

PULP ADVENTURE

FOR FANTASTIC HEROES & WITCHERY

CLASSES

ACROBAT
ASSASSIN
ATHLETE
AVIATOR
BOXER
BOUNTY HUNTER
BURGLAR
CLERGYMAN
CULTIST
DETECTIVE
DOCTOR
EXORCIST
FIGHTING-MAN
GADGETEER
HUNTER
MISSIONARY
OCCULTIST
POLICEMAN
PROFESSOR
PSYCHIC
SAILOR
SCIENTIST
SCOUNDREL
SOLDIER
SPY
THUG

MISC RULES

ROLLING ABILITY SCORES

Roll 5d6 and discard the lowest two dice. Repeat five times and assign as desired.

ARMOR CLASS

A character's base Armor Class is equal to his Dexterity rating.

LUCK

Characters have a number of Luck Points equal to 1d4 + Charisma bonus.

A character can spend a Luck Point to re-roll any dice roll, to gain a bonus of +1d6 to any roll, or to make a Saving Throw to avoid otherwise certain death.

A character's Luck Points are replenished (and re-rolled) after a full night's rest (at least six hours).

CLASSES

ACROBAT

Requirements: Strength 9+, Dexterity 12+
see page 35

ASSASSIN

Requirements: Dexterity 12+, Intelligence 9+
see page 35

ATHLETE

Requirements: Strength 12+, Dexterity 12+, Constitution 12+
(as Fighting-Man) see page 130 with the following modifications:

- **Saving Throws:** +2 to Strength, Dexterity and Constitution saves.
- **Agile Dodging:** Athletes gain a +1 bonus to their AC when unarmored, and lightly or unencumbered. This bonus increases to +2 at 4th level, +3 at 8th level, and finally to +4 at 12th level.
- **Athletic Prowess:** Athletes add their level +2 to all checks involving the following tasks:
 - **Athletics (Str).** Physical activities such as jumping, running, swimming, etc, and feats of strength such as breaking doors open.
 - **Climbing (Dex).** Scaling sheer surfaces, including walls and cliffs. If a rope and grappling hook are available and no immediate danger threatens, normally no die roll is needed in order to climb.
 - **Stealth (Dex).** Attempts to remain unnoticed, including hiding and/or moving silently.
- **Fast Movement:** Athletes are exceptionally quick on their feet, gaining a +4"/10 ft. (to 16"/40 ft. instead of 12"/30 ft.).



AVIATOR

Requirements: Dexterity 12+, Intelligence 12+
(as Sky-Lord) see page 57

BOXER

Requirements: Strength 12+, Dexterity 12+, Constitution 12+
(as Thick Brute) see page 402 with the following modifications:

- **Agile Dodging:** Boxers gain a +1 bonus to their AC when unarmored, and lightly or unencumbered. This bonus increases to +2 at 4th level, +3 at 8th level, and finally to +4 at 12th level.



BOUNTY HUNTER

Requirements: Dexterity 9+, Intelligence 9+
(as Versatile Thug - Stalker) see "Multi-Class Characters"
Supplement, page 7

BURGLAR

Requirements: Dexterity 12+
(as Thief) see page 34 with the following modifications:

- **Backstab:** Burglars do not have this ability.
- **Scroll Use:** Burglars do not have this ability.

CLERGYMAN

Requirements: Wisdom 9+
see page 130

CULTIST

Requirements: None
see page 130

DETECTIVE

Requirements: Strength 9+, Dexterity 9+, Intelligence 9+,
Charisma 9+

(as Fighting-Man) see page 130 with the following modifications:

- **Agile Dodging:** At 4th level, detectives gain a +1 bonus to their AC when unarmored, and lightly or unencumbered. This bonus increases to +2 at 8th level, and finally to +3 at 12th level.
- **Investigation:** Detectives are skilled in many domains useful to their investigative activities. They add their level +2 to all checks involving the following tasks:
 - **Detection (Wis).** Attempts to hear conversations behind doors, notice concealed or hidden objects, find secret doors or traps, or spot creatures waiting in ambush, etc.
 - **Escape Bonds (Dex).** Getting free from manacles, tied ropes, etc.
 - **Gaining Information (Int).** Gather rumors, question tavern-goers, etc.
 - **Open Locks (Dex).** Picking the locks of chests, doors, etc.
 - **Stealth (Dex).** Attempts to remain unnoticed, including hiding and/or moving silently.

DOCTOR

Requirements: Dexterity 9+, Intelligence 12+, Wisdom 9+
(as Professional) see page 131 with the following modifications:

- **Medical Expertise:** Doctors are knowledgeable in all matters relating to medicine. They add their level +2 to all checks involving the following tasks:
 - **Healing (Wis).** First aid, treating a patient, diagnosing a disease, etc.
 - **Knowledge (Int).** Knowledge relating to biology, biochemistry and physiology.
 - **Poisons (Int/Dex).** Identify, brew or use poisons without risking poisoning. Recognize when a creature is poisoned, and know about possible antidotes.

EXORCIST

Requirements: Intelligence 12+, Wisdom 9+
(Religious Mage) see "Multi-Class Characters" Supplement, page 7

FIGHTING-MAN

Requirements: Strength 9+
(as Fighting-Man) see page 130 with the following modifications:
HD - 1d10

GADGETEER

Requirements: Dexterity 9+, Intelligence 12+
(as Savant) see page 56 with the following modifications: HD - 1d6

HUNTER

Requirements: Strength 9+, Dexterity + 9, Constitution 9+, Intelligence 9+

(as Ranger) see page 30 with the following modifications:

- **Animal Empathy:** Hunters do not have this ability.
- **Combat Marauders:** Hunters do not have this ability.
- **Expert Marksman:** Hunters are excellent riflemen, gaining a +1 bonus to attack rolls and a +2 bonus to damage with rifles.
- **Hunting Skills:** Hunters add their level +2 to skill checks related to the following tasks:
 - **Climbing (Dex).** Scaling sheer surfaces, including walls and cliffs. If a rope and grappling hook are available and no immediate danger threatens, normally no die roll is needed in order to climb.
 - **Knowledge (Int).** Knowledge relating to nature - animals, plants and the weather.
 - **Navigate (Int).** Finding the fastest and safest route from one location to another.
 - **Stealth (Dex).** Attempts to remain unnoticed, including hiding and/or moving silently.
 - **Survival (Wis).** Finding food and shelter in the wilderness.
 - **Tracking (Wis).** Following a person's or animal's tracks overland.
 - **Traps (Int/Dex).** Setting and disabling traps and snares to catch small animals.

MISSIONARY

Requirements: Intelligence 9+, Wisdom 9+, Charisma 9+ (Versatile Clergyman) see "Multi-Class Characters" Supplement, page 5

OCCULTIST

Requirements: Intelligence 12+, Wisdom 12+ see page 52

POLICEMAN

Requirements: Strength 9+, Dexterity 9+, Intelligence 9+ (as Fighting-Man - Guard) see "Multi-Class Characters" Supplement, page 1



PROFESSOR

Requirements: Intelligence 12+, Charisma 9+

(as Professional) see page 131 with the following modifications:

- **Academics:** Professors are exceptionally well educated. They add their level +2 to all checks involving the following tasks:
 - **Knowledges (Int).** A number of fields of knowledge chosen by the player equal to the character's level.
 - **Linguistics (Int).** Decipher obscure scripts and coded writings, recognize foreign languages, and ability to learn a new language at every odd level.
- **Legend-Lore:** Professors can make an Intelligence check (adding their level) to know the general history surrounding an ancient artifact, legendary place, or important individual (a mighty hero from the past, a king, etc). If the check is failed, professors must wait the next level to try again about the same subject.

PSYCHIC

Requirements: Intelligence 9+, Wisdom 12+, Charisma 9+ see page 54

SAILOR

Requirements: Strength 9+, Dexterity 9+, Constitution 12+ (as Sea-Dog) see page 398

SCIENTIST

Requirements: Intelligence 12+

(as Professional) see page 131 with the following modifications:

- **Science:** Scientists exceptionally knowledgeable of all aspects of science. They add their level +2 to all checks involving the following tasks:
 - **Astronomy (Int).** Knowledge relating to the stars and the cosmos.
 - **Knowledges (Int).** Knowledge relating to biology, chemistry, electronics, mathematics and physics.
 - **Tech-Use (Int).** Use and repair of simple and complex technology.
- **Scientific Improvisation:** At 2nd level, scientists gain the ability to improvise solutions using common objects and scientific know-how. This ability lets them create technological items in a dramatic situation quickly and cheaply. By combining common objects and various spare parts with a successful Tech-Use skill check, scientists can build a tool or device to deal with any situation (within reason). All sorts of temporary tools, weapons, mechanical or electronic devices, and more can be built with this ability.

SCOUNDREL

Requirements: Dexterity 9+, Intelligence 9+, Charisma 9+ (as Versatile Thug - Knave) see "Multi-Class Characters" Supplement, page 7

SOLDIER

Requirements: Strength 9+, Dexterity 9+, Constitution 12+
(as Rifleman) see page 55 with the following modifications:

- **Expert Marksman:** Soldiers are excellent riflemen, gaining a +1 bonus to attack rolls and a +2 bonus to damage with rifles.
- **Outdoor Skills:** Soldiers add their level to skill checks related to the following tasks:
 - **Climbing (Dex).** Scaling sheer surfaces, including walls and cliffs. If a rope and grappling hook are available and no immediate danger threatens, normally no die roll is needed in order to climb.
 - **Navigate (Int).** Finding the fastest and safest route from one location to another.
 - **Stealth (Dex).** Attempts to remain unnoticed, including hiding and/or moving silently.
 - **Survival (Wis).** Finding food and shelter in the wilderness.
- **Tech-Use:** Soldiers do not have this ability.

SPY

Requirements: Dexterity 9+, Intelligence 12+, Charisma 12+

(as Thief) see page 34 with the following modifications:

- **Backstab:** Spies do not have this ability.
- **Espionage:** Spies add their level +2 to skill checks related to the following tasks:
 - **Detection (Wis).** Attempts to hear conversations behind doors, notice concealed or hidden objects, find secret doors or traps, or spot creatures waiting in ambush, etc.
 - **Escape Bonds (Dex).** Getting free from manacles, tied ropes, etc.
 - **Gaining Information (Int).** Gather rumors, question tavern-goers, etc.
 - **Persuasion (Int).** Influencing others through argumentation, attempts at diplomacy, seduction, bartering, ingratiating, as well as calming, amusing, angering or swaying the immediate reactions of other people.
- **Scroll Use:** Spies do not have this ability.
- **Thievery:** Spies do not have the following abilities
 - Poisons or Traps

THUG

Requirements: Strength 9+, Dexterity 9+
see page 131

