

PULP FANTASY

INTRODUCTION

Dismal dungeons, ferocious monsters, glittering treasure – all these and more await you in Pulp Fantasy, a tabletop RPG. The game requires only pencil, paper and a number of ordinary 6-sided dice. In this guide, numbers that have a "D" appended indicate a pool of 6-sided dice. For example, 2D means "two dice".

CHARACTER CREATION

Your character needs a name, class, abilities, race, money, equipment and health – you should record all these on a character sheet.

CLASS, ABILITIES & RACE

You must first pick a class for your character. Every class comes with a number of abilities, each with an ability score. The available classes and abilities are -

Warrior	Tough 4D
Rogue	Tough 2D, Roguery 2D
Priest	Tough 2D, Miracle 2D
Wizard	Tough 1D, Magic 3D

Every creature has a Tough ability, which represents combat skill and the ability to resist physical hurt. Other abilities are explained in more detail later.

You also need to choose your race. You can be human, elf, dwarf, halfling or something more exotic. Race adds colour to the game, but makes no difference to your abilities.

MONEY & EQUIPMENT

The most common coin is the copper piece, 10 of which make a silver piece, 10 of which make a gold piece. The Referee will advise how much money you start with.

You will need to take some equipment with you when exploring dark dungeons – things like backpacks, rope, rations and lanterns. The Referee will advise what is available, and what it will cost.

WEAPONS

Your character will need a weapon in order to fight, such as a sword, staff, mace or dagger. You can nominate any weapon that is appropriate to the setting, as weapon type makes no difference to the gameplay.

HEALTH

Your health can be one of four levels - healthy, wounded, disabled or dead. When healthy, you can use all abilities without penalty. If wounded, you can still use any ability, but you will suffer a 1D penalty. If you are disabled, you are lying prostrate on the ground and can do nothing - without assistance, you will die within the hour. Dead is dead.

CONFLICT RESOLUTION

When you wish to use an ability, you must make an ability check. You do this by rolling the number of dice indicated by your ability score. The person or object opposing you also makes a check using the appropriate ability. If you roll **more sixes** than your opponent, you succeed - otherwise you fail. When rolling dice, six is the only number that counts! For an example, see **Fighting** below.

FIGHTING

Combat takes place in rounds of about 30 seconds each. The players always go first, followed by the monsters. During a combat round, and depending on your class, you may attack with a weapon, cast a spell, pray for a miracle or try some roguery.

If attacking with a weapon, you must make a Tough ability check against your target's Tough ability. If you succeed, you have struck your opponent. If you fail, you have missed.

For example, you are a Warrior and want to strike a goblin with your sword. Your Tough ability is 4D, and the goblin's Tough ability is 1D. You roll 5,3,1,6 and the goblin rolls 5. You have rolled **more sixes** than the goblin – you hit, and will inflict a wound (but see Armour below).

ARMOUR

Some characters and monsters wear armour. If you hit something with armour, you will need to make another Tough check, this time against the Armour score. If you succeed you will inflict a wound.

Following is the available armour –

Leather	1D
Chainmail	2D
Shield	1D (+ to other armour)

Warriors and Priests may wear any armour. Wizards may not wear armour as it interferes with their magic. Rogues may wear only leather armour.

WOUNDING

When you hit something, you decrease its health by one level. That is, a healthy creature becomes wounded, a wounded creature becomes disabled, and a disabled creature dies.

ADVANCED FIGHTING

Critical Hit - If you roll more sixes than the defender has total Tough dice, it is a "critical hit" and the target's health decreases by two degrees rather than one.

Multiple Attacks – You may split your Tough dice in order to attack multiple targets in the same round. For example, you are fighting two goblins and decide to split your Tough dice into two pools of 2 dice each.

Reckless Attack – You attack all-out with no thought to defence. Double your Tough dice when attacking that round – however, when defending, your Tough ability is just 1D!

Defensive Attack – You strike cautiously, with a focus on defence. Reduce your Tough dice by half when attacking, but add half when defending.

Parry – You spend all your effort defending yourself. You can't attack that round, but double your Tough dice when defending.

MAGIC

Each magic spell has a level. A Wizard may cast a number of spell levels equivalent to their Magic ability per day. For example, if your Magic ability is 3D, you may cast three 1D spells, or one 2D and two 1D spells.

You may only cast spells from your spell book. Select three spells from the following list for your initial spell book.

Flaming Arrows (1D) – Two flaming arrows appear and will strike any target you can see. Make a Magic check vs the target's Tough ability (ignore armour). If successful, inflict a wound each.

Magic Mist (1D) – A thick mist of 30' diameter appears. It is impossible to see more than six inches in front of your face.

Cause Fear (1D) – Make a Magic check vs the target's Tough ability. If successful, the target runs in terror for 10 rounds.

Sleep (1D) – All creatures with a Tough of 1D or 2D within a 10' square will fall asleep for an hour.

Web (2D) – A thick web of 30' diameter appears, trapping all within. Creatures of Tough 5D or under are trapped for 30 minutes; others are trapped for 10 minutes.

Flame Thrower (2D) – A stream of flame 10' wide and 40' long appears from your hands. Make a Magic check vs Tough ability for each target caught in the fire. If successful, inflict a wound (ignore armour).

Invisibility (2D) – Make yourself invisible for 1 round for every 1D of Magic ability.

MIRACLES

Priests have no spell books – instead they pray to their patron deity for miracles. Make a Miracle check vs the difficulty of the miracle. If you succeed, the miracle occurs. There is no limit on the number of miracles you may ask for. However, the gods are fickle. If you fail the check, you will be granted no more miracles for 12 hours, during which time you must rest and pray.

Heal (1D) – Improve a creature's health by 1 level.

Bless (1D) – Improve another creature's ability checks by 1D. This lasts for as long as you continue to pray – and you can do nothing else while praying.

Hidden Hands (1D) – A pair of invisible hands, as strong as your own hands, manifests and will do your will. They can move up to 30' away from you in any direction.

Turn Undead (2D) – If successful, all undead with Tough dice less than your Miracle dice flee from you.

Minor Paralysis (2D) – If target's Tough ability is less than your Miracle ability, the target is paralysed for 10 rounds.

Find Secrets (2D) – All secret doors and compartments within 20' of you become visible.

ROGUERY

Rogues have a number of special skills, such as climbing walls, sneaking around, picking locks, finding and removing traps, finding secret doors and hiding. There may be others, at the Referee's discretion. When attempting any of these skills, you must make a Roguery ability check vs a target ability, advised by the Referee.

For example, you have Roguery score of 3D and wish to pick a lock. The Referee advises that the difficulty of the lock is 1D. You roll 621 and the Referee rolls 3 – you have picked the lock.

MONSTERS

Following are some typical monsters.

Goblin (Tough 1D) – These are ugly, green, malevolent creatures, about 3 feet tall.

Hobgoblin (Tough 2D) – These look like goblins, except they are man-sized.

Dire Wolf (Tough 3D) – These large and vicious wolves are often used as steeds by goblins.

Ogre (Tough 6D) – Ogres are about 8' tall, enormously strong and very stupid.

Giant Spider (Tough 2D) – They are about 2' across with large fangs. If they successfully bite you, you don't take a regular wound. Rather, you are paralysed for 4-8 hours. Magical healing will cure you immediately.

Harpy (Tough 3D) – These winged creatures have the upper body of a woman and the lower body of a vulture. They are aggressive and crude.

Skeleton (Tough 1D) – This is an undead creature.

Zombie (Tough 2D) – This is a more powerful undead creature.

Dragon (Tough 12D) – a small green dragon, about 20' long. Every 5 rounds it can breathe fire, as per the Flame Thrower spell. It is immune to fire and heat attacks.

TRAPS

Every trap has a Tough score. When the trap is triggered, make a Tough vs Tough check against the character, and inflict a wound if successful. The Tough score is also the target ability used when Rogues attempt to detect and later disarm the trap. Typical traps include covered pits, poisoned needles, scything blades, flying arrows etc.

ADVENTURES

Adventures are prepared by the Referee, and follow the usual dungeon crawl pattern. Following are some typical adventure hooks –

- You hear rumours of a nearby cave system, filled with monsters and fabulous treasure
- A band of monsters is attacking your home town, so the mayor offers a reward to clear the monster's lair
- While lost in the wilderness, you come across a mysterious hidden city

At the end of each adventure, the Referee will award players 1-3 points each, with which to improve their abilities.

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