

SAVAGE WORLDS PULP GMS TOOLKIT



***BY
PAUL "WIGGY"
WADE-WILLIAMS***

Pulp GM's Toolkit

By:

Paul "Wiggy" Wade-Williams

Editing: Dave Blewer, Piotr Korys & Simon Lucas

Layout: Simon Lucas

Art: Aaron Acevedo, Slawomir Maniak, and Cheyenne Wright.

Courtesy of Empty Room Studios: Jeremy Mohler, Olga Bosserdt.
Rick Hershey

Dedication: To Maggie, who explores these strange, new worlds with me

Requires the Savage Worlds rules,
available at www.peginc.com.

Savage Worlds by Shane Lacy Hensley

*Permission is hereby granted to print one copy of this document for personal, private, non-commercial use.
Distribution of this ebook by any means is prohibited.*



Savage Worlds, Smiling Jack, Great White Games, Pinnacle Entertainment Group, and all associated logos herein are Copyright © 2006,



Table of Contents

Introduction	3	Camel	45
Drawing Board..... 4		Cannibal Pygmy.....	45
Style of Pulp	4	Chimp.....	45
Pulp Fantasy.....	6	Clockwork Minotaur	46
Location	7	Dark Gods.....	46
Hook	7	Dark Gods.....	46
Plot Point	8	Dinosaurs.....	47
Background	8	Eagle.....	49
Forward Planning	8	Elephant, Bull.....	50
Consistency.....	8	Fish Man.....	50
The Pulp Feel..... 9		Flesh Eating Beetle	50
Basic "Rules"	9	Giant Animals	50
Cliffhangers.....	10	Giant Robot.....	53
Dramatic Interludes	10	Giant Animals	53
Setting Rules	11	Gorilla.....	54
Character Generation.....	11	Gremlin	54
Combat Modifications.....	12	Hippo	54
New Edges and Hindrances	13	Encounters	54
Designing Edges & Hindrances	13	Hyena.....	55
Professional Edges	13	Killer Whale (Orca).....	55
Sample Edges & Hindrances.....	14	Manimal	55
Sample Hindrances	15	Martian	55
Sample Generic Pulp Edges	15	Mechanical Man	56
Sample Setting Specific Edges.....	16	Minions of the Gods	56
Weird Science Revisited...17		Monkey, Trained.....	56
Difficult Questions.....	17	Mummified Crocodile	56
Gizmo Trappings.....	17	Mummy	57
Altered Weird Science.....	19	Mummy Lord.....	57
Making Monsters..... 21		Animal Mummies.....	57
Monsters	21	Polar Bear.....	58
Villains.....	21	Reptile Men.....	58
Treasure	22	Rhino	58
Treasure Table	22	Scorpion	58
Archetypes..... 23		Sea Monster	59
Henchmen	30	Shark.....	59
Fanatics.....	34	Snake Man	59
Hordes of Extras.....	36	Spitting Cobra	60
Important Victims.....	41	Tarantula.....	60
Monsters..... 42		Tentacled Thing	60
African Monsters.....	42	Trap.....	60
Albino Ape	43	Venus Flytrap, Giant	61
Animated Statue	43	Werecreatures.....	61
Big Cat	44	Woolly Mammoth	62
Bison/Buffalo	45	Yeti	62
Boar, Wild.....	45	Zombie.....	62
		Trap Table.....	63
		Hazards & Swarms..... 64	
		Hazards.....	64
		Swarms	66

Introduction

Pulp has enjoyed a renaissance on the silver screen in the last few years. Audiences have thrilled to the sight of giant apes battling T-Rex's on lost islands, ace pilots playing cat and mouse with giant robots, and soon a well known archaeologist and adventurer will be foiling the Nazi's nefarious schemes once again on the silver screen.

With all this great inspirational material out there it's only natural you'd want to design a pulp setting but maybe you don't have time? Or maybe you're new to gaming and need some help in making your game the best it can be?

Either way, we've got you covered. If you're planning a pulp game and need some help setting the right tone, or just need a quick monster, villain or helpful NPC, look no further! This product is designed to be a one-stop shop for all your pulp needs.

The first part of the book has helpful essays on choosing what type of pulp you want to run, as well as making a hook to lure in players. Next we look at creating that unique pulp feel, and how you can use setting rules and Edges to achieve this. Then we finish this section with Weird Science, and ways you can use it in your pulp setting.

Next we have the bestiary. The majority of the monsters are new, but a small few have been copied from existing products, simply because they are ideal creatures for a pulp setting.

Traditionally, pulp monsters come in three types—animal, supernatural, and scientific. Animals covers regular beasts, like lions, swarms of rats, rampaging elephants, and giant snakes. Of course, it also covers space aliens and monsters as well. Supernatural creatures tend to be mummies or walking corpses, rather than dragons and pegasi. Scientific monsters come in the form of genetic creations gone wrong, rogue robots, and similar nasties.

From maverick pilots with a daring-do attitude to grizzled private detectives, from nosy but plucky female reporters to the trusty mechanic who can get the heroes' plane fixed in a jiffy, there's everything you need to populate your setting.

And it doesn't stop with friendly archetypes either. Nazi stormtroopers and officers, evil pygmies, Martian warriors intent on conquering Earth, primitive shamans, mad scientists, seductive femme fatales, treasure hunters with no morals, and corrupt media moguls are all covered as well.

Whatever your needs, just pick and choose the bits you like, and either change or ignore the bits you don't. Whatever your style of pulp, there should be something here you can use.

Enjoy!



Hello, boys and girls.

What you have in your sweaty hands is the third in a new series of Toolkits designed primarily for the GM. Each book covers one important aspect of a genre. In case you missed it on the cover, this book details pulp stuff for the GM, mainly monsters and characters.

What's a toolkit do? Let me tell you what it doesn't do—it doesn't give you another rulebook.

Sure, it's got rules in, but they're optional with a capital "O." The aim of these toolkits is to make your life easier as a GM by giving you tools—remember that word, kiddies—to making your own setting as unique and exciting as anything my slaves produce.

They explore every aspect of a setting, and I mean every aspect. From designing a cool world to populating it with interesting cultures, from designing new weapons to cool artifacts, like magic and powered armor.

A lot of what's in these toolkits is advice rather than gospel. You get to pick and choose the bits you want for your setting and discard the rest.

And if you don't like what jack has to say, change it!

We're giving you the tools to make kick-ass settings—if your game falls flat after reading this, then it's your own fault for not following my advice.

Now, get reading and go make jack proud!

Drawing Board

Pulp settings are two fisted, high octane settings, full of mysterious ruins, dastardly villains, sexy dames, and witty dialogue. So how do you go about making your pulp setting live up to those standards?

Well, it's best to think of pulp differently to how you would fantasy or sci-fi. Sure, fantasy and sci-fi can be high action setting, but pulp should be faster still. When you're designing a pulp setting (and that's why you're reading this, right?), try to imagine yourself making a movie blockbuster with an unlimited budget.

So, you're a budding movie director and you want to make a pulp film. The first thing you need to ask yourself, and this is the most fundamental question in world design, is that style of pulp do I want?

Style of Pulp

Ask most gamers to think about a pulp setting and they'll probably conjure a picture of the 1930s. There's nothing inherently wrong with that, except that's the setting, not the style.

The style determines what elements of pulp you'll be using in your setting, regardless of where or when the game is set. Of course, no pulp game needs to be stuck in just one drawer. Using bits from multiple styles can make for a truly exciting pulp setting.

The styles listed below aren't the only ones imaginable, but they're the most common. Most pulp novels or films fit into at least one of these categories.

Classic Pulp

To most gamers classic pulp is the 1930s setting we spoke about earlier. Imagine the camera panning down 5th Avenue in New York. Sure, the cars and fashions look old, but it's still a recognizable scene.

So what does classic pulp have for style?

Well, in truth it has a bit of everything. It has recognizable villains (such as Nazis and gangsters), hints of the supernatural (shamans casting spells and a few mystical relics), Weird Science (often plot devices), and horror (walking mummies are very common). What it doesn't do is shove them in your face.

These elements are used to tell cool stories, but they're not found in abundance. Weird science gizmos aren't found on sale in shops, monsters aren't found lurking in every ruin, and magic (maybe with the exception of psionics and the Arcane Background (Superpowers) as written in the main rules) isn't something the characters wield like they would in a fantasy game.

Classic pulp usually relies on historical references as well. The more places and people you use from our own history, the less you have to create from scratch. A treasure hunt in Egypt gives your players an instant mental image of what the terrain and buildings look like. Chasing gangsters through the streets of New York isn't hard to picture either.

Of course, it's easy to fall into the trap of using the real world with too heavy a twist. Sure, you can set your classic pulp game after a Martian invasion, but then you've focused on a heavy space pulp element, which moves your setting into a slightly different style.

This doesn't mean classic pulp is boring, however. A game where the characters are sky pirates and spend their days attacking huge cargo Zeppelins, roughing it in North African bars, and fighting against Nazis armed with superscience gizmos still falls under classic pulp, and yet doesn't require much in the way of supernatural or horror elements. It's just a game of pirates, but with airplanes swapped for sailing ships. Of course, you can still add the other elements, but they'll probably be few and far between.

So, in summary, classic pulp uses all the elements found below, but sparingly and without focusing on any one in particular.

Space

Space pulp borders, in some respects, on fantasy. The laws of physics and evolution take a back seat in favor of high adventure and weirdness.

Technology levels vary immensely depending on the specific setting, but in most cases they use archaic names. Characters carry around ray guns instead of laser pistol, and fly rocketships rather than pilot FTL starships. If rocketships can go faster-than-light, they usually use some sort of strange method, such as black holes. No attempt is made to explain the physics behind technology, or the way the universe works.

Weird Science is often the only form of Arcane Background and it is ideally suited to this genre. From advanced ray guns (*bolt*) to atomic bazookas (*blast*) and rocket belts (*fly*) to matter relocators (*teleport*), virtually any gizmo your players can think of exists.

In many respects, Weird Science is more akin to magic than technology, and gizmos may be as common as magic items in most fantasy games. One way to make your pulp game different is to allow Weird Scientists to use magic item creation rules to build a wider variety of artifacts. (A detailed system can be found in the *Fantasy Gear Toolkit*.)

Psionics is often overlooked in many pulp games in favor of Weird Science. There's no reason it can't be used, however. Maybe it serves the same role as Magic or Miracles in a fantasy game.

Aliens may or may not exist, to suit your needs. If they exist, you need to decide if there are many races or just a few. Regardless of how many exist, you are not limited to what evolution has produced. Energy beings, gaseous beings, tentacled fish men, and even vegetable beings are all perfectly possible in a pulp setting. What matters more than science is good use of your imagination.

Planets in a pulp game can ignore the laws of physics without causing the inhabitants to question their existence. A small world, which scientifically would probably have a low gravity, might have the same gravity, or higher, than Earth without any explanation required. Worlds don't have to be spheres either—they could be broken fragments.

Unless you're going for a truly bizarre setting, though, you should endeavor to avoid square, triangular, or other geometrically shaped worlds—suspension of disbelief only goes so far.

The surface of a world tends to have one dominant terrain type, which gives the world a general classification. For instance, a world covered in sandy deserts is a desert world, and contains all the stereotypical images associated with deserts, such as sand dunes, oases, and the bleached bones of dead animals.

Not all space pulp games need to be in the future, though. An actual 1930's world where Martians are invading (perhaps helping the Nazis, or being Hitler's secret agents) can still be called space pulp. Of course, it could also be called supernatural pulp, which we'll look at below.

Weird Science

In a weird science setting, weird science is usually extremely common. In classic pulp, it is restricted to weird scientists and villains, but in a style devoted to this aspect, everyone knows it exists, and treats it as part of their daily lives.

A setting in which armies regularly use vehicles with legs (called mechs in sci-fi games), or have tanks fitted with Tesla cannons, is a weird science setting. Likewise, having rocket packs, ray guns, and other such gizmos available on the common market also brings weird science into the game as a standard fixture and fitting.

You might decide that Zeppelins are the main form of transport, having replaced trains and ships. Okay, a Zeppelin isn't exactly weird science, but if you add electric cannons and floating towns, you've crossed the border between classic and weird science pulp.

Feel free to create a dazzling array of new gizmos, either using new powers (found in many settings and in other Toolkits) or by using trappings. Sure, *bolt* might be a ray gun, but it could also be a heat ray or ice ray. Likewise, *entangle* could be a net launcher, robotic arms, or a freeze ray. We'll look at this stuff again later, but for now you just need to decide how important it should be for your game.

A setting which is purely weird science pulp may grow stale very quickly. Actually, this is true of any style of pulp which focuses purely on one element of the genre. Even if weird science is your main style, throw in some supernatural every now and then to keep things fresh. You want zombies? Fine, invent a gizmo that uses the *zombie* power.

You may want to reevaluate how weird science works in this style of setting. As they stand, gizmos are really only any use in the hands of their creator, which leads to the question of how gizmos became common technology. Don't start panicking about this, there's some help on page 19.

Supernatural/Horror

While weird science is a pulp staple, so is using the supernatural, and by default horror. A pulp game can use a slight hint of these elements for sure, but then it's really classic pulp. To make it a true supernatural or horror style, these elements have to be far more common.

Rather than appearing every now and then, spell casting shamans, zombies, walking mummies, and relics with strange powers crop up in almost every tale.

Pulp Fantasy

We've mentioned how you can combine fantasy and pulp, and you may well be ready to start designing your totally cool fantasy world. Kudos to you if you are.

Then you'll flick through this book, maybe twice, before you realize that there is very little strictly fantasy material in here to help you make your new fantasy setting come alive.

Well, we'll be honest, this isn't the only book you'll need. Here's why. First, the vast majority of pulp games are not going to be fantasy ones. They'll be your classic 1930's style game, or space pulp, so that's what we devoted most space to in these Pulp Toolkits. Second, fantasy is also a massive genre unto itself, so it really needed its own *Toolkit* series.

This toolkit will give you everything you need to make the pulp side of your game, but for the fantasy aspects you're probably going to need the *Fantasy World Builder Toolkit*, and maybe even the *Fantasy Gear* and *Fantasy Bestiary Toolkits* if your setting has stronger fantasy elements.

In a supernatural game, you have to decide if magic (and any other Arcane Background, except Weird Science) is restricted to the monsters and villains, or whether it something characters can wield.

Can characters cast actual magic? Do priests with great faith perform miracles? Can a character learn a superpower from Tibetan monks? Is psionics acceptable? Ideally, you shouldn't allow the characters to use every type of Arcane Background. Pick one or two types that suit the needs of your setting. In many pulp games, Psionics and Superpowers are the norm. Of course, in fantasy pulp, you might want to swap those for Magic and Miracles.

Supernatural elements in a pulp game, even when they occur daily, needn't be explainable or have any in-depth rationale behind them. Unless the concept of your setting involves actually cracking these mysteries, exactly how magic items work and why undead are roaming your world should only be explained in the broadest strokes.

Don't fret about using actual game mechanics either. It's your game and things work exactly how you want them to. For instance, if you have a magic book that returns mummies to life, the characters shouldn't concern themselves with the mechanics or rationale behind the book. It won't add anything to the game.

Would a god of the dead (the usual suspect for such things) really want to let the dead out of his domain? How come the *zombie* power suddenly awakens a score of mummies? Why can the archaeologist use the power of the book without an Arcane Background? Discourage such behavior at the first chance you get. Pulp isn't about these questions, it's about adventure and excitement.

Fantasy

One can argue that pulp is more a sub-genre of fantasy than fantasy is of pulp, but let's not split hairs. Pulp fantasy, also known as sword and sorcery fantasy, is a cross between low magic fantasy and the two fisted, heroic action of pulp.

It follows the fantasy staples of supernatural beasts, often based on mythological creatures, and stereotypical villains, typically priests, witches, or wizards possessed of powers beyond mortal comprehension, but usually has far less magic than a typical "pure" fantasy game.

Magic items, for instance, tend to be few and far between, and are usually found in the hands of villainous types or discovered by heroes only after a length quest. The usual arsenal of magic items typical fantasy game characters rely on is replaced with a strong arm and keen mind.

The technology level is nearly always pre-Medieval, and usually has an almost barbaric quality to it. Cities considered advanced technologically are nearly always portrayed as decadent, and eventually self-destructive. Many cultures are also taken from our own history, then given a slight fantasy bent. Rome, Greece, the Mongols, and the Vikings are used more than any other cultures, but Chinese, Egyptian and Mesoamerican can make cool additions to your world.

Pulp fantasy heroes aren't petty warriors and rogues, scratching a living robbing monster-filled catacombs. No, they're mighty heroes with rippling muscles whose destiny is to become king, master thieves who avoid combat through trickery and a mind sharper than any sword, and sometimes even wizards—though such character types tend to be charlatans and stage magicians rather than sorcerers of power.

Historically, if such a word can be used here, pulp fantasy has been dominated by male characters, but don't let this stop you doing anything feminine. At least one female pulp fantasy heroine has managed to make it to the big screen.

Pulp fantasy needs a lot of the fantasy staples, such as magic, monsters, and gods, but it also needs scope. Villains don't plot to take over a small village in the middle of nowhere. Rather, they take over entire nations, establishing vast empires through a mixture of subterfuge and military might. Characters don't aim to be a minor lord answering to some petty noble. They seek to become king of a powerful nation, or the greatest warriors the world has ever known.

So, if you want to make a pulp fantasy game, you should aim to have the heroes become true movers and shakers (rather than hired thugs looking to get rich). Be prepared to have the heroes alter boundaries on maps, bring down gods, and raise new cities from the dust.

Location

Every pulp setting needs a location (and by default a time). The obvious choices for a pulp game is Earth. Not only were the majority of pulp stories written and set during the 1930s, but you don't need to do any work to create the world.

Of course, space pulp set just on Earth is kind of dull. There's really only two things you can do with space pulp. The first is to expand your horizons to encompass our entire solar system. The second is to create a new universe. For fantasy pulp, you can either use a version of our history or create a new world.

For hints on bringing sci fi to your pulp game, you should check out the *Sci-Fi World Builder Toolkit*. For fantasy, read the *Fantasy World Builder Toolkit*.

Hook

Every setting needs a hook, something to lure players to your game. So what makes a good hook? Well, anything that makes the setting attractive to players.

Think about what makes your setting different from every other pulp game out there (and there are a few).

Simply having all the characters play sky pirates in a world where aircraft are the vehicles of choice is a hook. A world where virtually everybody is a low powered superheroes (or villain, of course) is also a hook. A Martian invasion of 1930s Earth works as a hook. A fantasy pulp world where magic is extremely rare, an evil cult is growing across the land, and where swordsmen have formed academies to teach special moves is also a hook.

Heck, you could even have Martians invading a pulp fantasy world if you want a weird hook. Don't get too weird though—that can have the opposite effect and actually drive players away from your game.

While your setting's hook can be seen as simply the dressing on a salad, it can also form the core of your Plot Point.

Imagine our hook is, "A world in which heroes fly heavily armed airplanes, and where ancient forces from a bygone age have awoken."

The ancient forces are actually evil gods, returned to power by a cabal of sorcerers, and now in possession of entire nations. In South America, there is a nation ruled by bloodthirsty Aztec priests, in Egypt the pharaohs have awoken from their ancient sleep as mummies, and in Norway the Vikings are back with conquest and looting on their mind. Of course, despite being throwbacks to ancient days, all the enemy use modern technology, such as airplanes.

Aztec airplanes decorated like flying serpents, Viking fighters of draconic appearance, and Egyptian planes colored blue and gold like the pharaoh's headdress fill the skies, each struggling to expand their empire against the valiant defenders of the Free World.

Already the hook requires answers to fundamental questions your players are going to ask. Why did the cabal awaken the gods? What do they want? Can we form an army to stop them? Do they have any cool magic? The simple hook is already beginning to lead you toward the development of the Plot Point.

When designing a hook, ask yourself one important question—if a GM gave me the hook, would it make me want to play in his game. If the answer is no, then you need to reevaluate your hook.



Plot Point

Plot Points are the *Savage Worlds* way of scripting a campaign. They have a beginning, a middle, and an end. They turn the actual facts about the setting into the backdrop for an epic story.

Sure, you can create a pulp setting with no Plot Point. The characters can simply explore the setting you have created, perhaps visiting ancient ruins, stopping Nazi plots, fighting cabals of sorcerers, or even carving out a kingdom of their own. There's still likely to be plenty of adventure possibilities, but a good Plot Point campaign keeps the characters motivated, gives them a defined goal, and still allows them to explore other aspects of your creation.

Remember, at this stage all you need is a basic idea—expanding the idea into a background story comes next. You should also remember that completing a Plot Point campaign doesn't mean the game is over. Completing one may lead to another.

For instance, the characters might stop a Nazi plot to discover and excavate Atlantis, only to discover in the final Plot Point that the Nazis have now made an alliance with Martians to fulfill their goal of world conquest. Even if it doesn't lead on, there are always new dangers to face. Here's a few ideas to get you started.

Plot Point Ideas

- The Nazis (or some other group) plan to build an army using powerful magical relics or superscience.
- An evil entity has been awakened and threatens to conquer the world with an army of horrors.
- The characters' rocket ship is sucked through a black hole into a universe ruled by an evil psionicist. Escaping is their main goal.
- Earth is attacked by Martians (or other aliens).
- A mad scientist is trying to start a war by attacking hostile nations in disguise as their enemies. Once the war starts, he plans to make a fortune selling weird science devices to all sides.
- An evil warrior with mystical powers is gathering an army to conquer the world.
- A comet passes Earth, and all who see it develops limited superpowers. Can the process be reversed?
- A villain creates a time travel device and accidentally throws an entire city back into a bygone age. Cue dinosaurs in New York!

Background

Okay, so you know the type of pulp you want to use, you have an idea of the scope of the setting, and you have an interesting hook and Plot Point campaign idea. Now it's time to turn the idea into a background story—the reason why the Plot Points exist in the first place.

The background story is the first part of your campaign map. Not in the physical sense of a map of the world, but as in a map of the story arc, the overall goal of the characters.

The background fills in the whos, whys, and hows of the story. You don't need to know all the details at once, but you should have a good feel for how things got to their present state. How much detail you want at this stage is up to you, but the more you know, the easier it is to work through other parts of this book.

You can use parts of the background to give to your players. If you want, you can create a handout for the players with all the pertinent information their characters would know. If the goal of the Plot Point is going to be obvious (who could miss the world being conquered by weird forces in an age of moving pictures and plucky reporters?), add some historical flavor or foreshadow events to that as well.

What it doesn't do is give away any of the back story or secrets of the invaders. Where did they come from? What is their goal? How can they be defeated? All these questions should be known by the GM, and discovered slowly by the players as the campaign unfolds.

Forward Planning

Think about some of the underlying issues in your setting. If the world is being conquered by a powerful army, you'll need to think about where the borders are. Are you using a modern atlas, or drawing in borders to fit your vision of the world?

If your pulp fantasy villains use a different type of magic, get an idea now of how it'll work. Think about the role of the gods both in your world and in your Plot Point. If the goal is to thwart an evil sect, you'll need to know something about *their* god.

You can use the guidelines later to flesh out the specifics, but if you give it some thought and lay a little groundwork now you'll have a head start.

Consistency

Now you've developed the background to your world, you're ready to start adding some specific details. Use what you've already created as a measuring stick to help you stay focused.

If you've designed a pulp setting where airplanes play a major role, don't forget to create a batch of planes the characters can pick from. If you're using an Egyptian element, remember to include some sort of magic system with an Egyptian feel (so spell books, scrolls, and incantations, rather than potions, crystal balls, and the like), even if its only the standard version from the main rules, it will give your setting a more unified feel.

The Pulp Feel

Pulp has a unique feel. The setting should be exciting, the characters and villains larger than life, and action valued over careful plans. This chapter takes a look at ways you can capture that pulp feeling in your game.

Basic “Rules”

Pulp has a number of “rules,” which are used to define the nature of the genre. They’re not game mechanics, but they should influence the way you write adventures and design the overall feel of the game.

Action and Drama

The pulp genre is all about action and drama. Fistfights, gun battles, high-speed chases, and constant dramatic setbacks and surprises are all part and parcel of being a pulp hero.

Simple game mechanics for generating drama and action are given below, but it is up to the Game Master to present his adventures as fast moving, exciting stories. If the players are pondering over a course of action force them to act quickly by having a group of thugs or some nasty beast turn up on the scene. Don’t give the players chance to think—force them to act.

Even though the player characters are the heroes, not everything should go their way. Present them with an unexpected obstacle at least once every adventure. This could be something as trivial as finding his gun has jammed beyond immediate repair, forcing the hero to ditch his ranged weapons and get up close and personal, or more something dangerous, like the sudden arrival of enemy reinforcements or a plane’s engines cutting out as they come in to land.

Running a pulp game should leave everyone at the table exhausted but satisfied.

Morality

Pulp has two shades of morality—black and white. Heroes are good and villains are evil, though both parties can waver at times, especially at dramatic moments.

The stalwart hero may be tempted to perform some diabolical act for the greater good or betray his friends to rescue a kidnapped loved one, but in the end he does the right thing.

Likewise, villains retain some conscience. Even the darkest villain can show a brief glimmer of good. Maybe the vile torturer takes pity on the heroine because she reminds him of his sister, or the realization of his actions prevents the bomber pilot from bombing a peaceful town.

Heroes and villains sometimes swap moral codes on a permanent basis, though usually only once. The long-serving cop realizes that crime does pay and takes up a life of extortion to line his own pockets, or the gunrunner who sells to the highest bidder redeems himself by only smuggling weapons for the rebels, even though the material rewards are poor.

Acting in a “grey” moral manner is acceptable on rare occasions, but it shouldn’t be considered the normal attitude. Heroes may lie to save friends, but they do not lie *to* their friends; they might threaten to rough up a prisoner during interrogation, but they never actually use torture; and they may agree to go along with a villain’s plans, only to sabotage them at the first opportunity. Evil characters may offer the hand of friendship, but quickly turn traitor when the chance arises.

Can you enforce this style of behavior on your group? Of course you can. The easiest way is to explain the code of morality to your players at the start of the campaign, and perhaps at the start of the first few sessions. If they’re good players, they’ll adjust their behavior to the mind set of the game.

Should they insist on playing “dark heroes,” or other such non-pulp characters, start docking them bennies each time they perform an evil action, or give them fewer Experience Points. We take a look at playing Good Guys, and what that means for character generation, on page 11.

Are there any neutral characters in pulp? There are, and there aren’t. Most people in the pulp world are neutral, in that they try to lead good lives, but they don’t throw themselves in front of trains for others or rise up in arms against powerful villains.

However, if a hero (or villain) asks them for aid, the neutral character must pick the side of good or evil. No one stays neutral when they’re caught up in the action.

Description

Locations should be described in an exciting way. Egypt isn’t “a hot place.” It’s a “barren landscape of rising dunes, with biting sand driven by strong winds.” An old temple deep in the jungles of Mexico isn’t a “ruin overgrown with vines.” It’s a “dark and ominous structure. Though vines cover much of its outer facing, the entrance gapes like a dark maw, as if ready to devour anything that tries to enter.”

Character descriptions should also portray something of their personality. A “weasel-faced” character is very likely a snitch for some villain (unless he really *does* have a weasel’s face), the “fat” merchant is greedy for wealth as well as food, and the “thin lipped guard captain” is cruel and humorless.

Humor

Most players crack jokes at the table; it’s human nature. Pulp humor comprises witty lines, quick comebacks, and even a small amount of slapstick. Don’t go overboard, however, or the game may devolve into a comedy. A truly witty line delivered *in character* should be rewarded with a benny.

Villainous Arrogance

Getting captured by the villain is an accepted part of a hero’s life. Not only do deathtraps create a good cliffhanger, but they also allow the villain to gloat and reveal his evil scheme.

You might decide that a villain will automatically gloat whenever he captures the characters, spilling the beans about his diabolical plans to conquer the world, and inadvertently giving the characters everything they need to know to stop him.

You may also rule that a villain begins gloating if a hero taunts or tricks him into revealing his plans. This might need a Persuasion roll or Smarts Trick, but you can also decide as a setting rule that a hero who spends a benny forces the villain to reveal all in a triumphant display of his megalomania.

Cliffhangers

The term cliffhanger comes from having the poor hero of a pulp show dangling off the edge of the cliff as the credits roll. In cinematic terms, wondering how, and indeed if, the hero could survive drew audiences back week after week. Roleplaying is no different and a dramatic end to a session is a lure for players to come back next session.

A good cliffhanger can add greatly to an adventure. Planned well, they leave the players desperate to start the next session as soon as possible. However, they are a storytelling tool and should not be overused. There is nothing worse than having the players jadedly thinking, “What’s this week’s cliffhanger?”

Not every hero need be involved in the cliffhanger. This was common in many pulp shows with more than one lead character.

It is also important to remember that cliffhangers end *just before* anything serious happens. The giant boulder may get to within a few feet of the heroes when the scene ends, but it doesn’t actually crush them. A hero stuck on an electrified floor may take one round of damage, but he doesn’t burn to a crisp. A cliffhanger presents a glimpse of the *possible* fate to come.

Game Mechanics

Cliffhangers are extremely easy to work into an adventure. Most sessions end after a predetermined time, and shaping the course of the adventure to end on an exciting note is a Game Master’s prerogative.

At the start of the next session in which a cliffhanger was used, begin by recapping the events that led up to the cliffhanger. Pulp serials used this recap to remind the audience what happened last week. It also helps the players quickly get into character.

Each player whose character is actively involved in the scene receives two additional bennies at the start of the session. If these are not spent during the cliffhanger scene they are lost.

Why give bonus bennies? Cliffhangers are supposed to be dramatic, not party killers. The heroes are meant to escape them and still go on to fight villains later in the adventure, though not without some difficulty. Bonus bennies and cards let the heroes act heroically without draining valuable resources.

Dramatic Interludes

Cliffhangers and dramatic interludes serve the same purpose—to create excitement. However, cliffhangers take place at the end of a session, leaving the heroes’ lives in the balance. Dramatic interludes can happen at any stage during an adventure.

When creating a dramatic interlude, think of what is already taking place in the adventure. Imagine the following scene—a Nazi fighter plane is chasing the heroes' Zeppelin through a canyon.

The Nazi fires a rocket, which misses. Sure, it could just be a miss, which explodes harmlessly "off screen." A more exciting approach is having it explode ahead of the heroes, causing an avalanche of large rocks right in their path! Of course, we don't recommend that every miss suddenly becomes a form of success, but every now and then you should feel free to use failures to create exciting, and dangerous, situations.

When you declare a dramatic interlude, give each hero involved in the scene a free benny. If they don't use it they get to keep it, but the danger should be such that your generosity is required.

Setting Rules

One easy way to capture a lot of the pulp feel is to create specific setting rules suited to the genre. Pulp heroes aren't normal people forced into difficult situations, they're heroes with a capital "H." As such, your setting rules should be biased heavily to allowing the characters to behave like them.

Character Generation

Pulp heroes are a cut above the masses. Even at Novice rank, they should be tougher than the thugs they will be fighting, though obviously not powerful enough to take on the main villain straight away. Here's a few quick ways of allowing this to happen.

First, you can allow characters to ignore the Rank requirements for Edges during character creation. They must still meet all other requirements as usual, however. This creates slightly tougher characters, yet still retains some balance.

Second, you might decide that characters may ignore Rank requirements when choosing new Edges. This allows them to get the more powerful Edges sooner, and allows you to throw more dastardly foes at them.

Third, start the characters at Seasoned. Have them create Novice characters as normal, and then let them take four advancements. Heck, there's no reason why you couldn't combine this with either option above, especially if you want super high octane action or have a small group.

Bennies

Sometimes players screw up and place themselves in stupid situation from which they can't escape. Sometimes GMs screw up and send in too many thugs against weak parties. Sometimes the dice screw up and



refuse to roll anything higher than a 2. This is just the nature of roleplaying games.

One way to help counter this is to give pulp heroes more bennies. You might start them with 5 bennies apiece, for instance.

Of course, since bennies can be traded for Experience Points, you might find them advancing quicker than you'd planned. If you're running your pulp game right, they shouldn't have many bennies left at the end of session, but sometimes they get lucky. Simply allow bennies to translate to Experience Points only if they roll a 6, instead of the usual 5 or 6.

Find whatever makes your game exciting, gives your heroes a chance to perform spectacular stunts, and still keeps the power level balanced.

The Good Guys

Pulp heroes are the good guys, the white hats, the cavalry coming to the rescue. Pulp heroes aren't as pure as the driven snow, but they're not regular characters either.

Hindrances such as Bloodthirsty, Greedy, and Vengeful should be reserved for villains, unless the player can come up with a way of explaining why his character has these flaws and is still a good guy. And no, "I only kill Nazis" is not good enough. Heroes generally don't take lives when they can avoid it.

No speako the Lingo

It doesn't really matter whether it's the Sahara desert, the swamps of Venus, or the icy mountains of the planet Klargg—pulp adventures usually involve travel to exotic places.

And in foreign lands, people speak foreign languages. Or do they? Pulp really isn't about the nuances of language and cultural barriers, it's about fun. Unless you want to have your heroes waste skill points on languages, we suggest you tackle the subject of speaking other tongues one of two ways.

First, everybody speaks English (or whatever your native language is). At least everybody of importance to the adventure. Characters who want to be able to speak (and read) obscure or ancient dialects, such as Tibetan or ancient Egyptian (which allows them to read hieroglyphs), should still buy a skill. It's probably part of their background anyway.

Languages like Ancient Greek, Hebrew, and Latin often crop up in pulp settings, especially ones which involve consulting old books to track down fabulous treasures. If you feel a character has a good background story ("I'm a Biblical scholar"), he can make a Common Knowledge roll to translate texts.

Second, every character is fluent in a number of languages equal to half his Smarts die. It doesn't matter if he wants to speak French or ancient Persian, a character simply picks whatever languages he wants. If the character increases his Smarts later, he learns a new language as well.

Combat Modifications

Heroes fight scores of villains and suffer nothing more than cuts or bruises, they survive trapped filled tombs in which their Extras die like flies, and they survive wounds that would kill a lesser man ten times over.

Here's some guidelines you can use to ensure that the heroes come out as victors more often than not.

Heroic Endings

Heroes never die from attacks—they're just knocked unconscious, left for dead, or otherwise Incapacitated. Heroes never roll on the Injury Table. Ever. They're not called heroes for nothing.

Actually killing a hero requires a deliberate act on the part of some nefarious villain. Even then, most foes are more likely to put the character in an "inescapable" death trap than slit an unconscious hero's throat. Heroes can also die in acts of extreme sacrifice.

A caped crusader who rides a doomsday missile to keep it from heading toward civilians might die

heroically, going out in a blaze of glory that his name should live on forever—but he might also somehow miraculously survive.

Such calls are entirely up to the Game Master and whatever outcome makes for the best story.

Fist Fights

Pulp heroes do use guns, they also use swords and whips, but they spend a lot of time punching people out as well. Why?

Well, in the stories it makes the hero seem more heroic. Any idiot can grab a gun and start hosing lead all over the place, but a true hero needs only what he was born with to defeat evil. Second, it allows for cool stunts in the movies, and pulp is probably the ultimate cinematic genre.

Of course, going bare fisted against a sword-wielding evil cultist may result in the hero losing some fingers, especially in a game where unarmed defenders are at a disadvantage.

One way to avoid this is to state in your setting rules that Wild Cards never count as Unarmed Defenders. This way, they can fight thugs with weapons on an equal footing. If you don't want all the heroes to have this (it doesn't really suit mild mannered reporters), create a suitable Edge that confers the bonus to those who take it (see page 15 for an example).

Another pulp staple is the hero valiantly battling his way through an army of thugs without getting kicked unconscious. In *Savage Worlds*, multiple attackers gain a Gang Up bonus, which makes this hard to achieve with any flair.

If you want the heroes to be able to tackle these kinds of odds in your setting, you can rule that Extras never get a Gang Up bonus on Wild Cards, or you can create a suitable Edge (as we've done on page 15) to ensure the feeble old professor can't single-handedly tackle a riot.

Never Ending Bullets

Pulp heroes often fire seven or eight shots from their six-cylinder revolver or blaze away with SMGs until the cows come home. Don't be too strict at keeping a tally of shots fired. If a character's automatic pistol only has one bullet left, let him perform a double-tap. If he grabs an SMG with just a few rounds in the magazine, let him fire a full burst. Of course, the action must be balanced—running out of bullets unexpectedly, even when you could swear the magazine was full, is also in the pulp tradition.

Police Interference

No matter how much gunplay is involved, the cops never turn up. OK, that's not entirely true. So long as the characters aren't murdering innocent bystanders and strive to stop the villains, the cops leave them alone. Pulp heroes rarely have to explain themselves to the police.

New Edges and Hindrances

One way to spice up your pulp game is to create new Edges and Hindrances specific to the style of your setting.

Designing Edges & Hindrances

If you've decided to create a batch of new Edges and Hindrances, you need to decide what they're going to do. New Edges shouldn't be reinventions of the wheel. Focus solely on your specific setting, and what you think would make it cool.

Name

Every Edge and Hindrance needs a name. In general, it should sum up exactly what the Edge does. The Iron Jaw Edge, just by the name, gives the player a good idea of what he'll get from taking the Edge without having to read it.

Hindrance Penalties

Hindrances come in Minor and Major varieties. Hindrances can give actual game mechanic penalties, such as negative modifiers to traits (Anemic is a good example of this) or they can provide roleplaying penalties (Delusional and Wanted are both fine examples).

In general, a Hindrance shouldn't give more than a -2 penalty. They're called Hindrances, not Totally Crippling Effects. If you do award a higher penalty, the Hindrance should definitely be a Major version and affect only one aspect of the character. A Blind character obviously has a huge penalty to most physical skills, but his mind is unaffected.

Edge Requirements

Edges need to have various requirements. At the very least, this needs to be the minimum Rank a character must be to take the Edge (unless you're ignoring Rank requirements, as we discussed before), but there could also be required skills or Edges as well. When assigning requirements, think about what the character needs to gain the benefit and what the benefit will be.

If you set the requirements too low, especially if the rewards are high, then don't be surprised if all your characters take the Edge. Likewise, if the requirements are high and the payoff low, no one will take it. There is no magic formula to balancing requirements, but a trait or two at d6+ is a good start.

Edge Bonuses

Players generally take Edges to get bonuses for their characters. In general, each Edge should grant only a single bonus or power.

Ideally, the Edge should augment a section of the rules that doesn't already have an Edge, and fit the pulp feel of the game.

Take Soak rolls, for instance. There isn't an existing Edge that modifies Soak rolls, even though they're a common part of the game. Of course, pulp heroes are renowned for being able to take hits without suffering too many bad effects, so creating an Edge that affected a hero's Soak rolls wouldn't be out of keeping with the genre. On the other hand, if you're changing your setting rules to make pulp characters tougher anyway, you might decide you don't need this Edge.

The hard part is determining whether the power is balanced or not. Again, there's no easy formula for this, but as we said above, think about the requirements in relation to the reward.

Professional Edges

As the rulebook says, Professional Edges are more than just bonuses. Each one represents a vocation gained after years of training. Those presented in the rulebook are, out of necessity, generalized—they have to cover a wide range of genres. When focusing on one particular genre, however, we can also focus the Professional Edges.

If a player wants to build an archaeologist, you can let him take the Scholar Edge to represent his education and he's done. How about playing a hardened private eye? Just use Investigator with the Mean Hindrance.

But what if these professional bodies are more than just a set of bonuses. What if they represent an organization with a defined purpose? What if a character belongs to an ancient organization dedicated to protecting a sacred site? Or works as a sky marshal to keep the air free of pirates?

Other Professional Edges can be vocations not covered in the rulebook. Can a character begin the game with an airplane, Zeppelin, or rocketship? He can if there's a Professional Edge that lets him. If your game has a strong trading element, then creating a Merchant Edge is a good idea.

Professional Edges can also be the only way of getting other Edges, if that's what you want. For instance, maybe you have to be a member of a secret society to learn Arcane Background (Magic). Maybe certain Combat Edges, such as those relating to airplanes or rocketships, require membership in some sort of pilot academy.

New Professional Edges designed solely for your game allow you to add interesting social and political elements to your setting. They're also ripe for using to generate adventures.

Bonuses

Professional Edges should grant multiple bonuses to skills associated with the profession. You wouldn't expect a Sky Captain to get a bonus to Gambling or Taunt, but he could reasonably expect to get one to Piloting and Shooting (when using vehicle weapons).

Typically, a Professional Edge should grant a +2 bonus to no more than three skills. Try to avoid giving blanket bonuses to combat skills, however. An Edge bestowing a +2 to Fighting is effectively giving the character a bonus when using all types of weapons. This would likely be an example of one of those skills we talked about that all characters would end up taking—a sure sign you haven't got the balance just right.

If you're handing out combat bonus, restrict them to certain types of weapon. A Sky Assassin may get +1 to Shooting airplane weapons to reflect hundreds of flying hours, whereas a Tribal Warrior might get +1 Fighting with spears, but not with other melee weapons.

An alternative is to allow the character to ignore penalties instead or grant a bonus in another way. The Sky Assassin may get the benefits of Marksman and Steady Hands in the air, but not if he's using a handgun or involved in a car chase. The Tribal Warrior spear thrower may be able to increase the range brackets of a throwing spear to 4/8/16.

Professional Edges are also an excellent way to hand out free equipment. A Sky Captain Edge might allow the character to start with a airplane of his own design, rather than a standard "off the shelf" model. For a character to acquire one in the game would require great expense or substantial risk.

Drawbacks

Professional Edges can have drawbacks, but these should not outweigh the bonuses. The Noble Edge gives lots of bonuses, but also demands the character spend time governing his lands. You just need to ensure the drawbacks are not oppressive.

There is nothing wrong with giving our Sky Marshals the Heroic Hindrance to represent their struggle to uphold codes of decency, for example. In many pulp settings, it encourages exactly the right tone so it gels with the rest of the Edge nicely, but it does limit the character's moral choices. Instead, you could state that the character *must* respond to any SOS message, unless the sender is obviously evil. If the character refuses to give fly to the rescue, maybe his superiors strip him of his position (and possibly that shiny plane he was so pleased about!).

Drawbacks can include being tied to a particular area or duty, but again care must be taken. Designing a group of space cops sworn to protect one world gives the character a purpose and is full of adventure possibilities, but what if the character then decides to go wandering and neglects his duties?

If the Edge forces the character to stay around the planet, then make sure the majority of adventures are set there. If he wants to go wandering, have him seek permission from his superiors. There's an adventure hook right there—the character can go after he's completed a minor task.

Drawbacks can also be tied into the bonuses. A Sky Captain might a pirate leader, and has to make sure his men are provided with suitable recreation and booty or he'll have a mutiny on his hands. A member of a secret society dedicated to protecting a sacred site might get bonuses to resist magic, but only when near the site he has sworn to guard.

Acquisition

Decide if there are any restrictions on how a character can take the Edge after character generation. Becoming a smuggler might only require the character to start shipping illegal cargoes and follow the profession for a few months, whereas becoming a Sky Marshal requires extensive training and so should probably only be available during character creation or after a long period in-game demonstrating the character has the right stuff.

Of course, there's nothing to stop a hero masquerading as a member of such a group. Any character can call himself a smuggler or a Sky Marshal without fulfilling any requirements at all (though such posturing isn't terribly heroic), but he wouldn't get the bonuses that come with actually possessing the corresponding Professional Edge.

Background

Unique Professional Edges, specifically those based around an organization, should have some background text associated with them, if only to let the player know more about the group (perhaps some details on its origins, its goals, and its leadership).

You don't need to write a complete history dating back into antiquity, but there should be enough detail so the player knows what is expected of him and how the organization functions.

Sample Edges & Hindrances

Okay, so we've talked briefly about making new Edges and Hindrances, and we've given you some advice on how to make them. Now here's some sample Edges suitable for most pulp settings. That doesn't mean you have to include them in yours, of course. As with everything else in this Toolkit, these should just spur your imagination.

We've also included a few "setting specific" Edges for some of the common pulp themes we've been discussing, to show you how you can add extra flavor to your game with just a few new Edges.

Sample Hindrances

Glass Jaw (Major)

Your hero has a glass jaw and can't take a solid hit. He suffers a -2 penalty to Soak rolls.

Xenophobic (Major)

Many pulp games are set in an age before racial and sexual equality existed. While we don't advocate this sort of intolerance, there's no reason a character can't suffer from these prejudices. Just keep them in the game!

Whether because of simple ignorance or from past dealings, the character has a dislike of all cultures other than his own and finds dealing with them unpleasant at best. He suffers a -4 penalty to Charisma when dealing with foreigners. Openly voicing his xenophobic beliefs, something he finds hard to control, may lead to confrontation or ostracism.

Sample Generic Pulp Edges

Bring 'Em On! (Combat)

Requirements: Novice, Agility d8+, Fighting d8+, Notice d8+

Pulp heroes can often defeat scores of Extras without pausing for breath, and this hero is no exception. Single-handedly facing down a room full of cultists or a Nazi squad is this hero's meat and drink.

Opponents never get a Gang-Up bonus in combat with the hero, no matter how many there are facing the hero.

Escape Plan (Weird)

Requirements: Wild Card, Seasoned

Characters with this Edge have an uncanny knack for escaping from even the most dangerous situation with only minor cuts and bruises.

During a Game Master generated cliffhanger, any personal bennies the hero spends (not including the two free bennies handed out for the cliffhanger itself) are recovered once the scene ends.

Explorer (Professional)

Requirements: Novice, Vigor d6+, Survival d8+

There are two extremes of climate in the world, and this character has endured them both and lived to tell the tale.

He gains a +2 bonus to Survival rolls. In addition, he has a +2 bonus to Vigor rolls made to resist the effects of hot and cold environments.

Femme Fatale/Ladykiller (Social)

Requirements: Novice, Attractive, Persuasion d8+

The hero or heroine (or more likely, villain) is a stunner, and knows how to get the best out of the opposite sex by using his or her charms.

The character may use Persuasion as a Test of Will against members of the opposite sex, pitting their looks and charm against a foe's Smarts. The character may add Charisma bonuses to her roll as well.

I Have One (Weird)

Requirements: Wild Card, Novice, Luck

Heroes are only human. Sometimes they forget things, like torches, rope, ray gun batteries, and the like. Once per session the hero may "suddenly remember" that he has a much-needed piece of equipment on his person.

The item must be capable of being stored in the character's pocket or a bag and the Game Master has the final word on what can be found (for example, finding lockpicks the guards missed to aid an escape from prison may be acceptable if it fits the story).

This Edge is not usable during cliffhangers.

Improvisational Fighter (Combat)

Requirements: Seasoned, Smarts d6+

This Edge requires you to be using the improvised weapons from the *Pulp Gear Toolkit*.

Heroes often find themselves fighting with pieces of equipment or furnishing not designed for combat. A character with this Edge has a knack for using such improvised weapons, and does not suffer the usual -1 attack penalty when wielding them.

Iron Jaw (Combat)

Requirements: Novice, Vigor d8+

The hero can take a hit with a baseball bat like he was a brick wall. He gets +2 to Soak rolls.

Slugger (Combat)

Requirements: Novice, Fighting d8+

The character is handy with his fists and has defeated more than his share of villains armed with melee weapons. He never counts as an Unarmed Defender.

Sucker Punch (Combat)

Requirements: Novice, Agility d6+, Fighting d8+, Intimidation or Taunt d6+, First Strike



The character doesn't know the meaning of the words "fair fight." If he succeeds in a Test of Will against an adjacent opponent, the character receives a free Fighting attack. This attack does not incur a multi action penalty.

Sample Setting Specific Edges

Let's go back to the hook we mentioned at the beginning of the book. Our setting relies heavily on aircraft, so it's very likely that all of the characters have the Piloting skill. The basic rules have the Ace Edge, but there's nothing else for pilots. If we want aircraft to be a core part of the game, we'll need to create a batch of new Edges to fill in the blank area.

Do we need to do this? Take a look at any Savage Setting, and see whether the game would be as much fun without any of the new Edges introduced in those books.

Dead Eye (Combat)

Requirements: Seasoned, Shooting d10+

Being able to take out your opponents with a well aimed burst takes training and a good eye. The hero has both.

In vehicular combat, the character may modify his roll on the Critical Hit Table by 1 point either way, as he chooses. He does this after rolling the dice for the Critical Hit.

Sky Marshal (Professional)

Requirements: Novice, Piloting d10+, Shooting d10+, Command

Sky Marshals work for an independent organization sworn to protect innocent flyers from pirates, and rank among some of the best flyers in the air.

The character gains the benefits of the Ace Edge (which this Edge replaces). His position gets him a +2 bonus to Charisma, but only when he flashes his badge.

When the character reaches Veteran Rank, he may also pick an airplane from the standard list, regardless of cost, or customize his own crate if you have construction rules. This is a present from his superiors, who now rely on the character more and more to keep the skies clear.

If this airplane is destroyed, it is automatically replaced the next time the character gets an advancement.

Trademark Plane (Combat)

Requirements: Novice, Piloting d10+, Shooting d10+

The character knows his crate like the back of his hand, and then some.

When using one specific plane, the character gains a +1 bonus to Piloting and Shooting rolls. A character may take this Edge multiple times, but each time it must be applied to a different airplane.

If a Trademark Plane is destroyed, stolen, or otherwise permanently removed from the game, the hero can switch this Edge to another crate, but it takes two weeks for the Edge to kick in.

Wingman (Combat)

Requirements: Seasoned, Command, Piloting d8+, Wild Card

The character is a born leader in the air. When engaged in aerial combat, he may pick another character, Extra or Wild Card, to serve as his wingman. Both characters use the hero's Action Card.

A character may only have one wingman at a time, but he can cut his current wingman loose and pick a replacement as an action.

A character serving as a wingman with this Edge cannot himself have a wingman. It affects just two planes at any one time.

Weird Science

Revisited

Weird science, also known as superscience, lies at the heart of many pulp games. Before you go letting characters take the Edge, you might want to take a step back and think about weird science.

This chapter takes a look at ways of using weird science in a pulp setting, as well as expanding on ways to use trappings to make cool items.

Difficult Questions

The Arcane Background (Weird Science) Edge allows a weird scientist to create one unique object each time he gains a new power. In general, all gizmos require Power Points, passive items (such as a forcefield belt using *deflection*) require a Weird Science roll, and the scientist can only ever have one of each item.

When you're designing your own setting, you'll have to make some important decisions regarding Weird Science.

For instance, if rocket packs are standard items and allow a Pace of 20 (or whatever), why would any weird scientist build his own using *fly*? For a start, *fly* has a Top Speed equal to the wearer's Pace. It also runs out of Power Points (i.e. fuel) after just a few rounds.

This applies to any weird science gizmo you've created as a mundane item which could be replicated by the Arcane Background (Weird Science) Edge. *Bolt* may simulate a ray gun, but chances are it'll run out of power faster than a mundane technological version.

Consider as well that if the gizmo runs out of power, you'll more often than not have to wait an entire hour to get one Power Point back. What use is that when your *bolt* ray gun runs out in the middle of combat?

Exactly how you handle this "problem" is up to you, but here's some ideas to help you along.

No Weird Science

One easy way to handle this is to create a list of standard gizmos as mundane items and ban the Arcane Background. Now anyone can own and use a gizmo, and any character with Repair can fix it. In this setting, there are no Weird Scientists.

Gizmos are Gizmos

In this version, all gizmos are true Weird Science devices. They have Power Points, use the powers as listed (both for cost and effect), and are likely to be extremely expensive.

While this removes many of the pulp staples, such as ray guns and rocket packs from the hands of the masses, it does give Weird Scientists a nice edge over other characters.

Both Mundane and Weird

With this methodology, gizmos are available as mundane items and Weird Science creations.

Mundane items, while mimicking the effects of arcane powers to some degree, should be bland with regard to special ability. Thus, a ray gun may be the common weapon of a space pulp game, but it's just a ray gun.

Weird Scientists, especially with regard to damaging powers, should use trappings to create gizmos not available to the masses. For instance, a character may invent a heat ray that dehydrates victims, a freeze ray that causes them to become numb, and such like.

Gizmo Trappings

Weird science gizmos can easily run the risk of becoming all too similar. For instance, chances are the Weird Scientist character in your group has the *bolt*

power built into a ray gun. Sure, it makes sense, but it doesn't take the power any further than the rulebook description.

Rather than look at Weird Science trappings in the usual stereotypical way, encourage your players to look at them like spells in a wizard's grimoire. Ideally, encourage them to look at using unusual trappings.

Trappings can also be used to add additional game effects. A fire trapping, which is the usual example, may set fire to the target, but what about an ice trapping or an electricity trapping. Shouldn't these have additional effects as well? They should if that's what you want. Remember, the basic *Savage Worlds* rules are templates for you to play with and not a set of inflexible rules.

Let's take a look at some possible alternate trappings and their game mechanics. Most are best suited to offensive spells, but some can be used defensively as well.

One important thing to remember is that trappings with special effects should be balanced. If you create a version of *bolt* that inflicts more damage, everyone will want it. A weak trapping, even one with a game mechanic attached, will look less attractive.

Acid

An acid trapping would commonly be attached to offensive powers, such as *bolt* or *blast*. The weapon inflicts its standard damage when used, but on subsequent rounds causes one die less damage, until there are no dice left. For instance, an acid *bolt* fired from a gun at full strength would cause 3d6 when it struck, 2d6 the next round, and 1d6 on the third round.

Cold

Cold is different to ice in that it isn't a solid substance. A cold trapping attached to a physically-damaging power more likely freezes flesh and bone, inflicting frostbite, rather than causing cuts and bruises.

As with ice (see below), cold may freeze an area, though in all likelihood there will have to be water present for that to be effective as the cold trapping doesn't create ice.

A second option is to have the power inflict Fatigue or nonlethal wounds rather than actual wounds. The damage mechanics remain unaltered, but damage causes no lasting injuries.

A third option is to have the trapping numb the target's reactions through intense cold. In addition to damage, the target must make a Vigor roll or suffer the chills. He has to redraw action cards over 10, not including Jokers. Each round he makes another Vigor. On a success, he throws off the effect.

Metal objects may also become icy-cold, causing the user frost damage if they are touching his skin. This might be fixed damage, such as 1d6 per success and raise, or it might require a Vigor roll to let go of the object.

This may not sound too bad, but it's a bind if the victim is holding a now empty gun he can't dispose of or was planning on throwing a dagger. The effect lasts until the caster's next action card.

Electricity

Electrical gizmos are common in pulp settings. One possible trapping is to allow the damage to arc across adjacent targets. For *bolt*, the actual target would take the full damage of the power.

Each adjacent target takes one less die of damage. If you wanted, you could have the effect continue, with targets adjacent to the secondary victims (moving away only—each victim only ever takes one lot of damage) taking another die less.

You could do the same for *blast*. The easiest way to handle this is to have all characters in the Template take damage with adjacent figures outside the template taking one die less damage.

Alternately, you may rule that any foes who are wearing metal armor against bare skin or are holding a metal object in an ungloved hand take an extra d6 damage. Victims standing in water might be similarly affected.

Electrical *armor* may cause attackers using metal melee weapons to make a Vigor roll or be knocked back 1d4" and sent prone by the discharge. The same could easily apply to *barrier*.

Heat

A heat trapping may inflict Fatigue or nonlethal damage as with cold, or heat metal objects. Dehydration may cause a similar loss of reflexes. Unlike fire, however, the target has no chance of catching fire. A fire trapping is already powerful enough, so don't add these effects together.

Used with *deflection*, a heat trapping would be a veil of heat haze, making the caster harder to see, and therefore hit.

Ice

One obvious thing about ice is that it is slippery. You might decide that a *blast* or *bolt* also makes the affected area slippery. Each *bolt* would affect a 1" square, whereas *blast* affects the area under the Template.

Anything moving through the affected area would count it as Difficult Terrain. If they run, they must make an Agility roll or slip and fall prone, becoming Shaken if they roll a 1 (regardless of Wild Die).

In a hot environment, the ice remains for just 1 round. Under temperate conditions it lasts for 3 rounds, and in cold environments it lasts for 10 rounds. If the temperature is actually below freezing, the ice remains until the temperature changes enough to melt it.

An ice trapping used for the *entangle* power (a freeze ray) probably shouldn't have any other effect.

Light/Darkness

Both have the potential to blind foes, though in different ways. Victims must make a Vigor roll or be blinded until their next action card. While blinded, they suffer a -6 penalty to all trait rolls and have their Parry reduced to 2.

Sound

Sonic powers could deafen targets in the same way light/darkness spells blind them. However, since hearing is less important than sight to most creatures, the duration may increase. Having the victim make a Vigor roll each round until he succeeds is a quick option.

Altered Weird Science

Weird Science, as it stands, is quite limited. Gizmos are really only usable by their creators, and scientists can only create one of each gizmo.

Here's some example new Edges that alter the way Weird Scientists produce gizmos. Some allow a scientist to create more than one object of the same type but otherwise retain the usual Arcane Background rules, whereas others allow non-Weird Scientists to use gizmos without any arcane skill roll.

Remember, these aren't official rules add-ons. The Weird Science rules in *Savage Worlds* work just fine. If you don't like what we've written here, you can alter the Edges to fit what you need for your game, or just ignore them.

Duplicator

Requirements: Novice, Arcane Background (Weird Science), Weird Science d8+

Each time a Weird Scientist takes this Edge, he can duplicate one gizmo he has already created. All the regular rules for sharing, recharging, losing devices, and such like, apply as normal.

While this Edge allows a weird scientist to create *bolt* ray guns for his friends, it still doesn't allow them to wear belts of *invisibility* without making a Weird Science roll each and every time they activate them.

Finely Tuned

Requirements: Novice, Arcane Background (Weird Science), Smarts d8+, Repair d8+, Weird Science d6+

The scientist has studied under the best masters in his field and has fine-tuned his creations to maximum efficiency.

Each raise a weird scientist gets on his Weird Science roll reduces the cost of the power by 1 Power Point. The gizmo must have the full points available to use the power in the first place before rolling.

Super Scientist

Requirements: Veteran, Arcane Background (Weird Science), Smarts d10+, any two Knowledge (science related) skills d10+, Repair d10+, Weird Science d10+

This Edge allows a Weird Scientist to create gizmos which are "always on," no longer require Power Points to use (infinite points), and can be used by anybody. The cost, however, is the permanent expenditure of the creator's own Power Points.

The cost in permanent Power Points is equal to half the usual cost of using the power, rounded down. A rocket pack (*fly*), for example, could be created for 1 point (half of 3, rounded down). If the creator wanted to move faster, the cost would be 3. Similarly, a suit of clothing could be given +2 additional Toughness through the *armor* power with the expenditure of 1 permanent Power Point.

When the device is created, the creator makes a Weird Science roll. Failure means the Power Points are lost. A success means the power is activated as usual. A raise means the power forever activates with a raise (if desired by the user).

Artifacts that are always on (an armored suit or chameleon cloak), don't require an arcane skill roll to activate—but may require an action to "ready"—the suit must be put on, the cloak pulled over the shoulder, etc. Thus a chameleon cloak, which uses *invisibility*, could always be worn and require no activation roll—but the wearer would always be invisible.

As an alternative, such items could be easily activated with the flick of a switch (no trait roll required). For example, a forcefield belt that uses *deflection* would make it hard for the wearer to pick anything up as the forcefield would keep knocking objects aside, and taking you belt on and off gets tedious after a while. The GM has the final word on whether items are truly passive or if they require some sort of minor user input.

Artifacts requiring activation, such as an atomic bazooka (*blast*) or rocket pack (*fly*), require a suitable skill roll (Shooting for guns and Piloting for rocket packs, for example).

Alternate: Rather than using permanent Power Points, a gizmo costs \$2000 per Power Point invested and takes 1 month to craft. If the arcane skill roll is failed, both the time and components are wasted.

Tinkerer

Requirements: Seasoned, Arcane Background (Weird Science), Repair d8+, Weird Science d10+

On taking this Edge, the scientist may craft (or modify) an item that adds +1 to the user's relevant trait roll, increases the damage of a weapon by +1, or increases the bonus of armor by +1. No activation roll is required.

Assuming the artificer is always "fiddling" with devices (not locked in prison, for example), and has adequate

tools, he may make a Weird Science roll at -4 at the end of any session in which he advances. If successful, he adds another +1 to any item of his choice.

This could be his own gun (bonus to Shooting), the clothing of another (bonus to Armor), or any other item of his choice. The item now adds that bonus to the user's relevant trait or damage roll, or armor rating. No item may have more than a +3 bonus.

Stacking: Bonuses from items don't stack, so a ray gun +3 (Shooting) wielded by someone with targeting goggles +3 (Shooting) gets only the highest of the two.

Alternate: Rather than only allowing this to be used every time the character advances, it can be used as often as he wants. However, each point of modification costs \$1000 and takes a week of tinkering. If the arcane skill roll fails, the time and money are wasted.

Weird Chemist

Requirements: Novice, Arcane Background (Weird Science), Knowledge (Chemistry) d8+, Weird Science d8+

This Edge allows a Weird Scientist to manufacture drugs as one-shot devices.

To create a drug, the chemist needs access to at least a small lab (\$1000 and weighs 20 lbs), ingredients, and time. Creating a drug takes a number of hours equal to the Power Points being invested. The monetary cost of the ingredients is equal to \$100 per Power Point.

At the end of the required time, the chemist pays the relevant Power Points and monetary costs, and rolls the lower of his Weird Science or Knowledge (Chemistry).

Power Points invested in the drug recharge at the usual rate (normally one per hour). A chemist needn't take

the drug to get his Power Points back—given enough time, he can build up a supply of drugs for when he needs them.

If the skill roll is successful, the drug is complete. It can be imbibed as a single action by any living being, who then gains the benefits of the power. A basic combat drug, for example, might contain the *boost trait* power affecting the user's Vigor.

The effects of the drug are the same as the power. This includes any additional effects from raises on the original skill roll and any Power Points put in to extend the Duration. In general, only the following powers are suitable for use in drugs—*boost/lower trait*, *greater healing*, *healing*, *invisibility*, *quickness*, and *speed*.

Super Weird Chemist

Requirements: Seasoned, Chemist

Another way of creating drugs is to use Edges. The chemists needn't know the Edge he wishes to place in a drug, neither does he have to meet any of the requirements of the Edge.

Investing Edges in drugs still requires Power Points. Each Rank of the Edge requires 2 points, with each additional requirement adding a further point. If the Edge is an "improved" version, the chemist must place both Edges in the drug to get the "improved" effect.

A drug designed to prevent the user being affected by psionics, for example, would use Arcane Resistance. As a Novice rank Edge, this costs 2 Power Points. The Spirit d8+ requirement adds a further Power Point for a total of 3.

Using Improved Arcane Resistance instead would require 3 Power Points for Arcane Resistance and a further 2 because the Improved version is Novice rank with no further requirements.

Drugs granting Edges last for just 3 rounds. If the chemist wants a longer duration, he must add 1 Power Point for each extra round during manufacture.

The following Edges are suitable for use in drugs. Edges are listed alphabetically, though "improved" versions are listed after the basic Edge.

Arcane Resistance, Improved Arcane Resistance, Berserk, Charismatic, Combat Reflexes, Danger Sense, Fleet Footed, Frenzy, Improved Frenzy, Hard to Kill, Level Headed, Improved Level Headed, Luck, Great Luck, Mentalist, Nerves of Steel, Improved Nerves of Steel, Quick, Strong Willed.

Power Points allows the recipient to recharge 1d6 Power Points the instant the drug is taken. This should usually be reserved for psionics or sorcerers in most pulp games.



Making Monsters

There are three ways to populate your pulp world with monsters. The first two are easy, while the third is generally more fun.

First, steal them from other Savage Settings. If you need a big barbarian warrior living in the wilds of the Himalayas, steal an orc. Second, use the conversion guide in *Savage Worlds* to convert them from another system. Third, you can choose to build your own monsters from scratch. This section takes a brief look at the latter.

Monsters

Some of you may flick through a Savage Setting, stop to look at a monster, and think, “How did the author come up with that?” Want to know the secret? Imagination.

We’d like to tell you there’s a set of tables or a magic formula for making monsters—but there isn’t. Most pulp monsters are usually just normal creatures made more vicious. Constrictors don’t usually go out of their way to harm humans in the real world, but in the pulp world, they deadly. Okay, so there’s no tables, but there are some tips we can give you.

First, use common sense and what you know about the real world. If you’re going to make a gorilla, it should be strong (d10 or higher for Strength) with a high Vigor. It may be quite Smart (say a d6), but it still has animal intelligence. Although not much taller than a human, they have a greater bulk, so a Size +1 Special Ability is not unreasonable.

As for skills, it’s likely to have Climbing, Fighting, Intimidation, Notice and Stealth, but unless it’s been subjected to bizarre experiments, it isn’t going to use Piloting or Shooting.

Whatever traits you give your creatures, don’t worry too much about balancing them. Just keep in mind how tough it will be.

You don’t need to give a monster a high Toughness for it to be a challenge—assigning it a few nifty Special Abilities is just as good. A zombie pygmy cannibal may not be much of a foe in a stand-up fight, at least not without a hoard of friends for support, but with Paralysis (in the form of poison-tipped darts), it can take down a character with a single shot.

There are already a number of tools available to help you with creating monsters—use existing monsters as templates, look through the Special Abilities listing in the rulebook and base the creature around one of those, or check out powers attributed to mythological beasts. You want a really quick gorilla? Take the ogre stats from *Savage Worlds* and label them “Gorilla.” There, one gorilla ready to go cause havoc.

There’s no need to sweat buckets when you’re creating a new beast—chances are your group is either going to kill it or run away, depending on its strength. They’re very unlikely to cut the beast open or start analyzing how it came into existence. If they do, they’re missing the point of the pulp genre.

Villains

Villains more than monsters lie at the heart of a good pulp adventure. Pulp may have supernatural events or fierce monsters, but at the very core, the genre is about humans and the good and evil nature of our species. For that reason, pulp doesn’t usually have “gray” characters. You’re either a hero, or you’re a villain.

What we’re going to look at here is how to make a memorable pulp villain.

What's My Motivation?

Motivation is important to a pulp villain. After all, this is what makes them a villain and not just a bad person. Pulp villains usually have grandiose plans—they don't want to be rich, they want to be the richest person in the world. They don't collect trinkets from ancient tombs, like pottery or old coins—they can buy those. They want the artifacts that bring real power—the Ark of the Covenant, the Spear of Destiny, the Holy Grail, Excaliber, and such like. Pulp villains think big and they work grandiose plans. Rob a bank? Fah! Any villain worth his salt plans to rob Fort Knox.

Tied in to motivation is the villain's backstory. Motivation is what the villain plans of doing, but his backstory tells you why he is motivated.

Why does this villain want to be rich? What made the respectable collector of antiquities become thirsty for artifacts of power? Why did the mild-mannered son of a bank clerk join the hated SS and become a force of evil?

You don't have to write an entire backstory, but a villain with a believable history will impress your players more than just a stereotypical, "He's greedy because he likes the high life" villain.

Appearance

Pulp villains should have an appearance matching their motivation and nature. Think about the villain's motivation for doing what he does, why he's acting against the heroes, and give him a description to match. Here's some quick examples.

A greedy artifact collector isn't just greedy in nature, he's also overweight, reflecting his greed in a physical sense. A snitch who is going to turn the heroes over to the main villain has a weasel-like face. The Nazi officer is gaunt, almost skeletal, symbolizing that he works for an evil organization and that the good part of him is now dead.

Sure, clever players will quickly catch on to your descriptions, but that's okay—that's part of the fun of pulp. And you can always throw them for a loop. Maybe the greedy artifact collector is very skinny, showing that his hunger for power is eating him alive.

Game Mechanics

So now you've thought a bit about why the villain is a villain and what he looks like, it's time to dress him in game mechanics. By that, we mean his traits, Edges, Hindrances, and such like.

We said it in the *Savage Worlds* rulebook, but it bears repeating. The first thing to note, and the most important aspect of creating a villain's stats, is not to build him as you would a player character and level them up. Leave that for other games. For *Savage Worlds*, come up with a cool idea and assign suitable traits, Hindrances, and Edges.

Heck, you don't even have to worry about meeting Edge requirements if you don't want. If you want the evil big game hunter to have a Trademark Weapon but only a Shooting of d8, don't worry about it.

The only rule that matters is the Rule of Need. If the villain needs an Edge or Hindrance, regardless of his traits, then he has the Edge or Hindrance. You can even give villains Monstrous Abilities.

Monstrous Abilities? Sure, even a human can have a Monstrous Ability. All you need is a plausible reason for him to possess the talent. A Hardy villain may be a hulking Nazi mechanic who can shrug off lesser blows, for instance. Maybe an Ethereal villain received his power from a Tibetan mystic (although you could also handle that with an Arcane Background if you wanted his power to be limited).

Henchmen

There's two ways you can handle henchmen. If they're Extras, pick one of the archetypes from the list in this book and change the gear to suit your needs. There should be enough stock thugs to fill your niche. If you need a more powerful henchman, just take an archetype and turn it into a Wild Card. Don't reinvent the wheel.

Treasure

The creatures in this book have a new entry just above their Special Abilities—Treasure. This is the treasure table entry the GM rolls on when the group runs into the beast (see below).

If you have the *Fantasy* or *Pulp Gear Toolkit*, you can create or roll for a relic using the tables contained in those books. If you don't, you'll need to create something using the powers in the rulebook and your imagination.

Intelligent creatures use any special Treasure they have if possible, or may have it stored in their hideout somewhere if it's not immediately useful to them (a good reason to take prisoners).

Creatures of animal intelligence don't usually hoard treasure, but may have dragged former victims to their lair. Their possessions remain there, so a Tracking roll might lead the party to the thing's lair—and long-lost treasures.

Treasure Table

Treasure	Silver & Gold	Relic
Treasure Trove	1d10 x \$1000	100%
Rich	1d10 x \$500	50%
Worthwhile	1d10 x \$100	25%
Meager	1d10 x \$10	1%

Archetypes

Actor

Many pulp stories feature some sort of entertainer in a leading role, either as a sidekick, villain, or plot device. They might be an actor, singer, dancer, or musician. We've gone for actors here, but little needs to be changed to turn a starlet into a nightclub singer.

Leading Man

Leading men are rugged, handsome, and, perhaps most importantly, do their own stunts.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Climbing d6, Driving d6, Fighting d6, Guts d8, Intimidation d8, Notice d6, Persuasion d8, Riding d6, Shooting d6, Streetwise d4

Charisma: +4; **Pace:** 6; **Parry:** 5/6; **Toughness:** 6

Hindrances: Arrogant, Connections, Stubborn

Edges: Attractive, Charismatic, Rich

Treasure: Worthwhile, Rich in house

Gear: Rapier (Str+1, +1 Parry) if on set



Villainous Leading Man

Villainous actors may be spies or smugglers, using their fame and status to great effect. More importantly, they use the training they've picked up playing dashing pirates to thwart those pesky heroes trying to ruin their plans.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d6, Driving d6, Fighting d10, Guts d10, Intimidation d10, Notice d6, Persuasion d8, Riding d6, Shooting d8, Streetwise d4, Taunt d8

Charisma: +4; **Pace:** 6; **Parry:** 10/11; **Toughness:** 6

Hindrances: Arrogant, Stubborn

Edges: Acrobat, Attractive, Charismatic, Connections,

First Strike, Florentine, Frenzy, Improved Block, Lady Killer, Level Headed, Quick Draw, Rich, Strong Willed

Treasure: Worthwhile, Rich in house

Gear: Rapier (Str+1, +1 Parry) if on set

Starlet

Starlets are aptly named. Their star burns brightly as it ascends, only to wither and fade as old age sets in. Hollywood wants glamor and sex appeal, and the young starlet has that in buckets. She may not be much good in a fight, but her smoldering eyes and sensuous lips can open doors in very high places. Hubba-hubba.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Guts d4, Notice d6, Persuasion d10, Streetwise d4

Charisma: +6; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Big Mouth, Clueless

Edges: Charismatic, Connections, Rich, Very Attractive

Treasure: Worthwhile, Rich in house

Gear: Fur coat, small dog

Amazon Woman

Amazon women are another pulp staple. Dressed in leather bikinis, armed with primitive weapons, and yet with perfect makeup and hair, the Amazon woman can be a friend or foe to the heroes.

Amazon Warrior

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Boating d6, Fighting d8, Guts d6, Intimidation d8, Notice d6, Riding d8, Shooting d8, Swimming d6



Archaeologist

Archaeologists aren't professors setting in lecture halls. Well, they do that as well, but they're mainly field men, used to the rigors of jungle and desert, to avoiding lethal traps, and wooing the hearts of the ladies.

Typical Archaeologist

This represents a young archaeologist at the start of an exciting career, or a more traditional archaeologist who doesn't go in for swinging from ropes and dodging death traps.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Climbing d6, Driving d6, Fighting d6, Languages (at least one ancient language) d6, Lockpicking d6, Notice d8, Riding d6, Shooting d6, Stealth d6, Survival d6, Swimming d6

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Code of Honor, Heroic

Edges: Acrobat, Danger Sense, Dodge

Treasure: Meager (personal) or Rich (carrying artifacts)

Gear: Machete (Str+2), .44 revolver (12/24/48, 2d6+1, shots 6, AP 1)



Experienced Archaeologist

The experienced archaeologist has discovered dozens of lost tombs and avoided death more times than he cares to remember. Years of adventuring mean he's also handy in a scrap.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d10

Skills: Climbing d8, Driving d6, Fighting d8, Languages (at least three ancient language) d8, Lockpicking d8, Notice d10, Riding d8, Shooting d8, Stealth d6, Survival d8, Swimming d6

Charisma: +2; **Pace:** 8; **Parry:** 7; **Toughness:** 7

Hindrances: Code of Honor, Heroic

Edges: Acrobat, Charismatic, Combat Reflexes, Danger Sense, Dodge, Fleet Footed, Improvisational Fighter, Level Headed, Nerves of Steel

Treasure: Meager or Rich (if carrying artifacts)

Gear: Machete (Str+2), .44 revolver (12/24/48, 2d6+1, shots 6, AP 1), whip (Str+1, +1 Reach)

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 7 (1)

Hindrances: Loyal

Edges: Attractive, Woodsman

Treasure: Meager per 5

Gear: Leather (+1), spear (Str+2, +1 Parry), bow (12/24/48, 2d6)



Amazon Warrior-Princess

Every amazon tribe is led by a warrior-princess. Not only are they the best warrior in the tribe, but they're usually the best looking dame as well.

Attributes: Agility d10, Smarts d6, Spirit d10, Strength d8, Vigor d10

Skills: Boating d6, Fighting d12, Guts d10, Intimidation d10, Notice d8, Riding d10, Shooting d8, Swimming d6

Charisma: +4; **Pace:** 6; **Parry:** 10; **Toughness:** 8 (1)

Hindrances: Code of Honor, Loyal

Edges: Acrobat, Block, Combat Reflexes, Command, Fervor, Hold the Line, Level Headed, Natural Leader, Very Attractive, Woodsman

Treasure: Worthwhile

Gear: Leather (+1), long sword (Str+3), bow (12/24/48, 2d6)

Big Game Hunter

Whether stalking lions in Africa or tigers in India, big game hunters earn their living shooting big game (whether for tusks, pelts, or sport), leading rich tourists on safaris, or hiring themselves out as guides and scouts to expedition parties.

Typical Big Game Hunter

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d6, Driving d6, Fighting d6, Knowledge (local tribal dialect) d6, Notice d8, Riding d6, Shooting d8, Stealth d8, Survival d6, Tracking d8

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: —

Edges: Danger Sense, Giant Killer, Marksman, Steady Hands

Treasure: Meager

Gear: Sharps Big 50 (30/60/120, 2d10, Shots 1, AP 2), machete (Str+2)



Experienced Big Game Hunter

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Climbing d6, Driving d6, Fighting d8, Knowledge (local tribal dialect) d8, Notice d10, Riding d6, Shooting d12, Stealth d10, Survival d8, Tracking d10

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Hindrances: Outsider (gone native)

Edges: Danger Sense, Dead Shot, Giant Killer, Marksman, Steady Hands, Woodsman

Treasure: Meager

Gear: H&H Nitro Express (50/100/200, 2d10+1, shots 1 or 2, AP 4), machete (Str+2)



Chinese Mystic

We're not talking about monks or high-kicking martial artists here. Nope, the phrase "Chinese mystic" is a polite way of saying, "Crazy old Chinese sorcerer with really long fingernails."

As if his magic wasn't powerful enough to defeat most heroes by itself, he's also a competent martial artist to boot. And, of course, he has an army of thugs.

Attributes: Agility d6, Smarts d12, Spirit d12, Strength d8, Vigor d6

Skills: Fighting d10, Guts d12, Intimidation d8, Notice d6, Spellcasting d12, Taunt d10, Throwing d8

Charisma: -3; **Pace:** 6; **Parry:** 8; **Toughness:** 5

Hindrances: All Thumbs, Habit (squeaky voice), Mean, Overconfident, Stubborn, Vengeful (Major)

Edges: Arcane Background (Magic), Block, Combat Reflexes, Command, Fervor, Improved Dodge, Improved Level Headed, New Power, Power Points, Wizard

Treasure: Treasure Trove, always has 1d4 minor relics

Gear: Bendy sword (Str+3)

Powers: *Armor* (hard skin), *bolt* (green balls of light), *deflection* (weapons seem to pass straight through), *entangle* (paralysis), *fly* (wire-fu), *obscure* (cloud of smoke), *puppet* (glowing eyes), *smite* (chi power),

teleport (puff of smoke); 40 Power Points

Special Abilities:

- **Eunuch:** Power always comes at a price, and for the mystic it was his manhood. Called Shots to the mystic's groin by no extra damage.
- **Finger Nails:** Str +1, Reach 1.
- **Invulnerability:** Chinese mystics have performed special magic on themselves to become effectively immortal. However, they always have a weakness. What that is depends on what you need for your adventure, but it should come to light during the heroes' investigations. Damage from other sources can Shake the sorcerer, but it never causes a wound.

Cop

In most pulp settings the characters can blaze away with guns in public and there won't be a cop in sight. Why? Because the characters are the good guys, that's why, and as long as they behave, things are fine. However, if the characters need backup, or the villain can pull strings, the cops are always there.

If you run a space pulp game, just swap the regular guns for ray guns.

Beat Cop

Whether they are foot cops, riding in a squad car, or patrolling on bikes, the beat cops are the grunts who fight crime in the trenches day after day.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Driving d8, Fighting d8, Guts d6, Notice d6, Shooting d8, Throwing d6

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Loyal

Edges: Dodge

Treasure: Meager for each 3 cops

Gear: .44 revolver (12/24/48, 2d6+1, shots 6, AP 1), baton (Str+1), handcuffs. When the need arises, one in four police are issued with Tommy Guns (12/24/48, 2d6+1, ROF 3, Shots 50, AP 1, Auto).



Police Detective

Overweight, dressed in a shabby raincoat, and looking forward to retirement, the detective has seen it all, or so he thinks.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Driving d10, Fighting d8, Guts d8, Knowledge (Battle) d6, Notice d8, Shooting d8, Throwing d6

Charisma: +0; **Pace:** 5; **Parry:** 6; **Toughness:** 6

Hindrances: Loyal, Obese

Edges: Command

Treasure: Meager

Gear: .44 revolver (12/24/48, 2d6+1, shots 6, AP 1)



Shen Lung

All that is known to outsiders is that Shen Lung is not the true name of this Chinese criminal mastermind. The name Shen Lung, which means “spirit dragon,” seems to be a taunt to his enemies that he (or possibly she) is powerful, yet ephemeral, able to escape capture by assuming spirit form.

Shen isn’t interested in world domination or promoting any particular belief—he desires nothing less than to be Emperor of China.

Shen’s criminal network has spread across China, though it is strongest in Shanghai. His main base, however, is a monastery in the mountains. From here, Shen works to fulfill his ambition.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d6

Skills: Boating d6, Climbing d6, Fighting d10, Guts d10, Intimidation d10, Notice d8, Persuasion d6, Piloting d6, Shooting d6, Spellcasting d10, Stealth d6, Throwing d8

Pace: 7; **Parry:** 8; **Toughness:** 6

Hindrances: Bad Eyes, Greedy (Major), Obese, Vengeful (Major)

Edges: Acrobat, Arcane Background (Magic), Combat Reflexes, Command, Fervor, First Strike, Fleet Footed (d8 running die), Improved Dodge, Improved Frenzy, Improved Level Headed, Improved Nerves of Steel, Natural Leader, Quick, Very Rich

Treasure: Three Treasure Troves, in lair

Gear: Chinese flexible sword (Str+3)

Powers: *Deflection* (flurry of parries and dodges), *fly* (run up walls), *quickness* (blur of motion), and *teleport* (clap of thunder); 15 Power Points

Special Abilities:

- **Tattoos:** Shen Lung’s magic comes from a series of tattoos, rather than any innate talent. These are treated as Weird Science gizmos in that they each contain their own store of Power Points. However, Shen Lung suffers backlash as per a wizard rather than malfunction.

Cultist

Whether rich industrialists working on Wall Street or poor peasants from the slums of Cairo, cultists are drawn in by the promise of power. Few ever see this power, and remain pawns to be used by their unseen, masters.

Typical Cultist

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Notice d6, Stealth d6, Throwing d6

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Loyal (to cult)

Edges: —

Treasure: Meager for each 5 cultists

Gear: Ceremonial robes, dagger (Str+1)

Special Abilities:

- **Fanatical:** If a cultist is adjacent to a cultist priest, he takes the blow for his master. Any attack against the leader is instead made against the cultist.



Cultist Priest

At the top of every cult is the “high priest,” “grand wizard,” or some such high-titled lunatic. Most have supernatural powers, granted to them by their deity. Despite believing in the power of their “god,” they actually use arcane magic rather than invoke miracles.

The spell trappings are suggestions. Ideally, you should alter them to fit the nature of the cult the characters are facing.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d8, Spellcasting d10

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Arrogant

Edges: Arcane Background (Magic), New Power, Power Points

Treasure: Worthwhile

Gear: Ceremonial robes, cursed dagger (Str+3 damage; wounds can only be healed naturally).

Powers: *Bolt* (green bolt), *fear* (hallucinations), *obscure* (cloud of darkness), *puppet* (hypnotic voice), and *zombie* (special powder); 20 Power Points

Explorer

Explorers are the brave souls who travel the globe, bringing light to the darkness of unexplored territory. Some travel with only their native guides for company. Others work in large teams.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Driving d6, Fighting d4, Guts d6, Notice d6, Persuasion d6, Riding d6, Shooting d4, Survival d8, Tracking d6

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 6

Hindrances: Curious

Edges: Explorer, Woodsman

Gear: Machete (Str+2), survival gear



Femme Fatale

Sexy and deadly—two simple words that perfectly sum up the femme fatale. Her seductive ways and drop-dead gorgeous looks have lured many a man to an early grave. The femme fatale can be found as a villain or a henchman.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Driving d6, Fighting d4, Guts d6, Intimidation d8, Notice d6, Persuasion d12, Shooting d6, Taunt d10

Charisma: +6; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Quirk (outrageous flirt)

Edges: Charismatic, Femme Fatale, Very Attractive

Treasure: Meager

Gear: Derringer (5/10/20, 2d6+1, Shots 2, AP1)

Special Abilities:

- **Alluring:** Male characters suffer a -2 penalty to all attack rolls against a femme fatale.

G-Man

G-Men, or Government Men, are members of a federal agency. In America, this is usually the FBI. They're no-nonsense types, entrusted to protect their country against insurgents, spies, and organized criminals.

While G-Men are, technically, the good guys, many pulp stories employ a twist where the heroes are, temporarily at least, being hunted by the government.

Typical G-Man

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d6, Fighting d6, Guts d6, Intimidation d8, Notice d6, Shooting d8

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Loyal, Mean

Edges: Combat Reflexes, Dodge

Treasure: Meager, per 3 G-Men

Gear: Colt 1911 (12/24/48, 2d6+1, Shots 7, AP 1), fedora, trenchcoat

Experienced G-Man

An experienced G-Man may be a field supervisor or just a hardened veteran of too many busts. He's the

sort who believes the agency has gone soft, and fondly remembers the "good old days" of Prohibition, when cracking skulls was part of the job.



Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Driving d8, Fighting d8, Guts d8, Intimidation d10, Notice d8, Shooting d10

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Loyal, Mean

Edges: Combat Reflexes, Command, Improved Dodge, Level Headed, Rock and Roll, Steady Hands

Treasure: Meager

Gear: Colt 1911 (12/24/48, 2d6+1, Shots 7, AP 1) or Tommy Gun (12/24/48, 2d6+1, ROF 3, Shots 50, AP 1 Auto), fedora, trenchcoat



Immortal Queen

Whether she rules an ancient city atop a lost plateau or in the heart of a forbidding desert, or controls a temple in the deep jungle, the immortal queen is a classic pulp villain. She is kept alive through dark magic, which usually involves killing virgins and drinking their blood or draining the life from men through sex. We've gone for the later. Despite being a despot, she is head priestess as well, and commands unswerving loyalty from her primitive followers.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d4, Guts d8, Intimidation d8, Notice d6, Persuasion d12+1, Riding d6, Stealth d6

Charisma: +6; **Pace:** 6; **Parry:** 4; **Toughness:** 6

Hindrances: Bloodthirsty, Clueless (outside her city)

Edges: Charismatic, Command, Femme Fatale, Fervor, Hold the Line, Natural Leader, Very Attractive

Treasure: Treasure Trove, in lair

Gear: Skimpy costume, concealed knife (Str+1)

Special Abilities:

- **Life Drain:** If an immortal queen has sex with a man, the victim must make a Vigor roll opposed by the Queen's Spirit or lose one die of Vigor. If Vigor drops to zero, the queen has drained the victim's life force, killing him. Assuming the victim survives, lost Vigor returns at the rate of one die per day. Each die of Vigor keeps the queen youthful for a year.
- **Lure:** The Queen's unearthly beauty is hard to resist. She can use the *puppet* power using her Spirit as her arcane skill. Men have a -2 penalty to their roll to resist. She has 20 Power Points for this purpose.

Journalist

Journalists investigate potential headline-grabbing stories, even at the risk of their own lives. Some work

for newspapers, others for popular magazines, and a few are branching out into the new world of moving picture news.

Nosy

Nosy reporters are not above a bit of breaking and entering to rifle through confidential files or bribery if the story is worth the risk. The less scrupulous ones may even use blackmail to get tight lips to open.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Driving d6, Fighting d4, Guts d4, Knowledge (Photography) d8, Investigation d8, Lockpicking d6, Notice d8, Persuasion d8, Stealth d6, Streetwise d8

Charisma: -1; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Curious, Habit (Minor: smokes)

Edges: Investigator

Treasure: Meager

Gear: Camera, notepad, pencil

Plucky

The key difference between a nosy reporter and a plucky reporter is the latter is usually an attractive female caught up in the heroes' adventures by accident. Despite being a member of the fairer sex, the plucky reporter isn't afraid to stick her neck out to get a good story.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Driving d6, Fighting d4, Guts d8, Knowledge (Photography) d8, Investigation d8, Notice d8, Persuasion d8, Shooting d4, Streetwise d8, Taunt d8

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Curious, Pacifist (Minor), Stubborn

Edges: Attractive, Connections, Investigator

Treasure: Meager

Gear: Camera, notepad, pencil



Jungle Man

Raised by great apes when he was lost as a child in the jungle, the jungle man knows nothing about the civilized world. He speaks only broken English, but is fully conversant in the language of the local tribes. He understands animals better than any White Man.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d10, Fighting d10, Guts d8, Healing d6, Intimidation d6, Knowledge (local languages) d8, Notice d8, Riding d6, Stealth d8, Survival d10, Swimming d8, Throwing d8, Tracking d8

Charisma: +0; **Pace:** 8; **Parry:** 8; **Toughness:** 7

Hindrances: All Thumbs, Clueless, Curious, Heroic, Illiterate

Edges: Acrobat, Beast Bond, Beast Master, Brawny,

Danger Sense, Fleet-Footed, Giant Killer, Iton Jaw, Slugger, Woodsman

Treasure: None

Gear: Knife (Str+1)

Special Abilities:

- **Swinging:** The jungle man can move through trees at his full Pace and even run by swinging from vines and leaping between branches.



Jungle Boy

Ever wondered what Jungle Man was like as a boy? Well look no further!

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Climbing d8, Fighting d6, Guts d8, Intimidation d4, Knowledge (local languages) d6, Notice d6, Riding d6, Stealth d8, Survival d6, Swimming d6, Throwing d6, Tracking d4

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: All Thumbs, Clueless, Curious, Heroic, Illiterate, Young

Edges: Acrobat, Beast Bond, Beast Master

Treasure: None

Gear: Knife (Str+1)

Special Abilities:

- **Swinging:** Jungle boy can move through trees at a Pace of 4" per round by swinging from vines and branches. He rolls a d4 running die when swinging.

Knight

Yep, an honest-to-goodness knight in armor. He may be centuries old, preserved by some holy (or unholy) magic to ensure he carries out his duties as a guardian, or a member of an order of knights following an ancient tradition. Modern knights have Driving and Riding, while old knights use only Riding.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Driving d6, Fighting d8, Guts d8, Intimidation d8, Riding d6, Shooting d6, Stealth d6

Charisma: +0; **Pace:** 6; **Parry:** 8; **Toughness:** 8 (2)

Hindrances: Code of Honor, Vow

Edges: Block, Sweep

Treasure: Meager per 3 knights

Gear: Chainmail (+2), long sword (Str+3), shield (+1 Parry, +2 Armor against ranged attacks), horse

Mad Scientist

Mad scientist is a generic term for anyone who uses Weird Science. They may be Hans Zharkov type scientists, creating bizarre gizmos which seem to defy the laws of physics, or true visionaries with a grasp of

physics beyond the normal level of understanding. In pulp, it's usually the former.

Typical Mad Scientist

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Driving d6, Fighting d4, Guts d6, Knowledge (any two sciences) d8, Notice d6, Repair d8, Shooting d6, Weird Science d8

Charisma: -2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Outsider (crazy old fool)

Edges: Arcane Background (Weird Science), New Power

Treasure: Meager

Gear: Notepad, toolbelt

Gizmos: *Deflection* (magnetic repellent bracelet field), *speed* (rocket boots); 10 Power Points

Veteran Mad Scientist

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d6, Vigor d6



Skills: Driving d6, Fighting d6, Guts d6, Knowledge (any two sciences) d10, Notice d8, Repair d10, Shooting d6, Weird Science d12

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Outsider (crazy old fool)

Edges: Arcane Background (Weird Science), Gadgeteer, Mr. Fix It, McGyver, New Power, Power Points, Rapid Recharge

Treasure: Worthwhile

Gear: Notepad, toolbelt

Gizmos: *Deflection* (magnetic repellent bracelet field), *invisibility* (gravimetric light distortion field), *speed* (rocket boots); 25 Power Points

Evil Mad Scientist

Many mad scientists create gizmos for the benefit of mankind. A few, however, use their knowledge for more dastardly ends. They may be the head of a criminal organization (one with super soldiers using gizmos), or work for an evil organization (like the Nazis) as a trusted lieutenant. Whatever their cause, they support it willingly.

Attributes: Agility d6, Smarts d12, Spirit d8, Strength d6, Vigor d6

Skills: Driving d6, Fighting d6, Guts d6, Healing d6, Knowledge (any two sciences) d12, Intimidation d8, Notice d8, Repair d10, Shooting d6, Weird Science d12

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Arrogant, Delusional (megalomaniac)

Edges: Arcane Background (Weird Science), Gadgeteer, Mr. Fix It, McGyver, New Power, Power Points, Rapid Recharge

Treasure: Worthwhile

Gear: Toolbelt

Gizmos: *Armor* (metal plates that fold out around his body), *bolt* (electric rifle), *invisibility* (gravimetric light

distortion field), *puppet* (hypno-ray), *stun* (shock glove); 30 Power Points

Man of Mystery

With his identity concealed beneath a cloak, wide-brimmed hat, and handkerchief, the mystery man stalks the streets at night righting wrongs and punishing evildoers. He knows a few mental tricks, taught to him by Tibetan monks while he was exploring the world, seeking to find his true identity.

By day, however, the man of mystery holds an important position in society, usually as a wealthy industrialist, newspaper owner, or other such role.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Climbing d6, **Deflection* d10, Driving d8, Fighting d8, Guts d10, Intimidation d8, Investigation d8, Lockpicking d6, Notice d6, **Puppet* d10, **Quickness* d8, Shooting d10, Stealth d10, Throwing d8

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Heroic, Loyal, Overconfident

Edges: Acrobat, Ambidextrous, Arcane Background (Super Powers), Charismatic, Connections, Improved Dodge, Improved Level Headed, Two-Fisted, Very Rich

Treasure: Meager

Gear: 2 x Colt 1911 (12/24/48, 2d6+1, Shots 7, AP 1)

***Powers:** *Deflection* (super dodge), *puppet* (piercing eyes), *quickness* (rapid reflexes) d8 skill in all powers; 20 Power Points

Martial Artist

Martial arts is common in pulp settings, mainly because it looks cool. Although it is possible for martial artists to be heroes, the art is more commonly found among villains.

Martial Artist Thug

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d8, Guts d8, Intimidation d6, Notice d6, Stealth d6, Throwing d6

Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Loyal

Edges: Acrobat, Ambidextrous, Frenzy, Slugger

Treasure: Meager, per 3 martial artist thugs

Gear: Fists/Feet (Str), Martial arts weapons (Str+2)



Experienced Martial Artist

Experienced martial artists are usually masters of at least two different styles.

Henchmen

Pulp villains often have henchmen, lieutenants, or other underlings in their employ. Thugs can easily be handled as Extras, but henchmen are more important, usually named, individuals. So are they Extras or Wild Cards?

Well, if you make them Extras, they're too easy to despatch, and a good henchman should be tougher than his minions. On the other hand, if you make them a Wild Card, they may be too tough, indeed they'll likely be tougher than those whom they serve, which can seem a little odd.

One option is to take the middle ground, and make them Wild Extras. Here's two examples of making a Wild Extra henchman.

The first is to give them wound levels, like a Wild Card, but no Wild Die. This makes them harder to put down.

The second option is to allow them a Wild Die, but not give them any wound levels. Like an Extra, they're either fine, Shaken, or wounded, they just stand a little better chance when making their rolls.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Climbing d8, Fighting d12, Guts d10, Intimidation d10, Notice d6, Stealth d10, Throwing d10

Charisma: +0; **Pace:** 8; **Parry:** 11; **Toughness:** 7

Hindrances: Arrogant

Edges: Acrobat, Combat Reflexes, Command, First Strike, Fleet Footed, Hard to Kill, Improved Block, Improved Dodge, Improved Frenzy, Improved Level Headed, Improved Nerves of Steel, Slugger, Sweep, Two-Fisted.

Treasure: Meager

Gear: Fists/Feet (Str), Martial arts weapons (Str+2)

Special Abilities:

- **Lethal Hands:** The martial artist's natural weapons do lethal damage.

Mechanic

Many pulp heroes make use of souped up cars or planes, and a good mechanic is worth his weight in gold. They may not be one for social activities, but they can fix a car engine quicker than a flash.

Typical Mechanic

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Driving d6, Fighting d4, Guts d6, Knowledge (Electric) d6, Knowledge (Mechanics) d6, Lockpicking d6, Notice d6, Piloting d6, Repair d8, Shooting d4

Charisma: -2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Outsider (lack of social skills and covered in grease)

Edges: Mr Fix It, McGyver

Treasure: Meager

Gear: Toolbelt, designs for a new vehicle modification



Experienced Mechanic

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d8, Vigor d8

Skills: Driving d6, Fighting d4, Guts d6, Knowledge (Electricity) d8, Knowledge (Mechanics) d10, Lockpicking d8, Notice d6, Piloting d6, Repair d12, Shooting d4, Weird Science d6

Charisma: -2; **Pace:** 6; **Parry:** 4; **Toughness:** 6

Hindrances: Outsider (lack of social skills)

Edges: Gadgeteer, Mr Fix It, McGyver

Treasure: Meager

Gear: Toolbelt, designs for a new vehicle modification

Special Abilities:

- **Gadgeteer:** Mechanics aren't true Weird Scientists, but they do have some crazy ideas. As such, they can use the Gadgeteer Edge, have a Weird Science skill of d6, and have just 10 Power Points. They cannot build permanent gizmos, however, unless they take the Arcane Background (Weird Science) Edge.

Media Mogul

Media moguls may control newspapers, magazines, movie companies, radio stations, or the whole lot in one vast empire. Good-hearted media moguls are rare in pulp games. After all, we all know that power corrupts. Media moguls have the power to make or break reputations through their various media channels.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Driving d4, Fighting d4, Guts d6, Intimidation d10, Notice d6, Persuasion d8, Shooting d6, Streetwise d10, Taunt d8

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Arrogant, Greedy (Minor)

Edges: Connections, Strong Willed, Very Rich

Treasure: Rich, Treasure Trove in lair

Gear: Cane (Str+1)

Special Abilities:

- **Make or Break:** The mogul can make or break reputations. After a month of intense media coverage about a person, the mogul makes a Persuasion roll.

Each success and raise increases or lowers the victim's Charisma by one point (mogul's choice). Charisma returns to normal at the rate of one point per month after the blitz ends. The mogul may continue the media blitz, causing a cumulative effect.

Mesmerist

Mesmerism, the art of hypnosis and low-level telepathy, is popular in pulp games. In *Savage Worlds*, this is covered by the Psionics Arcane Background.

Typical Mesmerist

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Guts d6, Healing d6, Intimidation d6, Notice d8, Psionics d8, Shooting d4, Stealth d6, Taunt d6

Charisma: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: —

Edges: Arcane Background (Psionics), Mentalist

Gear: Pocket watch

Psionic Powers: *Healing* (mind over matter), *puppet* (hypnosis), and *speak language* (telepathy); 10 Power Points.



Veteran Mesmerist

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Guts d8, Intimidation d8, Notice d8, Psionics d12, Shooting d8, Stealth d6, Taunt d10

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: —

Edges: Arcane Background, Mentalist, New Powers, Power Points

Gear: Pocket watch

Psionic Powers: *Deflection* (precognition), *healing* (mind over matter), *puppet* (hypnosis), *speak language* (telepathy), and *teleport* (dematerialization); 30 Power Points.

Native Bearer

Whether they're exploring the jungles of Mexico, the deserts of Africa, or the mountains of Nepal, the heroes need someone to carry their luggage, and that's where the native bearers come in. They're not combatants and are likely to flee at the first sign of trouble.

In true pulp fashion, at least one bearer is probably in the villain's employ and turns on the party or sabotages their gear at the most inopportune time.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d6

Skills: Climbing d6, Fighting d4, Guts d4, Notice d6,

Survival d6, Swimming d6

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 6

Hindrances: —

Edges: Brawny

Treasure: Meager per 10 bearers

Gear: Knife (Str+1)

Nazis

What pulp game set in the late 1930's doesn't have Nazis?

Before the war, Hitler was greatly interested in gathering occult items and knowledge to use as weapons in his planned conquest of Europe. His armies explored everywhere from Mexico to Antarctica and Tibet to Egypt in search of relics.

Typical Wehrmacht Soldier

These soldiers are members of the Wehrmacht or Afrika Corps. They are not as brutal as SS soldiers, but are no less loyal to their officers' (if not Hitler's) cause.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Driving d6, Fighting d6, Guts d8, Intimidation d6, Notice d6, Shooting d6

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Loyal

Edges: Rock and Roll

Treasure: Meager per 5 soldiers

Gear: Helmet (+3), MP40 (12/24/48, 2d6, ROF 3, Shots 32, AP 1), four Potato Masher grenades (5/10/20, 3d6-2, MBT), dagger (Str+1)

Hulking Soldier

These thugs are built like brick outhouses and specialize in pounding people with their fists or with tools they have to hand.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d10

Skills: Driving d6, Fighting d10, Guts d8, Intimidation d8, Notice d6

Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 8

Hindrances: Loyal

Edges: Brawny, Combat Reflexes, First Strike

Treasure: None

Gear: Big wrench (Str+2)

Special Abilities:

- **Hardy:** Hulking soldiers do not suffer a Wound from being Shaken twice.

Motorcycle Crew

Every good pulp adventure needs a chase, and what better way to kill two birds with one stone than involving Nazis as well. Both crew of a motorcycle-sidecar, driver



Joseph Kampfer

SS Sturmbahnführer Joseph Kampfer is one of Hitler's most trusted occultists. The son of an explorer and a school teacher, Kampfer spent his early years traveling the world, and became fascinated with the magical traditions of the world's cultures.

After graduating from university Kampfer began studying the occult with growing fanaticism. Years of research finally paid off when he discovered an actual occult text containing real magic.

When Hitler came to power, Kampfer joined the Nazi Party and began his rise to power. Hitler's own interest in the occult has served Kampfer well, and he now runs a covert branch of the SS tasked with finding and retrieving occult artifacts for use in the forthcoming war. Although Kampfer appears to be a loyal Nazi, he actually has his eyes set firmly on replacing Hitler as head of the Third Reich. Hitler is blind to Kampfer's ambition, and has recently ordered him to begin training SS officers in the use of magic.

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d8, Vigor d10

Skills: Driving d6, Fighting d6, Guts d10, Intimidation d10, Knowledge (Arcana) d10, Notice d6, Spellcasting d12, Stealth d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 7

Hindrances: Bloodthirsty, Greedy (Major), Overconfident, Vengeful (Major)

Edges: Arcane Background (Magic), Attractive, Combat Reflexes, Command, Fervor, Improved Level Headed, Power Points, Soul Drain, Strong Willed, Wizard

Treasure: Meager, but always 1d6 relics

Gear: Walther (12/24/48, 2d6, Shots 7, AP 1)

Powers: *Armor* (weapons stop short), *blast* (fireball), *bolt* (Death's Head shaped energy), *boost/lower trait* (word of power), *detect/conceal arcana* (chanting), *environmental protection* (glows slightly), *fear* (threats), *invisibility* (word of power), *puppet* (commanding voice), *speak language* (interrogation), and *stun* (word of power); 40 Power Points.

and sidecar gunner, share the same traits.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Driving d8, Fighting d6, Guts d8, Intimidation d6, Notice d6

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Loyal

Edges: Rock and Roll, Steady Hands

Treasure: Meager per pair

Gear: Helmet (+3), Walther PPK (12/24/48, 2d6, Shots 7, AP 1) or MG42 (30/60/120, 2d8+1, ROF 3, Shots 250)

Gestapo Agent

Whether working in the frigid climes of Antarctica or the sweltering deserts of Africa, the Gestapo agent is instantly recognizable by his leather coat and gloves.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Driving d6, Fighting d6, Guts d8, Intimidation d10, Notice d6, Shooting d6, Stealth d6, Taunt d8

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Loyal (to Hitler), Mean

Edges: Strong Willed

Treasure: Meager

Gear: Walther PPK (12/24/48, 2d6, Shots 7, AP 1)

SS-Stormtrooper

Clad in black uniforms adorned with the twin victory runes and the skull and crossbones collar badges, the SS are Hitler's elite soldiers. They are fanatical opponents, not prone to taking prisoners.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Driving d8, Fighting d8, Guts d8, Intimidation d8, Notice d8, Shooting d8

Charisma: -4; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Hindrances: Bloodthirsty, Loyal

Edges: Combat Reflexes, Dodge, Rock and Roll

Treasure: Meager per 5 soldiers

Gear: Helmet (+3), MP40 (12/24/48, 2d6, ROF 3, Shots 32, AP1), four Potato Masher grenades (5/10/20, 3d6-2, MBT), knife (Str+1)

Special Abilities:

- **SS Runes:** SS victory runes grant the wearer a +1 bonus to Toughness and rolls to resist Tests of Will.



SS-Officer

For some unexplained reason, SS officers in pulp settings usually hold the rank of Sturmbahnführer (SS Major). These stats work well for any field rank (from Lieutenant to Lt. Colonel). They are coldhearted bullies, with little regard for human rights or the rules of warfare. They also get a kick from slapping prisoners with their leather gloves.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength

d6, Vigor d8
Skills: Fighting d6, Guts d6, Intimidation d8, Notice d6, Shooting d8, Taunt d6
Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 7
Hindrances: Loyal, Mean
Edges: Command, Hold the Line, Strong Willed
Treasure: Meager.
Gear: Walther PPK (12/24/48, 2d6, Shots 7, AP 1), SS uniform
Special Abilities:
 • **SS Runes:** SS victory runes grant the wearer a +1 bonus to Toughness and rolls to resist Tests of Will.



SS-Occultist

Hitler's fascination with the occult goes a step further than reality in many pulp settings. The occultist is an SS officer who has studied ancient tomes and learned dark magic. They are usually only seen in the field when an important relic needs recovering.
Attributes: Agility d8, Smarts d10, Spirit d12, Strength d8, Vigor d10
Skills: Driving d6, Fighting d6, Guts d10, Intimidation d8, Knowledge (Arcana) d8, Notice d6, Spellcasting d10, Stealth d6
Charisma: -6; **Pace:** 6; **Parry:** 5; **Toughness:** 8
Hindrances: Bloodthirsty, Mean, Overconfident
Edges: Arcane Background (Magic), Combat Reflexes, Command, Level Headed, New Power, Power Points, Strong Willed, Wizard
Treasure: Meager, but 50% chance of a relic
Gear: Walther PPK (12/24/48, 2d6, Shots 7, AP 1), magical talisman
Powers: *Armor* (weapons stop short), *bolt* (Death's Head shaped energy), *boost/lower trait* (word of power), *environmental protection* (glows slightly), *fear* (threats), *invisibility* (word of power), *puppet* (commanding voice), and *speak language* (interrogation); 30 Power Points.
Special Abilities:
 • **SS Runes:** SS victory runes grant the wearer a +1 bonus to Toughness and rolls to resist Tests of Will.

SS-Scientist

Most scientists are accorded the honorary rank of Sturmbahnführer, placing them as middle managers in the military structure. Few soldiers will take orders from a scientist, and few scientists are willing to challenge a battle-hardened veteran because he failed to salute properly. Scientists range from rocket engineers to geneticists. If you want a Nazi Weird Scientist, take one of the Mad Scientist archetypes and slap the SS Runes Special Ability onto it.
Attributes: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d4, Guts d8, Intimidation d6, Knowledge (any two) d8, Repair d6, Shooting d6
Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 6

Hindrances: Loyal
Edges: Dodge, Scholar
Treasure: Meager
Gear: Walther PPK (12/24/48, 2d6, Shots 7, AP 1), SS uniform
Special Abilities:
 • **SS Runes:** SS victory runes grant the wearer a +1 bonus to Toughness and rolls to resist Tests of Will.

Ninja

Clad in black pajamas and armed with shuriken (throwing stars), ninja are part spy, part assassin, part warrior, and, with experience, part mystic. Although typically found working for Oriental villains, they are willing to hire their services to Western barbarians if the price is right.

Typical Ninja

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8
Skills: Climbing d8, Fighting d6, Guts d8, Intimidation d6, Lockpicking d8, Notice d8, Shooting d6, Stealth d8, Swimming d6, Throwing d8
Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 8
Hindrances: —
Edges: Acrobat, Quick Draw, Thief
Treasure: Meager per 5 ninja
Gear: Ninjato sword (Str+2), shuriken (3/6/12, Str+1, RoF 3), smoke pellets (2/4/8, Small Burst Template, -6 to see or attack through template, lasts 3 rounds)

Experienced Ninja

Experienced ninja have been taught secret techniques for disabling opponents quickly, and magical powers allowing them to become invisible or hypnotize foes. They are also masters of stealth.
Attributes: Agility d12, Smarts d8, Spirit d10, Strength d8, Vigor d8
Skills: Climbing d10, Fighting d8, Guts d8, Intimidation d8, Lockpicking d10, Notice d10, Shooting d8, Spellcasting d8, Stealth d12, Swimming d6, Throwing d10
Charisma: +0; **Pace:** 8; **Parry:** 7; **Toughness:** 8
Hindrances: —
Edges: Acrobat, Arcane Background (Superpowers), Block, Combat Reflexes, Dodge, Fleet Footed, Level Headed, Quick Draw, Thief
Treasure: Meager
Gear: Ninjato sword (Str+2), shuriken (3/6/12, Str+1 RoF 3), smoke pellets (2/4/8, Small Burst Template, -6 to see or attack through template, lasts 3 rounds)
Special Abilities:
 • **Ninja Death Blow:** A ninja can perform two special attacks. He must declare which attack he is making

Fanatics

You planned the climatic end-of-adventure battle to the last detail. The battle was set to be an epic struggle between the villain and his thugs and the heroes, all set to the ticking of an atomic bomb heading toward zero.

What should have been a tense fight against the clock ended in two rounds as the gun-tooting heroes blasted the villain to pieces and scattered the demoralized mooks.

Here's a very simple trick to prevent the untimely death of villains. You can use this simply to extend a fight (so they get to use their cool powers) or to allow them chance to get away (and come back later seeking revenge).

Any Extra within 1" of a villain becomes fanatical, sacrificing his life so his master can live. Any attack made against the villain is instead made against one of the Extras of your choice, as he leaps in the way of the sword, fist, or bullet with his master's name on it.

This simple setting rule can ensure the longevity of your evil overlords and force players to think of creative ways to separate the minions from their masters.

before he makes his attack roll. If the Fighting roll is not a raise, he delivers normal punch damage.

- **Bone Breaking:** A ninja scoring a raise on a Fighting roll with his bare hands has struck with bonebreaking force. The victim must make a Vigor roll at -2 or make an immediate roll on the Injury Table. Unless the attack also delivered a Knockout Blow, the injury is always temporary (see the Injury Table in *Savage Worlds*).
- **Nerve Strike:** A ninja who scores a raise on a Fighting roll using his bare hands has struck a nerve center. The victim must make a Vigor roll at -2 or be paralyzed for 2d6 rounds.
- **Powers:** Ninja have 15 Power Points and know the following powers with a d8 skill die: *boost trait* (mind over matter), *deflection* (iron hand to block blows), *invisibility* (mystic sign), *puppet* (hypnotism), and *speed* (super speed).

Noble

Nobles range from knights of the realm through to kings and queens, and are common in Western Europe,

among other places. Most come from hereditary noble families, able to trace their ancestry back to some ancient event.

Pulp nobles are either corrupt villains trying to restore the family honor, misguided buffoons serving a cause they do not understand, or bored rich folk seeking high adventure.

This set of stats is for a typical noble, trained to shoot game birds and knowing a little pugilism from his days at college. What he lacks in combat prowess and useful skills, he more than makes up for in the size of his bank account.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Fighting d6, Guts d8, Intimidation d8, Notice d6, Persuasion d6, Riding d8, Shooting d6

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Various.

Edges: Connections, Noble, Very Rich

Treasure: Worthwhile on person, Rich in home

Gear: Whatever he wants

Occult Investigator

Depending on your setting, an occult researcher might be a wizened sage who consults ancient tomes, an archaeologist who has seen inhabitants of ancient tombs rise from the dead, or a nosy reporter who stumbled onto Something Men Should Not Know. What they all have in common is in-depth knowledge of the occult and the skills to find more information.

Typical Occult Investigator

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Guts d4, Investigation d8, Knowledge (Occult) d8, Notice d6, Streetwise d8

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Bad Eyes

Edges: Investigator

Treasure: Worthwhile

Gear: Notebook, pens, at least one small occult tome.



Veteran Occult Investigator

Veteran occult researchers have expanded their knowledge of the supernatural with a little fieldwork, though they are not usually suited for this life.

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Guts d8, Investigation d10, Knowledge (Legends) d10, Knowledge (Occult) d12,

Notice d8, Persuasion d6, Streetwise d10
Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: Bad Eyes
Edges: Connections, Investigator, Scholar
Treasure: Worthwhile
Gear: Notebook, pens, at least one small occult tome

Pilot

Airplanes, or rocketships, are an important part of many pulp stories. Not only do they allow for some stirring action scenes, but they allow heroes to travel large distances very quickly, which is very handy for keeping the adventurer running at breakneck speed.

Typical Pilot

This may be an airline pilot, a Zeppelin pilot, a crop duster with a plane for hire, a member of the armed forces, or even a rocketship pilot blasting through the skies.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d6, Fighting d6, Guts d6, Intimidation d6, Notice d6, Piloting d8, Repair d4, Shooting d6

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6 (1)

Hindrances: —

Edges: Steady Hands

Treasure: Meager per 3 pilots

Gear: Flying jacket (+1), Colt 1911 pistol (12/24/48, 2d6+1, Shots 7, AP 1)



Flying Ace

Flying aces may be stunt pilots amusing crowds with their daring loops and rolls or they could be true aces, having shot down at least five enemy aircraft in battle. Either way, they're good at their job, and they know it.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Driving d6, Fighting d6, Guts d10, Intimidation d6, Notice d8, Piloting d12, Repair d4, Shooting d10

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 7 (1)

Hindrances: Arrogant

Edges: Ace, Dead Shot, Improved Level Headed, Steady Hands

Treasure: Meager

Gear: Flying jacket (+1), Colt 1911 (12/24/48, 2d6+1, Shots 7, AP 1)

Pirate

Pirates earn a living by attacking other ships, and stealing their cargo, or indeed the ships themselves. They may even take prisoners for ransom. Pirates haunt most

pulp setting, from the age old haunts of the Caribbean and the South China Sea, to the asteroid fields of a pulp game. In a space or airplane oriented pulp game, we're talking about the latter, obviously, so swap Boating for Piloting.

Typical Pirate

Typical pirates may be ex-military personnel gone bad, deserters, or just criminals unwilling to earn an honest living. Most are mean, but are not usually bloodthirsty unless their officers condone that sort of thing.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Boating d6, Fighting d6, Intimidation d6, Notice d6, Shooting d6, Stealth d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Greedy, Mean

Edges: —

Treasure: Meager per 3 pirates

Gear: Cutlass (Str+3) or machete (Str+2). A few may have old blackpowder weapons. Modern firearms are usually restricted to trusted crewmembers.

Pirate Officer

Some pirates actually live long enough to become masters of their own vessels, possibly even commanding a fleet of ships. They are usually among the meanest and most bloodthirsty pirates.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Boating d8, Fighting d8, Intimidation d8, Notice d8, Shooting d8, Stealth d8, Taunt d8

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Hindrances: Greedy, Mean, Wanted

Edges: Ace, Block, Combat Reflexes

Treasure: Worthwhile

Gear: Cutlass (Str+3), Colt 1911 (12/24/48, 2d6+1 AP1)



Pirate Captain

Pirate captains command one or more pirate ships. Strong bands may have a permanent base, such as a deserted island. When this occurs, the captain usually remains in the base to coordinate raids led by his officers.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Boating d10, Fighting d10, Intimidation d10, Notice d8, Shooting d8, Stealth d8, Taunt d8

Charisma: -2; **Pace:** 6; **Parry:** 8; **Toughness:** 6

Hindrances: Greedy, Mean, Wanted

Edges: Ace, Block, Combat Reflexes, Command, Inspire, Nerves of Steel

Treasure: Rich

Gear: Cutlass (Str+3), Colt 1911 (12/24/48, 2d6+1, AP1)

Hordes of Extras

Watch any good pulp film and you'll see the heroes taking down scores of thugs without pausing for breath. Now, *Savage Worlds* is already Fast! Furious! and Fun! and Extras don't take a lot to take down, but there is room for maneuvering.

Even with such a fast system, a few bad die rolls can mean Extras remain a threat for a long time, and Extras armed with Tommy guns can cause a lot of damage to heroes in a very short time.

One way of ensuring that Extras go down quickly is to remove the Shaken status. An Extra would either be healthy or knocked out. In short, if you equal or exceed an Extra's Toughness, he's out of the fight. This does mean your heroes are much larger than life, so you don't have to use this for every Extra, just the real mooks who are totally incidental to the main plot.

If you use this setting rule for Extras, you can then allow henchmen to act as regular Extras, rather than using one of the optional ideas presented in the sidebar on page 30.

Private Investigator

Gumshoe and private dick are just two of the more colorful terms used to P.I.s. Most work out of shabby offices, manned by a secretary who hasn't been paid in a month of Sundays, and spend most of their days finding missing pets or watching cheating husbands. Occasionally though, a real case comes along.

Typical P.I.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Driving d6, Fighting d6, Gambling d6, Guts d6, Intimidation d6, Investigation d6, Lockpicking d6, Persuasion d6, Shooting d6, Stealth d6, Streetwise d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Code of Honor, Habit (gum or smokes)

Edges: Alertness, Investigator

Treasure: Meager

Gear: S&W .44 (12/24/48, 2d6+1, shots 6, AP 1),



Experienced P.I.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Driving d6, Fighting d8, Gambling d6, Guts

d8, Intimidation d8, Investigation d8, Lockpicking d8, Persuasion d8, Shooting d8, Stealth d6, Streetwise d10

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Code of Honor, Habit (gum or smokes)

Edges: Alertness, Connections, Dodge, Investigator, Level Headed, Nerves of Steel

Treasure: Meager

Gear: S&W .44 (12/24/48, 2d6+1, shots 6, AP 1),

Professor

Whereas archaeologists are field men and scientists actually build things, professors are academic types. The terms covers everything from old men to attractive young research assistants, but whatever form they take, professors are most at home in the classroom or researching material in a library.

As with scientists, good professors (as opposed to villainous ones) are often the target of kidnapping attempts by villains who seek their knowledge for their evil schemes.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6

Skills: Driving d6, Fighting d4, Investigation d10, Knowledge (History or Math) d10, Knowledge (Ancient Literature or Theoretical Physics) d8, Persuasion d6

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Clueless (outside their speciality). Bad Eyes, Elderly, and Pacifist are also typical Hindrances.

Edges: Investigator, Scholar

Treasure: Meager

Gear: Research papers

Pugilist Henchman

This bruiser doesn't need any weapons other than his own two fists, which are as hard as iron and as fast as lightning. Depending on your views of henchmen, you can leave this guy as an Extra, or promote him to full Wild Card status.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d10, Guts d8, Intimidation d10, Notice d6, Stealth d6

Charisma: +0; **Pace:** 6; **Parry:** 9; **Toughness:** 7

Hindrances: Arrogant, Overconfident

Edges: Ambidextrous, Brawny, Combat Reflexes, First Strike, Improved Block, Improved Frenzy, Iron Jaw, Slugger, Sucker Punch, Sweep, Two Fisted

Treasure: Meager

Gear: None

Special Abilities:

- **Hands of Iron:** The pugilist can inflict lethal damage with his fists, if he chooses.

Pygmy

Most pulp stories were written back in the 1930's, when modern sensibilities and political correctness were unheard of. As such, pygmies are often used in pulp stories as villains. In your pulp game, they could just as easily be on the side of the heroes, helping to defeat a villain who has despoiled their land.

Pygmy Warrior

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d6, Guts d6, Intimidation d6, Notice d6, Shooting d6, Stealth d8, Survival d6, Swimming d6, Throwing d6

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 4

Hindrances: All Thumbs, Small

Edges: Woodsman

Treasure: Meager per 5 warriors

Gear: Spear (Str+2, +1 Parry), blowgun (2/4/8, 1d6+1)

Special Abilities:

- **Paralysis (+0):** Pygmies dip their blowgun darts into paralyzing poison. Anyone Shaken or wounded by a paralysis dart must make a Vigor roll or be paralyzed for 2d6 rounds.
- **Poison (+0):** Some poison darts are coated with curare or other such deadly poisons. Anyone Shaken or wounded by a poison dart must make a Vigor roll or suffer an automatic wound. Deadlier poisons, which give a penalty to the Vigor roll, are sometimes used.



Pygmy Chief

Every tribe is led by a chief. In some tribes this is a hereditary title, but in others the best warriors compete for the right to lead the tribe.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Climbing d6, Fighting d10, Guts d8, Intimidation d10, Notice d6, Shouting d8, Stealth d6, Survival d6, Swimming d6, Throwing d8

Charisma: +0; **Pace:** 6; **Parry:** 8; **Toughness:** 5

Hindrances: All Thumbs, Small

Edges: Combat Reflexes, Command, Fervor, Frenzy, Woodsman

Treasure: Meager

Gear: Spear (Str+2, +1 Parry)



Pygmy Shaman

Pygmies are usually animists, believing in spirits rather than arcane magic or organized religion. At the heart of their rituals is a shaman. This particular shaman is a follower of the lion spirits, and has spell trappings to suit. You should devise new trappings as required.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength

d6, Vigor d8

Skills: Climbing d6, Faith d8, Fighting d4, Guts d8, Intimidation d10, Stealth d6, Survival d6, Swimming d6, Throwing d8

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: All Thumbs, Small

Edges: Arcane Background (Miracles), New Powers, Power Points

Treasure: Meager, but with a 50% chance of a relic

Gear: Spear (Str+2, +1 Parry)

Powers: *Bolt* (spiritual lion's claws), *obscure* (causes vegetation to grow), *quickness* (catlike reflexes), *shape change* (lion only), *speed* (lion's speed)



Rocketeer

Rocketeers can be heroic types using their special gear to protect innocents or Nazi stormtroopers issued with a revolutionary new piece of hardware.

Their flying suit resembles plate armor, though with fins on the forearms and calves to help steering. The helmet has a large fin mounted on the top as well. The rocket pack attaches to the back plate of the armor with powerful magnetic clamps.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Guts d8, Notice d6, Piloting d10, Shooting d8, Stealth d6

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 8 (2)

Hindrances: Overconfident

Edges: Combat Reflexes, Dodge, Level Headed

Treasure: Meager

Gear: Armored flying suit (+2), rocket pack (Pace 48, Acc 8, Climb 24), Colt 1911 (12/24/48, 2d6+1, Shots 7, AP 1)

Scientist

Scientists are hands-on boffins, unlike their academic cousins, the professors. They run the gamut of sciences, covering everything from chemistry to atomic physics. In a pulp setting, scientists are often found as potential kidnap victims, evil genius villains, or allies the heroes can turn to in order to help solve a problem.

Note that these type of scientists don't go in for weird stuff. They stick to the tried and tested scientific methods, and tend to frown on practitioners of more esoteric arts as being crackpots, and lacking practical foundation.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d6, Vigor d6

Skills: Driving d6, Fighting d4, Investigation d6, Knowledge (Chemistry, Physics, or Rocketry) d10, Knowledge (Biology or Mechanics) d8, Repair d6

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Clueless (outside their speciality). Bad Eyes, Elderly, and Pacifist are also typical Hindrances.

Edges: Scholar

Treasure: Meager

Gear: Research papers

Smuggler

Smugglers make money by selling goods through alternate business channels. Some run drugs, others run guns or booze. A few smugglers, just a few, are more nobler, and use their contacts to smuggle people out of dangerous areas.

Smugglers don't usually have Boating *and* Piloting. Which one they get depends on the form of transportation they own.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Boating d6, Driving d6, Fighting d6, Guts d4, Intimidation d6, Notice d6, Persuasion d8, Piloting d6, Shooting d6, Stealth d6, Streetwise d8, Swimming d6, Throwing d6

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Greedy

Edges: Connections

Treasure: Meager

Gear: Colt 1911 (12/24/48, 2d6+1, AP1), knife (Str+1), some form of transportation

Snitch

Snitches make a living selling information. Some are general lowlifes, reluctantly giving in to heroes' demands for information. The information they sell, or give out for free if pressed, is usually top rate. Others are more akin to spies, and join heroic endeavors for the sole purpose of ratting out the heroes at the first opportunity.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d6, Fighting d4, Guts d4, Notice d8, Persuasion d6, Stealth d8, Streetwise d12

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Big Mouth

Edges: Connections (lots of them)

Treasure: Meager

Gear: List of contact names and numbers, lots of incriminating documents and photos

Soldier

Whether they're proud members of the American or British army, or the vile henchmen of a crazed dictator,

soldiers can be found the world over. Some are useful allies, others are dangerous foes, but all are loyal to their cause. Soldiers in a space pulp game should have ray guns and rifles. Check out the *Pulp Gear Book*.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Guts d6, Intimidation d6, Notice d4, Shooting d6, Stealth d4

Charisma: +0; **Pace:** 6; **Parry:** 5/6; **Toughness:** 6

Hindrances: Loyal

Edges: Steady Hands

Treasure: Meager per 5 soldiers

Gear: Helmet (+3), bolt action rifle (24/48/96, 2d8), bayonet (Str+1, +1 Parry and Reach if attached to rifle)

Experienced Soldier

Experienced soldiers may have seen action in one of the numerous wars found in a pulp setting, or just be nearing the end of their 25 year contract.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Fighting d8, Guts d8, Intimidation d8, Notice d6, Shooting d10, Stealth d6

Charisma: +0; **Pace:** 6; **Parry:** 6/7; **Toughness:** 7

Hindrances: Loyal

Edges: Block, Combat Reflexes, Dodge, Rock and Roll, Steady Hands

Treasure: Meager per 3 soldiers

Gear: Helmet (+3), bolt action rifle (24/48/96, 2d8), bayonet (Str+1, +1 Reach if attached to rifle)



Field Officer

Field officers rank from Lieutenant up to Major and run the gamut from the green behind the ears rookie to seasoned leaders of men in combat.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d8, Knowledge (Battle) d8, Notice d6, Shooting d8, Stealth d6

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Loyal

Edges: Command, Hold the Line, Level Headed, Natural Leader

Treasure: Meager

Gear: Colt 1911 (12/24/48, 2d6+1, AP1)

Sports Star

Whether their sport of choice is baseball, football, or hockey, sports stars are heroes popular in pulp stories—just look at Flash Gordon. Most are muscle bound jocks, but their hearts are in the right place and their training makes them useful allies. This particular star is a quarterback.

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Driving d6, Fighting d6, Guts d4, Intimidation d8, Knowledge (Sports Stats) d6, Notice d6, Stealth d6, Taunt d8, Throwing d10

Charisma: +2; **Pace:** 8; **Parry:** 5; **Toughness:** 7

Hindrances: Arrogant, Heroic, Improvisational Fighter, Loyal

Edges: Attractive, Brawny, Fleet Footed

Treasure: Meager.

Gear: Improvised weapons (Str+1)

Spy

Spies work for governments or private organizations. In many pulp games they're likely to be more the femme fatale type than suave vodka martini drinkers. That's the sort we're using here, anyway, though it's easy enough to change.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d6, Driving d6, Fighting d6, Lockpicking d10, Notice d8, Persuasion d8, Shooting d6, Stealth d10, Streetwise d8, Taunt d6

Charisma: +4; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Cautious

Treasure: Meager

Edges: Connections, Femme Fatale, Thief, Very Attractive

Gear: Varies, but usually a concealed derringer (5/10/20, 2d6+1, Shots 2, AP1) or knife (Str+1)

Sword-Wielding Henchman

Sure, the sword-wielding henchman is a one-trick pony, but he's good at what he does.

Depending on your views of henchmen, you can leave this guy as an Extra, perhaps to be shot in a marketplace while he's showing off his skill, or promote him to Wild Card status and really give your heroes something to worry about.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d10, Guts d8, Intimidation d10, Notice d6, Stealth d6

Charisma: +0; **Pace:** 6; **Parry:** 9; **Toughness:** 7

Hindrances: Arrogant, Overconfident

Edges: Ambidextrous, Brawny, Improved Block, Improved First Strike, Improved Frenzy, Improved Trademark Weapon (big sword), Improved Sweep

Treasure: Meager

Gear: Big, one-handed sword (Str+4)

Special Abilities:

- **Show-off:** The sword-wielding henchman is a consummate show-off. He spends the first round of any combat twirling his blade and throwing it from hand to hand. This works as an Intimidation Test of Will with a +2 bonus. Until his next action, however, the swordsman has -2 Parry.

Thief

Thieves earn a living from stealing from others. Some may be allies of the characters or so-called "gentleman thieves," only stealing from those who can afford it. Others are antagonists, usually hired by villains to steal something important to the plot.

Having vital gear, information, or evidence stolen at inconvenient times, is a staple plot device in pulp stories, so thieves should play a part in whatever setting you have in mind.

Thief

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d6, Guts d6, Lockpicking d8, Notice d8, Stealth d8, Streetwise d6, Taunt d6, Throwing d8

Charisma: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Various

Edges: Thief

Treasure: Meager, Worthwhile in lair.

Gear: Throwing knives (3/6/12, Str+1).



Master Thief

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d6, Guts d8, Lockpicking d12, Notice d10, Stealth d12, Streetwise d8, Taunt d8, Throwing d8

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Various

Edges: Acrobat, Dodge, Level Headed, Thief

Treasure: Worthwhile, Rich in lair.

Gear: Throwing knives (3/6/12, Str+1).

Thug

Big, dumb, and strong, thugs are hired muscle. Most operate in gangs, where they can rely on their fellows for support.

Generally fairly cowardly and in need of strong leadership, thugs are usually reluctant to pursue a fight they are losing, and are most likely to withdraw and regroup or get further instructions. Tougher thugs should have Combat Reflexes.



Gangster

Armed with Tommy guns and wearing sharp suits, gangsters work for villains as hired guns.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Driving d6, Fighting d6, Intimidation d6, Notice d6, Shooting d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Mean

Edges: Rock and Roll

Treasure: Meager per 5 thugs

Gear: Tommy gun (12/24/48, 2d6+1, ROF 3, Shots 50, AP1, Auto)

Petty Thug

These thugs specialize in looking tough, and using their fists or small weapon. Tougher thugs have the Combat Reflexes and Frenzy Edges, as well as one or more extra dice in Strength, Fighting, Intimidation and Streetwise.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Intimidation d6, Notice d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Mean

Edges: —

Treasure: Meager per 5 thugs

Gear: Knife (Str+1) or club (Str+1)

Treasure Hunter

Treasure hunters differ from archaeologists in that they have absolutely no regard for the culture or historical significance of artifacts. All they want is to own them.

Some treasure hunters are former archaeologists who now let others do the work for them and then steal their glory. Others are merely rich businessmen who want the prestige of being able to show artifacts off to their equally rich friends.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Driving d6, Fighting d6, Investigation d6, Knowledge (Antiques) d10, Knowledge (History) d8, Persuasion d8, Shooting d6, Streetwise d6

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Greedy (Major), Overconfident

Edges: Connections, Rich

Treasure: Treasure Trove in lair, with 1d4 relics

Gear: Walking cane (Str+1, Parry +1)

Tribesman

Tribesman is a blanket term, covering indigenous peoples ranging from Mesoamerican Indians to the nomads of the Sahara. Not all tribesmen share the same skills—a desert nomad has little use of Boating, and the average Indian doesn't have much call for Riding. Give the tribesman the skills you think he should have to suit his environment and the specifics of his tribe.

Gear has been split into two categories—basic and advanced. Basic refers to non-technological cultures, whereas advanced covers cultures armed primarily with early blackpowder weapons.

Tribal Warrior

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Boating d6, Climbing d6, Fighting d6, Guts d6, Intimidation d6, Riding d6, Shooting d6, Survival d6, Throwing d6

Charisma: +0; **Pace:** 6; **Parry:** 6/5; **Toughness:** 6

Hindrances: Loyal

Edges: —

Treasure: Meager per 5 warriors

Basic Gear: Spear (Str+2, +1 Parry) and bow (12/24/48, 2d6).

Advanced Gear: Sword (Str+3) and musket (10/20/40, 2d8)



Tribal Chieftain

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Boating d6, Climbing d6, Fighting d8, Guts d6,

Intimidation d6, Riding d6, Shooting d8, Survival d6, Throwing d6

Charisma: +0; **Pace:** 6; **Parry:** 6/7; **Toughness:** 6

Hindrances: Loyal

Edges: Combat Reflexes, Command, Fervor, Level Headed

Treasure: Worthwhile

Basic Gear: Spear (Str+2, +1 Parry) and bow (12/24/48, 2d6).

Advanced Gear: Sword (Str+3) and rifled musket (15/30/60, 2d8, AP1)



Tribal Shaman

Not every tribal culture has shamans. Those that do may be animists or followers of an old faith, such as the Aztec or Egyptian pantheon.

Trappings should be adjusted to suit. This particular shaman follows the Aztec god Itztlacoliuhque, the obsidian knife god.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Guts d10, Intimidation d8, Notice d6, Spellcasting d8, Stealth d6

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Loyal

Edges: Arcane Background (Magic), Power Points

Treasure: Meager, but 50% chance of an artifact

Gear: Obsidian knife (Str+1, AP 1)

Powers: *bolt* (flying obsidian daggers), *deflection* (spectral obsidian dagger), *smite* (obsidian edge to weapon); 25 Power Points.

Wise-Ass Kid

Any decent hero always has a trusty sidekick by his side, and usually it's the wise-ass kid. The kid may be a relative or "adopted" by the character, but it's the hero's job to ensure the kid stays safe. Most are willing to get into scraps alongside their hero, whether their help is required or not.

From a GM's point of view, the sidekick is a walking plot device, and a great way to steer your heroes if they go astray. Having the villain kidnap the kid, or having the kid trail the villain back to his lair, are great ways to get an adventure that has gone off the rails back on track again.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d4, Vigor d4

Skills: Climbing d8, Fighting d4, Guts d10, Notice d8, Shooting d4, Stealth d8, Taunt d8

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 4

Hindrances: Curious, Loyal (to character), Young

Edges: Strong Willed

Treasure: Meager

Gear: Catapult (2/4/8, Str+1).

Wise Mystic

The wise mystic is typically a Chinese philosopher monk or a Tibetan lama. Although he has spent most of his life in a monastery (or in some other form of seclusion), he knows a great deal about a lot of things. Years of meditation have enabled him to develop mind-over-matter powers.

Typically, the quiet mystic is a skilled martial artist, though he only uses his powers for defense.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d10

Skills: Fighting d8, Guts d12, Knowledge (Philosophy) d10, Knowledge (any three others) d8, Notice d8, Psionics d10, Stealth d8

Charisma: +0; **Pace:** 6; **Parry:** 9; **Toughness:** 7

Hindrances: Pacifist (Major), Vow (Poverty)

Edges: Arcane Background (Psionics), Improved Block, Improved Dodge, Jack-of-All-Trades, Mentalist, New Power, Power Points, Scholar

Treasure: None

Gear: Staff (Str+1, +1 Parry, Reach 1), mystic amulet

Powers: *Deflection* (super dodge), *environmental protection* (mind over matter), *healing* (lay on hands), *invisibility* (makes people think he isn't there), *quickness* (fast reflexes), *speed* (blurry motion), *stun* (chi strike); 25 Power Points.

Important Victims

At some point in a pulp adventure, someone inevitably gets kidnapped. It might be the hero's sidekick, the daughter of an imminent scientist, or the plucky reporter who has uncovered the villain's nefarious plot to conquer the world.

And, naturally, if there's been a kidnapping, the heroes are involved in the rescue attempt. Where there's heroes, there's usually a large amount of gunfire as well.

In order to ensure the person they are trying to rescue isn't accidentally mown down in a hail of lead, it is strongly advised that any kidnapping victim central to the plot be given Wild Card status.

They don't have to be any use in combat, and indeed it's better if they're the helpless sort who needs rescuing, but the wound levels given by Wild Card status give you a safety net.

Alternatively, you can simply ignore the Innocent Bystander rule in a pulp game.

Monsters

African Monsters

Africa, the so-called Dark Continent, remains largely unexplored at the time of most pulp games and makes a great setting for a pulp campaign.

White men have penetrated parts of the interior, but much of the continent remains shrouded in mystery and superstition. It is home to several dangerous beasts with more than a hint of supernatural origin.

In case you're wondering, not all of these monsters are actually found in African mythology. We made some up.

Ambalu

The ambalu has the body and head of a rhino, but its has catlike legs and its skin is mottled like a cheetah. The ambalu, as its bizarre appearance may suggest, has the bulk of a rhino combined with the deadly speed of a cheetah.

Attributes: Agility d6, Smarts d4(A), Spirit d10, Strength d12+5, Vigor d10

Skills: Fighting d6, Guts d10, Intimidation d10, Notice d4, Stealth d6

Pace: 8; **Parry:** 5; **Toughness:** 13 (2)

Treasure: None

Special Abilities:

- **Armor +2:** Thick hide.
- **Fleet Footed:** Ambalus have a d10 running die.
- **Gore:** An ambalu uses the Charge maneuver to gore its opponents with its horn. For every 6" it runs when attacking, it adds +2 to its damage total.
- **Horns:** Str+2.
- **Large:** Attackers are +2 to attack rolls against ambalus because of their size.
- **Size +4:** Despite their lightning fast pace, Ambalus are similar in size to a rhino.

Dingonek

Native to the lakes and rivers of West Africa, the dingonek has a large horn, saber-toothed canines, and a barbed tail which secretes a lethal venom. It is also highly territorial.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+2, Vigor d10

Skills: Fighting d8, Guts d10, Intimidation d8, Notice d8, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 9

Treasure: None

Special Abilities:

- **Berserk:** Dingoneks immediately go berserk if they sense intruders in their territory. While Berserk, its Parry is reduced by 2 but it adds +2 to all Fighting and Strength rolls, and its Toughness.
- **Bite/Horn:** Str+2.
- **Gore:** The dingonek uses the Charge maneuver to gore its opponents with its horn. If it can charge at least 6" before attacking, it adds +4 to its damage total.
- **Improved Frenzy:** Dingoneks may make two Fighting attacks each action at no penalty.
- **Poison:** Any creature Shaken or wounded by a tail attack must make a Vigor roll or suffer an automatic wound.
- **Semi-Aquatic:** Pace 10". Dingoneks are native to both water and land. They through the water at their full skill level while swimming. Dingoneks are "breath hold" divers and can stay underwater for long periods of time on just one breath of air. A dingonek gains a Fatigue level after every 15 minutes it holds its breath. On reaching Incapacitation, the dingonek makes an immediate Vigor roll (and another each minute thereafter) to stay conscious. If the roll is failed the dingonek has drowned. Once above water, it recovers one level of Fatigue every five minutes.

- **Size +2:** Dingoneks can reach 8' in length.
- **Tail:** Str+2.

Lukwata

A lukwata is a huge water serpent which favors rivers and marshes as its home. It's fiery eyes can actually project searing flames.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12+8, Vigor d6

Skills: Fighting d6, Guts d6, Notice d10, Stealth d8, Swimming d10

Pace: 10; **Parry:** 5; **Toughness:** 13

Treasure: None

Special Abilities:

- **Aquatic:** Pace 10.
- **Bite:** Str+3.
- **Fiery Eyes:** A lukwata can project deadly fire using the Cone Template. Every target within this cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d10 damage and must check to see if they catch fire.
- **Huge:** Attackers gain a +4 bonus to attack a lukwata due to its size.
- **Size +8:** A lukwata is over 30 feet long and eight feet in diameter at his thickest point.
- **Tentacles:** The mouth of a lukwata is surrounded in tentacles. The beast may make up to four attacks each round. On a raise, the creature has grappled the victim. A entangled victim may attempt an opposed Strength roll each round to escape. The lukwata does its Strength damage automatically to grappled foes by crushing with its tentacles and rending with its fangs. A victim killed by an lukwata's tentacles is usually swallowed.

Mlularuka

Also known as a flying jackal, the mlularuka lives up to that description.

Attributes: Agility d8, Smarts d6, Spirit d6(A), Strength d6, Vigor d6

Skills: Fighting d6, Guts d10, Notice d10, Taunt d8

Pace: 8; **Parry:** 5; **Toughness:** 4

Treasure: None

Special Abilities:

- **Bite:** Str+2.
- **Flying:** Flying Pace 8, Climb 2.
- **Size -1:** Mlularuka are relatively small creatures.

Nandi Bear

Despite being labeled as a bear (there are no native African bears in the present era), the nandi actually appears to be a giant hyena. Unlike hyena, however, the nandi sits up a tree, swiping at the heads of prey as they pass beneath.

Attributes: Agility d8, Smarts d6, Spirit d6(A), Strength d12, Vigor d10

Skills: Climbing d8, Fighting d8, Guts d10, Notice d10, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 9

Treasure: None

Special Abilities:

- **Ambush:** A nandi in a tree gains The Drop against prey passing it beneath that have failed to spot the beast. Its first attack is always a Called Shot to the head.
- **Bite/Claw:** Str+2.
- **Fleet Footed:** Nandi bears roll a d10 running die.
- **Infra-vision:** The nandi halves Bad Lighting penalties for attacking heat-producing targets.
- **Size +2:** The nandi stands around 5' at the shoulder and is over 8' long.

Albino Ape

Albino apes aren't just white-furred apes. They are vicious creatures, often employed by mad scientists and priests of ancient cults, to guard their treasures. Unlike most apes, these have learned the basics of tool use, and can even craft crude stone axes.

Attributes: Agility d8, Smarts d8(A), Spirit d10, Strength d12+1, Vigor d10

Skills: Climbing d8, Fighting d8, Guts d10, Intimidation d10, Notice d6, Stealth d8, Throwing d8

Pace: 8; **Parry:** 6; **Toughness:** 8

Treasure: None

Gear: Stone axe (Str+2)

Special Abilities:

- **Frenzy:** An albino ape can make two Fighting attacks each round at -2 penalty.
- **Leap:** Albino apes can leap 2" horizontally, or 4" from a running start. Each success and raise on a Strength roll grants one additional inch.
- **Size +1:** Albino apes are about the same height as humans, but are much stockier.

Animated Statue

Animated statues can be found in tombs or temples around the globe. They come in many forms, from gargoyle-type creatures to gigantic carvings of ancient kings and gods. Most are created through arcane magic or superscience. Despite their strength and resilience, animated statues are rather slow and clumsy.

Man-Sized Statue

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Notice d6

Pace: 4; **Parry:** 6; **Toughness:** 8 (2)

Treasure: None

Special Abilities:

- **Armor +2:** Statues are usually made of solid stone.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Piercing attacks do half-damage; Immune to poison and disease.
- **Fearless:** Statues are immune to Fear and Intimidation.
- **Slam:** Str.

Multi-Armed Man-Sized Statue

These statues have more than one pair of arms. Statues of Kali, the four-armed Indian deity, are a classic example.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Notice d6

Pace: 4; **Parry:** 6; **Toughness:** 8 (2)

Treasure: None

Gear: Various melee weapons (Str+3)

Special Abilities:

- **Armor +2:** Statues are usually made of solid stone.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Piercing attacks do half-damage; Immune to poison and disease.
- **Fearless:** Statues are immune to Fear and Intimidation.
- **Multiple Arms:** The statue has four arms and may make an attack with each arm at no multi action penalty. If multiple arms attack the same opponent, the statue gets a Gang Up bonus of +1 per arm after the first. It has the Ambidextrous and Two Fisted Edges. In addition, it can fight four opponents at once without suffering a Gang Up penalty. Additional combatants gain a Gang Up bonus as normal.

Giant Animated Statue

Giant statues may be colossal humans, or true monsters, like the Sphinx.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+4, Vigor d12

Skills: Fighting d8, Guts d8, Notice d6

Pace: 4; **Parry:** 6; **Toughness:** 14 (2)

Treasure: None

Special Abilities:

- **Armor +2:** Statues are usually made of solid stone.
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Piercing attacks do half-damage; Immune to poison and disease.
- **Fearless:** Statues are immune to Fear and Intimidation.
- **Large:** Attackers are +2 to attack a giant statue because of its size.
- **Size +4:** Giant statues stand 12-15' high.
- **Slam:** Str.

Big Cat

Big cats are, well, big cats. They're fast, aggressive (at least in pulp games), and don't react well to being petted or forced to wear a collar.

Cheetah

Cheetahs are the fastest land animal, capable of short bursts up to 70 mph. And you wondered why you'd ever need the Fleet Footed Edge.

Attributes: Agility d10, Smarts d6(A), Spirit d8, Strength d10, Vigor d8

Skills: Climbing d8, Fighting d8, Guts d6, Notice d8, Stealth d10

Pace: 8; **Parry:** 6; **Toughness:** 6

Treasure: None

Special Abilities:

- **Bite or Claw:** Str+2.
- **Fleet Footed:** Cheetahs roll a d12 running die, instead of a d6. This die can Ace.
- **Pounce:** Cheetahs often pounce on their prey to best bring claws to bear. It can leap 1d6" to gain +4 to its attack and damage. Its Parry is reduced by -2 until its next action when performing the maneuver however.

Sabre-Toothed Tiger

Sabre-toothed tigers can be found in "lost valleys" and lands inhabited by Amazon women. Amazon women may even keep them as pets, and use them in hunting parties.

Attributes: Agility d10, Smarts d6(A), Spirit d8, Strength d12+2, Vigor d10

Skills: Climbing d8, Fighting d8, Guts d6, Intimidation d8, Stealth d8, Tracking d6

Pace: 8; **Parry:** 6; **Toughness:** 10

Treasure: Meager, in lair.

Special Abilities:

- **Bite:** Str+4, AP 1.
- **Claws:** Str+2.
- **Improved Frenzy:** A sabre-toothed tiger may make two attacks each round with no penalty.
- **Pounce:** Sabre-tooths often pounce on their prey to best bring their mass and teeth to bear. It can leap 1d6" to gain +4 to its attack and damage. Its Parry is reduced by -2 until its next action when performing the maneuver however.
- **Size +3:** Sabre-tooths weigh over 1000 pounds.

Tiger

Lions may carry the title of King of the Jungle, but tigers are the largest of the conventional great cats. Tigers are found only in Siberia (white tigers) and India (the more common orange and black variety).

Attributes: Agility d8, Smarts d6(A), Spirit d10, Strength d12+1, Vigor d10

Skills: Climbing d8, Fighting d8, Guts d6, Notice d8, Stealth d10

Pace: 8; **Parry:** 6; **Toughness:** 9

Treasure: None

Special Abilities:

- **Bite or Claw:** Str+2.
- **Improved Frenzy:** Tigers may make two Fighting attacks each action at no penalty.
- **Maul:** A tiger that succeeds in a Grapple attack has knocked its prey to the floor and may make a Fighting attack with no multi action penalty. So long as the victim remains prone, subsequent attacks are made at +2.
- **Pounce:** Tigers often pounce on their prey to best bring their mass and claws to bear. It can leap 1d6" to gain +4 to its attack and damage. Its Parry is reduced by -2 until its next action when performing the maneuver however.
- **Size +2:** Male tigers can weigh over 800 pounds.

Bison/Buffalo

Bison and buffalo are large herbivores. Though usually passive, like many animals they can become violent if threatened or startled.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12+4, Vigor d10

Skills: Fighting d4, Guts d6, Notice d6

Pace: 7; **Parry:** 4; **Toughness:** 10

Treasure: None.

Special Abilities:

- **Gore:** Bison use the charge maneuver to gore their opponents with their long horns. If they can move at least 6" before attacking, they add +4 to their damage total.
- **Size +3:** Bison are large creatures.

Boar, Wild

Wild boars are hunted for their rich meat. They are tenacious fighters, especially when wounded.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d8, Vigor d10

Skills: Fighting d6, Guts d8, Notice d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 7

Treasure: None

Special Abilities:

- **Berserk:** When a boar is Shaken, it goes berserk. It gains +2 to all Fighting and Strength rolls and its Toughness, but Parry is reduced by 2.
- **Gore:** If a boar can charge at least 6" before attacking, it adds +4 to damage.
- **Tusks:** Str+1.

Camel

Camels are not as comfortable to ride as horses, but they're better suited to travel and survival in arid regions. They're also ornery creatures.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12, Vigor d8

Skills: Fighting d6, Guts d6, Notice d6

Pace: 8; **Parry:** 5; **Toughness:** 8

Treasure: None

Special Abilities:

- **Camel:** Camels do not start making Vigor rolls for dehydration until the 8th day after water runs out.
- **Kick:** Str.
- **Ornery:** Camels are contrary creatures. Characters must subtract 1 from their Riding rolls when riding them.
- **Sand Walker:** Camels treat deserts as normal terrain.
- **Size +2:** Camels are only slightly larger than riding horses.

Cannibal Pygmy

Cannibal pygmies are a totally non-politically correct archetype. Unlike regular pygmies, cannibalistic ones see White Men as a source of food. They also collect the heads of their victims and shrink them, allowing them to be worn as trophies.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d8, Guts d6, Intimidation d8, Notice d6, Shooting d6, Stealth d8, Survival d6, Swimming d6, Throwing d6

Charisma: -4; **Pace:** 6; **Parry:** 7; **Toughness:** 4

Hindrances: All Thumbs, Bloodthirsty, Small

Edges: Woodsman

Treasure: Meager per 5 warriors

Gear: Spear (Str+2, +1 Parry), blowgun (2/4/8, 1d6+1)

Special Abilities:

- **Bite:** Str+1.
- **Paralysis (-2):** Cannibal pygmies dip their blowgun darts in potent paralyzing poison. Anyone Shaken or wounded by a paralysis dart must make a Vigor roll at -2 or be paralyzed for 2d6 minutes.

Chimp

Chimps are intelligent creatures and are capable of problem solving. They can be vicious, however, and are stronger than they look. Jungle men and boys often have one as a sidekick.

Attributes: Agility d8, Smarts d8(A), Spirit d6, Strength

Dark Gods

Stick one of these against your group of Novice characters and a bloodbath is the only result. Any dark god should be a challenge for even a group of Legendary characters.

You may wish to create some of your own or convert from another setting. There are no firm and fast rules for this, but here's some handy tips on the sorts of Special Abilities every dark god should possess.

- **Fear:** Most dark gods are abominations and the mere sight of one can drive a mortal insane. As a minimum, dark gods should have a Fear rating of -6. Feel free to crank this as high as -10 for a truly foul entity.

- **Fearless:** As far as dealing with mortals goes, all dark gods should be Fearless. Dark gods are unlikely to encounter each other.

- **Hardy:** Dark gods are either too big or too alien in their physiology to be wounded by cumulative Shaken results.

- **Improved Arcane Resistance:** Whether or not gods use magic, their bodies and minds are alien to humans.

- **Regeneration:** Most should have some form of Regeneration, preferably the Fast variety.

- **Size:** A human-size dark god can be scary, it can even be Hardy, but its also got a low Toughness, which makes it easily killable. If possible, make the creature Gargantuan.

- **Weapons:** The weapon of a dark god should have the capacity to kill even a Wild Card in a single blow. Those that use natural weapons should be augmented by a Strength rating comparable to that of their Size. For those that prefer ranged weapons, the minimum damage should be 2d10.

Of course, there's nothing stopping you from having a dark god cause instant death. Any creature struck either has to make a Vigor or Spirit roll with a suitable penalty, both depending on the god, or drop dead.

d10, Vigor d8

Skills: Climbing d10, Fighting d6, Guts d6, Intimidation d6, Notice d6, Stealth d8, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Treasure: None

Special Abilities:

- **Bite:** Str+1.
- **Hurl:** Chimps can hurl rocks and heavy nuts from the high branches of their homes. These cause Str+2 damage if they are above a victim, or Str if the chimp does not have a significant altitude advantage. Range is 3/6/12.
- **Size -1:** Chimps are the same size as human children.



Clockwork Minotaur

Greek legends tell us that Theseus slew the Minotaur in the Labyrinth of Knossos. In truth, the Minotaur was no creature of flesh and blood. Daedalus, the designer of the Labyrinth, was also a skilled artificer and created a true immortal creature—a bronze mechanical Minotaur. It's still just as deadly as the "real thing."

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d12+2, Vigor d12

Skills: Fighting d10, Intimidation d12, Notice d10

Pace: 8; **Parry:** 6; **Toughness:** 12 (2)

Gear: Great axe (Str+4, AP 1, -1 Parry, two hands)

Special Abilities:

- **Armor +2:** Bronze body.
- **Construct:** +2 to recover from being Shaken. No additional damage from called shots. Arrows, bullets, and other piercing weapons do half damage. No wound penalties. Immune to poison and disease.
- **Fearless:** Immune to Fear and Intimidation.
- **Fleet-Footed:** Rolls a d10 running die.
- **Frenzy:** The minotaur makes two attacks per round at -2 penalty.
- **Gore:** The minotaur uses the Charge maneuver to gore its opponents with their long horns. If it can charge at least 6" before attacking, it adds +4 to its damage total.
- **Horns:** Str+2
- **Infravision:** Halves penalties for darkness against living creatures.
- **Size +2:** The minotaur stands over 9' tall.
- **Sweep:** The minotaur may attack all adjacent characters at -2.

Dark Gods

Some dark gods are true gods, being omnipotent beings with no true physical form, able to grant their most trusted followers special powers. Others are

demigods, or powerful spirits.

Yet lurking in the shadows of civilization are other types of being. Although possessed of terrible powers and worshipped as gods, these beings are not omnipotent, nor do they grant their minions powers. Indeed, most only use their followers to achieve their goals (such as summoning them to Earth), and then devour them without so much as a thought.

Dark gods are physical beings. Although immensely powerful, they are not indestructible. Whether they are super aliens, beings from another dimension, demon lords, or merely avatars of true gods is up to you.

If you intend to run a horror pulp game, you might want to pick up the *Horror Bestiary Toolkit* for extra dark gods.



Sobek the Devourer

Sobek the Devourer first visited Earth during the days of the ancient Egyptians, who worshipped him as a god. Although Sobek's statues depict him as a crocodile-headed human, his actual form is that of a monstrous crocodile. His temples are usually home to crocodiles, whether alive or mummified.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+10, Vigor d12+2

Skills: Fighting d10, Intimidation d10, Notice d8, Stealth d8, Swimming d12

Pace: 16; **Parry:** 7; **Toughness:** 23 (4)

Treasure: None

Special Abilities:

- **Armor +4:** Thick skin.
- **Aquatic:** Pace 12.
- **Bite:** Str+4.
- **Fear (-4):** Anyone seeing the creature must make a Guts roll at -4.
- **Fearless:** Immune to Fear and Intimidation.
- **Gargantuan:** Heavy Armor. Creatures add +4 when attacking the body of Sobek due to its great size. Add Size to damage when crushing but subtract Size of victim.
- **Hardy:** If Shaken, further Shaken results have no effect.
- **Improved Arcane Resistance:** +4 Armor versus magic, and +4 to rolls made to resist magic effects.
- **Regeneration (Fast):** Sobek makes a natural Healing roll every round.
- **Rollover:** If Sobek hits with a raise, it causes an extra 2d6 damage to its prey in addition to its regular Strength damage.
- **Size +10:** Sobek is 60' long.



Tumu-I-Te-Are-Toka, the Great Shark

Tumu-I-Te-Are-Toka is a monstrous shark, larger than even the now extinct megalodon. He is worshipped by

Polynesian cultists, who wear sharks' teeth both to ward off the god's children (regular sharks) and to show their devotion.

High priests of his faith are responsible for ensuring that his children eat well. Naturally, player characters, or at least their sidekicks, make suitable sacrifices.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12+8, Vigor d12

Skills: Fighting d10, Intimidation d10, Notice d10, Stealth d8

Pace: 0; **Parry:** 7; **Toughness:** 21 (4)

Treasure: None

Special Abilities:

- **Armor +4:** Thick skin.
- **Aquatic:** Pace 12.
- **Bite:** Str+6.
- **Fear (-4):** Anyone seeing the creature must make a Guts roll at -4.
- **Fearless:** Immune to Fear and Intimidation.
- **Feeding Frenzy:** Once there's a significant amount of blood in the water (usually one wound), the Great Shark goes into a feeding frenzy and adds +2 to its attacks and damage for the rest of the fight.
- **Gargantuan:** Heavy Armor. Creatures add +4 when attacking the body of Tumu-I-Te-Are-Toka due to its great size. Add Size to damage when crushing but subtract Size of victim.
- **Hardy:** If Shaken, further Shaken results have no effect.
- **Improved Arcane Resistance:** +4 Armor versus magic, and +4 to rolls made to resist magic effects.
- **Regeneration (Slow):** Tumu-I-Te-Are-Toka makes a natural Healing roll every day.
- **Size +9:** Tumu-I-Te-Are-Toka is 40' long.

Dinosaurs

Considering that dinosaurs supposedly died out 65 million years ago, it's amazing how many of them still roam pulp settings. Detailed below are some of the more common dinosaurs found in this genre.

Ankylosaur

Ankylosaurs are squat, heavy-set dinosaurs. Their back and head are covered in a heavy, bony plate and their tails end in a large lump of bone. Although aggressive in defense, they are herbivores and do not go looking for trouble. When riled, however, they can deliver a very powerful blow with their bony tail.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12+5, Vigor d10

Skills: Fighting d6, Guts d8, Notice d4

Pace: 6; **Parry:** 5; **Toughness:** 15 (4)

Treasure: None.

Special Abilities:

- **Armor +4:** Thick bone on back and head.
- **Club Tail:** Str+4.
- **Large:** Attackers gain +2 to attack rolls because of the beast's size.
- **Size +4:** Ankylosaurs are the same size as small elephants.



Diplodocus

Yes, the diplodocus is another herbivore, but it's also one of the largest animals ever to walk the Earth. As such, it deserves to be included.

They are notoriously stupid and shortsighted, at least in pulp settings. Once they make their minds up to go somewhere, they walk through everything in their path—including buildings, vehicles, and creatures too slow to clear their path.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12+12, Vigor d10

Skills: Fighting d4, Notice d4

Pace: 6; **Parry:** 4; **Toughness:** 21

Treasure: None.

Special Abilities:

- **Earthquake:** Characters within 3" of a running diplodocus must make an Agility roll each round (a free action) or fall prone. A roll of 1, regardless of the Wild Die, means the character is Shaken as well.
- **Gargantuan:** Attacks are +4 to attacks rolls due to the beast's immense size. Heavy Armor. Stomp damage is d12+26, less the opponent's Size. This counts as a Heavy Weapon.
- **Hardy:** Not wounded by a second Shaken result.
- **Slow Nervous System:** The diplodocus' slow nervous system means it barely registers pain and shock. It is +2 to recover from being Shaken and ignores all wound penalties.
- **Size +14:** Diplodocus weigh as much as 50 tons.
- **Tail Slap:** A diplodocus can sweep all opponents in its rear facing in a 3" long by 6" wide square. This is a standard Fighting attack, and damage is equal to the beast's Strength-2.
- **Trample:** A diplodocus can trample creatures of Size +8 or smaller. If the diplodocus runs, anyone in its path must make an Agility roll or be run down. This is a Stomp attack.



Gigantosaurus

No, we're not making this up. The gigantosaurus was the largest carnivorous dinosaur known (until they find something even bigger), weighing half as much again as a T-Rex. Nasty, eh?

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+6, Vigor d10

Skills: Fighting d8, Guts d12, Intimidation d10, Notice d8, Stealth d6

Pace: 8; **Parry:** 6; **Toughness:** 16 (2)

Treasure: Worthwhile, in lair.

Special Abilities:

- **Armor +2:** Thick hide.
- **Bite:** Str+3, AP 1.
- **Fleet Footed:** These monsters roll a d10 running die.
- **Large:** Creatures add +2 when attacking a gigantosaurus due to their great size.
- **Size +7:** These fearsome creatures stand 20' tall and weigh over 9,000 pounds.

Pterodactyl

Pterodactyl's are flying dinosaurs. Their bodies are vaguely humanoid, but they have long, leathery wings. Their favorite tactic, at least in pulp games, is to swoop down and pick up prey in the mouth, which they then carry back to their nest.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d10, Vigor d6

Skills: Fighting d6, Guts d6, Notice d6

Pace: 0; **Parry:** 6; **Toughness:** 8

Treasure: Meager, in nest

Special Abilities:

- **Bite:** Str+2.
- **Flight:** Flying Pace 12", Climb 6.
- **Grapple:** A pterodactyl that succeeds in a grapple attack has caught its victim in its mouth. On subsequent rounds its Pace is reduced to 8" and its Climb to 4. Victims breaking the grapple while the creature is airborne take Falling damage.
- **Size +3:** Pterodactyl's measure 10' in length, and have a large wing span.

Stegosaurus

Stegosaurus' are easily recognized by their spiked tails and diamond shaped fins either side of their spine.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+2, Vigor d8

Skills: Fighting d6, Guts d6, Intimidation d6, Notice d6

Pace: 6; **Parry:** 5; **Toughness:** 13 (2)

Treasure: None

Special Abilities:

- **Armor +2:** Tough hide.
- **Large:** Opponents are +2 to all attack rolls against a stegosaurus due to its size.
- **Tail Slap:** Str+3. A stegosaurus can sweep all opponents in its rear facing in a 2" long by 3" wide area. This is a standard Fighting attack and does Str+2 damage.
- **Size +5:** Stegosaurus weigh around 3000 pounds.



Triceratops

Fact: triceratops were herbivores and only used their horns in self-defense. Fun: triceratops are aggressive dinosaurs with large horns, and have a tendency to get into scraps with a T-Rex in any pulp

film they feature in. They are usually seen as the rhino of their day, and so are prone to charge perceived threats with their wicked horns lowered.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12+5, Vigor d8

Skills: Fighting d6, Guts d6, Intimidation d6, Notice d8

Pace: 8; **Parry:** 5; **Toughness:** 14/17 on head (2/5)

Treasure: None

Special Abilities:

- **Armor +2:** Tough hide. Head Armor is +5 due to a thick bony plate.
- **Gore:** The triceratops uses the Charge maneuver to gore its opponents with their long horns. If it can charge at least 6" before attacking, it adds +4 to its damage total.
- **Horns:** Str+3.
- **Large:** Opponents are +2 to all attack rolls against a triceratops due to its size.
- **Size +6:** A triceratops weighs more than bull elephants.



Tyrannosaurus Rex

King of the dinosaurs, the T-Rex is a deadly predator, capable of taking on prey much larger than itself.

Modern science claims T-Rex may have been a scavenger, but that's no fun for a fast action pulp game. T-Rex are poorly suited for mountainous and dense forest terrain, and can most often be found in "lost valleys" and other remote places, where they are usually the top of the food chain and the ultimate terror.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d6

Pace: 8; **Parry:** 6; **Toughness:** 14 (2)

Treasure: Worthwhile, in lair.

Special Abilities:

- **Armor +2:** Thick hide.
- **Bite:** Str+3; AP 1.
- **Large:** Creatures add +2 when attacking a T-Rex due to their great size.
- **Roar:** As a full action a T-Rex can emit a terrifying roar. All those who hear the roar—typically anyone within a mile—must make a Spirit roll or be Shaken.
- **Size +6:** T-Rex is 20' tall and weighs 6,000 pounds.

Velociraptor

These smart, bipedal dinosaurs are pack hunters, and use remarkably well-developed tactics. True velociraptors were the size of turkeys—the larger variety made famous in the movies are actually *dinonychus*, a related species.

Attributes: Agility d8, Smarts d8(A), Spirit d6, Strength d10, Vigor d8

Skills: Climbing d6, Fighting d8, Guts d6, Notice d8, Stealth d8, Swim d6

Pace: 8; **Parry:** 6; **Toughness:** 9 (2)

Treasure: Meager, in lair.

Special Abilities:

- **Armor +2:** Velociraptors have thick scaly hides.
- **Bite or Rake:** Str+3.
- **Size +1:** Velociraptors are about 7' tall.

Eagle

Eagles may not be big, but their talons can rip through flesh with ease.

Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Notice d12+4, Stealth d8

Pace: 2; **Parry:** 5; **Toughness:** 4

Treasure: None

Special Abilities:

- **Blind:** When attacking large prey (such as characters),



eagles go for the eyes. If the eagle scores a raise on its Fighting roll, it has hit the character's face. The character must make an Agility roll. On a failure, he suffers the One Eye Hindrance until the wound heals. A roll of 1, regardless of the result of any Wild Die, results in him gaining the Blind Hindrance until the wound heals.

- **Claws:** Str+2.
- **Flying:** Flying Pace 8", Climb 4".
- **Size -1:** Eagles are large birds of prey, measuring up to 3' in height and with a much larger wingspan.

Elephant, Bull

Big, grey, herbivore with a long trunk. Elephants are actually smart animals and can be highly aggressive if threatened, wounded, or used in a pulp adventure. Elephants can also be used as mounts.

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+5, Vigor d8

Skills: Fighting d6, Guts d6, Intimidation d8, Notice d6

Pace: 8; **Parry:** 5; **Toughness:** 13 (1)

Treasure: None

Special Abilities:

- **Armor +1:** Leathery hide.
- **Large:** Attacks are +2 to all attack rolls when targeting an elephant.
- **Size +6:** Elephants weigh over a ton.
- **Trample:** Elephants can trample creatures of Size +3 or smaller. If the elephant runs, anyone in its path must make an Agility roll or be run down. Victims take damage equal to the elephant's Str plus its Size and are knocked prone.
- **Tusks:** Str+2.

Fish Man

Whether a survivor of ancient Atlantis mutated through centuries of underwater living, a prehistoric being living in a lost lagoon, or a genetic experiment gone wrong, the fish man is a humanoid creature with gills, scaly skin, and wickedly sharp claws.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d10, Notice d8, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 6

Treasure: None

Special Abilities:

- **Aquatic:** Pace 10.
- **Claws:** Str+2.
- **Dehydration:** Fish men must immerse themselves in water (salt or fresh) at least one hour out of every

24. Those who don't are automatically Fatigued each day until they are Incapacitated. The day after that, they perish.

Flesh Eating Beetle

Flesh eating beetles prefer to eat their victims from the inside. Although small, once they burrow under a victim's skin, they can cause great damage.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d8, Notice d6, Stealth d12

Pace: 4; **Parry:** 5; **Toughness:** 4 (1)

Treasure: None

Special Abilities:

- **Armor +1:** Carapace.
- **Bite:** Str+1.
- **Burrow:** If a beetle scores a raise on its Fighting roll, it has burrowed under its victim's skin and begins heading for the brain. Victims are treated as being Shaken and must make a Vigor roll every round for three rounds or suffer 2d6 damage (against which armor offers no protection). On the fourth round, the beetle reaches the brain, instantly killing the victim. Beetles can be cut out using a sharp object. Removing the beetle requires a Fighting roll. On a success, the beetle is removed but the victim takes a wound. With a raise, the beetle is removed without harming the victim.
- **Size -2:** Beetles are only a few inches long.
- **Small:** Attackers suffer a -2 penalty to attack beetles because of their size.

Giant Animals

Giant animals may be freaks of nature, genetic mutations, or the result of superscience gone awry. Almost any animal can be turned into a giant animal. See the sidebar on page 53 for some tips.

Giant Ant

The existence of giant ants may defy the law of physics, but they make excellent adversaries for pulp heroes. These specimens aren't the truly gigantic monsters of B-movies, but their smaller cousins.

Attributes: Agility d8, Smarts d4(A), Spirit d10, Strength d10, Vigor d8

Skills: Climbing d6, Fighting d6, Guts d8, Notice d8, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 10 (2)

Treasure: Meager, in lair

Special Abilities:

- **Armor +2:** Thick carapace.
- **Bite:** Str+4.

- **Burrow:** Giant ants can move through soil at Pace 4.
- **Poison (+1):** Anyone Shaken or wounded by a giant ant must make a Vigor roll at +1 or suffer an automatic wound.
- **Size +2:** Giant ants measure 8' long.

Giant Ape

Giant apes are usually abnormally-sized gorillas. This particular version isn't as big as a certain specimen found on a tropical island in the 1930s, but it's still huge.

Attributes: Agility d8, Smarts d8(A), Spirit d8, Strength d12+6, Vigor d8

Skills: Climbing d10, Fighting d8, Guts d8, Intimidation d10, Notice d8, Stealth d4, Swimming d6

Pace: 16; **Parry:** 6; **Toughness:** 10

Treasure: Meager, in lair

Special Abilities:

- **Club (Str+4):** Giant apes often carry small trees to use as clubs.
- **Hardy:** A second Shaken result from a physical source does not cause a wound.
- **Large:** Attacks against giant apes are made at +2.
- **Size +4:** Giant apes are nearly 20 feet tall.
- **Stones (Str+6):** Giant apes can hurl 50 pound stones at their foes. They throw with a range of 5/10/20 and cause Str+6 damage. This counts as a Heavy Weapon.



Giant Ape, Really Big

This particular ape is a close relative of the most famous giant ape of them all. Given a chance, it'll climb the Empire State Building, whether it's holding a dame or not. Fortunately, downtown Manhattan is not their usual environment, and adventurers typically have to travel to a steamy jungle island lost in the uncharted expanses of the Pacific ocean to locate one of these beasts.

Attributes: Agility d8, Smarts d8(A), Spirit d8, Strength d12+14, Vigor d8

Skills: Climbing d10, Fighting d8, Guts d8, Intimidation d10, Notice d8, Stealth d4, Swimming d6

Pace: 24; **Parry:** 6; **Toughness:** 18

Treasure: None

Special Abilities:

- **Bash:** These beasts carry a tree that he uses as a club. It causes Str+6 damage and ignores all but Heavy Armor.
- **Gargantuan:** Heavy Armor. Attacks against it by man-size creatures are made at +4. The ape's attacks are Heavy Weapons. Add Size to damage when stomping.
- **Hardy:** A second Shaken result from a physical source does not cause a wound.
- **Size +12:** These monsters stand over 70' tall and are very bulky.

Giant Bee

Giant bees are considerably larger than regular bees but fortunately do not form large swarms. The same stats can be used for giant hornets or giant wasps.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Guts d6, Notice d8

Pace: 3; **Parry:** 5; **Toughness:** 4

Treasure: Meager, in lair.

Special Abilities:

- **Flight:** Flying Pace of 8 and Climb of 4.
- **Poison (+0):** Any creature Shaken or wounded by a sting attack must make a Vigor roll or take an automatic wound.
- **Size -1:** Giant bees are 2' long.
- **Sting:** Str+2, AP 1.

Giant Constrictor

Giant constrictors are capable of swallowing a grown human. These monsters can grow to immense lengths.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12+1, Vigor d6

Skills: Fighting d6, Guts d6, Notice d10, Swimming d8

Pace: 8; **Parry:** 5; **Toughness:** 9

Treasure: None

Special Abilities:

- **Bite:** Str+1.
- **Constrict:** Against targets Size +3 or lower, the snake can Constrict whenever it scores a raise on a Fighting roll. On the victim's action, it can only attempt to break free with an opposed Strength roll. On the snake's action, the victim must make an opposed Strength roll or suffer Fatigue. Once Incapacitated, the victim is unconscious for the next 1d6 hours—during which time the snake eats it alive!
- **Large:** Attacks are +2 to hit the snake because of its large size.
- **Size +4:** Measure over 25' long.
- **Swallow:** If the creature scores a raise on a Fighting roll with a bite attack against an opponent of Size+2 or smaller, it has swallowed its prey whole. The victim suffers Str+4 damage each round until crushed to death by the powerful jaw muscles or freed.
A victim may try to break free, either with an opposed Strength roll or by using a small weapon to cut himself free. Whatever method he uses, the victim is at -4 to all rolls.

Giant Crab

Giant crabs live on beaches, hiding under the sand ready to leap out at passing prey.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d10, Vigor d8

Skills: Fighting d8, Guts d6, Notice d8, Stealth d10,

Swim d8

Pace: 8; **Parry:** 6; **Toughness:** 10 (3)

Treasure: Meager, in lair.

Special Abilities:

- **Armor +3:** Giant crabs have thick shells.
- **Claws:** Str+2.
- **Size +1:** These creatures weigh over 400 pounds.



Giant Eagle

Giant eagles hunt by swooping down on prey, grasping it in their huge talons, and then carrying the prey back to the nest, where 1d6 hungry chicks are waiting. Use Eagle stats (on page 49) for the chicks.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+4, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d10, Notice d12+4

Pace: 4; **Parry:** 6; **Toughness:** 14

Treasure: Worthwhile, in nest

Special Abilities:

- **Bite:** Str+2; AP 2.
- **Flight:** Giant eagles have a Flying Pace of 16", with an Acceleration of 4" and a Climb of 6".
- **Huge:** Characters add +4 when attacking an eagle due to their great size.
- **Lift :** Giant eagles have incredible lift, and can pick up creatures or objects of Size +5. It takes the eagle a full round to properly grasp a creature, which is a Grapple attack. With a raise, the eagle lifts the character in the air and ascends 6" per round afterward.
- **Size +8:** Giant eagles are huge creatures with wingspans of over 100'.
- **Talons:** Str+2; AP 4. These claws are large enough to damage objects with Heavy Armor.

Giant Leech

Bloodsucking leeches are common in jungle regions, but are usually no more than an annoyance. These black, slimy monsters, however, are more deadly, and can drain a human dry in just a few minutes.

Attributes: Agility d4, Smarts d4(A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d6, Guts d8, Notice d6, Stealth d8

Pace: 0; **Parry:** 5; **Toughness:** 5

Treasure: None

Special Abilities:

- **Aquatic:** Pace 6.
- **Bite:** Str+1.
- **Blood Drain:** A giant leech succeeding in a Fighting roll attaches itself to its prey and begins to drink blood. Each round the leech is attached the victim must make a Vigor roll or suffer a level of Fatigue. Removing a leech requires an opposed Strength roll. Alternatively, the leech can be killed with weapons—a giant leech attached to its victim has a Parry of 2. Unfortunately, any roll of 1 on the attack die

(regardless of Wild Die) strikes the leech's victim.

- **Size -1:** Giant leeches measure 2' in length.
- **Weakness (Salt):** A pound of salt causes 2d6 damage to a giant leech.

Giant Mosquito

As long as a man's arm and carrying deadly tropical diseases, the giant mosquito is a menace to adventurers in jungle or swampy environments. Treat a regular sized mosquito swarm as an Amazonian Flesh Eating Insect Swarm (see page 66).

Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d4, Vigor d4

Skills: Fighting d6, Notice d6

Pace: 0; **Parry:** 5; **Toughness:** 2

Treasure: None

Special Abilities:

- **Disease:** Anyone Shaken or wounded by a giant mosquito must make a Vigor roll or be infected. Victims are automatically Fatigued. Each week, they must make another Vigor roll. On a success, they recover one level of Fatigue. With a failure, they get sicker, suffering another level of Fatigue. This can lead to Death. Once all Fatigue is recovered, the victim is healed. No other form of healing can remove these Fatigue levels.
- **Flying:** Flying Pace 10, Climb 3.
- **Infravision:** Halves penalties for Bad Lighting against living targets.
- **Proboscis:** Str+1.
- **Size -2:** Giant mosquitoes measure around 1'.
- **Small:** Attacks are -2 to attack rolls against a giant mosquito due to its small size.



Giant Octopus

These terrors of the deep are aggressive and always hungry, at least in pulp settings. Wounded beasts typically emit an ink cloud and attempt to escape. Characters may often try to sever tentacles. A tentacle is severed if it takes the creature's Toughness in damage in one hit from an edged weapon. Attacking a tentacle that has entangled a friend is somewhat risky—a roll of 1 on the attack die means the ally is hit instead.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12+4, Vigor d8

Skills: Fighting d8, Guts d6, Notice d6, Stealth d6

Pace: 0; **Parry:** 6; **Toughness:** 12

Treasure: None.

Special Abilities:

- **Aquatic:** Pace 6".
- **Huge:** Characters add +4 to attack rolls due to the creature's size.
- **Ink Cloud:** A giant octopus can spurt a cloud of black ink once per day. The cloud fills a sphere equal to a Large Burst Template. No sight or smell functions within this template, even for the octopus.

- **Size +6:** The body of a giant octopus is over 40' long, while each tentacle is over 20' long.
- **Tentacles:** A giant octopus may make up to four attacks each round. On a raise, the creature has grappled the victim. A entangled victim may only attempt an opposed Strength roll each round to escape. Once grappled, the octopus does its Strength damage automatically by crushing with its arms and rending with its beak. A victim killed by an octopus' tentacles is usually ripped in half.

Giant Rat

Giant rats are just big rats. Real big.

Attributes: Agility d8, Smarts d8(A), Spirit d8, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d6, Guts d6, Intimidation d8, Notice d6, Stealth d8

Pace: 8; **Parry:** 5; **Toughness:** 4

Treasure: Meager, in lair.

Special Abilities:

- **Bite:** Str+1.
- **Infection:** Anyone Shaken or wounded by a rat must make a Vigor roll or suffer a level of Fatigue from an infected bite. Cumulative bites can lead to Incapacitation, but never to Death. One Fatigue level is recovered every 24 hours or with a successful Healing roll.
- **Size -1:** Giants rats are the same size as dogs.

Giant Scorpion

Giant scorpions are usually found in hot climates. Unlike their normal-size cousins, giant scorpions are fierce predators.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12+1, Vigor d10

Skills: Climbing d6, Fighting d8, Guts d6, Intimidation d8, Notice d6, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 11 (3)

Treasure: Meager, in lair.

Special Abilities:

- **Armor +3:** Chitinous skin.
- **Grapple:** A scorpion may grapple a foe with one or both pincers. If it uses both, each must make a successful opposed Strength roll. Escaping from a double grapple gives the prey a -4 penalty to his Strength roll to escape. A stinger attack against a grappled foe is made at +2 or +4 if the victim is held in both pincers.
- **Improved Frenzy:** Giant scorpions may make 2 Fighting attacks with no multi-action penalty.
- **Pincers:** Str+1.
- **Poison:** Anyone wounded or Shaken by a stinger attack must make a Vigor roll or immediately become Incapacitated. Death follows in 2d6 rounds.
- **Size +1:** Giant scorpions measure 7' in length.
- **Stinger:** Str+2.

Giant Animals

The *Savage Worlds* rules already contain statistics for some mundane beasts, such as alligators, wolves, and lions, but what if you want to make a truly huge specimen to terrorize your party? After all, giant animals are as much a part of pulp games as mad scientists and flying aces.

Here's a quick quickest solution.

Each point of Size adds +1 Toughness and increases Strength by one step. Strength over d12 increases by +1 per Size step.

Increase Pace by 1 point per Size step if you want to represent a longer stride and more powerful leg muscles.

For ease, assume a creature of Size +4 to +6 is Large, +7 to +9 is Huge, and +10 or higher is Gargantuan.

You can add Armor at +1 per two Size levels to represent thicker skin.

Don't bother altering the beast's natural weapon damage—as Strength increases, so does the creature's base damage.



Giant Robot

Giant robots are the work of mad scientists. Standing dozens of feet tall and clad in armor strong enough to withstand rocket attacks, they require brains as well as brawn to defeat.

Attributes: Agility d6, Smarts d4(A), Spirit d10, Strength d12+10, Vigor d8

Skills: Fighting d6, Intimidation d10, Notice d8, Shooting d8, Stealth d4

Pace: 12; **Parry:** 5; **Toughness:** 20 (5)

Treasure: None

Special Abilities:

- **Armor +5:** Metal skin. Heavy Armor.
- **Construct:** +2 to recover from being Shaken. No additional damage from called shots. Arrows, bullets, and other piercing weapons do half damage. No wound penalties. Immune to poison and disease.
- **Fearless:** Immune to Fear and Intimidation.
- **Gargantuan:** Heavy Armor. Attacks against it by man-size creatures are made at +4. The robots's attacks are Heavy Weapons. Add Size to damage when stomping.
- **Heat Ray:** Giant robots have heat rays mounted in their left arms. Range 50/100/200, Damage 3d8, AP

Encounters

Pulp, even fantasy pulp, works best when adventures have scripted encounters, rather than collections of random beasts thrown into the story on the quirk of dice draws or dice rolls.

The encounters you use can still be randomly generated, or just an interlude, but they shouldn't come across that way. Let's take a desert nomad attack as an example.

The characters are in the Sahara searching for a diamond mine. Their journey will take ten days, so you decide to spice the trip up a bit.

Have the characters see vultures circling overhead just over the next dune. They crest the dune to find a small caravan wiped out. A brief check reveals that the attack has all the hallmarks of desert nomads. Now when the nomads attack the group, it doesn't seem so random.

Whether the nomads are part of the plot or not, the players will undoubtedly try to work them into the story somehow. They may even give you a good idea you can use on them later.

10, ROF 1, Shots 20.

- **Size +9:** These monsters stand over 30' tall.
- **Thermal Vision:** Halves penalties for darkness against living creatures.

Gorilla

Like most animals, gorillas tend to flee from humans unless they feel threatened. Of course, that's not much fun for a pulp game. Aggressive gorillas are a pulp staple, though it's a little against their true nature.

Attributes: Agility d8, Smarts d8(A), Spirit d8, Strength d12+2, Vigor d10

Skills: Climbing d6, Fighting d8, Guts d10, Intimidation d8, Notice d6, Stealth d8, Throwing d6

Pace: 8; **Parry:** 6; **Toughness:** 8

Treasure: None

Special Abilities:

- **Frenzy:** A gorilla can make two Fighting attacks each round at -2 penalty.
- **Size +1:** Gorillas are about the same height as humans, but are much stockier.
- **Slam:** Str.

Gremlin

Gremlins don't live under beds or in closets. These nasty little critters live in airplanes, oceangoing ships, or rocket ships, and take great delight in sabotaging vital systems. Although first recognized in World War 2, there's no reason they can't exist in any pulp setting.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Climbing d10, Fighting d8, Notice d8, Repair d6, Stealth d10

Pace: 6; **Parry:** 6; **Toughness:** 4

Special Abilities:

- **Bite or Claws:** Str+2.
- **Sabotage:** Every week, a gremlin makes a Repair roll. With a success, it causes a major malfunction. Roll on the Critical Hit table. The vehicle suffers no actual wounds, however, just the effects of the Critical Hit. A crew result means it has someone affected the cockpit or bridge, maybe altering the oxygen feed or connecting a steam vent to the bridge. The affected crewman suffers 2d6 damage. Treat a Chassis result as damage to a minor system, giving a -2 penalty to Boating, Driving, or Piloting rolls until it is repaired.
- **Size -1:** Gremlins are only 3' tall.

Hippo

Forget lions, the most dangerous animal in Africa, in terms of killing humans, is the river dwelling hippopotamus. Hippos are extremely territorial, far more so than any great cat.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12+3, Vigor d8

Skills: Fighting d6, Guts d8, Intimidation d8, Notice d6, Stealth d8

Pace: 8; **Parry:** 5; **Toughness:** 11 (1)

Treasure: None

Special Abilities:

- **Armor +1:** Blubbery hides.
- **Berserk:** Hippos immediately go berserk if the sense intruders in their territory. While Berserk, its Parry is reduced by 2 but he adds +2 to all Fighting and Strength rolls, and his Toughness. The hippo gains the Hardy ability while berserk.
- **Bite:** Str+2.
- **Capsize:** Hippos can capsize small boats. The hippo makes a Strength roll and compares the total to the boat's Toughness (including Armor). If the hippo's total is higher, it has capsized the boat, dumping the passengers into the river. Boats with Heavy Armor cannot be capsized by a hippo.
- **Dehydration:** Hippos must immerse themselves in water (salt or fresh) at least one hour out of every

24. Those who don't are automatically Fatigued each day until they are Incapacitated. The day after that, they perish.

- **Large:** Attackers gain +2 to attack rolls against a hippo due its size.
- **Semi-Aquatic:** Pace 8. Hippos can stay submerged for about 5 minutes.
- **Size +4:** Hippos weigh up to four tons.

Hyena

Hyenas are scavengers and hunters. The former is preferred, as it's generally easier. Hyenas have incredibly powerful jaws, voracious appetites (they can digest skin, flesh, and bone), and are brave enough to face off against lions. Their Taunt skill represents their unique laughing bark.

Attributes: Agility d8, Smarts d6, Spirit d6(A), Strength d6, Vigor d6

Skills: Fighting d6, Guts d10, Intimidation d8, Notice d10, Taunt d8

Pace: 8; **Parry:** 5; **Toughness:** 4

Treasure: None

Special Abilities:

- **Bite:** Str+3, AP 2.
- **Fleet Footed:** Hyenas roll a d10 when running.
- **Size -1:** Hyenas are relatively small creatures.

Killer Whale (Orca)

Killer whales are misnamed. Yes, they kill seals and penguins, but there has never been a recorded incident of a killer whale attacking a human. Of course, that may simply be because there have never been any witnesses or survivors. At least that's how it works in a pulp setting.

Attributes: Agility d8, Smarts d8(A), Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d10, Guts d8, Notice d12

Pace: 0; **Parry:** 7; **Toughness:** 12

Treasure: None

Special Abilities:

- **Bite:** Str+2.
- **Large:** Attackers add +2 to their attack rolls when attacking orcas due to their large size.
- **Semi-Aquatic:** Pace 12. Orcas can stay submerged for about 5 minutes.
- **Size +4:** Orcas can grow up to 20' in length.

Manimal

Manimals are a mix between humans and animals. Unlike werecreatures, manimals do not change form.

Most manimals are humanoid, but have the hands, feet, and heads of animals. A few have tails.

Manimals are found far from civilized lands. They may be a result of experiments inflicted on slaves by an ancient, and now extinct, empire, superscience experiments who have escaped, or just a freakish mutation. For obvious reasons, they don't like "normals" nosing around their territory. Whether or not they can speak depends on your needs.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d8, Guts d6, Intimidation d6, Notice d8, Survival d6, Stealth d6, Tracking d6

Pace: 8; **Parry:** 6; **Toughness:** 7

Treasure: Meager per 3 manimals

Special Abilities:

- **Bite/Claws:** Str+1
- **Manimal Types:** A manimal's animal features modifies its statistics as follows:
 - **(Ape):** Strength d12+2, Climbing d6, Throwing d6.
 - **(Boar):** Spirit d8, Guts d8, Vigor d12, Toughness 8, Berserk (when Shaken)
 - **(Cat):** Agility d10, Climbing d6, Fighting d10, Parry 7. A cheetah manimal also has Fleet Footed (d10 running die).
 - **(Dog):** Fleet Footed (d10 running die), Notice d10, Tracking d8.
 - **(Elephant):** Strength d12+4, Armor (+1), Brawny, Trunk (can use to make a Str attack at Reach 1), Tusks (Str+2), Toughness 9.
 - **(Hyena):** Bite (Str+3, AP 2), Fleet Footed (d10 running die), Taunt d8
 - **(Piranha):** Strength d8, Aquatic, Bite (Str+3), Improved Frenzy.
 - **(Rhino):** Strength d12+3, Armor (+1), Brawny, Horn (Str+2), Toughness 9.

Martian

Forget your tripod-driving lumps of slime, pulp Martians are humanoid, have enlarged craniums, green skin, and carry ray guns. Their planet is dying and they want to move to Earth. First they have to remove the current inhabitants. Most Martians are not accustomed to Earth's diseases, higher radiation levels, and pollution, and so must wear spacesuits. In true pulp fashion, these have big, glass bubble helmets.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d6, Fighting d6, Guts d6, Intimidation d6, Notice d6, Piloting d6, Repair d6, Shooting d8

Charisma: -6; **Pace:** 6; **Parry:** 5; **Toughness:** 7(2)

Hindrances: Anemic, Bloodthirsty, Outsider

Edges: Combat Reflexes, Dodge

Treasure: Meager

Gear: Spacesuit (+2), at least on gizmo from the list below.

Special Abilities:

- **Gizmo:** Martian technology is more advanced than Earth's and every Martian has at least one gizmo. The gizmo has a Weird Science skill of d10, meaning anyone can use it, and 20 Power Points.

Possible gizmos include, *armor* (forcefield belt), *blast* (atomic bazooka), *bolt* (ray gun), *entangle* (rifle that shoots sticky webs), *fly* (rocket boots), *invisibility* (belt), *puppet* (hypnosis ray), *shape change* (illusion generator; can become human for 5 Power Points), and *stun* (stun pistol).

Mechanical Man

Mechanical man, robot man, or automaton—all descriptions of the same thing, a mechanical, metal-skinned humanoid created by superscience. Pulp robots aren't particularly hi-tech, typically containing lots of clockwork mechanisms, but they're still deadly.

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d10, Vigor d8

Skills: Fighting d6, Notice d8, Shooting d8

Pace: 4; **Parry:** 5; **Toughness:** 8 (2)

Treasure: None

Special Abilities:

- **Armor +2:** Metal skin.
- **Construct:** +2 to recover from being Shaken. No additional damage from called shots. Arrows, bullets, and other piercing weapons do half damage. No wound penalties. Immune to poison and disease.
- **Fearless:** Immune to Fear and Intimidation.
- **Machine Gun:** Mechanical men have small machine guns mounted in their left arms. Range 12/24/48, Damage 2d6, ROF 3, Shots 50.
- **Rock and Roll:** Mechanical men suffer no penalties for using their MG in autofire mode.
- **Pincers:** Str.
- **Thermal Vision:** Halves penalties for darkness against living creatures.

Minions of the Gods

Many pulp stories have a supernatural element. Minions are servants of the dark gods, sent to Earth to serve as a dark army for powerful priests.

Although humanoid, minions take on characteristics of their god. For instance, servants of Anubis have jackal's heads, whereas servants of the Aztec god of death Mictlantecuhtli are skeletal (but not undead).

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d6, Stealth d4

Pace: 6; **Parry:** 6; **Toughness:** 7

Treasure: None

Gear: Poleaxe (Str+4, Reach 1)

Special Abilities:

- **Arcane Resistance:** +2 Armor versus magic, and +2 to rolls made to resist magical effects.
- **Fear:** Anyone seeing a minion must make a Guts roll.
- **Improved Sweep:** A minion can attack all adjacent foes with no penalty.
- **Size +1:** Minions stand 8' tall.

Monkey, Trained

Trained monkeys are often used by minor villains as pickpockets. Monkeys "befriend" soft-hearted heroes, then lead their masters to their hideout at the first opportunity.

The monkey's Lockpicking skill covers picking pockets rather than disarming traps or actually opening locks.

Attributes: Agility d10, Smarts d8(A), Spirit d6, Strength d4, Vigor d6

Skills: Climbing d10, Fighting d6, Guts d6, Lockpicking d8, Notice d8, Stealth d10, Swimming d6

Pace: 6; **Parry:** 5; **Toughness:** 3

Treasure: None

Special Abilities:

- **Bite:** Str+1.
- **Size -2:** Monkeys are only 1' tall.
- **Small:** Attackers suffer a -2 penalty to attack monkeys because of their size.

Mummified Crocodile

The Egyptian priests of Sobek, the crocodile god, kept sacred crocodiles in their temple precincts. When they died, they mummified them. Such creatures are perfect "pets" for a villain of Egyptian origin.

Attributes: Agility d4, Smarts d4(A), Spirit d8, Strength d12+3, Vigor d12

Skills: Fighting d8, Guts d6, Notice d6

Pace: 3; **Parry:** 6; **Toughness:** 12 (2)

Treasure: None

Special Abilities:

- **Armor +2:** Crocs have thick skins.
- **Aquatic:** Pace 5
- **Bite:** Str+2
- **Fear:** Anyone seeing a mummy must make a Guts rolls.
- **Rollover:** Crocs are notorious for grasping their prey in their vice-like jaws and rolling over and over with

their flailing victims in their mouth. If one of these large amphibians hits with a raise, it causes an extra 2d4 damage to its prey in addition to its regular Strength damage.

- **Shuffling Gait:** Mummies roll a d4 running die.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Immune to poison and disease; No additional damage from called shots; Half damage from arrows and other piercing weapons.
- **Weakness (Fire):** The chemicals used in the preservation process mean mummies take +4 damage from fire.

Mummy

Mummies are your typical walking dead from Egypt. Some serve mummy lords as minions, whereas other guard the ancient tombs of the pharaohs.

Attributes: Agility d4, Smarts d6, Spirit d10, Strength d12+2, Vigor d12

Skills: Fighting d8, Guts d10, Intimidation d8

Pace: 4; **Parry:** 6; **Toughness:** 10

Treasure: Meager.

Special Abilities:

- **Fear:** Anyone seeing a mummy must make a Guts roll.
- **Shuffling Gait:** Mummies roll a d4 running die.
- **Slam:** Str.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Immune to poison and disease; No additional damage from called shots; Half damage from arrows and other piercing weapons.
- **Weakness (Fire):** The chemicals used in the preservation process mean mummies take +4 damage from fire.



Mummy Lord

We're not talking shambling corpses swathed in miles of bandages here. These mummies are your honest-to-goodness resurrected Egyptian priests. Sure they once had bandages, or gooey flesh at least, but through ancient magic they now walk the Earth in the form they had in life.

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d12+4, Vigor d12

Skills: Faith d12, Fighting d10, Guts d12, Intimidation d10, Notice d8

Charisma: +4; **Pace:** 4; **Parry:** 7; **Toughness:** 10

Hindrances: Arrogant, Delusional (thinks a female is his lost love resurrected), Overconfident

Edges: Arcane Background (Miracles), Combat Reflexes, Improved Level Headed, Very Attractive

Treasure: Treasure Trove.

Animal Mummies

The Egyptians didn't just mummify humans. They also mummified cats, ibises, baboons, and crocodiles. How do you make a creature, or a monster, into a mummy? Just apply the following template to the regular stats and you've got a mummy ready to go..

- Reduce Agility by two steps (min d4).
- Increase Spirit by one step, or two for a royal mummy.

Increase Strength 4 steps, or six steps for a royal mummy.

- Increase Vigor by two steps.
- Add the Arcane Resistance Special Ability, or the Improved version for a royal mummy.

• Add Fear if you want them to be really scary. Also add fearless if a royal mummy.

• Add the Shuffling Gate Special Ability (which reduces Pace by 2).

• Add the Undead Special Ability.

• If the culture or race uses tar or similar flammable substances to preserve the dead, add the Weakness (Fire) Special Ability.

Gear: None

Special Abilities:

- **Fearless:** Immune to Fear and Intimidation.
- **Fist:** Str+2.
- **Improved Arcane Resistance:** +4 Armor versus magic, and +4 to rolls made to resist magic effects.
- **Invulnerability:** Mummy lords can only be wounded by magic items, magic weapons, or arcane powers. Other weapons can Shake them, but never cause a wound.
- **Phobia (Cats):** A mummy lord who sees a cat must make a Guts roll. On a failure, they suffer a -2 penalty to their trait rolls so long as the cat is visible. On a critical failure, the mummy is Panicked.
- **Powers:** A greater mummy typically knows *barrier* (wall of sand), *bolt* (swarm of beetles), *deflection* (shield of sand), *fear* (unearthly cry), *obscure* (cloud of sand), and *speed* (becomes a sand whirlwind). (30 Power Points.)
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Immune to poison and disease; No additional damage from called shots; Half damage from arrows and other piercing weapons.

Polar Bear

Polar bears are among the largest of the ursines. They are territorial, can smell a seal up to 20 miles away, and can dive for food as well, suffering no ill effects from the icy polar waters. Compared to other bears, polar bears are more willing to consider humans as prey, which is bad news for explorers.

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+5, Vigor d12

Skills: Fighting d8, Guts d10, Notice d6, Stealth d8, Swimming d8

Pace: 6; **Parry:** 6; **Toughness:** 12 (1)

Treasure: None

Special Abilities:

- **Armor +1:** Thick fur and fat.
- **Bear Hug:** Bears don't actually "hug" their victims, but they do attempt to use their weight to pin their prey and rend it with their claws and teeth. A bear that hits with a raise has pinned his foe and attacks at +2 until the foe is freed. The opponent may only attempt to escape the "hug" on his action, which requires a raise on an opposed Strength roll.
- **Claws:** Str+2.
- **Size +3:** These creatures stand up to 9' tall and weigh over 1200 pounds each.
- **Snow Walk:** Polar bears' feet are natural snowshoes. They move at their full Pace over snow and ice.

Reptile Men

Reptile men are found in deep jungle or in swamps. They may be a species of dinosaur, cut off from the event that caused the mass extinction and who later developed sentience. Most scientists mock those who believe in the existence of reptile men.

Reptile man society is extremely primitive, being akin to man's early Stone Age. They have never developed metalworking, but highly prize metal tools and weapons looted from the corpses of those who intrude in their realms.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d8, Guts d8, Notice d8, Stealth d6, Swimming d8, Throwing d8

Pace: 6; **Parry:** 7; **Toughness:** 7 (1)

Treasure: Meager per 5 reptile men.

Gear: Leather armor (+1), stiff hide shield (+1 Parry), stone battle axe (Str+3), throwing stone (Range: 3/6/12, Damage: Str+1).

Special Abilities:

- **Keen Senses:** Reptile men "taste" the air, giving them +2 to all Notice rolls. This ever-present advantage means they are always considered "Active" when consulting the Stealth results table.

- **Natural Swimmers:** A reptile man's tail makes him a powerful swimmer, giving a +2 on all Swimming rolls and increasing swimming Pace to equal their Swimming skill.

Rhino

Despite being armor plated and shortsighted, rhinos can do a lot of damage once they get fired up. They're fast on their hooves as well.

Attributes: Agility d6, Smarts d4(A), Spirit d10, Strength d12+5, Vigor d10

Skills: Fighting d6, Guts d10, Intimidation d10, Notice d4, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 13 (2)

Treasure: None

Special Abilities:

- **Armor +2:** Thick hide.
- **Fleet Footed:** Rhinos have a d10 running die.
- **Gore:** A rhino uses the Charge maneuver to gore its opponents with its horn. If it can charge at least 6" before attacking, it adds +4 to its damage total.
- **Horns:** Str+2.
- **Large:** Attacks are +2 to attack rolls against rhinos because of their size.
- **Size +4:** Rhinos are large creatures.

Scorpion

Scorpions can be found in many deserts. There are many species, and ranging from tiny creatures to the Emperor Scorpion, which can grow to a foot long. Venom seems to be inversely based on size, with the smaller scorpions being more deadly.

Regardless of size, these stats can be used for all types of scorpions.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d4, Vigor d4

Skills: Climbing d8, Fighting d6, Notice d6, Stealth d12

Pace: 4; **Parry:** 5; **Toughness:** 2

Treasure: None

Special Abilities:

- **Pincers/Sting:** Str.
- **Poison:** Scorpions do little serious damage with their sting, but may inject venom. A character stung by a scorpion must make a Vigor roll at -2. With success, the afflicted area swells and becomes numb. The victim becomes Fatigued until healed. With a failure, the victim becomes Exhausted.
- **Size -2:** Most species of scorpion are less than 6" across.
- **Small:** Attacks suffer a -2 penalty to attack scorpions because of their size.



Sea Monster

Sea monsters are akin to plesiosaurs but can come onto dry land for short spells using their paddle-like fins. Despite their name, not all sea serpents actually live in the sea. Some of the most famous live in deep lakes.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12+8, Vigor d10

Skills: Fighting d8, Guts d10, Intimidation d10, Notice d6

Pace: 4; **Parry:** 6; **Toughness:** 13

Treasure: None.

Special Abilities:

- **Aquatic:** Pace 12.
- **Bite:** Str+3, Reach 2. Heavy Weapon.
- **Large:** Attackers get +2 to attack rolls due to the creature's size.
- **Long Neck:** A sea monster's long neck gives it a Reach of 2.
- **Quick:** Sea monsters possess fast reflexes, able to turn in an instant and whip their long necks to attack passing prey. They redraw action cards of 5 or lower.
- **Size +6:** Sea monsters measure over 20' long.

Shark

For unknown reasons, villains often like to have man-eating sharks in big tanks in their lairs.

Great White

These statistics cover Great Whites, 18 to 25 feet long. Larger specimens surely exist. Great whites often trail vessels at sea for days and wait for divers to go into the water where they strike suddenly and without warning. They might also nudge ships when they see crewmen hanging over the side, such as when making repairs.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d10, Guts d8, Notice d12, Swimming d10

Pace: —; **Parry:** 7; **Toughness:** 12

Booty: Loot, in stomach.

Special Abilities:

- **Aquatic:** Pace 10.
- **Bite:** Str+3.
- **Hardy:** Second Shaken does not cause a wound.
- **Large:** Attackers add +2 to their attack rolls when attacking a Great White due to its large size.
- **Size +4:** Great Whites can grow up to 25' in length.

Man-eater

These statistics cover most medium-sized mankillers, such as tiger, mako, and bull sharks.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d8, Vigor d6

Skills: Fighting d8, Guts d6, Notice d12

Pace: —; **Parry:** 6; **Toughness:** 5

Booty: None.

Special Abilities:

- **Aquatic:** Pace 10.
- **Bite:** Str+2.
- **Feeding Frenzy:** Once there's a significant amount of blood in the water (usually one wound), all the sharks present go into a feeding frenzy and add +2 to their attacks and damage for the rest of the fight.

Snake Man

Snake men are distantly related to reptile men (see page 58), but come from a more civilized society. They are humanoid, but have scaly skin, tails, and the heads of snakes.

Their society is broken down into two main castes—warrior and priest. The castes are hereditary, and priests are clearly distinguished from warriors by their cobra-like heads.

They are remnants of a civilization that flourished long before humans evolved from apes. An ancient war with early humans, combined with a change in global climate, left the serpent men race broken. They are now found only in the heart of dense jungles or deserts, living in their ruined cities and temples. They hate humans.

Warrior

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d8, Guts d10, Intimidation d8, Notice d8, Shooting d8, Stealth d8, Survival d6, Tracking d8

Pace: 6; **Parry:** 6; **Toughness:** 7 (1)

Hindrances: —

Edges: Combat Reflexes, Quick

Treasure: Meager per three warriors.

Gear: Scimitar (Str+3)

Special Abilities:

- **Armor +1:** Scaly hide.
- **Bite:** Str+1.
- **Poison (+0):** Snake men inject deadly venom through their bite. A character bitten by a snake man must make a Vigor roll. With success, the bite area swells and becomes numb. The victim becomes Exhausted until healed. With a failure, the victim becomes Incapacitated and must make a second Vigor roll or die in 2d6 minutes.



Priest

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d8, Vigor d8

Skills: Faith d10, Fighting d6, Guts d10, Intimidation d8, Knowledge (Astronomy) d10, Notice d8, Shooting d8, Stealth d8, Tracking d8

Pace: 6; **Parry:** 5; **Toughness:** 7 (1)

Hindrances: —

Edges: Combat Reflexes, Frenzy, Quick

Treasure: Meager.

Gear: Scimitar (Str+3)

Special Abilities:

- **Armor +1:** Scaly hide.
- **Bite:** Str+1.
- **Poison (+0):** Snake men inject deadly venom through their bite. A character bitten by a snake man must make a Vigor roll. With success, the bite area swells and becomes numb. The victim becomes Exhausted until healed. With a failure, the victim becomes Incapacitated and must make a second Vigor roll or die in 2d6 minutes.
- **Powers:** *Armor* (hardened scales), *bolt* (fire small snakes), *puppet* (rocking motion), *quickness* (super reflexes), and *speed* (blurry motion); 20 Power Points.

Spitting Cobra

Spitting cobras are venomous snakes that usually attack by spitting a toxin in the eyes of their prey, then striking with their fangs while the prey is temporarily blinded.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d4, Vigor d4

Skills: Fighting d8, Guts d6, Notice d12, Shooting d8, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 2

Treasure: None

Special Abilities:

- **Poison:** Snakes this size do little serious damage with their bite, but may inject deadly venom. A character bitten by a spitting cobra must make a Vigor roll. With success, the bite area swells and becomes numb. The victim becomes Exhausted until healed. With a failure, the victim becomes Incapacitated and must make a second Vigor roll or die in 2d6 minutes.
- **Quick:** Snakes are notoriously fast. They may discard action cards of 5 or lower and draw another. They must keep the replacement card, however.
- **Size -2:** Cobras are four to six feet in length, but only a few inches thick.
- **Small:** Anyone attacking a snake must subtract 2 from his attack rolls.
- **Spit:** Spitting cobras can spray blinding venom to a Range of 1/2/4. A raise on the attack means the victim has been struck in the face. He must make a Vigor roll at -2 or be blinded for 2d6 hours. While blinded, he suffers a -6 penalty to all physical trait rolls.

Tarantula

Tarantulas are hairy spiders common to Central and South America. Despite many myths about their venom, a healthy human has very little chance of dying from a bite.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d4, Vigor d4

Skills: Climbing d10, Fighting d6, Notice d6, Stealth d12

Pace: 4; **Parry:** 5; **Toughness:** 2

Treasure: None

Special Abilities:

- **Bite:** Str.
- **Poison:** Tarantulas do little serious damage with their bite, but may inject venom. A character bitten by a tarantula must make a Vigor roll at -2. With success, the bite area swells and becomes numb. The victim becomes Fatigued until healed. With a failure, the victim becomes Exhausted.
- **Size -2:** Most species of tarantula are less than 6" across.
- **Small:** Attacks suffer a -2 penalty to attack tarantulas because of their size.

Tentacled Thing

Tentacled things are ancient horrors, usually found only in ruined temples and tombs. They are usually a gelatinous sac covered with a swarm of long tentacles.

Attributes: Agility d10, Smarts d6, Spirit d10, Strength d12+2, Vigor d10

Skills: Fighting d10, Intimidation d10, Notice d6

Pace: 4; **Parry:** 7; **Toughness:** 12

Treasure: None, but usually guards a Treasure Trove

Special Abilities:

- **Fear -2:** Anyone who sees a tentacled thing must make a Guts roll at -2.
- **Shapeless Mass:** Tentacled things have no discernible head, so cannot be targeted by called shots to that area.
- **Size +5:** Tentacled things are as much as 20' long.
- **Tentacles:** Tentacled things can attack each and every creature within 2" for Str damage.

Trap

Traps are common enough in most pulp games—especially in ancient tombs bulging with treasure. Of course, some tribes, especially cannibalistic ones, use traps. The system presented here is a Fast! Furious! Fun! way of making deadly traps. When you need a trap, draw a single card from the Action Deck—this tells you everything you need to know

Detecting: Detecting a trap requires a Notice roll. Unless a character has Danger Sense, searching for traps requires an action.

Disarming: Disarming a trap requires a Lockpicking roll. On a roll of 1 (regardless of Wild Die), the trap activates.

Initiative: Most traps activate with little warning to the unfortunate victim. Use the rules for Surprise. A trap catching a character by Surprise also has the Drop (where applicable).

Area: Static traps, such as pits and blades, affect a 1" square on the battle grid. Nonmagical projectile traps, such as arrow traps, have a fixed range of 4".

Duration: Nonmagical traps are one-shot devices. Once activated, they must be reset in order to work again. Magical traps continue to work indefinitely, having infinite Power Points.

Effects: Check the card against the Trap Table (see page 63).

Notes: The following short codes are used on the table. Sh = Shooting skill. Xdx = number and type of dice damage. ROF = the number of attacks a projectile trap makes against all targets in range, unless otherwise stated. Traps which use Shooting do not suffer multi-action penalties for a ROF more than 1.

Venus Flytrap, Giant

Why should it just be animals that get giant versions in pulp? This Venus flytrap has jaws large enough to trap an adult human.

Attributes: Agility d4, Smarts d4(A), Spirit d8, Strength d10, Vigor d8

Skills: Fighting d6

Pace: 0; **Parry:** 5; **Toughness:** 6

Treasure: Meager, around base

Special Abilities:

- **Digestive Juices:** Powerful digestive enzymes cause 2d6 damage each round to trapped prey. Wood, cloth, and metal cannot be dissolved, and such items are disgorged once the prey's flesh is dissolved.
- **Plant:** Called shots do no extra damage. Bullets, arrows, and other piercing weapons inflict half damage. Not subject to Tests of Will.
- **Size +1:** The body of a Giant Venus Flytrap is 8' across.
- **Tendrils:** A Venus flytrap has 1d6+1 tendrils attached to its bulbous base by long stalks—Reach 1. Each is capable of entirely engulfing a target of Size +1 or less. On a successful Fighting roll the tendril engulfs its prey. Breaking free requires a Strength roll at -4. Trapped victims may not use weapons to free themselves. Each tendril is treated as a separate foe for damage purposes—severing a tendril does not harm the plant as a whole.

Werecreatures

Werecreatures aren't just restricted to werewolves. Many cultures have stories of people able to turn into animals, either through natural gifts or using magic.

Werejaguar

Werejaguars are common in pulp games, and are usually found in tropical realms. Depending on your setting, werejaguars may be supernatural creatures, or priests of dark and bloodthirsty gods who grant their followers the ability to change form.

Attributes: Agility d10, Smarts d6, Spirit d10, Strength d12+1, Vigor d12

Skills: Climbing d10, Fighting d12, Guts d10, Intimidation d10, Notice d10, Stealth d12

Pace: 8; **Parry:** 8; **Toughness:** 9

Treasure: Meager

Special Abilities:

- **Bite/Claws:** Str+3.
- **Immunity:** Werecreatures can only be Shaken by weapons that are not silver—not wounded.
- **Infection:** Anyone slain by a werecreature has a 50% chance of rising as a similar beast themselves. The character involuntarily transforms every full moon. He gains control of his lycanthropy only after 1d6 years as a werejaguar.
- **Size +1:** Werejaguars are taller than humans.
- **Weakness:** Werecreatures suffer normal damage from silver weapons.

Werelion

Found in Africa, werelions may be evil spirits able to assume a man-lion hybrid form, or witchdoctors with special powers. Not all werelions are evil, as the lion is considered a noble beast.

Attributes: Agility d10, Smarts d6, Spirit d10, Strength d12+3, Vigor d12

Skills: Fighting d12, Guts d12, Intimidation d12, Notice d12, Stealth d10

Pace: 8; **Parry:** 8; **Toughness:** 10

Treasure: Meager

Special Abilities:

- **Bite/Claws:** Str+3.
- **Immunity:** Werecreatures can only be Shaken by weapons that are not silver—not wounded.
- **Improved Frenzy:** Werelions make two Fighting attacks each round at no penalty.
- **Infection:** Anyone slain by a werecreature has a 50% chance of rising as a similar beast themselves. The character involuntarily transforms every full moon. He gains control of his lycanthropy only after 1d6 years as a werelion.
- **Size +2:** Werelions are much taller than humans.
- **Weakness:** Werecreatures suffer normal damage from silver weapons.

Weretiger

Weretigers are almost exclusively found in India. Some are among the lowest of the castes, living off the poor and sick. Others are born to a noble caste, and see themselves as protectors of India.

Attributes: Agility d10, Smarts d6(A), Spirit d10, Strength d12+5, Vigor d12

Skills: Climbing d8, Fighting d12, Guts d10, Intimidation d8, Notice d12, Stealth d12

Pace: 8; **Parry:** 8; **Toughness:** 11

Treasure: None

Special Abilities:

- **Bite/Claws:** Str+2.
- **Improved Frenzy:** Weretigers may make two Fighting attacks each action at no penalty.
- **Immunity:** Werereatures can only be Shaken by weapons that are not silver—not wounded.
- **Infection:** Anyone slain by a werereature has a 50% chance of rising as a similar beast themselves. The character involuntarily transforms every full moon. He gains control of his lycanthropy only after 1d6 years as a weretiger.
- **Maul:** A weretiger that succeeds in a Grapple attack has knocked its prey to the floor and may make a Fighting attack with no multi action penalty. So long as the victim remains prone, subsequent attacks are made at +2.
- **Size +3:** Weretigers are huge man-tiger hybrids.
- **Weakness:** Werereatures suffer normal damage from silver weapons.



Woolly Mammoth

Mammoths are large elephants with long, curling tusks and thick, woolly coats.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+6, Vigor d12

Skills: Fighting d6, Guts d6, Notice d4

Pace: 6; **Parry:** 5; **Toughness:** 16 (2)

Treasure: None.

Special Abilities:

- **Armor +2:** Thick hide and fur.
- **Immunity (Cold):** Mammoths take no damage from cold, including magical attacks.
- **Large:** Attackers have +2 to attack rolls against these beasts due to their size.
- **Size +6:** Mammoths weigh over 5,000 pounds.
- **Trample:** Str.
- **Tusks:** Str+2.

Yeti

The Himalayan cousin of Bigfoot, the yeti, or abominable snowman, is found only in the high

mountains, far above the snow line. Aggressive and territorial, they have caused the death of many explorers and mountaineers.

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d12+1, Vigor d10

Skills: Climbing d8, Fighting d8, Guts d6, Notice d8, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 9 (1)

Treasure: None, Meager in lair

Special Abilities:

- **Armor +1:** Thick fur.
- **Claws:** Str+2.
- **Camouflage:** Yetis add +4 to Stealth roll in snowy terrain because of their white fur.
- **Immunity (Cold):** Yetis suffer no damage from cold weather or cold-based attacks.
- **Size +1:** Yetis are taller and brawnier than humans.

Zombie

Pulp zombies are usually created by evil priests rather than a product of alien viruses or other such triggers. They are no less deadly, however.

Typical Animated Dead

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d8, Notice d4, Stealth d6

Pace: 4; **Parry:** 5; **Toughness:** 7

Treasure: None

Special Abilities:

- **Claws:** Str.
- **Fearless:** Immune to Fear and Intimidation.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage; half damage from piercing weapons.
- **Weakness (Head):** Shots to a zombie's head are +2 damage, and piercing attacks do normal damage.

Zombie Cannibal Pygmy

Lying deep in the jungles of Africa and Mesoamerica are numerous lost tombs. Many explorers have gone searching for their ruins, but none have returned, for guarding them are fierce zombie cannibal pygmies.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d8, Guts d6, Intimidation d6, Notice d6, Shooting d8, Stealth d10, Throwing d6

Charisma: -6; **Pace:** 8; **Parry:** 7; **Toughness:** 6

Hindrances: All Thumbs, Bloodthirsty, Mean, Small Edges: Fleet Footed, Frenzy, Quick, Woodsman

Treasure: Meager per 5 warriors

Gear: Spear (Str+2, +1 Parry), blowgun (Range 2/4/8, 1d6+1)

Special Abilities:

- **Bite/Claws:** Str+1.
- **Poison (-2):** Darts are coated with deadly poisons. Anyone Shaken or wounded by a poison dart must make a Vigor roll at -2 or suffer an automatic wound.
- **Undead:** +2 Toughness. Called shots to no extra damage to such creatures. +2 to recover from being Shaken. Arrows, bullets, and other piercing weapons do half damage.

Zombie Egyptian Soldier

While many ancient Egyptian soldiers encountered in pulp games are mummies, the zombie Egyptian soldier is created as required using a special version of the *zombie* power. By special, we mean that villains can create these monsters but heroes can't.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d8, Intimidation d10, Notice d6, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 10 (2)

Treasure: Meager per 3 soldiers

Gear: Ancient armor (+2), assorted bronze melee weapons (Str+2)

Special Abilities:

- **Claws:** Str.
- **Control:** Zombie Egyptian soldiers are created through magic. Anyone knowing the right spell can gain control of them. To control a zombie Egyptian soldier, a hero must have the *zombie* power (either as a spell he knows or written in some ancient tome). The effects of the spell, however, work like the *puppet* power. Zombie Egyptian soldiers can be ordered to perform any act and never receive a roll to break free of the spell's influence.
- **Pounce:** A zombie soldier can leap 1d6" to gain +4

to attack and damage. Its Parry is reduced by -2 until its next action when performing the maneuver however.

- **Undead:** +2 Toughness. Called shots to no extra damage to such creatures. +2 to recover from being Shaken. Arrows, bullets, and other piercing weapons do half damage.
- **Wall Walker:** Zombie soldiers can move across walls and ceilings, but must drop to all fours to do so. They use their normal Pace when walking on walls or ceilings, and may even run.

Zombie Martial Artist

Zombie martial artists are rarely found outside of China. Most are summoned by Chinese mystics (p.41) using scrolls of power to serve as their minions. Although zombies, they still retain some of their martial arts skills, and are faster than regular shambling dead.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d8, Notice d6, Stealth d6, Throwing d6

Charisma: +0; **Pace:** 6; **Parry:** 8; **Toughness:** 7

Hindrances: —

Edges: Acrobat, Block, Frenzy, Sweep

Treasure: Meager, per 3 zombie martial artists

Gear: Various martial arts weapons (Str+2)

Special Abilities:

- **Claws:** Str.
- **Fearless:** Immune to Fear and Intimidation.
- **Martial Artist:** Zombie martial artists never count as Unarmed Defenders.
- **Undead:** +2 Toughness; +2 to recover from being Shaken; Called shots do no extra damage; half damage from piercing weapons.
- **Weakness (Head):** Shots to a zombie's head are +2 damage, and piercing attacks do normal damage.

Trap Table

Value	Trap	Clubs	Diamonds	Hearts	Spades
2–3	Pit Trap	3 yards, 2d6	5 yards, 2d6	10 yards, 2d6+5	20 yards, 2d6+10
4	Spiked Pit	3 yards, 2d6+2	5 yards, 2d6+5	10 yards, 2d6+10	20 yards, 2d6+15
5–6	Projectile	Sh d6, 2d6, ROF 2	Sh d8, 2d6, ROF 3	Sh d10, 3d6, ROF 2	Sh d12, 3d6, ROF 3
7–8	Blade	Fighting d6, 1d6	Fighting d8, 2d6	Fighting d10, 3d6	Fighting d12, 4d6
9	Poisoned	Treat as Projectile. Vigor roll per hit or suffer an automatic wound.			
10	Poisoned	Treat as Blade. Vigor roll at –2 or suffer an automatic wound.			
Jack	Death Ray*	Sh d6, 2d6, ROF 2	Sh d8, 2d6, ROF 3	Sh d10, 3d6, ROF 2	Sh d12, 3d6, ROF 3
Queen	Gas**	+0, KO 2d6 mins	–2, KO, 2d6 hours	+0, auto wound	–2, auto wound
King	Boulder	“Runs” in a straight line at Pace 8 (+1d6 running die). Causes 4d10 damage.			
Ace	Wall	Walls close in at 1” per round. Crushed characters suffer 4d6 damage per round.			
Joker	The trap is faulty and does not function.				

* Death rays have a range of 12". Trappings vary. All attacks are made against the closest target.

** Victims must make a Vigor roll with the listed modifier or suffer the listed effects.

Hazards & Swarms

This section presents a number of different hazards and animal swarms.

Hazards

Whether your heroes are 1930s adventurers exploring the deserts or jungles of Earth, or space pulp rocketship pilots discovering new worlds, Mother Nature can be a fickle mistress. This section presents a number of hazards suitable for most pulp games. For more space pulp hazards, check out the *Sci-Fi Bestiary Toolkit* or the *Slipstream* space pulp setting.

Hazards in a pulp game should be placed as part of the adventure, rather than randomly inserted on the whim of dice. They are a source of danger and excitement, and thus are perfect for using as a cliffhanger at the end of the session.

Of course, these aren't the only hazards that exist, and if you think of some cool natural event you can use, then write it up.

Don't reinvent the wheel when designing hazards—make use of existing rules wherever possible. For example, avalanches or crevasses simply inflict physical damage, heat waves and cold snaps use the Fatigue rules if the temperature reaches an extreme, and quicksand uses the Drowning rules if the character is sucked under.

Avalanche

Avalanches, whether they be rocks or snow, are common occurrences in pulp settings, even in places they've never occurred before. Of course, villains can trigger these with a few well-placed sticks of dynamite or a new dastardly machine—such as a weather control device or an earthquake generator.

All characters in the party must make an Agility roll at -2 . On a success, the character has managed to leap clear or find a nook in which to hide.

On a failure, the character is swept along with the avalanche for $10+2d10''$, suffering $1d6$ damage per $5''$ or part thereof. A roll of 1, regardless of the Wild Die, means the character is swept $20+2d10''$.

Blizzard/Sandstorm

Those caught in a blizzard or sandstorm must make a Fatigue roll at -2 every hour until they find shelter (Survival at -4 , one roll per group). A roll of 1, regardless of any Wild Die, indicates not only failure but the character wanders over a crevasse as well.

Driving through a sandstorm gives a -4 penalty to Driving or Piloting rolls. A roll of 1, regardless of any Wild Die, means the vehicle takes an Engine Critical Hit as sand clogs the intake or the engine freezes.

A typical storm lasts $1d4+2$ hours, but you should have the storm last as long as your plot requires.

Cave-In

Like avalanches, cave-ins only seem to occur in pulp settings when the heroes are in the area.

Every character in the tunnel or cave must make an Agility roll at -2 . Success indicates the character manages to leap out the way and avoids taking damage. A failure means the character is struck by falling rocks for $2d10$ damage. A roll of 1, regardless of the Wild Die, means the hero suffers $3d10$ damage and is buried alive.

Buried characters may extricate themselves. This requires a Strength roll at -6 and each roll takes one hour. Non-trapped heroes may, of course, dig their friend free with a Strength roll at -2 . Depending on the width of the tunnel, this may be a Cooperative roll or a lone endeavor. Again, each roll requires an hour of hard work.

The Game Master may decide that the cave-in has separated the party. Roll 1d6+3" to determine how much of the area is impassable. Removing the rubble requires an hour of digging and a Strength roll at -2. Each success and raise clears 1" of rubble.

Crevasse

Crevasses exist in rocky, icy, or desert terrain (they are called sinkholes in sandy deserts). This result means such a formation lies in the party's path. Allow the lead character a Notice roll at -2 to detect the hidden crack. Failure means a tragic fall.

The depth of the crack is 1d10 x 10". Falling damage is halved in ice or desert terrain due to snow or sand. Victims can climb back out 10" with a successful Climbing roll. A victim caught in a sand or snow crevasse must make a Fatigue roll each round to avoid suffocation.

Forest Fire

Forest fires typically occur in temperate forests when the ground vegetation is very dry (the East Coast of America), and in hot grasslands (sub-Saharan Africa), though here they are called brush fires.

To escape the fire, the characters must make a Survival roll at -2. With a failure, they suffer 2d10 damage from the combined effects of fire, heat, and smoke. On a critical failure, they suffer 3d10 damage and have a chance of catching fire.

If you are planning on using a forest fire in an adventure, you can make it more dramatic by using the Chase rules to represent the flight from the fire.

Locust Swarm

Aside from forming swarms that attack people (see page 66), locusts pose a hazard to planes and vehicles. A large swarm may be composed of millions of locusts, and cover several miles in area.

Each turn a pilot or driver spends in a locust swarm, he must make a Piloting or Driving roll (as applicable). On a failure, the vehicle goes Out of Control. If the roll is a 1, regardless of any Wild Die, the vehicle suffers an automatic Critical Hit as thousands of dead locusts block vital systems.

Quicksand

Quicksand comes in two forms, wet (swamp) and dry (desert). The game mechanics are identical.

Allow the lead character a Notice roll at -2 to detect the hidden crack. Failure means he plunges in to his waist (neck for Small characters) and begins sinking.

Those stuck in the hazard sink completely in three rounds (one round for Small characters) unless extracted. They can make a Strength roll (-4) to pull themselves out. A success stops them sinking any further, and a raise pulls them. On a critical failure, the character is

sucked under and immediately begins drowning (as per the *Savage Worlds* rules).

Heroes aiding a sinking comrade need to make a Strength roll to drag the unfortunate being from the quicksand. On a critical failure, they are pulled in and begin sinking as well.

Once a character is under the surface he cannot extricate himself and must be dragged out by allies on the surface. In order to find the character, those searching for him must first make a Notice (-2) roll. Hauling a submerged character out requires a Strength (-2) roll.

Vehicles sink to their axles. Getting the vehicle free can be achieved through careful driving (Driving roll at -4) or by digging it clear. The latter requires a Strength roll at -6 and one hour of time per attempt. This can be made as a cooperative roll.

Stampede

Stampedes are caused when herds of animals panic and charge across the countryside. These may be large animals, like buffaloes or elephants, or in certain pulp settings, weird herds like stegosaurs! Regardless of size, the large herd poses a danger to characters in their path.

Characters caught in a stampede have little hope of outrunning the herd, and so must seek cover. Finding cover in time requires an Agility roll at -2.

On a failure, the character is kicked by a few animals as they thunder past, and suffers 2d6 + the animals' average Size damage. So, a herd of adult elephants would typically cause 2d6+5 damage.

Should the character roll a 1 on his Agility die, regardless of any Wild Die, he is caught in the path of the stampede and trampled. He takes 4d6 damage + twice the animals' average Size damage. The elephant herd would cause 4d6+10 damage, for instance.

Storm

Storms are typified by dark skies and lashing rain. The downpour reduces visibility (treat as Dark for Lighting penalties), extinguishes most normal fires within 1d10 rounds, and only volatile materials have a random chance of igniting from fire-based attacks.

Storm conditions inflict a -1 penalty to most actions due to slipping, difficulty hearing, strong winds, and so on. The Game Master must decide if other actions are affected.

Thunder Storm

Visibility is reduced to just 12" (and still subject to Dark Lighting penalties) and the ground turns into a quagmire. Any character running must make an Agility roll or fall prone and become Shaken. Most actions in this weather suffer a -2 penalty, including Driving or Piloting rolls (due to slippery roads, poor visibility, and high winds).

Non-game effects include flash floods and lightning strikes, possibly damaging nearby buildings, drowning creatures, and preventing planes taking off leaving or landing. If you want to be cruel, you can have the heroes' vehicle struck by lightning for 2d10 damage (AP 10). That should wake them up.

Swarms

Swarms are a host of creatures, usually small ones such as insects, but are treated as a single entity.

You can easily convert these over to a space pulp setting simply by changing the name. A Piranha Swarm, for instance, could just as easily be a Venusian Devil Fish Swarm.

Whatever the name they make a great challenge in a pulp setting as they are fast-moving and hard to get rid of. They can be used to foreshadow certain events in your stories, so the Egyptian Flesh Eating Beetles always presage the arrival of the risen Mummy Lord, for instance. This adds drama as the party tries to defeat the swarm in time to face the evil they know is coming for them!

Amazonian Flesh Eating Insect

These tiny bugs are harmless on their own, but when they form a swarm they can strip a carcass to the bone in just a few minutes. The swarm fills a Medium Burst Template.

Attributes: Agility d8, Smarts d4(A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

Pace: 3; **Parry:** 4; **Toughness:** 7

Treasure: None

Special Abilities:

- **Bite:** The swarm automatically hits for 2d4 damage to everyone within the Template.
- **Fly:** Flying Pace 10, Climb 5.
- **Split:** When the swarm is first wounded, it splits into two Small Burst Template swarms. The Toughness of each swarm is lowered by -2 (i.e. to 5). When these swarms take a wound they are dispersed and become ineffective.
- **Swarm:** Parry +2. Because the swarm is composed of hundreds of tiny bugs, cutting, piercing, and energy weapons do no real damage. Area-effect weapons work normally. Stomping does Str damage each round.

Compsognathus

Also known as "compies," these chicken-sized dinosaurs attack in small swarms, using their razor sharp teeth to tear prey to pieces. Compies fill a Medium Burst Template when swarming.

Attributes: Agility d10, Smarts d6(A), Spirit d12, Strength d8, Vigor d8

Skills: Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 6

Treasure: None

Special Abilities:

- **Bite:** The swarm automatically hits for 2d6 damage to everyone within the Template.
- **Split:** When the swarm is first wounded, it splits into two Small Burst Template swarms. The Toughness of each swarm is lowered by -2 (i.e. to 5). When these swarms take a wound they are dispersed and become ineffective.
- **Swarm:** Parry +2. Because the swarm is composed of dozens of little dinosaurs, cutting, piercing, and energy weapons do no real damage. Area-effect weapons work normally. Stomping does Str damage each round.

Egyptian Flesh Eating Beetle

Flesh eating beetles are usually found in ancient temples or tombs. Exactly what they live on to survive so long is a mystery. The swarm fills a Medium Burst Template.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d8, Vigor d10

Skills: Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 8

Treasure: None

Special Abilities:

- **Armor +1:** Carapace.
- **Bite:** Beetle swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template (victims in completely sealed suits are immune).
- **Split:** Beetle swarms are clever enough to split into two smaller swarms (Small Burst Templates) should their foes split up. The Toughness of these smaller swarms is lowered by -2 (to 6 each).
- **Swarm:** Parry +2; Because the swarm is composed of scores, hundreds, or thousands of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round.

Killer Bees

Ah, the old killer bee swarm so loved by B-movies. Killer bee swarms can be found in any jungle or hot (but usually not arid) environment. The swarm fills a Medium Burst Template.

Attributes: Agility d10, Smarts d4(A), Spirit d12, Strength d6, Vigor d10

Skills: Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 7

Treasure: None

Special Abilities:

- **Poison (-2):** Anyone Shaken or wounded by a killer bee swarm must make a Vigor roll at -2 or suffer a level of Fatigue. This can lead to Death.
- **Split:** Bee swarms are clever enough to split into two smaller swarms (Small Burst Templates) should their foes split up. The Toughness of these smaller swarms is lowered by -2 (to 5 each).
- **Sting:** Bee swarms inflict hundreds of tiny stings every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template (victims in completely sealed suits are immune).
- **Swarm:** Parry +2; Because the swarm is composed of scores, hundreds, or thousands of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round.
- **Weakness (Smoke):** Killer bees become drowsy in smoke. Reduce the size of the swarm to a Small Burst Template. If the swarm is already Small, it becomes inactive.

Locust

Locust swarms are found mainly in Africa, but they can travel vast distances. Normal locusts don't usually attack humans, but anything is possible in a pulp game. The swarm fills a Large Burst Template.

Attributes: Agility d8, Smarts d4(A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 7

Treasure: None

Special Abilities:

- **Bite:** Locust swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template (victims in completely sealed suits are immune).
- **Gluttonous:** Locust swarms have voracious appetites. A swarm can devour all vegetation under the Template in a single turn.
- **Split:** Locust swarms are clever enough to split into two smaller swarms (Small Burst Templates) should their foes split up. The Toughness of these smaller swarms is lowered by -2 (to 5 each).
- **Swarm:** Parry +2; Because the swarm is composed of scores, hundreds, or thousands of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round.

Piranha

Real piranhas don't usually attack humans, but pulp piranhas are dangerous killers. Jumping out of water defeats a piranha swarm pretty quickly. Piranha swarms cover an area equal to a Medium Burst Template and

attack everyone within every round.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d8, Vigor d10

Skills: Notice d6

Pace: —; **Parry:** 4; **Toughness:** 7

Treasure: None

Special Abilities:

- **Aquatic:** Pace 6.
- **Bite:** Swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d6 damage to everyone in the template.
- **Split:** Piranha swarms can split into two smaller swarms (Small Burst Templates) if necessary. The Toughness of these smaller swarms is lowered by -2 (to 5 each).
- **Swarm:** Parry +2; Because the swarm is composed of hundreds of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally.

Rat

Rats may not be the most deadly of creatures, but they are a pulp staple. Rat swarms fill a Medium Burst Template.

Attributes: Agility d10, Smarts d6(A), Spirit d12, Strength d8, Vigor d10



Skills: Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 7

Treasure: None

Special Abilities:

- **Bite:** Rat swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone covered by the template (victims in completely sealed suits are immune).
- **Infection:** Anyone Shaken or wounded by a rat swarm must make a Vigor roll or suffer a level of Fatigue from infected bites. Cumulative bites can lead to Incapacitation, but never to Death. One Fatigue level is recovered every 24 hours or with a successful Healing roll.
- **Split:** Rat swarms are clever enough to split into two smaller swarms (Small Burst Templates) should their foes split up. The Toughness of these smaller swarms is lowered by -2 (to 5 each).
- **Swarm:** Parry +2; Because the swarm is composed of scores, hundreds, or thousands of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round.

Scorpion

Found only in desert regions, scorpion swarms can quickly kill a fully-grown adult with their venom.

Attributes: Agility d10, Smarts d4(A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 8

Treasure: None

Special Abilities:

- **Armor +1:** Carapace.
- **Bite:** Scorpions swarms inflict dozens of tiny stings every round to their victims, hitting automatically and causing 2d4 damage to everyone covered by the template (victims in completely sealed suits are immune).
- **Poison (+0):** Anyone Shaken or wounded by a scorpion swarm must make a Vigor roll or suffer a level of Fatigue. This can lead to Death.
- **Swarm:** Parry +2; Because the swarm is composed of scores, hundreds, or thousands of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round.

Soldier Ant

Living in jungle regions, columns of soldier ants (also called army ants) are a danger to everything in their path. Unlike most ants, this variety is an aggressive and voracious hunter, swarming over much larger creatures and using their bites to bring creatures to their knees, ready to be stripped of their flesh.

Because the creatures travel in such huge numbers, they fill a Large Burst Template.

Attributes: Agility d6, Smarts d4(A), Spirit d12, Strength d8, Vigor d12

Skills: Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 8

Treasure: None

Special Abilities:

- **Bite:** Ant swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone covered by the template (victims in completely sealed suits are immune).
- **Poison (+0):** Anyone Shaken or wounded by an ant swarm must make a Vigor roll or suffer a level of Fatigue from the poisonous bites. Cumulative bites can lead to Exhaustion, but no higher. One Fatigue level is recovered every 24 hours or with each success and raise on a Healing roll.
- **Split:** When the swarm is first wounded, it splits into two Medium Burst Template swarms. The Toughness of each swarm is lowered by -2 (i.e. to 5). When these swarms take a wound, they split into two Small Burst Templates (Toughness stays at 5). Further wounds disperse them.
- **Swarm:** Parry +2; Because the swarm is composed of thousands, even millions, of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round.

Spider

Spiders rarely swarm in the real world, but in a pulp setting it's just the sort of thing heroes have to face. Spider swarms can be found in jungles or deserts, depending on the type of spider. Spider swarms fill a Medium Burst Template.

Attributes: Agility d8, Smarts d4(A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 7

Treasure: None

Special Abilities:

- **Bite:** Spider swarms inflict dozens of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone covered by the template (victims in completely sealed suits are immune).
- **Paralysis (+0):** Anyone Shaken or wounded by a spider swarm must make a Vigor roll or be paralyzed for 2d6 rounds from the venom.
- **Swarm:** Parry +2; Because the swarm is composed of scores, hundreds, or thousands of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round.