



THRILLING TALES

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PULP ARCHETYPES 2

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THRILLING TALES:

PULP ARCHETYPES 2

By Walt Ciechanowski

INTRODUCTION

Thrilling Tales: Pulp Archetypes 2 is an M&M Superlink supplement that adds 17 more ready-to-use PL 6 archetypes for pulp adventures. While these archetypes can be used as-is, notes for customization follow each archetype description. Players and Gamemasters are encouraged to use these archetypes as basic templates and modify them for their particular needs. A few references are made to the archetypes in **Thrilling Tales: Pulp Archetypes**, but the previous product is not necessary to use and enjoy **Thrilling Tales: Pulp Archetypes 2**.

While characters in the Pulp era were usually cast in terms of black and white, many archetypes are suitable for either heroes or villains. For example, while the Cat Burglar archetype is designed as a high class villain, with no mechanical modification she could just as easily be a heroic comrade of the Acrobatic Hero. Players and Gamemasters should feel free to swap archetype allegiances as appropriate.

All archetypes were designed at power level 6 for balance reasons. Many Pulp tales, however, revolved around a single hero and his slightly less adept companions. Gamemasters can emulate this by allowing one hero an extra power level or two from the rest of the group. Similarly, a villain with a higher power level can provide more of a challenge for the heroes.

The following archetypes make their appearance in this supplement:

PULP HEROES

Academic Professor – a walking library

Acrobatic Hero - circus performer that uses his skills to fight crime

Average Joe – ordinary citizen with a penchant for finding trouble

Cowboy - two-gun hero

Good Girl – a trusted ally and friend

Magician – a master of illusion

Man of Many Faces – he uses many faces to combat crime

Occult Gumshoe - pursuer of the preternatural

Swashbuckling Actor - he does his own stunts

Torch Singer - she's got an angelic voice and unsavory connections

PULP VILLAINS

Amazon - Warrior woman

Cat Burglar – Nocturnal thief

Cult Leader - Dabbling in things man was not meant to know

Foreign Spy - The villains are among us

Nazi Temptress - She'll break your will with a smile

Ruthless Dictator - Tin Pot with an Iron Fist

Shadowy Assassin - Fanatical killer

Sky Pirate – Using cutting-edge technology to commit crimes

PULP HEROES

ACADEMIC PROFESSOR

POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+0	+3	+0	+4	+4	+4	+3/+0	+3	+5	+4
10	16	10	18	18	18				

SKILLS:

Bluff 8 (+12), Concentration 8 (+12), Diplomacy 8 (+12), Gather Information 4 (+12), Investigate 8 (+12), Knowledge (choose 4) 11 (+15), Language (choose 4) 4, Notice 8 (+12), Perform (oratory) 8 (+12), Profession (professor) 8 (+12), Search 8 (+12), Sense Motive 8 (+12)

FEATS:

Attack Focus (choose melee or ranged) 2, Attack Specialization (choose weapon) 2, Connected, Contacts, Defensive Roll 3, Distract, Eidetic Memory, Equipment 4, Fascinate (Diplomacy, Perform) 2, Fearless, Jack-of-all-Trades, Master Plan, Well-Informed

EQUIPMENT:

Headquarters 4 (Toughness 5, Size small, laboratory, library, living space, garage). Add 16 points of equipment.

COMBAT:

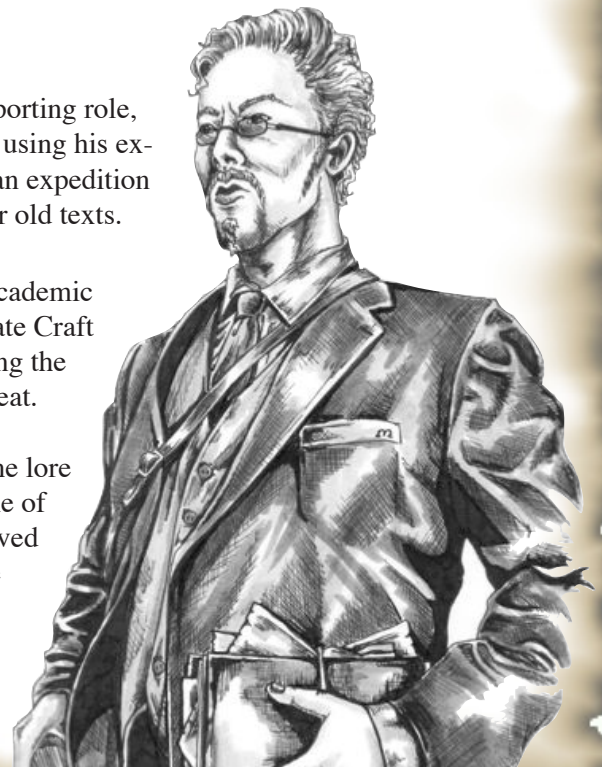
Attack +0, Grapple +0, Damage +0 (unarmed), Defense +3 (+0 flatfooted), Knockback -1, Initiative +3

Totals: Abilities 27 + Skills 31 + Feats 21 + Combat 6 + Saves 5 = 90

Not all pulp heroes are two-fisted adventurers. Some heroes provide a supporting role, offering knowledge and expertise. The Academic Professor is such a hero, using his extensive knowledge and resources to aid his allies. He is also likely to join an expedition to remote areas, using his knowledge to unlock ancient secrets and decipher old texts.

Customization: The Academic Professor could be transformed into an Academic Scientist by replacing some Knowledge and Language skills with appropriate Craft skills. This archetype could also be used for a private academic by removing the Perform and Profession skills and adding 4 more points to the Equipment feat.

The Academic Professor archetype may be modified to be a keeper of arcane lore and able to cast spells. If this is desired, Arcane Lore must be chosen as one of the Knowledge skills. In addition, one point of Equipment should be removed to add the Ritualist feat. Other feats may be removed as desired to give the Academic Professor the Magic power.



ACROBATIC HERO

POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+2	+8	+6	+0	+0	+2	+6/+0	+6	+8	+5
14	26	22	10	10	12				

SKILLS:

Acrobatics 11 (+19), Climb 8 (+11), Escape Artist 10 (+18), Handle Animal 5 (+7), Notice 8 (+8), Profession (circus performer) 6 (+6), Stealth 10 (+18), Swim 6 (+11)

FEATS:

Acrobatic Bluff, Elusive Target, Evasion 2, Grappling Finesse, Improved Defense, Improved Disarm, Improved Initiative 2, Improved Trip, Instant Up, Stunning Attack, Takedown Attack

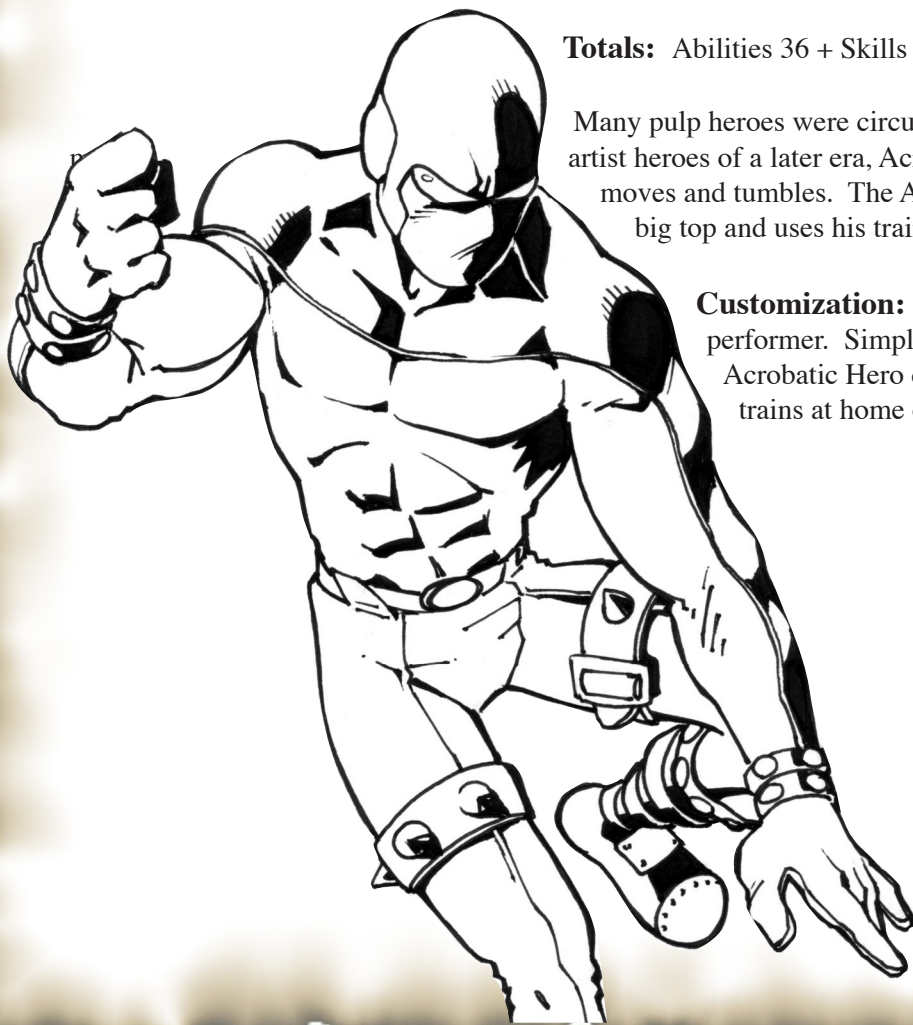
COMBAT:

Attack +4, Grapple +6, Damage +2 (unarmed), Defense +6 (+3 flatfooted), Knockback -2, Initiative +16

Totals: Abilities 36 + Skills 16 + Feats 13 + Combat 20 + Saves 5 = 92

Many pulp heroes were circus acrobats or trained in gymnastics. Like the artist heroes of a later era, Acrobatic Heroes attack their foes with daredevil moves and tumbles. The Acrobatic Hero secretly hones his art under the big top and uses his training to fight crime.

Customization: The Acrobatic Hero need not be a circus performer. Simply by changing the Profession specialty, the Acrobatic Hero can come from almost any background. He trains at home or in a public gym to hone his skills.



AVERAGE JOE

POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+2	+2	+2	+2	+2	+2	+4/+2	+6	+6	+6
14	14	14	14	14	14				

SKILLS:

Acrobatics 4 (+6), Bluff 4 (+6), Climb 4 (+6), Concentration 4 (+6), Craft (choose one) 6 (+8), Diplomacy 4 (+6), Disable Device 4 (+6), Intimidate 4 (+6), Knowledge (choose two) 6 (+8), Notice 8 (+10), Profession (choose one) 6 (+8), Search 4 (+6), Sense Motive 8 (+10), Stealth 4 (+6), Swim 4 (+6)

FEATS:

Attractive, Attack Focus (choose melee or ranged) 2, Beginner's Luck, Defensive Attack, Defensive Roll 2, Diehard, Evasion 2, Fearless, Improved Defense 2, Inspire 2, Interpose, Jack-of-all-Trades, Leadership, Luck 2, Uncanny Dodge (hearing, sight)

COMBAT:

Attack +3, Grapple +5, Damage +2 (unarmed), Defense +3 (+1 flatfooted), Knockback -1, Initiative +2

Totals: Abilities 24 + Skills 20 + Feats 22 + Combat 12 + Saves 12 = 90

Don't let the title fool you; this archetype is anything but average. The Average Joe represents the regular guy that, by circumstance, gets caught up in the business of fighting criminals. He may be the friend or bodyguard of another pulp hero. Most often, he is simply minding his own business as trouble finds him or he inadvertently stumbles into it.

The Average Joe makes a good archetype for soldiers or sailors, as well as any blue-collar worker. As a pulp hero, the Average Joe is the equal of any of the other archetypes; he just doesn't see it that way. The Average Joe is a good archetype for players that want a solid, well-rounded hero.

Customization: The Average Joe archetype can be tweaked to accommodate certain professions or stereotypes. Swapping points among ability scores and saving throws can achieve this variance. A gruff construction worker, for example, may add points in Strength and Constitution while lowering Intelligence, Wisdom, and Charisma. A stubborn Average Joe might have a higher Will save but lower Reflexes.



COWBOY

POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+2	+7	+2	+0	+2	+3	+5/+2	+4	+7	+4
14	24	14	10	14	16				

SKILLS:

Acrobatics 6 (+13), Handle Animal 8 (+11), Intimidate 10 (+13), Notice 8 (+10), Perform (acting) 6 (+9), Profession (rodeo or cowboy) 8 (+10), Ride 8 (+15), Sense Motive 10 (+11), Survival 8 (+10)

FEATS:

Ambidexterity, Attack Focus 2 (ranged), Attack Specialization (revolvers), Defensive Roll 3, Equipment 4, Fascinate (intimidate, perform), Improved Critical (guns), Improved Initiative 2, Improved Aim, Improved Ranged Disarm 2, Precise Shot 2, Quick Draw 2, Track

EQUIPMENT:

twin heavy pistols, knife (+1 extra equipment point)

COMBAT:

Attack +2 (melee), +6 (revolver), Grapple +4, Damage +2 (unarmed), Defense +4 (+2 flatfooted), Knockback -2, Initiative +15

Totals: Abilities 32 + Skills 18 + Feats 24 + Combat 12 + Saves 4 = 90

The Cowboy archetype reflects two types of pulp cowboy, the pure cowboy and the rodeo cowboy. The pure cowboy is a throwback to a bygone era, a hero that rides out of the dust bowl to battle evildoers. The rodeo cowboy is more flamboyant, wearing colorful outfits as he entertains crowds while riding broncos or lassoing steer. Both types of Cowboy use their skill with a six-shooter to bring justice to the people.

Customization: A popular sub-category of pulp cowboy is the singing cowboy. He's an actor in western garb that can carry a tune for the cowboy pictures. To make a singing cowboy, change the Profession specialty to actor. Replace Survival with Perform (singing). A singing cowboy may also wish to drop some skill points across the board to acquire Perform (stringed instrument), as many singing cowboys played their own guitars (it was always a guitar).

New Feat: Improved Ranged Disarm

Improved Ranged Disarm adds a +4 bonus per rank on attack rolls when attempting to disarm an opponent while using a ranged weapon. This feat grants no bonus to melee disarm attempts. GMs that do not wish to add a new feat may replace the Cowboy's Improved Ranged Disarm with Improved Disarm.



GOOD GIRL

POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+0	+3	+1	+2	+2	+4	+4/+1	+4	+7	+5
10	16	12	14	14	18				

SKILLS:

Acrobatics 4 (+7), Bluff 8 (+12), Concentration 8 (+10), Diplomacy 8 (+12), Gather Information 8 (+12), Knowledge (choose two) 8 (+10), Medicine 4 (+6), Notice 8 (+10), Perform (choose one) 8 (+12), Profession (choose one) 8 (+10), Search 8 (+10), Sense Motive 8 (+10), Sleight of Hand 8 (+11)

FEATS:

Attack Focus (choose ranged or melee) 2, Attractive 2, Beginner's Luck, Connected, Contacts, Defensive Roll 3, Distract (Bluff), Dodge Focus, Eidetic Memory, Fascinate (Bluff, Diplomacy), Inspire 3, Jack-of-all-trades, Uncanny Dodge (auditory, visual), Well-Informed

COMBAT:

Attack +1, Grapple +1, Damage +0 (unarmed), Defense +4 (+1 flatfooted), Knockback -2, Initiative +3

Totals: Abilities 24 + Skills 26 + Feats 22 + Combat 8 + Saves 10 = 90

The Good Girl is the polar opposite of the Femme Fatale. She's often found alongside pulp heroes, secretary to the Gumshoe, girlfriend of the Paragon, or medical doctor to the Man of Mystery. She's honest, trustworthy, and loyal. Like the Femme Fatale, the Good Girl might have an unrequited interest in another hero, but unlike her opposite the Good Girl would never act on those feelings. Instead, she remains a devoted friend, hoping for the day when the pulp hero returns her affections.

The Good Girl archetype is a good supporting character for campaigns built around a certain pulp hero, such as the Paragon or Man of Mystery. Heroic Good Girls are usually built as another archetype, such as an Acrobatic Hero or Swashbuckling Actor.

Customization: By taking points from Knowledge, Medicine, and Perform, a player can make a Good Girl engineer by adding Craft skills. A doctor or nurse Good Girl would eliminate Perform and add more ranks in Knowledge and Medicine.



MAGICIAN

POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+0	+3	+2	+2	+2	+5	+4/+2	+2	+3	+5
10	16	14	14	14	20				

SKILLS:

Bluff 10 (+15), Concentration 8 (+10), Diplomacy 6 (+11), Disguise 6 (+8), Escape Artist 6 (+9), Gather Information 4 (+9), Intimidate 6 (+11), Notice 8 (+10), Perform (stage show) 8 (+13), Profession (magician) 6 (+8), Sleight of Hand 8 (+11), Stealth 8 (+11)

FEATS:

Defensive Roll 2, Distract (bluff, intimidate) 2, Eidetic Memory, Fascinate (all) 5

POWERS:

Illusion 6 (visual and audio only), Invisibility (4 points)

COMBAT:

Attack +2, Grapple +2, Damage +0 (unarmed), Defense +4 (+2 flatfooted), Knockback -2, Initiative +3

Totals: Abilities 28 + Skills 21 + Feats 10 + Powers 16 + Combat 12 + Saves 3 = 90

The Magician is a master of illusion. He has learned the greatest secrets of obfuscation and prestidigitation and uses those abilities to fight crime. More than a mere stage act; the Magician can make people see and hear things that aren't there as well as conceal himself from their eyes. He uses his illusions to strike fear in the hearts of criminals.

Customization: By replacing Illusion with Magic and Perform with Knowledge (arcane lore), this archetype becomes a true mage (getting rid of Invisibility allows for 4 alternate powers).

The Magician can also be psionic (a Mentalist) by replacing Illusion with Mind Control or Emotion Control (or both, as the loss of Invisibility will give an additional 2 ranks to split between them).



MAN OF MANY FACES

POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+1	+4	+2	+0	+2	+6	+2	+4	+6	+4
12	18	14	10	14	22				

SKILLS:

Bluff 6 (+12), Diplomacy 6 (+12), Disguise 4 (+10), Gather Information 8 (+12), Intimidate 8 (+12), Investigate 6 (+6), Knowledge (behavioral science) 7 (+7), Knowledge (streetwise) 6 (+6), Notice 6 (+8), Perform (acting) 6 (+12), Search 5 (+5), Sense Motive 7 (+9), Stealth 7 (+11)

FEATS:

Connected, Contacts, Distract (Intimidate), Equipment 2, Jack-of-All-Trades, Quick Change 2, Well-Informed

EQUIPMENT:

Select 10 points of equipment

POWERS:

Morph 6 (humanoid, +30 to Disguise)

COMBAT:

Attack +3, Grapple +4, Damage +1 (unarmed), Defense +3 (+1 flatfooted), Knockback -1, Initiative +4

Totals: Abilities 30 + Skills 21 + Feats 9 + Powers 12 + Combat 12 + Saves 6 = 90

While many Men of Mystery are adept at disguising their true nature, pulp tales are full of Men of Mystery that specialize in disguising themselves to look like other people. These Men of Many Faces can truly disguise themselves as other people without regard to age, race, or gender. They can even impersonate specific individuals, giving villains quite a shock when the prey turns out to be the hunter.

Men of Many Faces are often only known to contacts and associates through one of their regular disguises. Indeed, no one may quite know exactly who the Man of Many Faces truly is. The Man of Many Faces likes it that way, and tends to lead a solitary existence as a result. It is tough for a villain to threaten those whom the Man of Many Faces loves when he isn't sure who he is.

Customization: The Man of Many Faces provides a good template for Men of Mystery that have a special power. The Morph power can easily be replaced with another power with little or no change to the archetype. An arcane Man of Many Faces might replace Morph with Magic and include the Morph power within it (drop the Distract feat and add 4 points of Knowledge (arcane lore)).

A Man of Mystery that can "cloud men's minds" to become invisible could use the Man of Many Faces template by replacing Morph with the 8 point version of Invisibility and redistributing the extra 4 points elsewhere.

OCCULT GUMSHOE

POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+0	+2	+1	+4	+3	+2	+1/+1	+4	+4	+6
10	14	12	18	16	14				

SKILLS:

Bluff 6 (+8), Concentration 6 (+10), Diplomacy 6 (+8), Gather Information 8 (+10), Intimidate 6 (+8), Investigate 8 (+12), Knowledge (arcane lore) 8 (+12), Knowledge (streetwise) 8 (+12), Notice 6 (+9), Profession (private investigator) 6 (+11), Search 8 (+12), Sense Motive 8 (+11)

FEATS:

Connected, Contacts, Equipment 2, Fearless, Master Plan, Ritualist, Well Informed

EQUIPMENT:

Camera, Flashlight, Forensics Kit, Headquarters (Tough 5, Size: tiny (rowhouse), Features: library, living space), Hold-out pistol, Knife

POWERS:

Magic 8 (Force Field 8 power feat: selective, extras: impervious; Healing 8; Hellfire Control 8; Nullify (all magic) 8; Super-Senses (magical awareness, danger sense, darkvision, postcognition); Telekinesis 8, extras: damaging)

COMBAT:

Attack +2 (melee), +2 (ranged), Grapple +2, Damage +0 (unarmed), Defense +2 (+1 flatfooted), Knockback -0, Initiative +2

Totals: Abilities 24 + Skills 21 + Feats 8 + Powers 21 + Combat 8 + Saves 8 = 90

The Occult Gumshoe has learned to use the secrets of the preternatural to combat the preternatural. Like his archetypal namesake, the Occult Gumshoe normally works for hire. He specializes in cases that have an occult influence. Because he often understands the occult significance before his potential clients, the Occult Gumshoe will actively seek employment rather than wait for a client to walk through his door. Needless to say, the presence of an Occult Gumshoe will usually unnerve the uninitiated.

Customization: The spells listed for the Magic power are suggestions. Some Occult Gumshoes may specialize in particular areas of magic (an exorcist, for example, might only have spells related to combating spirits). In cities with a number of specialized Occult Gumshoes, there may actually be an informal referral network in place (“I’m sorry, Mr. Jones, but voodoo is out of my league. Let me give you the number of a houngan colleague of mine”).

A Psychic Gumshoe can be created by replacing Magic with appropriate Mental powers. The cost can be kept down by having the Psychic Gumshoe choose one main power and purchase the rest as alternate powers.

SWASHBUCKLING ACTOR

POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+2	+4	+2	+0	+0	+4	+4/+2	+5	+8	+4
14	18	14	10	10	18				

SKILLS:

Acrobatics 8 (+12), Bluff 8 (+12), Climb 4 (+6), Concentration 8 (+8), Diplomacy 8 (+12), Disguise 4 (+8), Escape Artist 4 (+8), Intimidate 8 (+12), Knowledge (popular culture) 4 (+4), Notice 6 (+6), Perform (acting) 8 (+12), Profession (acting) 8 (+8), Ride 6 (+10), Sense Motive 8 (+8), Sleight of Hand 6 (+10), Stealth 6 (+10), Swim 4 (+6)

FEATS:

Assessment, Attack Specialization (sword) 2, Defensive Roll 2, Dodge Focus 4, Elusive Target, Equipment, Grappling Finesse, Improved Aim, Improved Block, Improved Critical (sword), Improved Defense, Improved Disarm, Improved Initiative, Prone Fighting, Quick Draw

EQUIPMENT:

Sword

COMBAT:

Attack +6 (sword), +2 (ranged), Grapple +4, Damage +2 (unarmed), +5 (sword), Defense +6 (+1 flatfooted), Knockback -2, Initiative +8

Totals: Abilities 24 + Skills 27 + Feats 20 + Combat 8 + Saves 11 = 90

Swashbuckling films were a staple of the pulp era, featuring dashing heroes fending off vile villains in elaborate fencing duels. The lead actors in these films were often accomplished swordsmen themselves, which enabled their directors to shoot fight scenes without stunt doubles. A Swashbuckling Actor pulp hero has decided to use his wits and his sword to fight crime.

Due to their celebrity status on the silver screen, Swashbuckling Actors will often disguise themselves in domino masks or other face-concealing garb so that they are not recognizable. While the sword is their weapon of choice, many Swashbuckling Actors will also carry a pistol.

Customization: An interesting variant of the Swashbuckling Actor is the Swashbuckling Stuntman (or Stuntwoman). This archetype need not worry about face recognition, especially if his loved ones live far from the city. To create a Swashbuckling Stuntman, lower Charisma to 10 and raise both Strength and Constitution to 18. Change Profession to stuntman and Perform to swordplay. Lower Diplomacy to 4 and add 2 points each to Bluff and Intimidate.



TORCH SINGER

POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+0	+3	+1	+2	+2	+6	+3/+1	+3	+5	+4
10	16	12	14	14	22				

SKILLS:

Acrobatics 4 (+7), Bluff 8 (+14), Concentration 8 (+10), Diplomacy 8 (+14), Escape Artist 4 (+7), Gather Information 6 (+12), Knowledge (streetwise) 6 (+8), Perform (singing) 8 (+14), Profession (singer) 8 (+10), Search 6 (+10), Sense Motive 8 (+10), Sleight of Hand 4 (+7), Stealth 6 (+9)

FEATS:

Attack Specialization (choose knife or hold-out pistol) 2, Attractive 3, Connected, Contacts, Defensive Roll 2, Distract 2, Dodge 2, Fascinate 2, Improved Initiative, Taunt

POWERS:

Emotion Control 5 (extra: area (cone), flaw: limited (only while singing loudly), sense-dependent (singing))

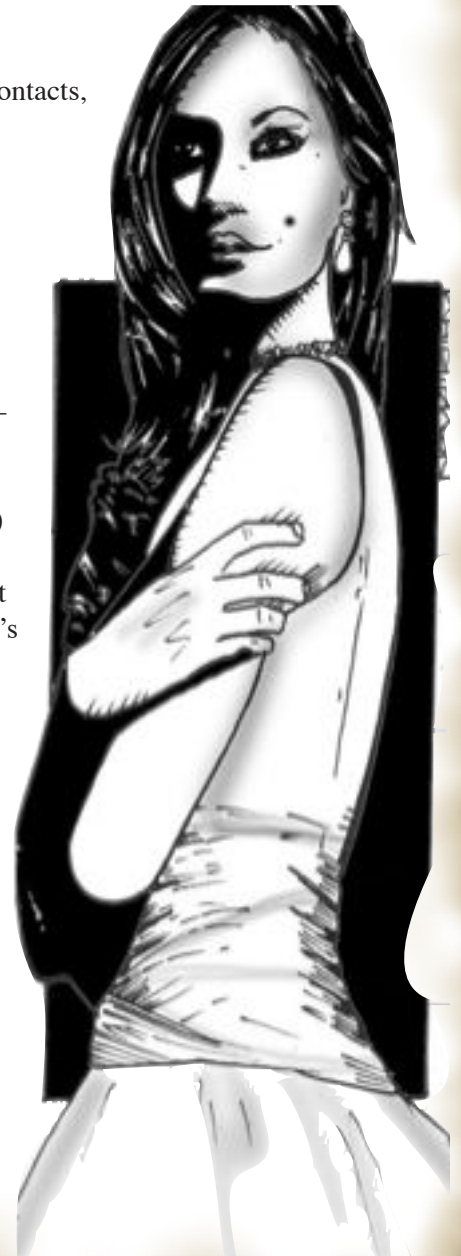
COMBAT:

Attack +1, +5 (special), Grapple +1, Damage +0 (unarmed), Defense +3 (+1 flatfooted), Knockback -0, Initiative +7

Totals: Abilities 28 + Skills 21 + Feats 18 + Powers 10 + Combat 8 + Saves 6 = 90

The Torch Singer is the darling of nightclubs and cabarets. She is a sultry singer that is able to change the mood of the room with her melodious voice. The Torch Singer's presence and appearance endears her to many men, including the criminal and influential. The Torch Singer uses these contacts and connections to fight crime.

Customization: The Torch Singer archetype also works well for an instrumental musician. For a Jazz saxophonist or trumpeter, change Perform (singing) to Perform (instrument). Instrument-playing musicians do not need to be particularly attractive, so the 3 points of the Attractive feat can be put somewhere else.



PULP VILLAINS

AMAZON

POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+4	+5	+4	+0	+0	+0	+6/+4	+6	+7	+4
18	20	18	10	10	10				

SKILLS:

Acrobatics 8 (+13), Climb 6 (+10), Handle Animal 6 (+6), Intimidate 11 (+11), Knowledge (tactics) 8 (+8), Language (choose one), Medicine 6 (+6), Notice 8 (+8), Ride 6 (+11), Stealth 6 (+11), Survival 8 (+8), Swim 6 (+10)

FEATS:

Attack Specialization (pick weapon), Chokehold, Critical Strike, Defensive Roll 2, Dodge Focus 2, Elusive Target, Improved Block, Improved Disarm 2, Improved Grab, Improved Grapple, Improved Initiative, Improved Pin, Improved Sunder, Power Attack, Stunning Attack, Takedown Attack 2

COMBAT:

Attack +4, +6(special weapon), Grapple +8, Damage +4 (unarmed), Defense +6 (+2 flatfooted), Knockback -2, Initiative +9

Totals: Abilities 26 + Skills 20 + Feats 20 + Combat 16 + Saves 8 = 90

The Amazon archetype is often found in deep jungles, remote islands, hidden valleys, subterranean grottos, the moon, and even other worlds. She usually comes from a culture where women rule (and curiously turn docile once they fall in love with a visiting male). She breaks all cultural stereotypes of women in the pulp period; she is strong, independent, and a warrior.

Amazons are usually encountered during exploratory adventures. They are usually the bodyguards and soldiers of a primitive warrior queen and have strong taboos regarding interaction with men. The native men of the Amazon culture are either meek slaves or entirely absent, forcing the Amazons to hunt for mates. In time, the Amazon archetype can be an ally or even a hero.

Customization: Amazons typically model an archaic culture, usually Greek, African, or Mesoamerican. The weapons and armor of the Amazon will vary accordingly. Additionally, nothing in the Amazon archetype is gender-specific; the Gamemaster can easily use the Amazon archetype for a warrior of any pre-modern culture.

Capers: The Amazon is normally encountered when the heroes invade her turf, not the other way around. She is the enforcer of her native community's rules and laws. In rare instances, the Amazon can be in the employ of a Big Game Hunter or Mastermind, following their commands.



CAT BURGLAR

POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+0	+4	+1	+2	+3	+2	+4/+1	+4	+7	+4
10	18	12	14	16	14				

SKILLS:

Acrobatics 11 (+15), Bluff 10 (+12), Climb 8 (+8), Diplomacy 9 (+11), Disable Device 11 (+13), Disguise 10 (+12), Escape Artist 8 (+12), Knowledge (streetwise) 6 (+8), Notice 11 (+14), Profession (thief) 6 (+9), Search 11 (+13), Sleight of Hand 8 (+12), Stealth 11 (+15)

FEATS:

Acrobatic Bluff, Attractive 2, Blind-Fight, Connected, Contacts, Defensive Roll 3, Distract 2, Equipment 2, Evasion, Hide in Plain Sight, Quick Change, Well-Informed

EQUIPMENT:

Disable Device Toolkit (Masterwork), Disguise Toolkit (Masterwork), Flashlight, Knife, Multi-tool, Sap

COMBAT:

Attack +3, Grapple +3, Damage +1 (knife), Defense +6 (+3 flatfooted), Knockback +0, Initiative +4

Totals: Abilities 24 + Skills 30 + Feats 17 + Combat 12 + Saves 7 = 90

The Cat Burglar is a master thief. She is adept at breaking into buildings and stealing valuable items, while foiling security every step of the way. She is also attractive and charismatic, using her charms to evaluate a potential target before slipping into her criminal attire and committing the crime.

Cat Burglars are generally portrayed as “harmless” villains; more annoyances than actual threats. Sometimes a Cat Burglar will run afoul of a real villain and turn to heroes for help. In rarer circumstances, the Cat Burglar can reform and use her talents to fight crime, rather than committing them.

Customization: The Cat Burglar can be a hero rather than a villain. The archetype stats are unchanged, as this is merely a roleplaying tweak.

Capers: The Cat Burglar is usually involved with white-collar crimes, from stealing artifacts from museums to stealing necklaces off of debutantes. The Cat Burglar is often a debutante herself, committing crimes out of boredom or for the thrill.

Cat Burglars provide “lighter” menaces for crime fighting heroes. Some heroes and Cat Burglars establish love-hate relationships, where admiring quips are traded as each tries to prevent the other from succeeding. If they fall in love, Cat Burglars will usually reform to some extent.



CULT LEADER

POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+0	+0	+2	+3	+3	+4	+2/+2	+2	+3	+4
10	10	14	16	16	18				

SKILLS:

Bluff 10 (+14), Concentration 8 (+11), Diplomacy 10 (+14), Disguise 5 (+9), Intimidate 8 (+12), Knowledge (arcane lore) 6 (+9), Knowledge (theology & philosophy) 5 (+8), Language (select 2), Perform (oratory) 6 (+10), Profession (pick one) 4 (+7), Sense Motive 8 (+11), Stealth 4 (+4)

FEATS:

Eidetic Memory, Fascinate (bluff, diplomacy, intimidate, perform), Fearless, Fearsome Presence 5, Improved Initiative, Leadership, Master Plan, Minions 5, Rage 2, Ritualist, Well-Informed

POWERS:

Emotion Control 4, Mind Control 4 (effective only on targets already under Emotion Control)

COMBAT:

Attack +2 (melee), +2 (ranged), Grapple +2, Damage +0 (unarmed), Defense +2 (+1 flatfooted), Knockback -0, Initiative +4

Totals: Abilities 24 + Skills 19 + Feats 23 + Powers 12 + Combat 8 + Saves 4 = 90

The Cult Leader is the head of a secret coven or cabal that serves a dark master. The Cult Leader usually has no immediate magical powers other than the ability to sway people to his point of view and indoctrinate his disciples so that they will follow his commands. True magic comes from elaborate ceremonies that usually involve the sacrifice of an innocent young woman.

Customization: The Cult Leader archetype as presented is a typical worshipper of a devil, demon, or other alien creature. If the Gamemaster wishes to create a religious cult leader, remove Knowledge (arcane lore) and raise Knowledge (theology & philosophy) to 11. A religious Cult Leader retains the Ritualist feat, although it is interpreted as the power of prayer (to whom the Cult Leader is praying to is questionable; the Cult Leader himself may believe otherwise).

The Cult Leader archetype can also be used for any fanatical leader pushing an agenda. Period examples include fascists and communists. In this case, make the customization as for a religious Cult Leader but replace the Ritualist feat with something more appropriate.

Capers: Cult Leaders are usually trying to gain power for themselves. This may require museum artifacts or those in a private collection. Cult Leaders may recruit allies of heroes, indoctrinating them into the cult. Some ritual ceremonies may require sacrifice, putting Gumshoes, Occult Gumshoes, and Men of Mystery on the case trying to find the kidnapers.



FOREIGN SPY

POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+2	+2	+2	+3	+3	+2	+4/+2	+3	+3	+4
14	14	14	16	16	14				

SKILLS:

Bluff 8 (+10), Diplomacy 8 (+10), Disable Device 8 (+10), Disguise 8 (+10), Drive 4 (+6), Escape Artist 8 (+10), Gather Information 8 (+10), Investigate 8 (+11), Intimidate 8 (+10), Language (select 4), Notice 6 (+9), Pilot 4 (+6), Search 8 (+11), Sense Motive 8 (+11), Sleight of Hand 6 (+8), Stealth 8 (+10), Swim 4 (+6)

FEATS:

Connected, Contacts, Defensive Roll 2, Distract, Equipment 5, Fascinate (bluff), Hide in Plain Sight, Improved Block, Improved Trip, Improvised Tools, Instant Up, Jack of All Trades, Master Plan, Precise Shot, Sneak Attack, Well-Informed

COMBAT:

Attack +3 (melee), +3 (ranged), Grapple +0, Damage +0 (unarmed), Defense +3 (+1 flatfooted), Knockback -2, Initiative +2

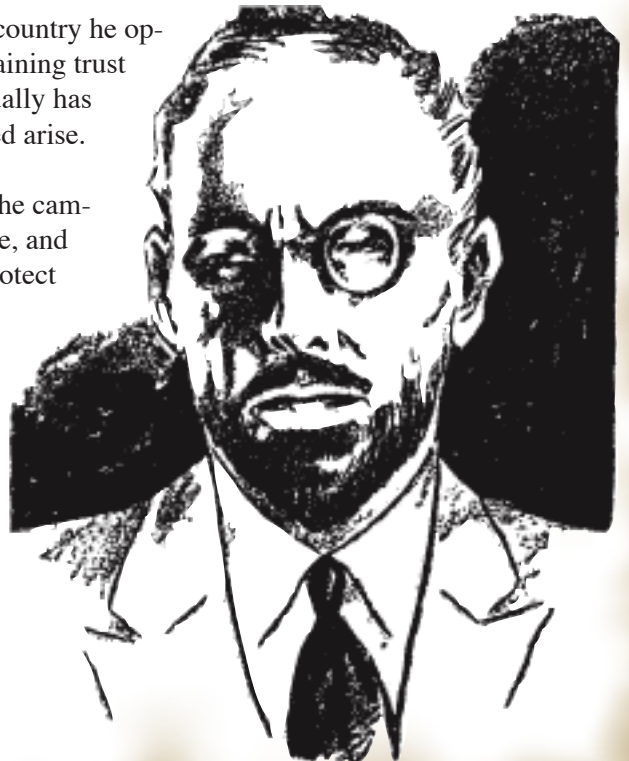
Totals: Abilities 28 + Skills 29 + Feats 21 + Combat 12 + Saves 3 = 90

The Foreign Spy archetype is another pulp staple. He hides amongst the citizens of society, stealing plans and inventions from the government, big business, and individual Mad Scientists. He may be a saboteur, sent to ensure that the good old U. S. of A. doesn't make a technological breakthrough before his superiors do.

The Foreign Spy is usually well versed in American (or in whatever country he operates) culture and blends in easily. He tends to work from within, gaining trust and confidences as he sends information home. The Foreign Spy usually has an escape route planned for an immediate withdrawal, should the need arise.

Customization: The Foreign Spy can easily be a hero, especially if the campaign takes place in another country. The archetype remains the same, and the Foreign Spy works alongside Air Aces, G-Men and Soldiers to protect America's interests.

Capers: Foreign Spies make good adversaries for G-Men and Paragons. A Foreign Spy may be after a particular invention of the Paragon's, or he may be sabotaging government property. He is sometimes used to recruit those whose allegiance can be swayed.



NAZI TEMPTRESS

POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+0	+2	+0	+2	+3	+4	+4/+0	+4	+6	+7
10	14	10	14	16	18				

SKILLS:

Bluff 8 (+12), Disguise 8 (+12), Escape Artist 8 (+10), Gather Information 8 (+12), Intimidate 8 (+12), Investigate 8 (+10), Knowledge (arcane lore) 4 (+6), Knowledge (art) 4 (+6), Knowledge (behavioral sciences) 8 (+10), Knowledge (business) 4 (+6), Knowledge (civics) 4 (+6), Knowledge (current events) 6 (+8), Knowledge (popular culture) 6 (+8), Knowledge (streetwise) 4 (+6), Knowledge (theology and philosophy) 4 (+6), Language (English, French, Italian, Russian), Notice 8 (+11), Perform (acting) 8 (+12), Profession (interrogator) 8 (+11), Sense Motive 8 (+11)

FEATS:

Attack Focus (ranged), Attractive 3, Defensive Roll 4, Distract (bluff, intimidate), Equipment 2, Fascinate (bluff, diplomacy, intimidate, perform)

COMBAT:

Attack +2 (melee), +3 (ranged), Grapple +0, Damage +0 (unarmed), Defense +2 (+1 flat-footed), Knockback -0, Initiative +2

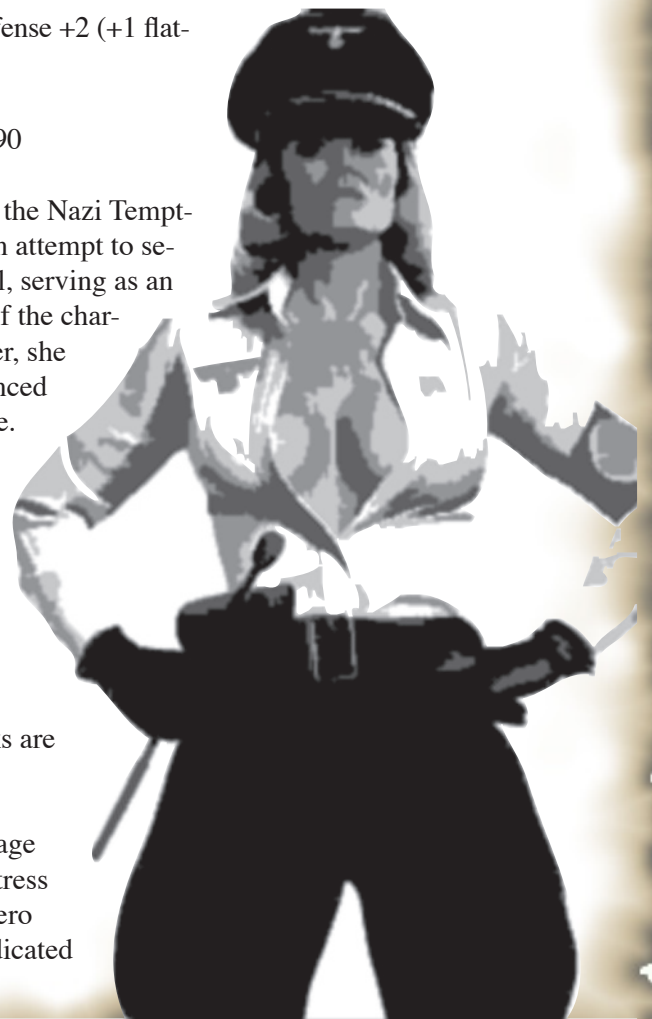
Totals: Abilities 22 + Skills 32 + Feats 16 + Combat 8 + Saves 12 = 90

One of the stranger archetypes to develop during the pulp era is that of the Nazi Temptress: an evil agent of the Third Reich who uses her feminine wiles in an attempt to seduce stalwart heroes. Occasionally, the Temptress is irredeemably evil, serving as an example of Beauty actually being the Beast. In these cases, the allure of the character is set in stark contrast to her horrible acts. In other cases, however, she can be swayed (naturally, having never met the "right guy") and convinced to betray the Nazi cause at a suitably dramatic moment in the adventure.

Customization: While the Nazi Temptress is a classic villainous archetype, a simple change of philosophy allows the archetype to be used for communists, tin-pot dictatorships, and any other cause where the hero needs to be swayed by a charismatic villain.

The Nazi Temptress archetype, oddly enough, can be used for an Amazon queen or high-ranking princess or minister. In this case, the Amazon Temptress tries to argue for the implementation of the rules in her society, often falling for the hero in the process. Only minor tweaks are necessary to adjust the archetype for the Amazon Temptress.

Capers: The archetype in the pulps was often simply an excuse to engage in some blatant dominatrix-themed titillation. As such, the Nazi Temptress is not usually committing crimes. Instead, she is brought in after the hero has been captured in an attempt to gain his trust or cooperation. As indicated above, this offers an opportunity for reform.



RUTHLESS DICTATOR

POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+1	+1	+1	+3	+3	+5	+5/+1	+5	+5	+10
12	12	12	16	16	20				

SKILLS:

Bluff 8 (+13), Diplomacy 10 (+14), Intimidate 10 (+15), Knowledge (civics) 7 (+10), Knowledge (current events) 6 (+9), Knowledge (history) 4 (+7), Knowledge (tactics) 5 (+8), Perform (oratory) 10 (+15), Sense Motive 8 (+11).

FEATS:

Defensive Roll 4, Diehard, Fascinate (bluff, diplomacy, intimidate, perform), Fearsome Presence 4, Improved Initiative, Inspire, Master Plan, Ultimate Effort (perform), Well-Informed.

COMBAT:

Attack +3, Grapple +4, Damage +1 (unarmed), Defense +3 (+1 flatfooted), Knockback -1, Initiative +5

Totals: Abilities 28 + Skills 17 + Feats 18 + Combat 12 + Saves 15 = 90

The Ruthless Dictator rules his country with an iron fist. While Hitler, Mussolini, and Stalin serve as models, the Ruthless Dictators of the pulps were often tin-pot dictators of fictional small middle and eastern European nations, mere caricatures of their inspirations. They are usually bent on regional domination and have many resources at their disposal.

Customization: The Ruthless Dictator as presented here is merely a charismatic individual that came to power through his glib tongue, back-room deals, and armed might. Gamemasters that wish to add more elements to the Ruthless Dictator can raise his power level and add magical or technological abilities to his arsenal.

Capers: Like the Mastermind, the Ruthless Dictator works behind the scenes. His Foreign Spies comb the world for useful intelligence and inventions while the Ruthless Dictator concentrates on governing and acquiring new resources. He will also relentlessly hunt down any heroes that violate his airspace or invade his country.

Unlimited Resources

This archetype does not allocate points to minions, sidekicks, or other resources. Ruthless Dictators are in control of an entire nation, and even a tiny nation can put more than enough resources at the Ruthless Dictator's disposal. Gamemasters should consider that a Ruthless Dictator is far more powerful in his homeland than if he were to be encountered elsewhere (although he would still have considerable protection).



SHADOWY ASSASSIN

POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+3	+4	+3	+1	+1	+0	+6/+3	+3	+6	+4
16	18	16	12	12	10				

SKILLS:

Acrobatics 8 (+12), Concentration 8 (+9), Escape Artist 8 (+12), Intimidate 8 (+8), Language (English), Notice 8 (+9), Search 7 (+8), Sense Motive 8 (+8), Stealth 8 (+12)

FEATS:

Accurate Attack, Acrobatic Bluff, All-Out Attack, Assessment, Blind-Fight, Defensive Roll 3, Fearless, Improved Aim, Improved Critical (choose two attacks) 2, Improved Grapple, Improved Initiative 2, Improved Pin, Power Attack, Quick Draw, Sneak Attack 3

COMBAT:

Attack +6, Grapple +9, Damage +3 (unarmed), Defense +6 (+3 flatfooted), Knockback -3, Initiative +12

Totals: Abilities 24 + Skills 16 + Feats 21 + Combat 24 + Saves 5 = 90

The pulps were full of exotic killers from non-European nations. The Arabic hashashin (assassin), the Thugee, and the Ninja are all good examples of this type. Some pulps even imagined Shadowy Assassins from African, Mesoamerican, and South American cultures, such as the Aztecs or the pygmies. These groups killed in quietly lethal ways.

The Shadowy Assassin makes a perfect adversary for the Acrobatic Hero, the Man of Mystery, and the Paragon. Some Shadowy Assassins are bound by a strange code of honor, providing some boundaries to their conduct. Others are ruthless killers, satisfied with getting the kill in the quickest and most efficient way possible.

Customization: The Shadowy Assassin should be given weapons and equipment that suits his culture.

Capers: In addition to being encountered in their native environment, Shadowy Assassins can be found in major Western cities, either within a local subculture or operating as an independent agent. Sometimes a Shadowy Assassin will be sent to the heroes' home city to right a perceived wrong or to retrieve someone or something of value to the Shadowy Assassin's masters.



SKY PIRATE

POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+0	+3	+1	+3	+2	+2	+4*/+3/+1	+4	+7	+4
10	16	12	16	14	14	*leather jacket			

SKILLS:

Bluff 8 (+10), Concentration 4 (+6), Disable Device 6 (+9), Diplomacy 8 (+10), Disguise 5 (+7), Gather Information 5 (+7), Intimidate 10 (+12), Knowledge (tactics) 6 (+9), Notice 8 (+8), Pilot 8 (+11), Profession (thief) 6 (+8), Search 8 (+11), Stealth 6 (+9), Survival 4 (+6), Swim 6 (+6)

FEATS:

Attack Focus (ranged) 2, Combat Pilot 4, Connected, Contacts, Defensive Roll 2, Equipment 11, Improved Aim, Improved Critical (heavy machine gun), Improved Initiative 2

EQUIPMENT:

Flight Goggles, Flying Boat, Headquarters (Sea Base), Leather Jacket, Light Pistol

COMBAT:

Attack (melee) +2, Attack (ranged) +4, Grapple +3, Damage +0 (unarmed), Defense +3 (+1 flatfooted), Knockback +0, Initiative +11

Totals: Abilities 22 + Skills 24 + Feats 25 + Combat 10 + Saves 9 = 90

The Sky Pirate is a villain that uses modern technology, specifically seaplanes or “flying boats,” to attack unsuspecting sea vessels and steal their cargo. The Sky Pirate is sometimes considered the antithesis of the Air Ace, but a true Air Ace will fly circles around a Sky Pirate. What works in the Sky Pirate’s favor is that he rarely works alone, teaming with other Sky Pirates and support personnel to carry out his crimes.

Customization: Some Sky Pirates will modify their airplanes, using the standard equipment rules. The archetype may need to be adjusted to accommodate additional Equipment feats. While the headquarters given is a sea base, some Sky Pirates may operate from mountain bases or even zeppelins.

Capers: Sky Pirates tend to be found in remote areas of the world, where merchant vessels are easy prey. Some Sky Pirates may work with villainous Air Aces or Rocketeers, playing a support role while these archetypes do the heavy fighting.



FLYING BOAT

STR	SPD	DEF	TOUGH	SIZE
40	5/4*	6	11	G

*flight/water

Heavy Machine Guns (2): Dmg +7 (ballistic, autofire), Crit 20, Range 70ft, Size L.



COMBAT PILOT (NEW FEAT)

Combat, Ranked

You know some tricky maneuvers that can keep you alive while piloting an air or space vehicle under combat conditions. Choose the type of vehicle when you acquire the feat. You gain a +1 bonus on either attack rolls or a +1 dodge bonus for the vehicle (allocated each round) per rank in this feat when flying any vehicle of your chosen type that is Gargantuan or smaller.

Multiple ranks in this feat can be divided between attack rolls and the vehicle's dodge bonus as the player sees fit. Your total attack and defensive bonuses are limited by the campaign's power level. Dodge bonuses from multiple operators with Combat Pilot do not stack.

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