a few holes, then the Cronies are a great tool for the GM.

Below are the threat levels of Antagonists in Basic Pulp and what damage they can do.

Type	Level	Moxie	Battle	Cleverness	Dash	Legendary Points
Thugs	Low Threat	+3	+4	+2	+2	N/A
Henchmen	Med. Threat	+5	+6	+4	+4	5-10
Cronies	High Threat	+7	+8	+6	+6	10-15

### Vitality:

Antagonists take bruises just like the Heroes except that they do not get to theatrically bounce back or get to come back in the next Serial. In most cases Thugs can be taken out with one swing, Henchmen need a few poundings and Cronies live up to their names. Simply enough whenever an antagonist takes damage (Kill or Bruise) fill in a box, when all boxes are filled the antagonist is out of the picture. The negatives subtract from the roll when the series of boxes are reached.

Threat Level	Boxes
Thugs	□□□□□
Henchmen	□□□□□ □□□□□ -1
Cronies	□□□□□ □□□□□ □□□□□ -1 -2

## Weapons

What would a Role Playing game be without Weapons, the tools of mass destruction and the best part of any combat scene. Basic Pulp lists some of the Era's most common weapons for your use to bash up some evil mastermind or take out a horde of Nazi's.

### Melee Weapon Terms

- Damage:** Dice based. Melee weapons add/subtract your **Attribute Bonus/Hindrance** to your damage. So if you have a **STR** of 13, then you'd gain a +3 to the final damage.
- Number of hands:** How many hands it takes to use this weapon.
- Special:** Any special qualities that the weapon might have.
- Cost:** How much an item costs.

Melee Weapon	Damage	# Hands	Special	Cost
Knife	1d6	1		
Short Sword	2d6	1		
Medium Sword	3d6	1		
Large Sword	5d6	2		
Hand Axe	2d6	1		
Medium Axe	3d6	2		
Large Axe	4d6	2		
Mace	4d6	1		
Whip	1d6	1		
Spear	3d6	2		
Staff	4d6	2		
Katana	5d6	2		

### Shooting Weapon Terms

As with Melee weapons, firearms and the kind have similar statistics

-**Damage:** Dice Based.

-**Range:** How far the weapon can shoot.

-**Ammo:** How much ammunition the weapon has in a clip and such.

-**Firing Rate (FR):** How many rounds can be fired in one turn. When firing more than one round players roll the damage times the number of rounds fired. So if a rifle fires three rounds, then the damage would be 6d6 times three.

-**Number of hands:** How many hands it takes to use the weapon.

-**Special:** Any special qualities that the weapon might have.

-**Cost:** How much an item costs.

Weapon	Damage	Range	Ammo	FR	# Hands	Special	Cost
Colt Detective	2d6	50	6	2	1		
Smith and Wesson Model 10	3d6	65	6	2	1		
Browning Baby .25	2d6	40	7	3	1		
Luger P-08	3d6	70	6	2	1		
Colt M1911A1	4d6	75	6	2	2		
Mauser Model 1932	3d6	120	20/32	3/10/32	2		
Thompson	4d6	175	30	3/12/30	2		

M1921 M1							
Le-Enfield 303	6d6	1000	10	3	2		
M1 Garand	8d6	2000	4	2	2		
M1 Springfield	10d6	2500	12	3	2		
Thompson M-1928	6d6	350	20/30	3/12/30	2	Tends to Jam	
Ithica Auto Burglar	8d6	20	10	2	2	Knock Down	
.50 M2HB	10d6	800	Belt	8/24	2	Used with Tripod	

## Taking Damage

When locked in combat, you're not always going to hit where you want to. Sometimes if you hit them, it doesn't matter where. Let's look at some quick terms.

**-Location:** Where you hit.

**-Damage Modifier (or DM):** Does a hit to this location do more damage than other locations? Indeed it does

**-Hit Modifier (HM):** What penalties to you get when trying to hit the specific locations?.

Roll 1d20	Location	DM	HM
1	Head	X2	-6
2	Neck	X2	-6
3-5	Chest		0
6-8	Torso		0
9	Right Upper Arm		-3
10	Right Lower Arm		-3
11	Right Hand		-4
12	Left Upper Arm		-3
13	Left Lower Arm		-3
14	Left Hand		-4
15	Left Upper Leg		-3
16	Right Upper Leg		-3
17	Right Lower Leg		-3
18	Left Lower Leg		-3
19	Right Foot		-4
20	Left Foot		-4



## Damage

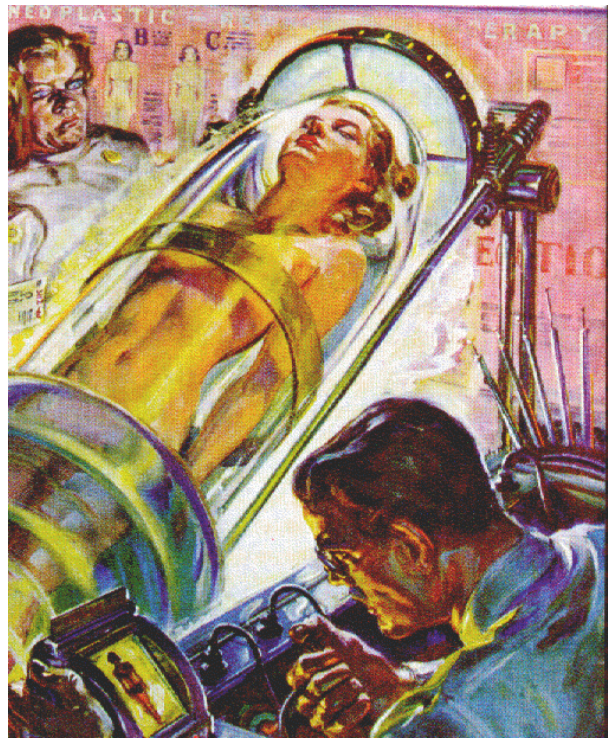
In any RPG you are bound to get hurt. Any damage done by a fist or a fall less than ten feet only does **Bruise Damage**. Any damage done by a weapon, vehicle, or a fall from more than ten feet does **Kill Damage**. When you run out of **Stamina** you begin to take damage to your **Health**. When your **Health** reaches zero you are down for the count, but not dead. Once your **Health** reaches **negative equal to your Vigor** you die. At zero **Health** you are in need of serious medical care without s doubt. Without medical attention, players will take one point of damage each hour until they reach **their Death level**. Using First Aid and Paramedic abilities can quickly put a stop to this. Only someone with Science! can stabilize someone who is under zero **Health**. Anyone who is bleeding from an injury takes one point of damage each scene until the bleeding has stopped.

### The Knockout Rules

When a player takes enough stun damage that it goes over their **Stamina**, then they must make an **Vigor** save or be knocked out cold. You calculate the save like this: **Roll 1d20 plus the number of points over your Stamina**. If the results are more than your **Vigor** you are out cold for **1d6 Scenes** (Lady Luck can alter this). So if Mr. Enigma gets hit for 15 points of stun damage and he only has 10 points left, he'd roll 1d20, add 5 from that and look at his **Vigor**. Mr. Enigma has an **Vigor** of 12. He rolls a 16 plus 5, and that leaves him out cold. If he had rolled anything lower than a 8 and he could still be standing. **1d20 + damage over Stamina Points= Vigor save difficulty level**.

## Healing

Healing is important your hero, it means he can fight evil yet another day. Sometimes you will have a mystic spell from an arcane tome, or the Doc just made you one of his futuristic healing potions. These can exist in the Pulp, bit in most cases your hero will be healing the old fashion way. Players heal their **Vigor** bonus per day. With medical attention (meaning in hospital stay) they gain their **Vigor** bonus times two per day. Anytime damage is done to one area that goes over 15 points of damage there is a good chance of being scarred. For each day that an injury goes without medical care that area will become scarred and the player will lose -1 **Magnetism** per day until treated.





### Death in the Pulp

To put it simply, death was a plot device that was barely used. It was far and in between that a character died, or was put out of action for long. Death was kind of unheard of, especially when all the Deus Ex Machina was going on. It is suggested that you try and not kill off PC's too regularly in the game, Pulp heroes are made of the tough stuff, and usually get out of most situations. If you have a player acting stupidly, and plays with death too often, well let the train run over him... he deserved it, but it would not be very pulp like if the hero kept dying in stories.

### The Chase!

Vehicle rules can be pretty simple. In future "Plug Ins" we will cover Car Chases and Dog fighting in greater detail. First let's look at the general Vehicle statistics.

-**Weight:** Like it says, the weight of the car in pounds.

-**Maneuver:** Vehicles can only react at certain rates. So just because you have a high Dynamism, doesn't mean that the vehicle can react as fast as you. The number in the Maneuver box represents the max **Dynamism** bonus. So if Joe has Dynamism of 10 and his Sedan only has Maneuver of 3, then the max bonus he can get is 3. After that he runs risk of flipping it.

-**Passengers:** How many people can safely fit inside.

-**Speed:** How fast the vehicle moves in MPH

-**Body(Armor):** just like it works in the armor section.

-**Steel:** The material toughness of the vehicle. How much damage it can take, works just like Hit Points.

-**Weapons:** Any weapons that might be built in.

-**Extras:** Other cool things that have been placed in the vehicle. Like radios, radar guns and so on.

Basic Vehicles

Vehicle	Maneuver	Passengers	Speed	Body	Steel	Cost
Sedan	4	5	110	5	300	
Van	3	8	120	8	350	
Truck	3	2/4	120	10	300	
Motorcycle	5	1/2	100	5	50	
Bi Plane	4	2	150	7	200	
Cargo Plane	2	10	600	5	800	
Rocket Pack	6	1	200	5	50	

### Random Vehicle Hit Chart

Roll	Location	DM	HD	Result
1	Right Front Tire	0	-5	Blowout, -2 Maneuver
2	Left Front Tire	0	-5	Blowout, -2 Maneuver
3	Right Back Tire	0	-5	Blowout, -2 Maneuver
4	Left Back Tire	0	-5	Blowout, -2 Maneuver
5-9	Front	X2	+2	
10-12	Right Side	0	+2	
13-15	Left Side	0	+2	
16-19	Back	0	+2	
20	Engine	X3	-3	Vehicle shuts down

### Heroic Advancement

As most RPG's have character classes or templates. Basic Pulp uses a familiar level based advancement method. Even though It seems close to what another system uses in advancement, this method works a bit like being cast in a film. At the end of a campaign or Serial, the GM rates your performance and role in the story. Depending on how much of an impact you made, you are rewarded in kind.

-**Role:** The Part the Hero played in the Serial or Campaign.

-**HB:** Health Bonus. What type of dice you roll for extra health each level.

-**Description:** Examples of what the character does in the serial to gain his experience

### Role Chart

Role	HB	Description
Major Hero	1d10	This is the over the top character, the one who takes charge in the story and brings the other PC's to inspired glory. There can only be 1 major hero in any given Serial.
Action Hero	1d8	Not as bold as the hero in the spotlight, but just as impressive. These Characters are the ones who ride up with the major hero and make a name for themselves. There is no limit to action heroes, but they should earn it.
Supporting Cast	1d6	These are the quiet heroes, the ones that stay in the background and man the radio, or fire the gun from the distance. Basically for any player who rather look at your comics during a session than play attention.

## Experience

Experience allows players to better their characters. When using **Experience Levels**, players must earn a certain number **Experience Points** before they can go up in level and improve themselves.

**-Level:** As it says, what level you are. The higher the level the better. Just to sound impressive each level has a title.

**-Experience Points (XP):** These are the points you have earned. So to go from level one to level two you need 2000 XP. Players start out at Level Zero.

**-Level Up Bonus:** Players may increase a stat by one point every two levels. They also gain **Skill Points** equal to their **INT Bonus+1**. If they do not have an **INT** bonus, then the player gains one **SP**. At every 3 levels they earn a new legendary ability or 5 Legend Points for new powers.

Quick XP Chart

Level	Experience Points	Level Up Bonus
1 (Hero)	1000	Gain Skill Points=to Smarts Bonus+1, Roll Class HD
2 (Champion)	2000	Increase one stat by one, Gain Skill points=to Smarts Bonus+1, Roll Class HD
3 (Superman)	3000	Gain Skill points=to Smarts Bonus+1, Roll Class HD, Gain Legendary Ability or 5 Legend points
4 (Icon)	4000	Increase one stat by one, Gain Skill points=to Smarts Bonus+1, Roll Class HD

### **Gaining Experience**

Experience Points are usually based on the serial or campaign. In general for the Basic Pulp, we determine XP in the following ways:

- Divide Hit Points by 2= XP
- Scale XP with awesome actions with values 10 to 50. Award 10 to 50 XP.
- Award XP for teamwork. Hand out anywhere from 10 to 20 XP.
- Everyone who games really well and is not disruptive, hand out 10 XP.
- You can pretty much hand out XP for anything. It's always up to the GM.

### **Player Experience**

1. Good Role-playing: This is the core of player xp, without good role-playing a GM's world is just a dead husk. Yes it is the GM's duty to create an exciting and interesting world, but it is the players' duty to role play well in order to give their characters life. Poor role-playing should not be rewarded, but if you feel you must give them something 5 or 10 points will suffice, on the other hand brilliant action packed characters should get a very high XP rating of from 50-100 points.

2. Improvisation: Being an important part of playing the character, a player who can improvise well can actually help the plot along. In the pulp genre, random events and occurrences were common, and it's wonderful when the players can react and flow with the new direction. A rating of 10 to 50 points should be awarded for basic improvisation, but the player who can actually help develop the story should get a rating of 50 - 75 xp.

3. Attention and Attendance: A player should be rewarded if he pays attention, and makes it to game regularly and on time. It is the bane of the GM when he has to repeat things, because a player is too busy on the phone, talking (and therefore distracting other players), reading comic books, etc. Missing a game or showing up late can have a bad effect on the feeling of continuity. So a reward in this category should be given to those who make an effort to keep up with the GM.

### **Stereotype Experience**

The Stereotype of your character is as important to the plot as story element. In the pulp novels, the heroes were usually set stereotypes that identified them in the storyline. The GM should reward the PC if he/ she acts out the Character according to its Stereotype boundaries. If Sgt. Fox tries to cure the common cold, its noble but not his field of expertise, just as if Doc. Storm tries to shoot down the mob with a Tommy gun, it just shouldn't be. A rating of 10 to 50 xp should be rewarded for players who remain true to their template.

### **Examples of reward conditions:**

Athlete: Competing and winning a Sport or athletic event

Vigilante: Bringing the Bad guy to Justice

Gangster: Getting contraband past the authorities

Battling Leatherneck: Planning and executing a successful mission

Socialite: Making a successful deal or contact

Mystical: Successful dealings with the occult

Daredevil: Pulling off a creative or death defying stunt

Treasure Hunter: Retrieving or getting a lead on an Ancient Artifact  
Fly-Boy: Doing a successful Air related or airplane Stunt or rescue  
Gumshoe: Solving or getting clue on a case  
Inventor: Creating or modifying a gadget  
Wild man: Taming or communicating with a wild animal or surviving a natural hazard  
Secret Agent: Stopping an enemy agent or group  
Soldier of Fortune: Successful completion of a mercenary mission

### **Character Experience**

The last kind of xp that can be given is Character xp. This, like the others is given when the character not the player does something interesting. The difference between the two is simple, while the player controls the character, the character is a different entity with different skills, thoughts, and mannerisms, and should be played so. Xp should be given for...

1. Staying in Character: Most players will do things like, use information that they don't have, use skills that the player has in the real world but that his character doesn't, and say things that would not come out of their character's mouth. The player who stays in character helps the game along. Players who remain in character should be rewarded for this.

2. Good Soliloquy: Last but not least, the next best thing to a great action is a great line. A catchy cliché, a well placed word, or a stunning soliloquy. These catch phrases can make a game and the character more memorable. Xp should be given to any player who wows the Director or other players with a snazzy retort.

### **Gaining New Legendary Abilities and Powers**

To gain new Legendary Abilities a Hero must Quest, Search, or invent a way to gain the newfound abilities and or powers. In both cases use the cost as a guideline for how many months of study and practice the Hero will need (in the case of some Legendary Abilities and Powers years, GM's discretion) to learn to use the ability/power properly. If the GM approves the new Power or Ability, the player can buy the ability/power at normal cost.

### **Raising Action Attributes**

To raise a Action Attribute after character generation is almost as simple as buying it in the 1<sup>st</sup> place. You either gain an additional +1 to one Action Attribute every 4 levels or you may use XP to raise one. To Raise the AA after character generation you take the new Level in XP and that is the cost in Experience. It might sound a bit expensive, but it allows for you to gain your Attributes in a semi realistic nature.

**Hollywood method:** You may allow your players to spend  $\frac{1}{2}$  the amount in XP if they buy the increase in Attribute before the next Serial, this gives the coming back to the screen bigger and better feel to your campaigns.

# BASIC PULP

ACTION ATTRIBUTES

SMARTS

SPIRIT

MAGNETISM

DYNAMISM

BRAWN

VIGOR

QUICKNESS

INSIGHT

LEGEND

STATISTICS

HEALTH

STAMINA

INITIATIVE

MUSCLE

PUNCH

KICK

DASH

LEAP

LEGEND POINTS

LEVEL

XP

BONUS

ACTION ABILITIES

STICK

STUNT

BENEFITS

TASK GROUPS

BRAWLING

DODGE

AWARENESS

EDUCATION



LEGENDARY ABILITIES

LEGENDARY FAULTS

LEGENDARY POWERS