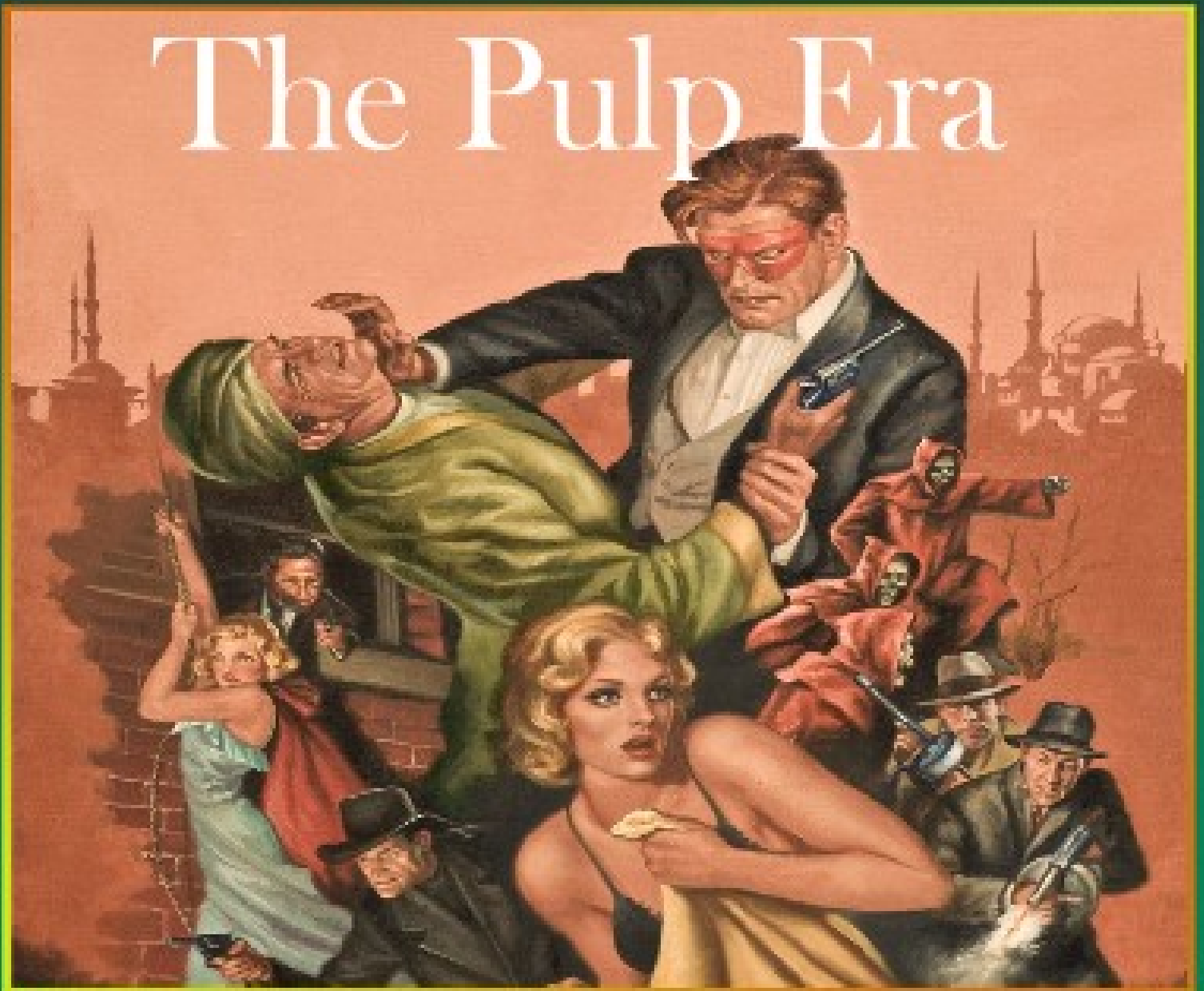


# Beyond Heroes

Companion Rules BH12

## The Pulp Era



The Role Playing Game for all Genres

# The Beyond Heroes Roleplaying Game Book XXIV: The Book of the Pulp Era

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## Contents

Foreword	3
Elements of the Pulp Era	3
The Pulp World	9
Allied Pulp Agencies	13
Axis Pulp Agencies	18
Law and Order	28
Equipment	30
Services	36
Classes	38
Organizations	107

## Foreword

The Beyond Heroes Role Playing Game is based on a heavily revised derivative version of the rules system from Advanced Dungeons and Dragons 2<sup>nd</sup> edition. It also makes extensive use of the optional point buying system as presented in the AD&D Player's Option Skills and Powers book. My primary goal was to make this system usable in any setting, from fantasy to pulp to superhero to science fiction.

This covers the eras of the 1920s, 30s and 40s. These were the pulp eras of Horror, Adventure, Mystery, Espionage, Romance, Science Fiction and more. In this era timelost horrors like demonic entities and the walking dead slithered beneath the streets of a sleepy village. Megalomaniacal would be conquerors unleashed insidious plots to bring civilization to its knees. Explorers searched for lost treasures in exotic regions of the globe or entered valleys populated by dinosaurs. Adventurers stumbled across the nefarious plots of spies of foreign powers or fought Nazis, and daring daredevils sought excitement all over the world.

## 1. Elements of the Pulp Era

During the early decades of the twentieth century, particularly the Twenties and Thirties, a new type of periodical literature appeared on the American cultural scene: the pulp magazine. Printed on cheap paper, illustrated with lurid covers on the outside and simple black and white drawings on the inside, and containing short stories emphasizing action and adventure rather than character development or emotional fulfillment, “the pulps” were enormously popular with many segments of the reading public. Some of the modern world's best-known fictional characters — Tarzan, Zorro, the Shadow, Fu Manchu, Doc Savage, Sam Spade, Conan — first appeared in the pulps (or Pulp-era novels).

Although the pulps themselves faded away during the Forties and Fifties, the concept of “pulp fiction” has come to embody the sort of action-oriented stories they told, which influenced generations of genre fiction, comic book, and movie writers (just as the pulps themselves were influenced by the dime novels and adventure fiction of the late nineteenth century).

Roleplaying gamers have often created characters and campaigns set during the Pulp era and featuring characters inspired by the pulps (or later creations that emulated them, such as the movie Raiders Of The Lost Ark).

First and foremost, Pulp stories are about action. In most cases, this literally means what the word implies: fast-paced stories involving a lot of danger, excitement, and adventure. Pulp “plots” were oft en little more than a series of events, one piled on another, each more intense than the last, until the story abruptly reached its conclusion. To put it another way, pacing oft en took the place of true plot development. In some subgenres, such as romance, more sedate events replace the violence and suspense that fill most Pulp stories, but the emphasis on driving the plot forward remains.

Part of keeping Pulp stories fast-paced is having characters who are “proactive” — who boldly initiate action rather than just reacting to what happens. Pulp characters may be shallow (see below), but “patient,” “submissive,” and “hesitant” are not terms that describe them. This element is one of the things that makes Pulp such an enjoyable genre for gaming. The nature of gaming is such that most game adventures are action-oriented and event-driven: characters move from scene to scene, encounter to encounter, and initiate dramatic, often violent action as necessary. That’s just what happens in most Pulp stories, so the two dovetail perfectly, making the GM’s job easier than normal.

Hand-in-hand with the “action” convention is the fact that Pulp characters are shallow, clichéd, and poorly developed. In an action-oriented story, there’s little (if any) time for the hero to ruminate about how he feels, or what the events in the tale mean to him; he’s got things to do. Even the best known Pulp heroes — characters like the Shadow and Doc Savage about whom hundreds of stories were written — aren’t much more than collections of easily-identifiable personality traits, quirks, mannerisms, and habits, possibly coupled with one or more distinctive elements of appearance that makes them easy to write and read about.

Another way the pulps keep the action going and don’t have to worry too much about character development is that the moral tone of the stories tends to be very black and white. The heroes are clearly The Heroes, fighting for that which is Right, Just, Pure, and True; the villains are clearly the Villains, and there’s no doubt they’re Evil and must be opposed with every fiber of the hero’s being. There’s little, if any, moral ambiguity... and any that exists gets resolved by the end of the story.

There are, of course, exceptions. In detective and mystery stories, particularly those of the “hardboiled” school, the situation becomes much greyer. The protagonist isn’t necessarily the nicest or noblest guy in the world — even though he is, ultimately, far better than the people he struggles against, if for no other reason than he holds to his personal code of honour. And there often isn’t much he can rely on: even people who seem innocent and pure at first rarely are; everyone’s got some skeletons in their respective closets.

Hand in hand with the black and white morality is the optimistic outlook of Pulp stories. Pulp heroes know they can get things to turn out right, and can make a real difference in the world. They never get mired in despair or selfpity for very long.

Like Fantasy, Science Fiction, and other major genres, Pulp isn’t a single type of storytelling. It has many “subgenres,” each sharing the common features of the overall genre, but focusing on a different type of adventure. Compared to many genres, the different subgenres for Pulp aren’t necessarily that distinct.

The Pulp era was also one of the golden ages of aviation. The airplane was only a couple of decades old, and the adventure of flight captivated many people. But for all the wonder it evoked, flying was also a dangerous occupation. Airplane technology was still fairly new, and even experienced aviators knew they were taking their lives in their hands

when they winged into the skies. Thus, fliers often enjoyed a reputation as brave, romantic, sometimes crazy daredevils.

“Crimebusting” refers to the activities carried on by most of the characters portrayed in the single-hero pulps of the Thirties. Among the most successful, famous, and enduring of the pulps, these magazines featured a novel-length story about a specific, beloved character — the Shadow, the Spider, the Phantom Detective, or one of their countless comrades — with short stories about other characters and perhaps a feature article or two in support. The Crimebusting subgenre pits a hero or heroes against some criminal or enemy force of great power and cunning. Early Crimebusting stories often used more or less ordinary criminals and gangs as the opponent, but they soon grew beyond such mundane fare to create legions of colourful criminal masterminds whose plots threatened entire cities, or even Earth itself.

A Crimebusting story typically starts out with the hero either (a) stumbling upon some clue to the existence of the criminal mastermind and his gang, or (b) responding to the initial salvo in the mastermind’s evil scheme. As the story progresses, the hero grapples with the enemy, foiling various subplots and in turn encountering greater difficulties as the criminal mastermind stays one step ahead of him (if only barely). The hero of a Crimebusting story often wears a mask or other outlandish garb; for this reason, they’re often known as “mystery men,” “masked crimefighters,” or the like. In their activities and dress they prefigure the comic book superhero.

Other than western stories, the most popular adventure subgenre in the pulps was the Detective story. Uncounted legions of sleuths, private eyes, amateur investigators, and “confidential agents” peopled the pulps, poking their noses in where they often didn’t belong, figuring out the whos, whats, whens, wheres, whys, and hows of crime, and bringing to justice murderers, con men, and other crooks. In the early pulps, detective stories were often reprints of, or influenced by, British detective fiction of the time. In many, the shadow of Sherlock Holmes — the emphasis on logical deduction, the slower-witted companion to whom the detective explained things (and thus explained them to the reader as well), and oft en the use of scientific methods of investigation — lay over the characters and events.

But beginning in the late 1920s, novelists and Pulp writers created what became known as the “hardboiled” or “noir” school of detective fiction. Featuring grittier situations, harsher and more realistic characters, and less of an emphasis on action, these stories have continued to influence detective and crime stories to this day. Literary critics and commentators often debate whether hardboiled/noir fiction differs from Pulp fiction, and not without reason. Hardboiled/noir fiction lacks the black-and-white worldview, exotic locales, outlandish characters, and shallow characterizations of most Pulp literature.

It takes place in a world of shades of grey, where intriguing and well developed characters have to navigate murky waters while trying to live up to their own codes of honour. In many ways, the two types of literature couldn’t be more dissimilar. However, it’s beyond question that this type of fiction began in the pulps, and is closely associated

with them by many people (including many gamers). The Detective subgenre was so popular that it spawned what are, in effect, sub-subgenres focusing on various types of investigators or mysteries (“hardboiled” could be considered one of these as well). There were psychic detectives who used strange mental and mystical powers to resolve mysteries, and occult detectives who investigated incidents involving magic, the occult, or monsters. Scientific and technical detectives brought their expertise with the latest technologies, criminalistic techniques, or medicine to bear against criminals, while magician-detectives employed their legerdemain skills and knowledge of trickery and deception to catch killers. Girl detectives often relied on intuition and social skills as much as deduction, while amateur detectives infuriated the authorities by poking around crime scenes.

The subgenre most commonly associated with the pulps by many people is Globetrotting Adventure, sometimes known simply as “Adventure.” In stories of this type, the heroes get involved in fantastic escapades in exotic locations around the world: the South Seas, the darkest heart of Africa, the deserts of the Near East, the waters of the Amazon, the jungles of India. The strangeness of the location, the people the hero meets there, and those peoples’ customs come to the fore. The protagonists are usually strong-jawed, two-fisted men who rely as much on having the heart (and luck) of a hero as on a powerful right cross and eagle-eyed accuracy with firearms. Many of the stories featuring Doc Savage and his companions epitomize this subgenre; Indiana Jones, Peter “the Brazen” Moore, Jimgrim, and various Foreign Legion characters all belong to it as well.

The adventures that define this subgenre are many and varied. The heroes might find themselves involved in stopping a revolution in a distant country, hunting for treasure or archaeological relics, exploring previously unknown lands, caught up in some espionage plot, or opposing the schemes of a world-conquering madman. As long as it’s exciting and takes place at least partly in some exotic location (or involves travel), it’s a Globetrotting Adventure.

One of the most common venues for Globetrotting Adventure is the lost world — a secret or hidden location inhabited by the remnants of an ancient civilization, a strange new civilization never before encountered, prehistoric creatures, or the like. A lost world might be an ancient Roman city isolated in the heart of the African jungle, a deep Central American valley where Mayan tribes still live unmolested by the outside world, a hidden plateau where dinosaurs and cavemen survive, an underground cavern vast enough to hold an entire civilization (or civilizations) of men, or even a colony of men somehow transported to another planet.

Lost worlds were a particular feature of the works of Edgar Rice Burroughs — Tarzan alone seems to have discovered dozens of them hidden away in the trackless African jungle, and the entire Pellucidar series takes place in a new world inside the hollow Earth — but they appear in many other writers’ works as well. They’re ideal for gaming, since they form a distinctive story arc within a campaign (or comprise an entire short-term campaign).

The Weird Menace subgenre got its start in the early Thirties in the pages of various pulps put out by Popular Publications, such as Dime Mystery Magazine, Horror Stories, and Terror Tales. Inspired by the Gothic romances of the 1800s and the Grand Guignol Theater in Paris, in essence it combines the mystery story with elements of weirdness, horror, the occult, and the macabre. In a typical Weird Menace story, a villain hatches a scheme that seems to involve supernatural powers of some sort: grotesque or mutilated humans; demonic monsters; eerie cults; zombies; conjured ghosts; Weird Science devices. The scheme has a mundane purpose.

For example, he may want to (a) scare people away from a particular area so he can buy the land cheaply, (b) enact a murderous revenge scheme using the macabre events as camouflage, or (c) earn vast sums of money by running a bordello that caters to sadistic millionaires. As the story unfolds and the hero figures out what's going on, it turns out there's a "natural" (rational and/or scientific, if not necessarily realistic or logical) explanation for the villain's actions — his leprous zombies turn out to be living people controlled with chemicals and hypnosis, his ghostly apparitions created with a special type of film projector, his devil-worshipping cult just a gang of ordinary crooks in costumes, his demonic monsters trained apes tricked out with makeup and prosthetic fangs. Later Weird Menace stories sometimes involved actual occult horrors.

Weird Menace stories typically take place (at least in part) in Gothic settings such as dreary old mansions, decrepit graveyards, somber castles, and dark forests. Weird Menace stories often feature scenes of sadism, such as hapless female victims being tortured or pawed by hideous, drooling madmen. The cover of a Weird Menace pulp typically showed a beautiful woman wearing very little clothing about to suffer just such a fate. The horror in Weird Menace tales may derive from the dead being brought back to "life." It usually turns out the deceased wasn't dead at all, or that the "resurrected" person isn't really who the hero thinks he is.

For many people, nothing's as horrifying as being forced to do something against one's will, and Weird Menace stories draw on this by depicting innocent victims subjected to hypnosis, will-sapping rays, and brainwashing. In Weird Menace stories, old age and lechery (in the case of male villains) or supposed witchcraft (in the case of females) often go hand-in-hand. In stories with aged villains, the victim was usually a young woman whose beauty and vitality contrasted with the villain's withered flesh and evil mind. Often a Weird Menace villain takes advantage of a supposed curse or spell placed on the victim, by using his resources to make the victim think the curse is working.

Closely related to Horror in the minds of many gamers are adventures involving occult subjects and adversaries, such as traditional monsters (vampires, mummies, werewolves) or an evil sorcerer. Characters like Jules de Grandin and John Thunstone built entire careers out of "monster hunting" and occult detective work. Typically their adventures follow a pattern something like this:

1. The Horror Is Unleashed: Something triggers the horror, makes it active, unleashes it, or the like. For example, ignorant explorers bring a curse down upon themselves by

violating a mummy's tomb; a vampire makes plans to move to the big city; a naive person releases something horrific; or an old hag puts a hex on someone the PC cares for.

2. The Horror Manifests: Horrible things start happening. The explorers fall victim to the mummy; the vampire arrives and starts feeding off innocent people; the PC's beloved starts to succumb to the hex.
3. Things Get Worse: After the PC's initial efforts to stop or slow the horror fail, the situation worsens. The mummy starts killing more people (such as the loved ones and acquaintances of the explorers); the vampire's minions start feeding; the PC's beloved lapses into a coma.
4. The Pieces Come Together: During all of this, the heroes have been researching what's going on and trying to stop it. At last they gather the crucial piece of information, or find the weapon they need to strike a telling blow against the horror.
5. The Horror Is Defeated... For Now: Bringing their newfound knowledge and abilities to bear, the heroes stop the horror. But can they be sure it's really gone, and cannot rise again?

Thus, Occult Adventure isn't true Horror so much as it is a mix of Horror and the Crimebusting or Detective subgenres. Compared to "typical" Horror stories, the heroes can react to the "enemy" in a positive way, and in the end usually stop it or destroy it.

Mystery is one of the most suitable genres. In this sort of game, the PCs are all private eyes, G-men, inspectors on the local police force, amateur investigators, or some other type of detective. Each scenario they're confronted with a new mystery — usually a murder, but possibly a robbery or blackmail scheme. This sort of campaign tends to require a lot of work on the part of the GM.

First, he has to concoct a new, plausible mystery for each game, and that can be difficult — despite the plethora of mystery novels on bookstore shelves, good, solid mysteries that work as gaming adventures aren't easy to come by. Among the things the GM needs to know (and be prepared to reveal to the PCs at the appropriate time) are: the identity of the criminal, and his motives for committing the crime, the identities of other suspects, and their possible motives, the identity of the victim (and any other relevant details about him, such as his personal history, job, family, and the like), how and when the crime occurred, what happened when the criminal committed the crime, and what (if anything) he did afterwards, other events that might affect the characters' ability to gather and correctly analyze the clues.

Second, unlike a novelist, who can have a character suddenly realize the significance of a clue, the GM doesn't control the protagonists in his game (the PCs). This may lead to situations where (a) all of the players overlook a clue, or the significance of a clue, (b) the GM has to make a clue so obvious that there's no suspense, and/or (c) the players end up using a lot of die rolls to gather and analyze information, rather than solving the mystery on their own (often with the entirely fair, but game-wrecking, excuse that "my character is better at these things than I would be"). The GM has to deftly manage the release of information, dropping (sometimes blatant) hints to the players, the use of die rolls, and



the pacing of the story to keep the suspense alive and prevent the players from reaching the right conclusion too early or too late.

## **2. The Pulp World**

The world of 1920-1939 is a place both comfortingly familiar and disturbingly different to a modern person. With a population of just under two billion, it's only one-third as populous. Large areas of Africa, Asia, and South America remain mostly or entirely unexplored by Westerners, giving the GM and players alike a gigantic canvas on which to paint tales of discovery and adventure untrammelled by what has gone before.

With the rise in availability of automobiles and airplanes, the Pulp era was a first golden age of travel — the first time when everyday people had the chance to visit far-away places and see the sights they'd only read about in books. Pulp stories took advantage of this by sending heroes on adventures to strange and wondrous places around the world. The prices listed for various forms of travel are usually given in an amount per mile, and travel speeds in miles per hour.

In America, and to a lesser extent the world, the biggest revolution in transportation isn't flight, it's the increasing prevalence and importance of the car. At the beginning of the Pulp era there were about 7 million automobiles in the United States, and about 90% of them were open-bodied. By 1929, that number had grown by more than three times, but only 10% of the cars were open-bodied (increased rates of speed, and more frequent driving, meant it was better to have an enclosed driver/passenger compartment). The Depression slowed down the rate of automobile manufacturing and purchasing, but didn't stop it. Many other nations experienced similar (though not necessarily so extreme) trends.

In the early Pulp period, the average speed limits in the United States was around 15-25 miles per hour (up to 30 in New York and California). Even if these low limits hadn't been in place, the relatively poor condition of the roads — most of which weren't paved or surfaced in any way — made driving slowly a necessity. But by the early Thirties, as increased motoring put pressure on state and local governments to pave roads, automobile travel became safer and easier, and the average speed limit nationwide rose to 35-40 miles per hour. While some Pulp-era automobiles were capable of reaching speeds of 90 or more miles per hour for short periods, the average speed over a long distance was only about 30 miles per hour (the condition of the roads could affect this).

Cars got an average of 25-30 miles per gallon, and gas cost 18-20 cents per gallon in the early and mid-Thirties. Since there was no interstate highway system, travel across the country, or even state to state, could take a long time and be tiring. Even worse, at first there was no uniform system of signage or good source for maps. Motorists entering strange areas often had difficulty finding their way. Beginning in 1925 the US government established rules and regulations for signs, but even after that drivers often stopped to ask for directions at one of the thousands of roadside stands and gasoline stations that sprang up around the country.

Smart service stations owners gave away maps as promotional items. (Chains such as Texaco and Mobil were started to make money off the increased need for gasoline.) Other entrepreneurs also began taking advantage of Americans' increased mobility. Billboards and advertising signs (such as the famed "Burma Shave" placards) soon occupied many a roadside, tourism became big business in many areas, and countless small travelers' hotels, rooming houses, and motor courts offered accommodations to weary drivers who didn't want to camp out (since "auto camps" often had a reputation for being seedy, even dangerous, places).

For people who didn't have a car, or who didn't want to undertake the rigors of a long journey behind the wheel, the bus offered a practical alternative. Buses were slower than trains, more prone to breakdowns and similar problems, and in the early part of the Pulp era much less comfortable than rail travel. But a bus could go places trains could not, could easily stop in mid-trip if necessary, and could provide more service alternatives than the rails. By the late Twenties major bus companies, such as Greyhound, had taken significant steps to improve the comfort of their vehicles.

By 1930 approximately 20% of intercity travel was by buses, which covered 25% more passenger miles than trains; by 1940 bus miles exceeded train miles by 40%. The average speed for a bus was a little slower than the average speed of automobiles at the same period. Typically a city bus kept to a speed of about 20-25 miles per hour, with fares usually around five cents in the Twenties, and ten cents in the Thirties. Intercity buses could cover about 250-300 miles in a day. Their fares were usually about 10% cheaper than train fares for the same route — approximately \$0.04 per mile on the average.

Many city-dwellers didn't own a car, and of course visitors to a city who came by rail or air wouldn't have their cars with them at all. For these people, taxis were a good way to get around quickly. Even a small town often had at least one taxi, and cities could have thousands of them — for example, in New York City, there were almost 50% more taxis in the Thirties (19,000) than there are today (13,000). In part this was a result of the Depression, which led a lot of people to try to make money as cabbies.

Beginning in 1937, New York City licensed taxis by selling medallions for \$10 each. A person who needs a taxi can call for one, or find them waiting outside hotels, railway stations, and the like. The fare for a taxi varies based on location and distance traveled. New York City set a rate of \$0.50 per mile beginning in 1913, but in other places a rate of about \$0.15 + \$0.05 per mile was more likely. If you ask a cabbie to wait for you, that costs about \$2 per hour.

Some major cities have electric tram systems to help people get around. The cost is about the same as a city bus: around five cents in the Twenties, and ten cents in the Thirties.

Despite the increasing numbers of cars, trains remain one of the most popular ways to travel. While not necessarily as convenient as a car or bus, they're faster and much more comfortable. Given open track and room to move fast, a train can average speeds of 35-

45 miles per hour (and can run 24 hours a day, making it possible to cross the US in as little as three days). However, the need to make frequent stops, and laws requiring trains to slow down when passing through developed areas, usually slows a train down to an average of 25-30 miles per hour over the course of a long trip. For a typical short train ride, such as between cities in the Northeast, train fare usually runs about \$0.04 per mile (though monthly or annual commuter tickets are often available for cheaper prices). For a long trip, such as cross-country or Chicago to either coast, the fare may drop to as little as \$0.02 per mile. However, the accommodations can increase the price, as indicated in the accompanying table.

Characters who can't afford any fare at all can do what so many hoboes and other transients did: sneak aboard a train. Usually this was done at the station, but that means dodging railroad police and inspectors ("bulls") — and if characters are discovered, the bulls aren't shy about using force to eject them from the train. Hardier travellers may try to avoid the law by running alongside a train when it's moving slowly and hoisting themselves into an open car, but this poses dangers of its own. A character usually has to make a DEX Roll to do this safely; if he fails, he may fall and hit the ground hard, be dragged along by the train, or fall under the wheels and get run over.

The most romantic — and dangerous — form of travel in the Pulp era is via aircraft. In the Twenties, characters who want to travel by air will find it uncomfortable (noisy, cold, cramped) and may not be able to fly on a regular commercial flight at all. Except for a few short local routes, commercial airlines don't really come into existence until the mid-Twenties; characters who need to get somewhere fast that's not on a regular route will have to own their own plane, or charter one. Until the passage of the Air Commerce Act (1926), there weren't even any uniform regulation of or licensing requirements for pilots. After Lindbergh's flight in 1927, public interest in air travel increased dramatically. By the Thirties, air travel was a much more regular thing, and the introduction of the DC-3 plane in 1935 only enhanced the frequency and safety of flying.

In 1935 there are 23 airline companies in the United States, though four — United, Eastern, TWA, and American — dominate the field (with Continental becoming a fifth major line by 1938). Competition between the airlines can get fierce, ranging from price wars to more devious (and illegal) tactics. A cross-country flight takes about 20 hours and involves five stops. By 1940, the trip takes 18.5 hours, with only three stops. Planes can average about 90-150 miles per hour, with ranges of about 300-1,000 miles. By the mid-Thirties, the average commercial plane can carry 30-40 passengers, as compared with 12-15 in the Twenties.

Particularly in the Twenties, air passenger travel generally didn't take place at night. When darkness fell, the plane landed; passengers were either ferried by rail to the airport where they'd take off in the morning, or spent the night at accommodations near the field where they landed. From the late Twenties through the Thirties, the cost of an airplane ticket for a flight within the US varies from about \$0.11-0.15 per mile (twelve cents

a mile is a good average). International flights from the US are in the range of \$0.11-0.21 cents per mile. Chartering a plane for a private flight usually costs two to four times as much as the commercial rate. The number of stops during a trip depends on the length of the route; all but the shortest flights tend to feature at least one stop, and a long one may have as many as ten. Airplanes run on gasoline, which costs \$0.18-0.20 per gallon. Other fees add to the cost of owning and operating a plane. Most airports charge a \$2 “landing and take-off” fee, and keeping a plane in a hangar also incurs a charge.

If anything’s more romantic in the eyes of the public (and gamers) than plane travel, it’s travel by airship (zeppelin). Flown as commercial carriers primarily by Germany, large zeppelins (such as the ill-fated Hindenburg) can carry about five or six dozen passengers in addition to a large crew. They maintain an average speed of 60-70 miles per hour, allowing them to make the nearly 4,000 mile-long Germany to New York trip in 50-60 hours. When the Graf Zeppelin made its first transatlantic flight in 1928, the ticket cost \$3,000 (about \$0.38 per mile for the round trip); by the mid-Thirties, a round trip on an airship cost more in the range of \$720 (or about \$0.09 per mile, round trip). While airship travel isn’t nearly as fast as flying by airplane, it’s much more comfortable comparable, generally speaking, to train travel.

In many parts of the world, particularly those strange and distant places Pulp heroes so often like to visit, there are no cars, railroads, or even places where you can land a plane. If they want to travel in these regions, they either have to walk or obtain riding animals, such as horses, camels, mules, or elephants. This isn’t a fast way to travel — most riding animals can maintain a speed of 10-12 miles an hour at best, and that only for a few hours a day. This limits travel to 30-50 miles a day, assuming relatively easy ground.

There may come times during your games when the heroes need to get a message to (or from) someone a long way away. The Pulp era is the first period in human history allowing for rapid communication over enormous distances. But despite the mastery of the new medium of radio shown by politicians such as Franklin D. Roosevelt and Adolf Hitler, social commentators like Father Coughlin, and many entertainers, getting word from one place to another can sometimes take an aggravatingly long time.

Within civilized countries, surface mail is usually reliable and relatively quick. In the US, the surface rate is \$0.02 per ounce from 1919 through July, 1932, and \$0.03 per ounce thereafter for the rest of the Pulp era. The mail is delivered twice daily to most homes, and more often to many businesses, by postmen who walk their routes. The post office sometimes uses autogyros to move mail around in large cities. In uncivilized countries, there may be little or nothing in the way of mail service, and what there is may not work so well. In these situations, a character will do better to give his letter to a traveler he trusts and ask that person to deliver it when he gets to his destination.

International surface mail isn’t nearly as fast or reliable. It goes by ship and typically takes weeks, or even months, to arrive. Characters who are considered trustworthy might be asked to carry letters to friends of their friends when they travel to save money and

improve the chances of the letter getting through. Beginning in the early 1920s, air mail service is also available within most civilized countries. It's much more expensive — in America, it costs \$0.10 per half ounce, or nearly seven times the cost of surface mail — but much quicker. International air mail, when available, is even more expensive.

The easiest way to communicate quickly over great distances is with radio. However, that requires a set capable of broadcasting (or access to one), and such things aren't common — especially on the dinosaur inhabited long-lost plateaus or never-before-discovered islands. Hobbyists can build quality broadcasting sets for about \$50 as of 1935. Amateur radio is a popular hobby (it grows by almost 300% from 1929-36), and by 1927 hobbyists' sets have enough range that an international call sign system is developed. Of course, carrying a set like that along on an adventure may be more trouble than it's worth....

Telegrams remain a popular way to send messages in the Pulp era. In the civilized world, most towns have a telegraph office, and telegrams are one of the most common ways people communicate internationally. Since the cost of a telegram is calculated per word (typically around a nickel a word within a country, and \$0.25 per word internationally, but varying based on origin, destination, and other factors), businesses and people who send a lot of them often developed codes that let them communicate the most information in the fewest words possible. Typically a telegram reaches the recipient within a day of when it's sent — a delivery boy brings it right to him.

By the Pulp era, the telephone is already extremely common in the US, and is quickly spreading to the rest of the world. By 1929 the US has 20 million telephones — two times as many as the rest of the world combined. Most phones are in businesses, but by 1926 home phone service is available in New York City for \$4 per month. Outside of urban areas, phones are much less common; people often have to go to a local business and pay to use the phone if they need to make a call. Similarly, poor people in cities rely on pay phones in drugstores and other businesses instead of buying home service. Phones in other countries, even places like Great Britain and France, aren't nearly as common, and often not as reliable.

The capability of phones is also expanding. In 1926 the first wireless transatlantic call is made, followed in 1935 by the first around-the-world telephone call. Most phone systems aren't automatic — they require the assistance of an operator, who just might decide to listen in on the call.... Most calls are local; long distance calls are rare and expensive. Typically the caller contacts the operator, who calls him back several minutes later after making the connection. International calls, if possible at all, require even more time... and money.

### **3. Allied Pulp Agencies**

#### **Allied Intelligence Bureau** (1942 -1945)

The AIB was a multinational espionage organization that collected intelligence data; it was also effective in committing wholesale sabotage and creating impressive propaganda

during World War II. Under the direction of U.S. General Douglas MacArthur, this agency was headquartered in Melbourne, Australia, and made up of five departments, including British and Dutch espionage, sabotage, propaganda, and the Australian Coast Watchers who operated in front of and behind Japanese lines. MacArthur left the Philippines in the Spring of 1942, ordered to Australia by President Franklin D. Roosevelt.

His men on Bataan and Corregidor eventually surrendered to overwhelming Japanese forces but by that time MacArthur was building another Allied army in Australia in preparation of taking back from the Japanese the huge island-dotted area of the South Pacific they had engulfed in the first six months of the war. To accomplish this goal, MacArthur relied heavily on the AIB which was commanded by Colonel C.G. Roberts, head of Australian intelligence. Thousands of special volunteers served as Coast Watchers.

They infiltrated Japanese-held islands and sent back reports to AIB via short-wave radios. Using these reports, AIB commandos mounted devastating sabotage raids preceding MacArthur's northern advance from Australia to New Guinea and the many islands conquered by U.S. and Australian troops from 1942 to 1945. During MacArthur's brilliantly conceived island hopping campaigns, AIB maintained constant propaganda through radio programs, clandestine presses behind enemy lines and leaflets dropped by airplane to discourage Japanese troops and inspire the conquered island peoples to conduct savage guerrilla activities against their Japanese foes.

The AIB-directed guerrilla movement in the Philippines was particularly effective in disrupting Japanese communication., destroying ammunition depots, ambushing small Japanese contingents, and gathering intelligence on troop dispositions and available landing areas which helped MacArthur immensely in mounting his 1944 invasion of the Philippine Islands at Leyte. Once the Philippines were secure, the AIB went out of existence.

### Coordinator of Information

Before World War II, the US Government traditionally left intelligence to the principal executors of American foreign policy, the Department of State and the armed services. Attachés and diplomats collected the bulk of America's foreign intelligence, mostly in the course of official business but occasionally in clandestine meetings with secret contacts. In Washington, desk officers scrutinized their reports in the regional bureaus and the military intelligence services (the Office of Naval Intelligence [ONI] and the War Department's Military Intelligence Division, better known as the G-2).

Important and timely information went up the chain of command, perhaps even to the President, and might be shared across departmental lines, but no one short of the White House tried to collate and assess all the vital information acquired by the US government. State and the military developed their own security and counterintelligence procedures, and the Army and Navy created separate offices to decipher and read foreign communications. Senior diplomat Robert Murphy later reflected "it must be confessed

that our Intelligence organization in 1940 was primitive and inadequate. It was timid, parochial, and operating strictly in the tradition of the Spanish-American War.” As another European war loomed in the late 1930s, fears of fascist and Communist “Fifth Columns” in America prompted President Franklin D. Roosevelt to ask for greater coordination by the departmental intelligence arms.

When little seemed to happen in response to his wish, he tried again in the spring of 1941, expressing his desire to make the traditional intelligence services take a strategic approach to the nation’s challenges—and to cooperate so that he did not have to arbitrate their squabbles. A few weeks later, Roosevelt in frustration resorted to a characteristic stratagem. With some subtle prompting from a pair of British officials—Admiral John H. Godfrey and William Stephenson (later Sir William)—FDR created a new organization to duplicate some of the functions of the existing agencies. The President on 11 July 1941 appointed William J. Donovan of New York to sort the mess as the Coordinator of Information (COI), the head of a new, civilian office attached to the White House.

The office of the Coordinator of Information constituted the nation’s first peacetime, nondepartmental intelligence organization. President Roosevelt authorized it to collect and analyse all information and data, which may bear upon national security: to correlate such information and data, and to make such information and data available to the President and to such departments and officials of the Government as the President may determine; and to carry out, when requested by the President, such supplementary activities as may facilitate the securing of information important for national security not now available to the Government.

COI, said historian Thomas F. Troy, was “a novel attempt in American history to organize research, intelligence, propaganda, subversion, and commando operations as a unified and essential feature of modern warfare; a ‘Fourth Arm’ of the military services.” The office grew quickly in the autumn before Pearl Harbour, with Donovan cheerfully accumulating various offices and staffs orphaned in their home departments.

One of Donovan’s hand-me-down units brought to COI a mission unforeseen even by him: espionage. Donovan had intended the clandestine intelligence gathering of his office to serve its analytical and propaganda branches; he had not originally sought to duplicate the foreign intelligence missions of the armed services. Nevertheless, it was the armed services, uncomfortable with the peacetime espionage mission, that persuaded COI in September 1941 to accept the small “undercover” intelligence branches of ONI and the G-2. Along with this acquisition, COI won authority to utilize “unvouchered” funds from the President’s emergency fund.

Unvouchered funds were the lifeblood of clandestine operations. They were granted by Congress to be spent at the personal responsibility of the President or one of his officers, and were not audited in detail—Donovan’s signature on a note attesting to their proper use sufficed for accounting purposes. These funds, combined with the espionage authority granted COI by the military, planted the seed of the modern CIA’s Directorate of Operations.

Donovan recruited Americans who travelled abroad or studied world affairs and, in that age, such people often represented “the best and the brightest” at East Coast universities, businesses, and law firms. As war against Hitler loomed, not a few of America’s leading citizens looked for opportunities to join the struggle against Nazism. (COI’s successor, OSS, eventually drew such a high proportion of socially prominent men and women that Washington wits dubbed it “Oh So Social.”) These recruits brought into COI the practices and disciplines of their academic and legal backgrounds.

Donovan himself had travelled widely since his Army service in World War I, and he had been a careful observer of social, political, and military conditions. Similarly, his legal briefs on behalf of corporate clients were patiently and voluminously documented. As Coordinator of Information, he saw an opportunity to make research a cornerstone of his new information agency. Donovan won cooperation from the Librarian of Congress (the poet Archibald MacLeish) for his plan to analyse Axis strengths and vulnerabilities.

At roughly the same time, COI established its own Research and Analysis Branch (R&A) to test Donovan’s hypothesis that answers to many intelligence problems could be found in libraries, newspapers, and the filing cabinets of government and industry. By autumn 1941, Donovan was proudly submitting the first of R&A’s meticulously prepared studies to President Roosevelt. The Branch was still small and focused on Europe at the time of Pearl Harbour, however, and it had no role in the operational and intelligence failures surrounding that disaster.

### OSS Special Operations

Prior to the formation of the OSS American intelligence services had been conducted on an ad-hoc basis by the various departments of the armed forces with no overall direction or control (for example the Army and the Navy had separate code-breaking departments (Signal Intelligence Service and OP-20-G) that not only competed but refused to share break-throughs, the original code-breaking operation of the State Department, MI8 run by Herbert Yardley, had been shut-down in 1929 by Secretary of State Henry Stimson because “gentlemen don't read each other's mail”).

The Special Operations Branch (SO) of OSS ran guerrilla campaigns in Europe and Asia. As with many other facets of OSS’s work, the organization and doctrine of the Branch was guided by British experiences in the growing field of “psychological warfare.” British strategists in the year between the fall of France in 1940 and Germany’s invasion of the USSR in 1941 had wondered how Britain—which then lacked the strength to force a landing on the European continent—could weaken the Reich and ultimately defeat Hitler. London chose a three-part strategy to utilize the only means at hand: naval blockade, sustained aerial bombing, and “subversion” of Nazi rule in the occupied nations.

A civilian body, the Special Operations Executive (SOE), took command of the latter mission and began planning to “set Europe ablaze.” This emphasis on guerrilla warfare and sabotage fit with William Donovan’s vision of an offensive in depth, in which saboteurs, guerrillas, commandos, and agents behind enemy lines would support the



army's advance. OSS thus seemed the natural point of contact and cooperation with SOE in combined planning and operations when the Anglo-American Combined Chiefs of Staff decided in 1942 that America would join Britain in the business of "subversion."

The Special Operations Branch served as SOE's American partner. Together, SO and SOE created the famous "Jedburgh" teams parachuted into France in the summer of 1944 to support the Normandy landings. Jedburghs joined the French Resistance against the German occupiers. There were 93 three-man teams in all, each of them with two officers and an enlisted radio operator. Typically an OSS man would serve with a British officer and a radioman from the Free French forces loyal to General Charles de Gaulle. Trained as commandos at SOE's Milton Hall in the English countryside, they were a colourful and capable lot that included adventurers and soldiers of fortune, as well as author Stewart Alsop and future Director of Central Intelligence William Colby.

Officers trained alongside enlisted men in informal camaraderie because, once inside France, rank would have to be secondary to courage and ability. After landing (hopefully into the arms of the Resistance) the teams coordinated airdrops of arms and supplies, guided the partisans on hit-and-run attacks and sabotage, and did their best to assist the advancing Allied armies. In Burma, OSS's Detachment 101 came perhaps the closest to realizing General Donovan's original vision of "strategic" support to regular combat operations. Under the initial leadership of "the most dangerous colonel," Carl Eifler, Detachment 101 took time to develop its capabilities and relationships with native guides and agents.

Within a year, however, the Detachment and its thousands of cooperating Kachin tribesmen were gleaning valuable intelligence from jungle sites behind Japanese lines. With barely 120 Americans at any one time, the unit eventually recruited almost 11,000 native Kachins to fight the Japanese occupiers. When Allied troops invaded Burma in 1944, Detachment 101 teams advanced well ahead of the combat formations, gathering intelligence, sowing rumours, sabotaging key installations, rescuing downed Allied fliers, and snuffing out isolated Japanese positions. Detachment 101 received the Presidential Distinguished Unit Citation for its service in the 1945 offensive that liberated Rangoon.

Significant parts of OSS's paramilitary and psychological capabilities worked outside of the Special Operations Branch. In late 1942, the Joint Chiefs of Staff authorized OSS to run American commando units behind enemy lines. OSS promptly formed several "Operational Groups" to conduct these missions. These were small formations of specially trained US Army soldiers—many recruited from ethnic communities in America—who fought in uniform and had no obvious connection to OSS (so they would be less likely to be shot as spies if captured). Designated the 2671st Special Reconnaissance Battalion, Separate (Provisional) in 1944, Operational Groups fought in France, Italy, Greece, Yugoslavia, Burma, Malaya, and China, usually alongside partisan formations.

The Morale Operations Branch (MO) split from SO in 1943 to perform the "black" propaganda mission left behind in OSS when COI had been split the previous year.

“Black” propaganda was supposed to look like it came from Germans or Japanese who were disgruntled with the war. It was intended to lower the morale of Axis troops and increase civilian resistance to the regimes in Berlin and Tokyo. In yet another example of the ways in which OSS organized itself to mirror British agencies, MO paralleled and worked with the Foreign Office’s Political Warfare Executive. MO took more than a year to find its niche in OSS and the Washington wartime bureaucracy, but by mid-1944 it was functioning effectively.

Eventually MO’s early critics came to value its services, which included rumours about Hitler’s health and sanity, vast quantities of subversive leaflets, stickers, and slogans, and fake German newspapers and radio broadcasts (featuring, for instance, Marlene Dietrich singing “Lilli Marlene”). By the end of the war, MO and its companion civilian and military agencies had convinced policymakers in Washington that modern wars need to be fought in the "psychological" as well as military and economic arenas.

In October 1945 the OSS was abolished and its functions transferred to the State and the War Departments.

## **4. Axis Pulp Agencies**

### **Protective Squadrons [SS] / Schutzstaffel**

The SS was the very essence of Nazism -- the elite group of the Party, composed of the most thorough-going adherents of the Nazi cause, pledged to blind devotion to Nazi principles, and prepared to carry them out without any question and at any cost, including the deportation and Germanization of inhabitants of conquered territories, enslavement of foreign labour and illegal use of prisoners of war, concentration camps for the extermination of the Jews and planning and waging aggressive war.

The sweeping National Socialist program and the measures they were prepared to use and did use, could be fully accomplished neither through the machinery of the government nor of the Party. Things had to be done for which no agency of government and no political party even the Nazi Party, would openly take full responsibility. A specialized type of apparatus was needed, an apparatus which was to some extent connected with the government and given official support, but which, at the same time, could maintain a quasi-independent status so that all its acts could be attributed neither to the government nor to the Party as a whole. The SS was that apparatus.

It involved, of course, the performance of police functions. But it involved more. It required participation in the suppression and extermination of all internal opponents of the regime. It meant participation in extending the regime beyond the borders of Germany, and eventually, participation in every type of activity designed to secure a hold over those territories and populations which, through military conquest, had come under German domination.

Heinrich Himmler, the Reichsfuehrer SS, commanded the entire organization. The increasingly close collaboration of the Security Service of the Reichsfuehrer SS (almost

always referred to as the SD) with the Gestapo and Criminal Police (Kripo) eventually resulted in the creation of the Reich Main Security Office (or RSHA). The SD originated as a part of the SS and always retained its character as a party organization, as distinguished from the GESTAPO, which was a State organization. However, the GESTAPO and the SD were brought into close working relationship, the SD serving primarily as the information-gathering agency and the GESTAPO as the executive agency of the police system established by the Nazis for the purpose of combating the political and ideological enemies of the Nazi regime.

The Waffen SS, the combat arm of the SS, was created, trained, and finally utilized for the purposes of aggressive war. Although tactically under the command of the Wehrmacht while in the field, it remained as much a part of the SS as any other branch of that organization. The mission of the SS Death Head Units (SS Totenkopf Verbaende) was guarding enemies of the State who were held in concentration camps. The SS eventually succeeded in assuming control over the entire Reich Police, out of which special militarised forces were formed, originally SS Police Battalions, and later expanded to SS Police Regiments. The Allgemeine (General) SS was composed of all members of the SS who did not belong to any of the special branches.

### Reich Main Security Office [RSHA] / Reich Sicherheits Hauptamt

The Reich Main Security Office [RSHA] was a department in the Reich Ministry of the Interior and in the SS. The term "Chief of the Security Police and SD" describes the person who is the head of the GESTAPO, KRIPO and the SD, and of their headquarters office called the RSHA. The "Chief of the Security Police and SD" and the "head of the RSHA" are always one and the same person. The central offices of the GESTAPO and SD were coordinated in 1936 with the appointment of Heydrich, the head of the SD, as chief of the Security Police.

The office of Heydrich was called "Chief of the Security Police and SD." When the central offices of the GESTAPO and SD, together with the Criminal Police, were centralized in one main office (RSHA) in 1939, the functions were somewhat redistributed. After Heydrich was assassinated in January 1943, the RSHA was headed by Ernst Kaltenbrunner. Amt I of the RSHA handled personnel for the three agencies. Subsection A 2 handled personnel matters of the GESTAPO, A 3 handled personnel matters of the KRIPO, and A 4 handled personnel matters of the SD.

Amt II handled organization, administration, and law for the three agencies. Subsection C handled domestic arrangements and pay accounts, and was divided into two sections, one to take care of pay accounts of the Security Police and the other to take care of pay accounts of the SD, since personnel of the former were paid by the State and personnel of the latter were paid by the Party.

Amt III was the SD and was charged with investigation into spheres of German life.

Amt IV was the GESTAPO and was charged with combating political opposition.

Amt V was the KRIPO and was charged with combating criminals. Subsection V D was the criminological institute for the SIPO handling matters of identification, chemical and biological investigations, and technical research.

Amt VI was concerned with foreign political intelligence and contained subsections dealing with western Europe, Russia and Japan, Anglo-American sphere, and central Europe. It contained a special section dealing with sabotage.

Amt VII handled ideological research against enemies, such as Freemasonry, Judaism, political churches, Marxism, and liberalism.

The GESTAPO and SD took civilians of occupied countries to Germany for secret trial and punishment. On 7 December 1941 Hitler issued the directive, since called the "Nacht und Nebel Erlass" (Night and Fog Decree), under which persons who committed offences against the Reich or occupation forces in occupied territories were to be taken secretly to Germany and surrendered to the Security Police and SD for trial or punishment in Germany.

After the civilians arrived in Germany, no word of the disposition of their cases was permitted to reach the country from which they came, or their relatives. On 18 September 1942, Thierack, the Reich Minister of Justice, and Himmler came to an understanding by which antisocial elements were to be turned over to Himmler to be worked to death, and a special criminal procedure was to be applied by the police to the Jews, Poles, gypsies, Russians, and Ukrainians who were not to be tried in ordinary criminal courts.

### Security Police [SD] / Sicherheitsdienst

The SD was the intelligence service of the SS. Membership in the SD was voluntary, and it had a membership of about 3,000 in 1943-45. The SD was the intelligence service of the SS during the years preceding the accession of the Nazis to power, though it became a much more important organization promptly thereafter. It had been developed into such a powerful and scientific espionage system under its chief, Reinhard Heydrich, that on 6/9/1934, just a few weeks before the bloody purge of the SA, it was made, by decree of Hess, the sole intelligence and counterintelligence agency of the entire Nazi Party.

The task of the SD, after it became the intelligence service for State and Party, was to obtain secret information concerning the actual and potential enemies of the Nazi leadership so that appropriate action could be taken to destroy or neutralize opposition. To accomplish this task, the SD created an organization of agents and informants operating out of various SD regional offices established throughout the Reich, and later in conjunction with the GESTAPO and Criminal Police throughout the occupied territories.

The organization consisted of several hundred full-time agents whose work was supplemented by several thousand part-time informants. The SD investigated the loyalty and reliability of State officials, evaluating them by their complete devotion to Nazi ideology and the Hitler leadership. Behind the scenes, operating secretly, the SD, through

its vast network of informants, spied upon the German people in their daily lives, on the streets, in the shops, and even within the sanctity of the churches.

### Secret Police [GESTAPO] / Geheimes Staatspolizeiamt

The GESTAPO was the political police force of the Reich. Much of its personnel consisted of transferees from former political police forces of the States. Membership in the GESTAPO was voluntary, and it had a membership of about 40,000 or 50,000 in 1943-45. The GESTAPO was founded in April 1933 by Goering to serve as a political police force in Prussia. Himmler was named Deputy Chief of the GESTAPO in Prussia in 1934. The GESTAPO, through its great power of arrest and confinement to concentration camps without recourse to law, was the principal means for eliminating enemies of the Nazi regime. The headquarters organization of the GESTAPO (Amt IV of the RSHA) was set up on a functional basis. In 1943 it contained five sub-sections.

Section A dealt with opponents, sabotage, and protective service. Section B dealt with political churches, sects and Jews, and was subdivided into four offices, including B4, which was responsible for Jewish affairs, matters of evacuation, means of suppressing enemies of the people and State, dispossession of rights of German citizenship. (Eichmann was head of this office). Section C dealt with card files, protective custody, and matters of press and Party. Section D dealt with regions under greater German influence. Section E dealt with security. Section F dealt with passport matters and alien police.

Subordinate offices of the GESTAPO were established throughout the Reich and designated as Staats Polizeileitstellen or Staats Polizeistellen, depending upon the size of the office. These offices reported directly to the RSHA in Berlin but were subject to the supervision of Inspektors of the Security Police in the various provinces. In the occupied territories the regional offices of the GESTAPO were coordinated with the Criminal Police and the SD under Kommandeurs of the Security Police and SD.

The GESTAPO was one of the primary agencies for the persecution of the Jews. The persecution of the Jews under the Nazi regime is a story of increasingly severe treatment, beginning with restrictions, then seizure and spoliation of property, commitment to concentration camps, deportation, slave labour, and finally mass murder. The GESTAPO carried out mass murders of hundreds of thousands of civilians of occupied countries as a part of the Nazi program to exterminate political and racial undesirables ("Einsatz Groups").

During 1943 the program of mass murder carried out by the Einsatz Groups in the East was modified, and orders were issued to round up hundreds of thousands of persons for the armament industry. The great power of the GESTAPO was "Schutzhaft" the power to imprison people without judicial proceedings on the theory of "protective custody." This power was based upon the law of 28 February 1933 which suspended the clauses of the Weimar Constitution guaranteeing civil liberties to the German people. The actions and orders of the GESTAPO were not subject to judicial review. Under the law of 30

November 1933 the only redress available was by appeal to the next higher authority within the GESTAPO itself.

The first concentration camps were established in 1933 at Dachau in Bavaria and at Oranienburg in Prussia. The GESTAPO was given by law the responsibility of administering the concentration camps. The reason assigned for the arrest and commitment of persons to concentration camps usually was that, according to the GESTAPO, the person endangered by his attitude the existence and security of the people and the State.

Further specifications of grounds included such offences as that of "working against the Greater German Reich with an illegal resistance organization," "being a Jew," "suspected of working for the detriment of the Reich," "being strongly suspected of aiding desertion," "because as a relative of a deserter he is expected to take advantage of every occasion to harm the German Reich," "refusal to work," "sexual intercourse with a Pole," "religious propaganda," "working against the Reich," "loafing on the job," or "defeatist statements."

The most casual remark of a German citizen might bring him before the GESTAPO, where his fate and freedom were decided without recourse to law. In this government, in which the rule of law was replaced by a tyrannical rule of men, the GESTAPO was the primary instrumentality of oppression.

### Intelligence Section OKW/ Amtes Ausland/ Abwehr

In February 1938 the Reich War Ministry was abolished a new over-all Armed Forces authority, known as the High Command of the Armed Forces -- Oberkommando der Wehrmacht -- usually known by the initials OKW. Coordination of all Armed Forces matters was vested in the OKW, which was in effect Hitler's personal staff for these matters. The Air Force as well as the Army and the Navy was subordinated to OKW. The army and naval staffs were designated "High Commands" -- Oberkommando des Heeres and Oberkommando der Kriegsmarine, from which derive the initials by which they are usually known (OKH and OKM).

The Air Force did not receive the official designation of Oberkommando der Luftwaffe (OKL) until 1944. The Abwehr was the OKW's intelligence agency [its name deriving from the compound of ab-, meaning away or off, and -wehr, meaning defence]. Abwehr responsibilities covered the full spectrum of intelligence activities, ranging from making reconnaissance flights over Poland and England prior to the Polish campaign to prevention of sabotage and nuisance activity carried out by commandos, and operating very active sabotage organizations behind the enemy front.

The Abwehr achieved a number of striking successes in their operations against the Allies. Operation North Pole started with the arrest two Dutch underground agents infiltrated from England. The Abwehr succeeded in contacting the agents' British headquarters, and passing themselves off as being the agents. For two years the Germans maintained this deception, capturing successive waves of agents as soon as they landed

on the continent. On 31 March 1941 Keitel, at Hitler's behest, issued the first of a number of directives to the Wehrmacht on the 'Treatment of Political and Military Russian Officials.'

This, which came to be known as the 'Commissar Order,'The Commissar Order undermined the task of the counterintelligence officers of the Abwehr who were responsible for extracting information from Soviet prisoners of war and enlisting intelligence agents. In mid-September, when there were already 1.5 million men in the camps, and more pouring in every day, Admiral Canaris, the head of the Abwehr, made an attempt to have the order rescinded.

Since he knew that any appeal on humanitarian grounds would simply harden Hitler's resolve, he based his argument on German self-interest. Canaris argued [to no avail] that "the will to resist of the enemy troops will be extremely strengthened by the enemy intelligence service.... Instead of taking advantage of the tensions among the populations of the occupied territories for the benefit of the German administration, the mobilization of all internal opposition forces of Russia for unified hostility will be facilitated."

Canaris was convinced that his failure to prevent the attack on Poland would mean the end of Germany. A triumph of the Nazi system would mean an even greater disaster, and it was the purpose of General Canaris to prevent this. Canaris deliberately manipulated his own operations to aid the Allied cause [and was thought by some to be an agent of British intelligence]. The Abwehr failed to provide the German military with information on the Anglo-American landing in North Africa.

Canaris during the first years of the war laid great stress on good relations with the SS and the necessity for close co-operation with the SS. But the Abwehr department was abolished by Himmler in February 1944, and its operations were integrated into the SS intelligence service to destroy what had become a hotbed for dissent against the Fuhrer [Oskar Schindler, of the movie Schindler's List, joined the Abwehr in late 1938]. The Abwehr was in fact the centre of the July 1944 conspiracy to assassinate Hitler, in the wake of which Admiral Canaris was hanged on 09 April 1945, hours before Allied forces entered the area.

### Gehlen Organization

Major General Reinhard Gehlen headed the Foreign Armies East section of the Abwehr, directed towards the Soviet Union. Gehlen had begun planning his surrender to the United States at least as early as the fall of 1944. In early March 1945 a group of Gehlen's senior officers microfilmed their holdings on the USSR. They packed the film in steel drums and buried it throughout the Austrian Alps. On 22 May 1945 Gehlen and his top aides surrendered to an American Counter-intelligence Corps [CIC] team. After the War, the United States recognized that it did not have an intelligence capability directed against the Soviet Union, a wartime ally.

Gehlen negotiated an agreement with the United States which allowed his operation to continue in existence despite post-war de-nazification programs. The group, including his

immediate staff of about 350 agents, was known as the Gehlen Organization. Reconstituted as a functioning espionage network under U.S. control, it became CIA's eyes and ears in Eastern Europe and in the Soviet Union. Hundreds of German army and SS officers were released from internment camps to join Gehlen's headquarters in the Spessart Mountains in central Germany. When the staff grew to 3,000, the Bureau Gehlen moved to a twenty-five-acre compound near Pullach, south of Munich, operating under the innocent name of the South German Industrial Development Organization.

In the early fifties it was estimated that the organization employed up to 4,000 intelligence specialists in Germany, mainly former army and SS officers, and that more than 4,000 V-men (undercover agents) were active throughout the Soviet-bloc countries. Under Operation Sunrise, some 5,000 anti-communist Eastern European and Russian personnel were trained for operational missions at a camp at Oberammergau in 1946, under the command of General Sikes and SS General Burckhardt. This and related initiatives supported insurgencies in areas such as Ukraine, which were not entirely suppressed by the Soviets until 1956. Operation Rusty encompassed gathering positive and counterintelligence information concerning the activities and organizations of an Intelligence Service and activities of various dissident German organizations.

The operation involved close coordination and cooperation with foreign and other US intelligence organizations. The Gehlen Organization played a role in the creation of the "missile gap," providing CIA with reports on Soviet missile developments, supposedly based on contacts with German scientists captured by the Russians at the end of the war. But by the mid-1950s it became increasingly apparent that many of the assets of the Gehlen Organization were in fact controlled by Soviet intelligence.

Dozens of operations, hundreds of agents, thousands of innocent civilians had been betrayed, many at the cost of their life. In 1948 contact was established with a supposedly anti-Communist Polish underground organization known as WIN. The group provided evidence of actions conducted against Soviet troops, and provided secret documents to Western intelligence. WIN was provided with money, weapons, equipment and intelligence data.

But by 1952 people entering Poland to help WIN were disappearing and its information was becoming less reliable. Late that year the underground was suddenly disbanded and a radio broadcast by the Polish Communist government demonstrated, in detail, that WIN had been created by the Soviet secret police and had received Soviet help in deceiving the West.

The documents provided had been disinformation, the program had been financed with Western money, and the episode had distracted from other efforts to undermine the Polish regime while it was consolidating power. In April 1956 control of the Gehlen Organization shifted to the newly-sovereign West German Federal Republic as the BND (Bundesnachrichtendienst, or "Federal Intelligence Service"). Gehlen remained chief of the West German Intelligence service until he retired in 1968.



## The Kempeitai

The Kempeitai, translated as Military Police Corps, served as the military police of the Japanese Army from 1881 –1945. It draws parallels with Nazi Germany’s Gestapo, in that it was a secret police force rather than overt operation. The Kempeitai was not restricted to the army, but also worked for the Imperial Japanese Navy (IJN). However, the IJN had its own, similar force: the Tokkeitai (contraction of Tokubetsu Keisatsutai), "Special Police Corps"; the Naval Secret Police. Those who were part of the Kempeitai were called a “kempei”, meaning “military police”.

The Kempeitai formed in 1881 under the decree “Kempei Ordinance”, which was modelled on the Gendarmerie of France. Their code of conduct was known as the “Kempei Rei” in 1898—“rei” roughly meaning “example”. This code was to be amended 26 times by Japan’s defeat in 1945.

349 men made up the initial force, and they enforced the new conscription legislation—bringing in men from peasant families who had resisted the call to arms. In 1907, the Kempeitai was ordered to Korea, with their purview being preserving the peace of the Japanese Army. They still, however, operated in Japan. At this time, the “Tokko” (civilian secret police) was also functioning, of which the Kempeitai had a branch within their organization.

Personnel dressed in the standard M1938 field uniform, typically olive-colored, or wore a cavalry uniform with high black leather boots. While civilian clothes were authorized, a person was required to wear a badge of rank or Japanese Imperial chrysanthemum underneath the jacket lapel. Those in uniform also wore a black chevron on their uniforms and a white armband on the left arm with the characters “ken” (law) and “hei” (soldier). Officers were typically armed with both a cavalry sabre and pistol; enlisted men had a pistol and bayonet; Junior NCOs carried a “shinai” (bamboo kendo sword).

In the 1920s and the 1930s, the Kempeitai forged various connections with certain prewar European intelligence services. Later, when Japan signed the Tripartite Pact, Japan formed formal links with the intelligence units, now under German and Italian fascists, known as the German Abwehr and the Italian Servizio Informazioni Militare. The army and the navy of Japan contacted their corresponding Wehrmacht intelligence units, Schutzstaffel (SS) or Kriegsmarine, about information on Europe and vice versa. Europe and Japan realized the benefits of the exchanges. For example, the Japanese sent data about Soviet forces in the Far East and in Operation Barbarossa from the Japanese embassy. Admiral Canaris offered aid in respect to the neutrality of Portugal in Timor.

One important contact point was at the Penang submarine base, in occupied British Malaya. The base served Axis submarine forces (Italian Regia Marina, German Kriegsmarine and the Dai Nippon Teikoku Kaigun, or Imperial Japanese Navy). At regular intervals, technological and information exchanges occurred there. While these were available to them, Axis forces used the bases in Italian East Africa, the Vichy France colony of Madagascar and some officially neutral places like Portuguese India.

The Kenpeitai maintained a headquarters in each relevant Area Army, commanded by a Shosho (Major General) with a Taisa (Colonel) as Executive Officer and comprising two or three field offices, commanded by a Chusa (Lieutenant Colonel) and with a Shosa (Major) as executive officer and each with approximately 375 personnel.

The field office in turn was divided into 65-man sections called 'buntai'. Each was commanded by a Tai-i (Captain) with a Chu-i (1st Lieutenant) as his Executive Officer and had 65 other troops. The buntai were further divided into detachments called bunkentai, commanded by a Sho-i (2nd Lieutenant) with a Junshikan (Warrant Officer) as Executive Officer and 20 other troops. Each detachment contained three squads: a police squad or keimu han, an administration squad or naikin han, and a special duties squad or Tokumu han.

Kenpeitai Auxiliary units consisting of regional ethnic forces were organized in occupied areas. These troops supplemented the Kenpeitai and were considered part of the organization but were limited to the rank of Shocho (Sergeant Major).

By 1937 the Kenpeitai had 315 officers and 6,000 enlisted. These were the members of the known, public forces. The Allies estimated that by the end of World War II, there were at least 7,500 members[10] of the Kenpeitai.

Naturally, a secret operation had to use cover locations to hide their presence and subsequent activities. In Tijuana, Mexico, this took the form of the Molino Rojo (Red Mill), which was a brothel and was used as a meeting place. This HQ was situated in the infamous Zona Norte, a red-light district, the largest in North America. The Molino Rojo was around 15 miles from the U.S. Navy's San Diego Destroyer Base and the North Island Naval Air Station.

While operating in Mexico, an Imperial Navy Lieutenant Commander and subversive agent—a former exchange student at America's Stanford University—lured an ex-U.S. Navy yeoman, via monthly payments, to be an American spy. The man was hired to obtain intelligence from the crews.

Japan also secretly allied themselves with societies in their country that had ultra-nationalist agendas. These included Genyosha (Dark Ocean Society), Kokuryu-kai (Amur River Society or Black Dragon Society), and organized criminal enterprises such as Yakuza crime syndicates.

The Dark Ocean founder Mitsuru Toyama had links to the Kempeitai, and the latter relied on these groups for manpower. The Black Dragons were active along the Pacific Coast of North and South America. Many of its members had a legitimate career in politics and several were members of the Kempeitai.

Spain was neutral during World War II. Here, spies working under the guise of Japanese ambassadors could control worldwide spy rings and coordinate the exchange of intelligence with other Axis Forces. This was achievable through Germany's Abwehr

general staff intelligence agency and Italy's Military Secret Service. Like Spain, Portugal's neutrality was an integral point of informational exchange. Germany even went so far to allow the Japanese ambassador outrank the Japanese diplomat in Madrid and Lisbon, because the majority of information was funneled through Japan's Embassy.

The Japanese Ambassador was close friends with the chief of Germany's secret service. There were also diplomats in Afghanistan that spied on the Soviet Union, Iran and India, which fed information into the Japanese Madrid center. This network even extended to Great Britain and America. Early in the war, the Japanese ambassador in Spain established a spy ring in the U.S., with the help of Spanish operatives.

The brutality of the Kempeitai became notorious in Korea and other occupied territories. This extended to the homeland as well; the Japanese people held no love for the police force, especially because they were used to ensure that the public was loyal to the war. In total, the United States Army estimated that there were over 36,000 regular members of the Kempeitai by the end of the war. This number was attributed to the fact that Japan's occupation of a number of overseas territories meant they needed locals to act as part of their force.

During wartime, the Kempeitai had a number of responsibilities including travel permits, labor recruitment, counterintelligence and counter-propaganda. The latter was run by the "Tokko- Kempeitai, classed as "anti-ideological work". Additionally, the Kempeitai handled Supply requisitioning and rationing, psychological operations and propaganda, and rear area security. Even towards the end World War II, they still arrested people for antiwar sentiment and defeatism.

According to United States Army TM-E 30-480, there were over 36,000 regular members of the Kenpeitai at the end of the war; this did not include the many ethnic "auxiliaries". As many foreign territories fell under the Japanese military occupation during the 1930s and the early 1940s, the Kenpeitai recruited a large number of locals in those territories. Taiwanese and Koreans were used extensively as auxiliaries to police the newly occupied territories in Southeast Asia, although the Kenpeitai recruited French Indochinese (especially, from among the Cao Dai religious sect), Malays and others. The Kenpeitai may have trained Trình Minh Th  , a Vietnamese nationalist and military leader.

The Kenpeitai was disarmed and disbanded after the Japanese surrender in August 1945.

### Servizio Informazioni Militare

The Italian Military Information Service (Italian: Servizio Informazioni Militare, or SIM) was the military intelligence organization for the Royal Army (Regio Esercito) of the Kingdom of Italy (Regno d'Italia) from 1900 until 1946, and of the Italian Republic until 1949. The SIM was Fascist dictator Benito Mussolini's equivalent to the German Abwehr.

SIM had a large, well-organized cryptologic group, Section 5 (Sezione 5) which produced codes and ciphers for the Royal Army and higher level enciphered codes for the Italian Royal Navy.

SIM reported to the Italian Ministry of Defence and operated both inside and outside of Italy's borders, required to disclose to him all information received or otherwise in its possession, analyses and elaborate situations, the transactions made and all matters relating to its activities. Its motto was "Omnia silendo ut audeam nosco" (Latin for "Hushing to listen, I know everything").

In the newly formed Kingdom of Italy the first Intelligence operations were focused on the public order protection and the citizens' security and were based upon an already existing military and civilian organization that employed a discontinuous number of informers and agents. They operated secretly or overtly with no respect of the citizens' rights.

In wartime the Intelligence Units were not yet included in the corps and their mission consisted in: land reconnaissance, the enemy's operations spying, and the interrogation of citizens and prisoners. Characterized from a lack of organization and coordination, nevertheless managed successfully in the information collection for the National defense.

## **5. Law and Order**

In general the law was much less concerned with protecting people's civil liberties in the twenties and thirties. Police had enormous discretionary power; you could be thrown in jail on a whim and left to rot there if the cops felt like it. No search warrants were required and the term police brutality was unknown, not because they weren't brutal, but because it wasn't a crime. The rubber hose in the back room was used to extract a confession. Graft was widespread, crooks paid protection money to the cops to be left alone. That is until the newspapers made the public outcry so loud that federal authorities had to intervene. Private detectives had as many friends as enemies on the police force.

Prior to 1929 the public favoured big business and republicans. After 1929 the public favoured working class, democrats and unions.

Private Investigators or Detectives for hire take a wide variety of cases. They must be licensed by the state in which they work. which costs \$50. Licenses can be revoked if the PI interferes with police, or is convicted of a felony. The license allows them to carry a concealed weapon, arrest anyone wanted by the police, and arrest anyone he witnesses committing a crime. Average Income: Wage of \$10 per day with expenses of \$50-75 per week.

Prohibition Agents (1920 – 1933) acted as the enforcement arm of the Bureau of Prohibition. Their job was enforcing the national prohibition act of 1920. This federal law

prohibited the manufacture, transportation and sale of alcohol. The Prohibition was repealed on December 5th, 1933.

Agents can make arrests for violation of the act.

Agents can obtain warrants and conduct searches for evidence of violations of the act.

Agents can destroy or confiscate and property (other than buildings or real estate) used to violate the act.

Agents can close down for one year any building used as a speakeasy (illegal tavern).

Agents can carry any type of gun.

All property confiscated by agents and all people arrested by them are turned over to the DA for disposition.

Each district office is headed by a district commissioner appointed by the national commissioner of prohibition in Washington DC. He is in turn appointed by the US secretary of the treasury.

Offices can have anywhere between 3-300 agents.

Average Income: Salary of \$44 per week +\$2 per level.

Agent Corruption: 65% of all prohibition agents were dishonest.

### The Federal Bureau of Investigation

The F.B.I. prior to 1934:

Couldn't make arrests.

Had to rely on local or state police to make arrests for them.

Couldn't carry guns as officers but can carry them as citizens.

Could only investigate cases involving fraud against the federal government, espionage, sabotage, terrorism, transport of stolen cars across state lines.

The F.B.I. after 1934:

Could make arrests.

Could carry and use any gun.

Could also investigate kidnapping, escapees, extortion, racketeering, federal bank robbery, transportation of stolen property worth \$5000+.

Each field office had one special agent in charge, one assistant special agent and a number of field supervisors each in charge of 15-25 special agents (regular FBI agents).

Average Income: Salary of \$54 per week +\$2 per level.

There was less chance of corruption as everything about an agents life was under constant scrutiny by fellow agents and supervisors. They never discussed FBI business with anyone including other law enforcement officers as they were often untrustworthy or incompetent.

After 1934 the F.B.I. crime lab in Washington DC become available for chemical and ballistics testing. F.B.I. fingerprint files become available in the mid 20's.

### The Police Department

Police Officers could carry any gun but were issued a .38 revolver and a nightstick.

Could make arrests with a warrant or see a crime being committed.

Could question suspects.

Each station had;  
 One captain in command of the station.  
 One lieutenant who is assistant to the captain.  
 3 sergeants, 1 detective and a combination of 20 master patrolmen, patrolmen and rookies.  
 Rookies work with a patrolman for at least 6 weeks walking a beat.  
 Average Income: Pay is \$25 per week +\$5 per level.  
 Police Corruption: Police are very reluctant to bring evidence against one another. They will often tolerate corruption so long as it stems from victimless crimes (gambling, bootlegging) but not violent crimes such as murder.

Police communicated via call boxes (special telephones on almost every block which requires a key to open).  
 In the 30s one way radios were introduced into police patrol cars. The dispatcher could talk to the car but they couldn't reply.

### Crimes

Bootlegging; illegal manufacture, transport and sale of alcohol  
 Speakeasy; illegal bar  
 Numbers; illegal gambling including bookmaking  
 Loan sharking; 10% weekly  
 Racketeering; protection , union  
 Bribery; Cop \$40 per incident  
 Police Lt + \$50 per rank  
 Prohibition agent \$75 per rank  
 Politician \$1000+  
 Judge \$2000+  
 Prohibition 1st offence; fine \$1000, 6 months.  
 2nd offence; fine \$2000, up to 5 years.  
 After march 2, 1929 penalties increased to fine \$10,000 and 5 years.

## 6. Equipment during the Pulp era

A small sample of prices of equipment available in the 1930s.

<u>Men's Clothing</u>	<u>Cost</u>
Corduroy Suit	\$10
Cuff Links	40c
Fur Cap	\$17
Golf Cap	\$2
Leather Work Shoes	\$5
Lace Breeches	\$5
Overcoat	\$20
Sweater	\$7
Tailored Silk Suit	\$75
Tie	\$3.50

<b>Women's Clothing</b>	<b>Cost</b>
Corset	\$5
Designer Dress	\$90
Frock	\$16.50
Fur Coat	\$198
Leather Slippers	\$3.50
Negligee	\$7
Parisian Shoes	\$4.50
Silk Handbag	\$5
Silk Hose	\$2.50
Sweater	\$9.50
Turban Hat	\$3.50
Velour Hat	\$4.50

<b>Communication</b>	<b>Cost</b>
Console Radio	\$50
Desk Phone	\$15
Telegraph	\$4.25
Newspaper	5c

<b>Entertainment</b>	<b>Cost</b>
Banjo	\$10
Saxophone	\$64
Phonograph	\$45
Records	39c
Movie Camera	\$89
Movie Projector	\$54
Box Camera	\$2.30
24 Film for camera	38c
Developer Kit	\$4.95

<b>Medical</b>	<b>Cost</b>
Bed pan	\$2.48
Crutches	\$1.69
Forceps	\$3.60
Gauze Bandage (9 metres)	39c
Hypodermic Syringe	\$12.50
Medical Case	\$10.45
Scalpel Set	\$1.40
Thermometre	\$1.39
Wheelchair	\$33.30

<b>Miscellaneous</b>	<b>Cost</b>
250 power microscope	\$11.98
Can of soft drink	5c
Dictionary	\$6.75

<b>Miscellaneous</b>	<b>Cost</b>
Diving gear	\$1200
Encyclopaedia set	\$49.00
Fountain pen	\$1.25
Gold pocket watch	\$32.50
Makeup kit	\$4.98
Pack of cigarettes	10c
Playing cards	75c
Typewriter	\$40
Umbrella	\$1.79
University per semester	\$480
Watch	\$5.95

<b>Outdoors</b>	<b>Cost</b>
2 x 2 metre tent	\$11.25
3.6 x 4.8 metre tent	\$24.85
4.8 x 7.2 metre tent	\$55.45
7.2 x 10.8 metre tarpaulin	\$39.35
Binoculars	\$28
Camp Stove	\$5.85
Canteen (5 litres)	\$1.69
Compass	\$2.45
Cooking Kit	\$8.48
Fishing Tackle	\$16
Folding Bathtub	\$6.45
Folding Camp Bed	\$5.95
Gasoline Lantern	\$6.59
Hand Axe	\$1.59
Hemp Twine (2 rolls)	27c
Hunting Knife	\$2.65
Lamp	\$2.59
Pocket Knife	\$1.98
Searchlight	\$5.95
Small Animal Trap	\$2.48
Spring Animal Trap	\$5.98
Water Bag (2½ litres)	89c
Waterproof Blanket	\$1.79

<b>Tools</b>	<b>Cost</b>
7.5 metre ladder	\$3.20
15 metre rope	\$8.60
Chain (per 30cms)	65c
Crowbar	\$2.25
Hand drill & bits	\$5.98
Handsaw	\$2.80
Gasoline Blowtorch	\$4.45



<b>Tools</b>	<b>Cost</b>
Padlock	95c
Pulley	\$1.75
Tool Kit	\$12.90

<b>Transport</b>	<b>Cost</b>
American Austin	\$320
Buick	\$1400
Chevrolet	\$600

<b>Transport</b>	<b>Cost</b>
Ford Model A	\$290
Ford Model T	\$385
Hot air balloon (4 man)	\$1800
Mercedes Benz	\$8000
Motorcycle	\$95
Studebaker	\$350
Stuz Bearcat	\$280

<b>Accessories</b>	<b>Cost</b>
Battery	\$8.35
Headlamp	\$3.95
Radiator	\$8.69
Tire	\$10.95
Wrench set	\$6.95

<b>Travel</b>	<b>Cost</b>
Bag (4.5kgs)	\$7.45
Suitcase (9kgs)	\$9.95
Steamer Trunk (25kgs)	\$13.95
Wardrobe (50kgs)	\$41.95
Airline ticket (per 16 miles)	\$2
International airline ticket (per 160 kms)	\$18
Bus fare	5c
Sea fare 1st class 1 way	\$120
Sea fare 1st class round trip	\$200
Sea fare economy	\$35
Taxi fare	10c
Train fare per 80 kms	\$1

<b>Hand to Hand Weapons</b>	<b>Cost</b>	<b>Damage</b>
Axe	\$5	D6
Boomerang	\$2	D6
Bullwhip	\$5	D8
Garrote	50c	D6
Knife	\$2	D6

**Hand to Hand Weapons**

	<b>Cost</b>	<b>Damage</b>
Nightstick	\$3	D4
Rapier	\$20	D6
Sabre	\$30	D6
Spear	\$1	D6

**Handguns**

	<b>Cost</b>	<b>Year</b>	<b>Damage</b>	<b>Range</b>	<b>Ammo</b>
Beretta M1934 9mm	\$30	1935	2D6	50 metres	7
Bodeo M1889 9mm Revolver	\$25	1889	2D6	40 metres	6
Browning FN No.2 9mm	\$30	1935	2D6	50 metres	13
Glisenti M1910 9mm	\$35	1905	2D6	40 metres	7
Lebel M1892 8mm Revolver	\$25	1892	2D6	40 metres	6
M1911A1 .45	\$40	1922	2D6	50 metres	7
MAS M1935A 7.65mm	\$20	1937	2D6	50 metres	8
Mauser Model 1932 7.63mm	\$40	1932	2D6	40 metres	20
Meiji 26 9mm Revolver	\$20	1893	2D6	40 metres	6
Model 35P 9mm	\$35	1935	2D6	50 metres	8
Nagant Model 1895 7.62 Revolver	\$30	1895	2D6	40 metres	7
No.2 Enfield .38 Revolver	\$15	1932	2D6	50 metres	6
PO8 Parabellum Luger 9mm	\$75	1908	2D6	50 metres	8
Smith & Wesson .38 Revolver	\$20	1940	2D6	60 metres	6
Steyr 1912 9mm	\$30	1911	2D6	50 metres	8
Taisho 04 Nambu 8mm	\$20	1909	2D6	40 metres	8
Taisho 14 Nambu 8mm	\$25	1925	2D6	50 metres	8
Tokarev TT33 7.62	\$20	1933	2D6	50 metres	8
Type 94 8mm	\$20	1934	2D6	50 metres	6
Walther Model 38 9mm	\$25	1938	2D6	40 metres	8
Webley Mk 4 .38 Revolver	\$25	1942	2D6	60 metres	6

**Rifles**

	<b>Cost</b>	<b>Year</b>	<b>Damage</b>	<b>Range</b>	<b>Ammo</b>
FG42/FJ642 7.92mm	\$60	1942	3D6	300 metres	20
Gewehr 41 7.92mm	\$55	1937	3D6	400 metres	10
Gewehr 43 7.92mm	\$50	1943	3D6	400 metres	10
Karabiner 98K 7.92mm	\$60	1935	3D6	300 metres	5
M1 Garand .30	\$40	1936	3D6	300 metres	20
M1 US .30	\$35	1940	3D6	300 metres	15
M1903 .30	\$35	1905	3D6	300 metres	5
M1917 .30	\$25	1940	3D6	400 metres	5
M1918A2 .30	\$35	1918	3D6	200 metres	20
M1941 .30	\$30	1936	3D6	300 metres	10
M2 .30	\$25	1944	3D6	200 metres	30
M3 .30	\$35	1945	3D6	200 metres	5
Maschinenpistole 43 7.92mm	\$50	1942	3D6	300 metres	30
Meiji 38 6.5mm	\$45	1930	3D6	200 metres	5
Model 1930G 7.62mm	\$45	1930	3D6	300 metres	5
Modello 91 6.5mm	\$40	1938	3D6	350 metres	6

<b>Rifles</b>	<b>Cost</b>	<b>Year</b>	<b>Damage</b>	<b>Range</b>	<b>Ammo</b>
Rifle No.4 .303	\$25	1939	3D6	400 metres	10
Tokarev SVT40 7.62mm	\$50	1938	3D6	350 metres	10

<b>Submachine Guns</b>	<b>Cost</b>	<b>Year</b>	<b>Damage</b>	<b>Range</b>	<b>Ammo</b>
Austen 9mm	\$70	1941	2D6	150 metres	28
Beretta Model 1918 9mm	\$120	1918	2D6	75 metres	25
Beretta Model 1938A 9mm	\$100	1938	2D6	100 metres	10
FNAB43 9mm	\$130	1943	2D6	150 metres	20
M3 .45	\$120	1942	3D6	75 metres	30
Maschinenpistole 28 9mm	\$90	1920	2D6	75 metres	20
Maschinenpistole 34 9mm	\$90	1934	2D6	100 metres	20
Maschinenpistole 38 9mm	\$110	1938	2D6	75 metres	32
Maschinenpistole EMP 9mm	\$90	1930	2D6	100 metres	25
Model 39M 9mm	\$70	1939	2D6	100 metres	40
OVP 9mm	\$60	1915	2D6	75 metres	25
Owen 9mm	\$110	1941	2D6	150 metres	33
PPD 1940G 7.62	\$130	1940	2D6	150 metres	25
PPSh 1941G 7.62	\$80	1940	2D6	150 metres	35
PPS42 7.62	\$110	1941	2D6	150 metres	35
Reising Model 50 .45	\$130	1940	2D6	150 metres	12
Solothurn S1-100 9mm	\$130	1929	2D6	75 metres	32
Sten Mk2 9mm	\$90	1941	2D6	75 metres	32
Suomi 1931 9mm	\$100	1932	2D6	75 metres	20
TZ-45 9mm	\$120	1944	2D6	150 metres	40
Thompson M1928 .45	\$110	1927	3D6	75 metres	20
Type 100 8mm	\$100	1941	2D6	150 metres	30
ZK383 9mm	\$100	1933	2D6	75 metres	30

<b>Machine Guns</b>	<b>Cost</b>	<b>Year</b>	<b>Damage</b>	<b>Range</b>	<b>Ammo</b>
Breda 1930 6.5mm	\$200	1917	5D6	200 metres	20
Breda 1937 8mm	\$220	1938	5D6	400 metres	20
Bren .303	\$210	1938	5D6	150 metres	30
Browning M1917A1 .30	\$220	1910	5D6	300 metres	250 belt
Chatellerault 7.5mm	\$220	1938	5D6	400 metres	25
DP1928 7.62mm	\$210	1928	5D6	150 metres	47
Dshk 12.7mm	\$200	1934	5D6	300 metres	50 belt
Fiat Revelli 1914 6.5mm	\$240	1914	5D6	200 metres	50
Fiat Revelli 1935 8mm	\$220	1935	5D6	400 metres	20
Goryunov SG43 7.62mm	\$250	1943	5D6	250 metres	100 belt
Johnson M1941 .30	\$230	1935	5D6	400 metres	20
Knorr Bremse MG35	\$240	1932	5D6	250 metres	50 belt
Lahti Saloranta 7.62mm	\$200	1934	5D6	400 metres	20
Madsen 7.92mm	\$220	1940	5D6	400 metres	25
Maschinengewehr 15	\$220	1932	5D6	400 metres	50
Maschinengewehr 34	\$230	1930	5D6	200 metres	50

<b>Machine Guns</b>	<b>Cost</b>	<b>Year</b>	<b>Damage</b>	<b>Range</b>	<b>Ammo</b>
Maschinengewehr 42	\$235	1942	5D6	1000 metres	50 or 250 belt
Maxim1910 7.62mm	\$200	1905	5D6	200 metres	250 belt
Schwarzlose Model12	\$200	1900	5D6	200 metres	100 belt
Taisho 11 6.5mm	\$240	1922	5D6	200 metres	30
Type 92 7.7mm	\$290	1932	5D6	400 metres	30
Type 96 6.5mm	\$280	1936	5D6	400 metres	30
Type 99 7.7mm	\$270	1932	5D6	400 metres	30
Vickers LMG .303	\$300	1925	5D6	250 metres	250
Vickers Mk1 .303	\$310	1912	5D6	300 metres	250 belt
VZ37 7.92mm	\$280	1937	5D6	300 metres	250 belt

<b>Shotguns</b>	<b>Cost</b>	<b>Year</b>	<b>Damage</b>	<b>Range</b>	<b>Ammo</b>
Browning Auto-5	\$35	1890	4D5	30 metres	4
Ithaca Autoburglar	\$40	1920	4D6	40 metres	4
Savage 311-R	\$30	1920	4D6	40 metres	2
Winchester M1897	\$40	1897	4D6	30 metres	5
Winchester M1901	\$35	1901	4D6	30 metres	4

<b>Explosives and Heavy</b>	<b>Cost</b>	<b>Year</b>	<b>Damage</b>	<b>Range</b>
75mm Antitank gun	-	1916	10D10	75 metres
Artillery	-	1897	10D10	45 metres
Dynamite	\$2	1867	6D6	3.6 metre radius
Flamethrower	-	1901	5D10	20 metres
Flare Gun	\$15	1920	1	25 metres
Grenade	-	1914	5D6	4.5 metre radius
Molotov Cocktail	N/a	1939	2D6	3.6 metre radius
Mortar	-	1915	10D10	30 metre radius

If no cost is shown then it is not available to the public.

## **7. Services during the Pulp era**

### **Communication**

Postage to 1 ounce	3c
Postage to 2 ounces	5c
Each additional 2 ounces	2c
Telegram/12 words	25c
Telegram/per extra word	2c
Telegram/International per word	\$1.25

### **Entertainment**

Movie Tickets	5c
Sports Game Tickets	\$1
Concert Hall Public	\$4
Concert Hall Box	\$10

### **Ship Cost Per Day**

Ocean Liner	
First-class suite	\$100+
First-class berth	\$50-90
Second class	\$20-35
Third class	\$10-15
Steerage	\$2-6
Freighter, cargo carrier	\$8-12
Tramp steamer	\$8-12

### **Train Fares**

Journey/Accommodations Fare	
Basic fare, short route (2 hours or less)	\$0.04 per mile
Basic fare, long route (2-14 hours)	\$0.02-0.04 per mile
Overnight route (15+ hours)	
Standard Pullman car	\$0.02-0.07 per mile
Two-person car	\$0.07-0.09 per mile
Private first-class car	\$0.10 or more per mile
Leased private Pullman car	\$1.50 per mile, \$75 minimum
Hauling of privately-owned car	\$1 per mile
Freight per 100 miles (or fraction thereof)	\$0.10 per hundred pounds (or fraction thereof)

### **Lodging and Dining**

Roach Hotel/per night	75c
Average Hotel/per night	\$4.50
Good Hotel/per night	\$9
House/Annual rent	\$1000
Flat/Weekly rent	\$12.50
Apartment/Weekly rent	\$10
Breakfast	45c
Lunch	65c
Dinner	\$1
Glass of Beer	20c
Glass of Cocktail	25c
Glass of Gin	10c
Glass of Whiskey	25c
Glass of Wine	75c

### **Average Incomes**

Corporate Exec	\$100+
Doctor	\$60+
Factory Worker	\$20

Lawyer	\$75+
Low Level manager	\$35
Mid Manager	\$45
Salesman	\$50
Secretary	\$25
Store Clerk	\$25
Waitress	\$20

## **8. Pulp Era Classes**

Adventurers are always on the move in an endless quest for danger and excitement. They are typically typically well traveled and often have a useful skill, such as piloting a plane, which makes them an asset to any expedition. They are experienced at getting into and out of tight spots and can fight when the situation calls for it. Adventurers are fiercely independent and tend to do things for their own reasons.

### **01-25 Metahuman**

01-33 Diviner

34-66 Fakir

67-00 Medium

### **26-50 Mysticis Disciplinis**

01-10 Diabolist

11-22 Enchanter

23-33 Mage

34-44 Missionary

45-54 Occultist

55-66 Sage

67-77 Stage Magician

78-89 Wizard

90-00 Wu-Jen

### **51-75 Superscience**

01-00 Gifted Scientist

### **76-00 Trained**

01-06 Ace Aviator

07-12 Archaeologist

13-18 Bounty Hunter

19-24 Entrepreneur

25-30 G-man

31-37 Grease Monkey

38-44 Gumshoe Detective

45-51 Martial Artist

52-58 Masked Adventurer

59-65 Mercenary

66-72 Mobster

73-79 Noble Savage

80-86 Reporter

87-93 Scoundrel  
94-00 Spy

## Metahuman

### Diviner

The Diviner is a psychic who is sensitive to mystic, psychic and supernatural energy. This character can see and/or feel and follow the flow of psychic and magical energy, including ley lines and the use of magic (a succession of spells or magic ritual, the opening of a dimensional portal, etc.), as well as there-lease of energy (energy bolts, lightning, fire breath, etc.) produced by supernatural beings (and creatures of magic), and magic rituals (especially as they build to a crescendo). The Diviner can also read signs and see omens in what seems to be the ordinary.

### Step 1: Attributes

Roll attributes as normal but WIS +2. Hit points = CON +4, +4 per level.

### Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Alertness  
Concentration  
Direction Sense  
Knowledge Astrology  
Notice  
Water Find

### Step 3: Abilities

Diviners start with the following abilities free;

**Divination** - This grants precognitive flashes which can be used to determine correctly the procedure for overcoming a problem or surviving (eg. escape a trap, defuse a bomb, etc).

Additionally Diviners start with 25 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Danger Alarm	5	This power automatically warns the character about impending danger. It actively gives him a sense of imminent danger with a warning time of 1 minute per 5 WIS, +1 minute per level. Will know direction and threat level. +1 to Perception.
Empath	5	The character can detect the emotional state of any one person within his line of sight or 20 metre radius (+5 metres per level) and further refine that knowledge to discover the target's physical state, surroundings, and location, insofar as these have an influence on the emotions. It can be used to detect lies or sense a nearby presence.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Famous	5+	Some characters are so well known that this actually becomes an advantage. For game purposes Famous affects the reaction rolls made by NPCs. The details of the player's fame are entirely up to him; he can be known for bravery, movies, ferocity, eating green snakes, or whatever. If he has fame either his name or face will be enough to trigger a fame roll to see if the people he meets have heard of him. Roll once for each person he meets. For a large group the GM may roll more than once if he likes. Costs 5 points to be recognised 25% of the time, 10 points at 50% and 15 points at 75%.
Palm Reading	5	The Diviner derives knowledge from physical signs and patterns, which means he can read a person's palms to get fundamental information about that individual similar to the psychic ability, See Aura. The Diviner does not actually see the aura, but he gets the same information: An impression of alignment (good, selfish or evil), age (within D4 years), general level of experience (low, medium or high), health (well, ill, suffering from an injury), key personality traits (shy, confident, quiet or outspoken, indecisive, bold, etc.) and whether the individual has low self-esteem or healthy self-esteem and if fortune or misfortune may be in his future. Note: Requires physical contact, sufficient light and close examination of the palm for at least one minute. That means the psychic will need the individual's cooperation or an unconscious subject. A casual glance or handshake provides nothing. Most people are fascinated with the idea of palm reading and getting their future told, especially in a casual meeting or party atmosphere, and will allow a quick reading they believe is a fun parlor game.
Psychic Dowsing	5	In plain and simple terms, Diviners can use their Dowsing abilities to sense magic energy (mana). This ability is so finely tuned they can locate and follow invisible lines of energy radiating from the earth (ley lines), locate depositories of mana (places of magic), and track the supernatural by following the energy signatures the more powerful creatures leave behind like a vapour trail. In most cases, the psychic needs a tool called a Divining Rod. The traditional rod is "Y" shaped, with the Diviner holding the top with both hands and letting the bottom (in this case, the point) lead him to sources of mana (or other natural resources). The Divining Rod serves as the psychic's focus of his own, natural psychic abilities to draw upon the ambient mystic energy in the area. This creates vibrations



Ability	Cost	Notes
		in the Divining Rod that grow with intensity from barely noticeable at first to obvious trembling movement as the character gets closer and closer to the object of his psychic search. The Diviner is so attuned to his tool and the subtleties of the vibrations that he can feel the rod pulling him in directions - right, left, forward, and so on. When the object of the search or the location/source of the energy has been found, the Divining Rod may point downward or bob up and down. The Divining Rod can be used to locate almost anything: earth energy/ley lines, water, gold and other precious metals, fossil fuel, and strong sources of mana, including, places of magic, powerful supernatural beings, creatures of magic, beings (mortal and supernatural) involved in the expenditure of magic (i.e., casting spells), rituals that draw out or syphon mana and so forth, even lost keys. Note: In addition to the above, the Diviner will sense if the underground resource or place of power is located on an ancient burial ground or a place with a history of tragedy and death or supernatural activity.
Read Omens	5	The Diviner can also read signs. Unlike charlatans and superstitious individuals who read meaning into dreams, coincidence or superstitions (i.e., a black cat is bad luck) and think they see the future or some sign of things to come, the Diviner really does see omens that speak to the future. Unlike the Psychic Sensitive who receives all sorts of psychic sensations and visions, the Diviner needs physical props and tools to use the ability to read signs. Ironically, these signs don't usually come in the form of cards or bones or tea leaves, though they can, but rather in ordinary things the psychic happens to notice. For the Diviner, psychic insight is triggered by random patterns that could come from anything and occur almost anywhere. A wave of insight might come from a pattern in a spider's web or weave of vines, a flower blossom or a random pattern of cracks in the foundation of the floor, dribbles of blood or wine or spilt paint or the ring left by a coffee cup or glass of water, to a particular cloud formation, a pattern of light or reflection, the ripple of waves, a pile of twigs or leaves, scratches in the floor or table, or marks in the dust, or the presence of a bird, insect, cat, dog or other animal, and just about anything else. It is important to understand that a Diviner can't make a sign appear when he wants one, he only sees and interprets what is actually there, if anything at all. The meaning of the sign is instantly known to the Diviner, but it is often broad or vague. The ability to read signs is also valuable in that it can provide additional insight and information.
One With The Universe	5	Instantly sense anybody who enters his circle of 1 metre per WIS, +1 metre per level, including the invisible (even though he cant see them). +3 initiative, +2 AC.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Sense Supernatural/spirits	5	The Diviner can see all forms of spirits and recognize the supernatural even if they are invisible. He can also sense any magic.
Tongues	5	The character can reply in any language spoken to him, even supernatural beings and ghosts. Note the other person/being must speak to him first.
Touch Conveyance	5	Touch Conveyance has nothing to do with patterns, and everything to do with the flow of energy in and around the character being touched. This power enables the Diviner to tell how much mana the character has, if he or she is psychic or wields magic (or has the potential for one or the other), if the character is human or something else (but not exactly what), and if the character is possessed or something is not right (the latter usually indicating a magical charm, trance or enchantment in place rather than outright possession, or a symbiotic link with something inhuman, or the presence of a terminal disease). In addition, the touch (shaking hands is typical) will indicate if the individual is friendly and open, closed and secretive, or glad to see the individual, indifferent (which may simply mean he doesn't know the person and is simply being polite) or annoyed, bothered or angry/resentful toward the psychic. Powerful evil or intense good can also be sensed by touch. Note: Requires physical contact with the skin of the subject for at least five seconds to get any sense of the person.

## Fakir

A fakir, or faqir derived from faqr (Arabic: "poverty") is a person who is self-sufficient and only possesses the spiritual need for God. The term may refer to a Muslim Sufi ascetic in the Middle East and South Asia. Though, Sufis have spanned several continents and cultures over a millennium, originally expressing their beliefs in Arabic, before spreading into Persian, Turkish, Indian languages and a dozen other languages. They are commonly considered wonder workers, mastering the esoteric powers of the mind, working to develop an intuitive understanding of the cosmos and their position in it. Whether they seek epiphany through simple meditation or elaborate ritual, all Fakirs agree that in order to truly understand reality we must abandon all preconceived notions of the world and give ourselves over to veiled, sometimes counter intuitive celestial truths.

### Step 1: Attributes

Roll attributes as normal but WIS +2. Hit points = CON +4, +4 per level.

### Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Contortion  
Endurance

Escapology  
 Knowledge Philosophy  
 Rope Use  
 Slow Respiration

### Step 3: Abilities

Fakirs start with the following abilities free;

**Hypnosis** - This mental ability allows characters to perform a limited form of mind control. He can implant an idea into a victim's head (eg, I'm your friend, you're sleepy, etc) but only outside of combat. He can also cause a victim to speak what he is actually thinking. And finally he can implant a post-hypnotic suggestion which the victim may save against once per command. If the command is something abhorrent to victim then gain +2 to save. All of these require eye contact and speech for it to work.

Additionally Fakirs start with 25 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Endure Hunger and Thirst	5	The character is able to function for long periods of time without food or water, and incurs only half the normal losses when under such conditions. The maximum amount of time the human body can survive without water is four days. Dehydration sets in at two days, bringing on headaches, hallucinations and the cessation of perspiration. After the third or fourth day without fluids, it is likely that dementia will set in and the character will die.
Floating Rope Trick	5	The character can make any rope he touches to become as stiff as wood, and float up to a distance of 1 metre per WIS.
Inured to Pain	5	The character has an incredibly high pain threshold. This allows him to lay on and walk along nails and other sharp objects. Unfortunately he doesn't notice most minor injuries, including bleeding.
Levitation	5	The character can levitate himself and up to 20kgs (+1 per level). Maximum ceiling height of 1 metre per WIS.
One With The Universe	5	Instantly sense anybody who enters his circle of 1 metre per WIS, +1 metre per level, including the invisible (even though he can't see them). +3 initiative, +2 AC.
Sense Supernatural/spirits	5	The Fakir can see all forms of spirits and recognize the supernatural even if they are invisible. He can also sense any magic.
Serenity	5	He can calm anyone within 1 INT per metre radius of him who is stressed, or agitated by a mental disorder or outside influence. +1 vs Trauma to those in the zone.
Slow Heart Rate	5	The character can slow his heart beat enough so as to fool most people into thinking he's dead.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Tongues	5	The character can reply in any language spoken to him, even supernatural beings and ghosts. Note the other person/being must speak to him first.
Walk on fire	5	The character suffers no damage from burning heat or the effects of heat. Half damage from fire attacks.

## Medium

The Medium constantly makes enigmatic comments about his third eye, the Dao, and the workings of Fate. But he knows things--in fact, he seems to know everything, or at least everything that comes up on the group's adventures. He is uniquely able to see, communicate with, and get impressions from the past, dead and ghosts. The Medium is psychically linked to an otherworldly spirit and it is through this "Spirit Guide" that he is able to communicate with other spirits and get information.

According to Mediums, the Spirit Guide is a "ghost" of someone who lived in the past. It may be a deceased loved one, friend or relative, or the spirit of someone completely unrelated and previously unknown to the psychic. Ancestral spirits are said to guard over and help their descendants, but are never an immediate relative such as a parent or sibling, but someone a bit removed like a cousin, uncle, aunt, great grandparent, or even a great, great, great grandparent.

### Step 1: Attributes

Roll attributes as normal but WIS +2. Hit points = CON +4, +4 per level.

### Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Concentration

Fast Talk

Knowledge Astral

Knowledge Dreamscape

Knowledge Geomancy

Knowledge Mythology

### Step 3: Abilities

Mediums start with the following abilities free;

**Spirit Whisperer** - This character can see and talk to spirits and ghosts. Specifically he can; listen to and relate conversations with the departed, go into a trance and allow a spirit to enter his body in order to speak through it, and sense the emotional state of the departed and whether they are being truthful.

Additionally Mediums start with 25 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Clairaudience	5	The character can tune in to any location that have been to before or person that have met and listen for 1 minute per WIS, +1 per level. In this case he can hear distant sounds and voices despite any intervening distance or barriers. The power is not hindered by factors that affect normal sound transmission such as distance, time lag, muffling, distortion or the absence of a transmitting medium. Because of this Clairaudience has superior range over any enhanced hearing. Only Clairaudience enables the character to hear across a vacuum for example. Unfortunately Clairaudience can act as a pipeline to direct another's Psionic or Sonic attacks toward the character. Because of this side-effect the character is +1 to resist such attacks. These attacks need not even be aimed at the character but might still affect the character if the other Power is being used in the area the character is spying upon. When the power operates it overrides the character's natural hearing. Distant sounds are sensed at their original volume level. The power is normally a voluntary power that must be summoned.
Clairvoyance	5	The character can tune in to any location that have been to before or person that have met. The duration is 1 minute per WIS, +1 per level. The character can see distant sights without directly seeing it with his eyes. The character receives a visual simulation of what he would see if he were actually present at the scene. The power is not hindered by any of the factors that affect normal light transmission such as distance, blockage, obscurity, and time lag. It can be used to see things that are impossible for a telescope or Telescopic Vision. When in use the power overrides normal vision. Normally the power is consciously controlled.
Dreamwalk	5	This character can actually enter into the short lived pocket dimensions created by a person's dreams and nightmares within the Dreamscape. These Dreamworlds are outside the boundaries of normal reality and exist solely as a reflection of the dreamer's imagination. The Dreamtraveller must be within line of sight of the dreamer in order for the power to function. The Dreamtraveller has no direct control over the conditions within the Dreamworld. He can interact with things within that world by performing "physical" actions much as he would in the real world. If the character has other powers these exist in equivalent forms. The Dreamtraveller can suffer real damage as a result of events that affect him within the Dreamworld. He might even die. The equivalent of the damage appears in the character's real

Ability	Cost	Notes
		body. Each Dreamworld is unique to the specific dreamer and retains no existence except during the act of dreaming. Dreamworlds exist within the greater Dreamscape and as such some Dreamworlds touch each other and it is possible that the Dreamtraveller can enter one Dreamworld and exit one of someone else's.
Empath	5	The character can detect the emotional state of any one person within his line of sight or 20 metre radius (+5 metres per level) and further refine that knowledge to discover the target's physical state, surroundings, and location, insofar as these have an influence on the emotions. It can be used to detect lies or sense a nearby presence.
Famous	5+	Some characters are so well known that this actually becomes an advantage. For game purposes Famous affects the reaction rolls made by NPCs. The details of the player's fame are entirely up to him; he can be known for bravery, movies, ferocity, eating green snakes, or whatever. If he has fame either his name or face will be enough to trigger a fame roll to see if the people he meets have heard of him. Roll once for each person he meets. For a large group the GM may roll more than once if he likes. Costs 5 points to be recognised 25% of the time, 10 points at 50% and 15 points at 75%.
One With The Universe	5	Instantly sense anybody who enters his circle of 1 metre per WIS, +1 metre per level, including the invisible (even though he cant see them). +3 initiative, +2 AC.
Psychometry	5	The power to touch an object and read images and the history about any who have previously held it. The character can also deliberately imprint images and other sensations into any objects he touches. The implanted images and sensations only last for one day per WIS + the level of the character. It will be impossible for any mage or psychic reading these impressions to know what is a true impression or an implanted impression. This can be used to implant a message onto a object that can be only picked up by reading the object or to provide a false trail. The final ability of this power allows the character to psychically wipe or clean any object of any impressions.
Sense Supernatural/spirits	5	The Diviner can see all forms of spirits and recognize the supernatural even if they are invisible. He can also sense any magic.
Spirit Companion	5	The Medium is psychically linked to an otherworldly spirit and it is through this Spirit Companion that the psychic is able to communicate with other spirits and get information.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		According to Mediums, the Spirit Companion is a ghost of someone who lived in the past. It may be a deceased loved one, friend or relative, or the spirit of someone completely unrelated and previously unknown to the psychic. Ancestral spirits are said to guard over and help their descendants. In all cases, regardless of the Spirit Guide's origin or age, it is benevolent and friendly, come to help the psychic, and represents the character's conduit to the past and other spirits. The companion will warn him of any nearby spirits or supernatural lifeforms and warns the character about impending danger.
Tongues	5	The character can reply in any language spoken to him, even supernatural beings and ghosts. Note the other person/being must speak to him first.

## **Mysticis Disciplinis**

### **Diabolist**

Diabolists believe they can master the dark arts to use against evil, fighting fire with fire. But fire has a way of burning all involved.

#### **Step 1: Attributes**

Roll attributes as normal but raise INT to at least 15, or if already 15 or over add +1. Hit points = CON +4, +4 per level.

#### **Step 2: Skills**

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

Knowledge Planar

Knowledge Undead

#### **Step 3: Abilities**

Diabolists gain all the following free;

**Spellcast** - The first sphere of magic the Diabolist learns from is free and must be from Diabolical, each subsequent sphere costs 5 points. The spells can come from any sphere of magic except Divine and in any combination. He starts with one spell per INT point over 11, and can learn an equal amount per level. Thus INT 13 = 2 spells +2 per level.

Unlike other spellcasters Diabolists draw their mana from living things. All lifeforms contain a portion of magical energy or mana, sharing a mystical life force that a magic

user can use to power his spells. In order to cast a spell, the Diabolist gathers this power of life until he has accumulated enough energy to create the enchantment he desires. He can draw mana from plant, animal and even humanoid life. To gather energy, the Diabolist concentrates on drawing the life force that surrounds him into his body, draining it away from the nearby vegetation first, then animals and then people.

If the spellcaster chooses to defile his surroundings, the vegetation is destroyed by this process and any animals and people also caught up in it take D6 damage per 10 mana drained. The act of defiling destroys an area of 1 metre in radius per 10 mana acquired in this fashion. Diabolists accumulate mana at a rate of INT + WIS x4 per round of gathering energy. The wanton destruction of life for personal power is not a good act; Diabolists can't be good in alignment.

In fact, most Diabolists tend to have evil tendencies, if not an evil alignment. Secondly, the land destroyed by a defiler remains useless for years; the ground may as well have been salted or poisoned by the character. All living things caught in the defiler's radius of destruction (except the defiler himself) suffer D6 points of damage per spell level. Mana is recovered at a rate of 5 per hour if remain active (but not using magic) and 10 per hour if asleep.

Additionally Diabolists start with 50 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Astralwalk	5	The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925 x10 <sup>8</sup> metres per second. He can remain in the astral plane for 1 minute per WIS, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.
Familiar Link	10	The Diabolist may summon and permanently psionically link with a companion of the character's choice, traditionally it is a small animal. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.
Infamous	5+	Some characters are so well known that this actually becomes an advantage. For game purposes Famous affects the reaction rolls made by NPCs. The details of the player's fame are entirely up to him; he can be known for bravery, movies, ferocity, eating green snakes, or whatever. If he has fame either his name or face will be enough to trigger a fame roll to see if the people he meets have heard of him.



<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		Roll once for each person he meets. For a large group the GM may roll more than once if he likes. Costs 5 points to be recognised 25% of the time, 10 points at 50% and 15 points at 75%.
San Save Bonus	5	+1 Sanity save.
Spell Save Bonus	5	+1 Spell save.
True Sight	5	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.
Undead Bonus	10	+1 Thac0 and AC vs undead at levels 3, 5, 9, 11, 15, 17 and 19.
Unholy Aura	5	Enemies within line of sight suffer -1 per 5 CHA of the character on all their rolls.
Unholy Fortitude	5	Immune to any form of supernatural special attacks (including fear) and all types of Possession. Further he gains +1 save per level vs Diabolic magic.
Will Bonus	5	+1 Willpower.

#### Step 4: Disadvantages

Any holy people will recognize you for what you are. Don't expect to be welcome in a LOT of places. +20 points.

Gain 1 Psychological Limitation Insanity per year of using Diabolical Magic. Why? Because despite all your best intentions you are damned to burn in hell and you know it..

### Enchanter

Schooled in the arts of mind magic, the Enchanter uses his self-awareness to understand the mysteries of the world around him. The temptation of mind control, playing with emotions and perceptions causes many magic users to study this sphere.

#### Step 1: Attributes

Roll attributes as normal but raise INT to at least 15, or if already 15 or over add +1. Hit points = CON +4, +4 per level.

#### Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Bluff

Knowledge Astral

Knowledge Dreamscape

Knowledge Geomancy

Knowledge Magic

Knowledge Sociology

### Step 3: Abilities

Enchanters gain all the following free;

**Spellcast** - The first sphere of magic the enchanter learns from is free and must be from Psionic, each subsequent sphere costs 5 points. The spells can come from Psionic, Illusion, Common, Dreamscape and Combatic. He starts with one spell per INT point over 11, and can learn an equal amount per level. Thus INT 13 = 2 spells +2 per level. Magicians can tap into the world's natural mana at a rate of INT + WIS x2. Mana is recovered at a rate of 5 per hour if remain active (but not using magic) and 10 per hour if asleep. +5 Mana at levels 3, 6, 9, 12, 15, and 18.

Additionally Enchanters start with 25 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Astralwalk	5	The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925 x108 metres per second. He can remain in the astral plane for 1 minute per WIS, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.
Danger Alarm	5	This power automatically warns the character about impending danger. It actively gives him a sense of imminent danger with a warning time of 1 minute per 5 WIS, +1 minute per level. Will know direction and threat level. +1 to Perception.
Dreamwalk	5	This character can actually enter into the short lived pocket dimensions created by a person's dreams and nightmares within the Dreamscape. These Dreamworlds are outside the boundaries of normal reality and exist solely as a reflection of the dreamer's imagination. The Dreamtraveller must be within line of sight of the dreamer in order for the power to function. The Dreamtraveller has no direct control over the conditions within the Dreamworld. He can interact with things within that world by performing "physical" actions much as he would in the real world. If the character has other powers these exist in equivalent forms. The Dreamtraveller can suffer real damage as a result of events that affect him within the Dreamworld. He might even die. The equivalent of the damage appears in the character's real body. Each Dreamworld is unique to the specific dreamer and retains no existence except during the act of dreaming. Dreamworlds exist within the greater Dreamscape and as such some Dreamworlds touch each other and it is possible that the Dreamtraveller can enter one Dreamworld and exit one of someone else's.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Eidetic Memory	5	The character has a photographic memory and is able to recall scenes, faces and sensations with utmost clarity. The game master should provide the player with information that the character would know, no matter how small or seemingly insignificant (i.e. a police officer's badge number, the tones of a phone number dialed, etc.). The character also receives a bonus of +1 to any skill where memorizing facts is useful; most scholastic skills fall in this category. Furthermore, any tasks that rely on memory also receive a +1 bonus to effect. Note that an eidetic memory is not supernatural in nature, and so does not negate memory loss or amnesia resulting from magic or destruction of the Illusion.
Empath	5	The character can detect the emotional state of any one person within his line of sight or 20 metre radius (+5 metres per level) and further refine that knowledge to discover the target's physical state, surroundings, and location, insofar as these have an influence on the emotions. It can be used to detect lies or sense a nearby presence.
Familiar Link	5	The enchanter may summon and permanently psionically link with a companion of the character's choice, traditionally it is a small animal. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.
Meditate	5	Once per day per 5 INT per level the Magus can meditate for one hour and recover all his mana.
Mental Fortitude	5	+1 Will, and +1 save vs any attempts at mind control or possession.
One With The Universe	5	Instantly sense anybody who enters his circle of 1 metre per WIS, +1 metre per level, including the invisible (even though he cant see them). +3 initiative, +2 AC.
True Sight	5	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

## Mage

The mage is a true master of the Arcane. Always an enigma, he may seem at times a solemn ascetic, a grumpy curmudgeon or a cackling old madman. Despite these outward appearance, however, he is a powerful mage and a harsh, unyielding mentor.

### Step 1: Attributes

Roll attributes as normal but raise INT to at least 15, or if already 15 or over add +1. Hit points = CON +4, +4 per level.

### Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Astral

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

Knowledge Planar

### Step 3: Abilities

Mages gain all the following free;

**Spellcast** - The first sphere of magic the mage learns from is free, each subsequent sphere costs 5 points. He starts with one spell per INT point over 11, and can learn an equal amount per level. Thus INT 13 = 2 spells +2 per level. The spells can come from any sphere of magic (that he has bought) and in any combination (except Divine).

This is one of the few magic users who can learn nearly any spell. Mages can tap into the world's natural mana at a rate of INT + WIS x2. Mana is recovered at a rate of 5 per hour if remain active (but not using magic) and 10 per hour if asleep. +5 Mana at levels 3, 6, 9, 12, 15, and 18.

Additionally Mages start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Astralwalk	10	The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925 x10 <sup>8</sup> metres per second. He can remain in the astral plane for 1 minute per WIS, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.
Eidetic Memory	5	The character has a photographic memory and is able to recall scenes, faces and sensations with utmost clarity. The game master should provide the player with information that the character would know, no matter how small or seemingly insignificant (i.e. a police officer's badge number, the tones of a phone number dialed, etc.). The character also receives a bonus of +1 to any skill where memorizing facts is useful; most scholastic skills fall in this category. Furthermore, any tasks that rely on memory also receive a +1 bonus to effect. Note that an eidetic memory is

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		not supernatural in nature, and so does not negate memory loss or amnesia resulting from magic or destruction of the Illusion.
Familiar Link	10	The Mage may summon and permanently psionically link with a companion of the character's choice, traditionally it is a small animal. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.
Famous	5+	Some characters are so well known that this actually becomes an advantage. For game purposes Famous affects the reaction rolls made by NPCs. The details of the player's fame are entirely up to him; he can be known for bravery, movies, ferocity, eating green snakes, or whatever. If he has fame either his name or face will be enough to trigger a fame roll to see if the people he meets have heard of him. Roll once for each person he meets. For a large group the GM may roll more than once if he likes. Costs 5 points to be recognized 25% of the time, 10 points at 50% and 15 points at 75%.
HP Bonus	10	CON +6 HP instead of 4, +6 per level.
Meditate	5	Once per day per 5 INT per level the Mage can meditate for one hour and recover all his mana.
San Save Bonus	5	+1 Sanity save.
Spell Save Bonus	5	+1 Spell save.
True Sight	5	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.
Will Bonus	5	+1 Willpower.

## Missionary

Missionaries are men of the cloth called to spread the word of God. They are usually educated, well travelled, and willing to go into the deepest, darkest wilderness to save souls. Some Missionaries are learned scholars who joined the church just for the education. They make excellent additions to an expedition, as they tend to be gifted diplomats, often have minor medical training, and in some cases are able to have their prayers answered.

### Step 1: Attributes

Roll attributes as normal but raise INT to at least 15, or if already 15 or over add +1. Hit points = CON +4, +4 per level.

## Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

Knowledge Religion

Knowledge Undead

## Step 3: Abilities

Missionaries gain all the following free;

**Patron** - The Church and its staff is chosen by the player but ultimately controlled by the GM. It employs, teaches, grants favours or helps the player in his adventures. It also provides all money, clothes and equipment. In terms of assistance it is treated as extremely helpful.

Additionally Missionaries start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Contact	5	The player may have 1 contact per 5 CHA and this may be in any country. The player should determine this with the GM. Add an equal amount of contacts each time rebought. It should be someone religious related
Create Divine Scroll	10	The ability to impart a spell onto a scroll (including tablets, cloth, paper or any other written media) which can then be read out by anyone. A scroll is a spell (or collection of spells) that has been stored in written form. A spell on a scroll can be used only once. The writing vanishes from the scroll when the spell is activated. Using a scroll is basically like casting a spell. The character must have prepared the spell to be scribed, the act of writing triggers it making it unavailable for casting until finished. Time required is (one day minus one hour per INT over 12) multiplied by (the amount of enchantments + the amount of mana). Mana cost is 10 + the cost of each spell or enchantment.
Healing Hands	5	This can either be used to totally cleanse the body of any poison or venom, heal any internal fatal injuries or restore the character to 1 HP regardless of how many hit points were lost. It can only be used once every 24 hours per 3 WIS.
Holy Confession	5	Any victim touched will relive all his sins and be traumatised. He must then save vs. Sanity or become incoherent for D6 days after which he will recover but will develop one random insanity and a phobia of the character. This can be used once per day per 5 WIS.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Holy Fortitude	5	Immune to any form of Undead special attacks (including fear) and all types of Undead Possession. Further he gains +1 save per level vs Diabolic magic, and +2 when fighting any evil supernatural (including in hand to hand combat).
Holy Inspiration	5	Allies are immune to panic or being routed by undead forces so long as you continue fighting alongside them. You can also rally any previously routed by giving a stirring speech.
Holy Judgment	5	This power comes from within and releases a burst of holy light within a INT x1 metre radius affecting all within it in the following way; 1) Others are revealed as they truly are regardless of any form of concealment, disguise or illusion. 2) Spirits are banished unless spell save. 3) Undead are destroyed unless they spell save. If they do save they lose half their HPs in damage. See the table below.
Immune to Supernatural Fear	5	Supernatural Fear is any enhancement of an already grisly sight. The normal saving throws don't apply as this wont work, this however is totally separate to any Trauma saving throws from seeing something repulsive.
Spellcast	10	A rare few Missionaries are blessed with ability to use Divine magic, and are automatically bestowed all the spells within the Divine sphere. However they cannot ever learn spells from any other sphere. Further if they are dismissed from their religion for some heinous act they will lose all their abilities. Missionaries can tap into the world's natural mana at a rate of INT + WIS x2. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.
True Sight	10	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

#### Step 4: Disadvantages

As a Priest you answer to your deity and must obey all of its rules or face exceedingly harsh penalties. Unlike other mages you are not your own man. You are a part of a organization and must answer to it. Gain the disadvantage of Watched at +20 points.

#### Turning Undead Table

This table shows what types of Undead the Priest can begin affecting with his Holy Judgment ability at each level.

<u>Level</u>	<u>Type</u>
2	Skeleton, Zombie
3	Ghoul
4	Shadow, Ghost
5	Wight, Ghast
6	Wraith, Mummy
7	Spectre
8	Vampire
10	Lich
15	Lesser Supernatural Intelligence
19	Greater Supernatural Intelligence

### Duties of a Missionary

The GM and player should determine how many of the below duties apply to the religion the player's missionary follows.

#### **Atonement**

When the flock sins or acts against the wishes of the god the faith usually has a way for the sinner to reenter the god's good graces. This is an act of atonement. Usually, the bigger the sin, the more extravagant the act of atonement must be. The first part of this process is usually the confession a formal meeting of sinner and priest where the sinner confesses his deed. This puts the priest in the position of having to evaluate that sin and then charge the sinner with a course of action which will remove the stain of sin.

Remember that each different god will have different ideas of what constitutes sin. Too you must remember that in a pantheistic society (one which worships many gods), it is not usually a sin to do one god's will at the expense of another. To just about any god an insult to the god (including verbal insults or desecration of a temple) is considered a sin. Typical ceremonies of atonement include fasts and meditations where the sinner asks forgiveness of the god. More extensive sins require some sort of sacrifice (such as donation of a cherished object to the god's temple) or an act of expiation (the sinner doing his best to straighten out the bad situation he caused).

#### **Calendar Ceremonies**

Lots of gods have ceremonies based around the calendar especially agricultural gods.

Communities may have celebrations for:

The day that marks the start of spring;

The day when planting begins;

The day when harvesting starts;

The beginning of the grape-stomping season;

The official start of winter;

The day that the first trade-ship of the year is launched;

The day that some heroic figure is commemorated;

The day of thanks for the god's bounty;

The day commemorating some ancient tragedy;

The day of the dead (just before or after the night that the ghosts walk the streets);



The day commemorating some great battle in which the god participated;  
And so on.

### **Communion**

This is a ceremony where the participants try to commune with the god to invoke a little of his spirit, to briefly become more like the god. Here too each god will have a very different ceremony.

### **Confirmation of Adulthood**

The GM needs to decide when youths are considered to reach adulthood in the culture and then it's possible to have Confirmations of Adulthood. In a culture this will be handled one of two ways. Each youth could have a private ceremony on his birthday. Alternatively all youths born in the same year could be confirmed on one specific day of the calendar. Either way in the ceremony the priest will acknowledge the youth as an adult and this will be marked by allowing the youth some activity which only adults can perform in the culture.

### **Confirmation of Birth**

With this ceremony the priest visits the newborn child and in a simple ceremony asks the god's blessings upon the child. This is always done in the presence of witnesses because it's important in the culture for others to witness that the child has been born and that specific people (the parents) acknowledge the child as theirs. This becomes important regarding questions of inheritance or the succession of the titles of leadership.

### **Devotions**

These are ordinary prayers and rituals which the priest conducts on a regular basis. They might include the saying of prayers at specific times of the day, upon observation of specific incidents or natural phenomena and so forth. The GM can decide what these are and when they're undertaken.

### **Feast**

The feast can be as small or great a feast as the DM cares to allow and can celebrate just about anything within the faith. Feasts should be one of the most common sorts of celebrations within the faith, and a great feast is a convenient place to introduce all sorts of adventure elements (challenges from enemies, assassination attempts, mysterious clues left in the soup, etc).

### **Funeral**

Interment of the dead is also a common ceremony. Note that funerals don't have to be solemn affairs; all this depends on what the culture thinks happens to the departed spirit and how the culture feels about it. The funeral could be a time of mourning, a cheerful celebration of the departed person's life, a drinking-binge so that the mourners can forget their grief, and so on. In any case the ceremony can have several parts. There is the Wake which takes place before the funeral where participants sit overnight with the body, exchange stories of the dead person's deeds, and protect the body from violation at the

hands of evil spirits who might try to inhabit and reanimate it or to steal the not-yet-departed soul.

There is the Farewell where the participants speak to the corpse of the departed and wish him well on his voyage; often they present him with small gifts and tokens of their friendship. There is the Interment where the body is laid to rest usually with the presents and a variety of the person's belongings. There is the Commemoration where the mourners exchange stories of the dead person; this could be a very solemn or a very merry event. In any case it's likely to accompany a feast for the weary, hungry mourners and participants.

### **Guidance**

In most civilizations, Missionaries are supposed to act as counsellors to everyone in need of advice (this is one reason that Wisdom is a prime requisite). Therefore the priest character should not be surprised when he finds NPCs seeking him out and consulting him on troubling moral and ethical problems. These are good role-playing opportunities; they are often leads to specific adventures and with especially knotty problems they can be difficult puzzles for the players to solve all without using their swords and maces. Often Missionaries are posted to specific noble leaders in order to be their personal advisors. Naturally this is only done when those noble leaders desire it, are willing to allow it, or because of the priesthood's political strength cannot afford to refuse it.

### **Marriage**

In many human cultures only the priest can perform marriages so the GM may wish for this to be a duty of Missionaries in his campaign. The GM will need to decide for his campaign whether or not marriages require the ministrations of Missionaries and might make a different choice for each sentient races.

### **Missions**

The duties of priesthood often involve going on missions important to the welfare of the god or the priesthood in general. One of the most common missions involves going somewhere and trying to convert the local population to worship of the priest's god. Usually this involves religious education and what amount to social services; sometimes it involves conquering that culture and ruthlessly suppressing all signs of its old religion.

Other more exciting missions can involve recovery of artifacts, transportation of persons or goods (such as temple money) through dangerous territory, interpretation of phenomena in distant places, and holy war with the followers of another god. It's important for the GM to remember that the god himself isn't the only one who sends Missionaries out on missions. For most missions it's the upper ranks of the priesthood who do the assigning and Missionaries are supposed to follow the orders of their superiors.

### **Mysteries**

These are involved ceremonies which usually celebrate gods of nature or rebirth. Celebrated annually or semi-annually they tend to have several elements and can go on

for a full day or more not counting the rituals which precede the actual celebration of the mysteries. Usually the pattern is something like this: in the days before the actual celebration the participants go through purification. These rituals of purification involve fasting, ritual baths, and abstinence from physical pleasures. On the day of the celebration the participants dress in clothing appropriate to the ceremony usually in featureless clothing of white (or a colour preferred by the god), usually barefoot. They assemble at the temple of the god, and perform the oath-taking. A high priest administers the oath, where every participant swears that he will keep what he has seen a secret and never discuss it with one who is not also an initiate into the mysteries. The participant swears in the god's name and could suffer the god's punishment if he breaks his oath.

Next there is the procession. All the Missionaries and participants proceed in a parade to a site that is holy to the god. This is often a cavern or a very secluded glade because there it is possible to keep the celebration hidden from the eyes of non initiates. The procession is led by ranking Missionaries followed by lesser Missionaries in charge of sacrifices, followed by musicians who play during the procession. Then come priestesses who carry small caskets (or draw carts bearing those caskets); the caskets contain artifacts sacred to the god (these artifacts aren't necessarily or even usually powerful magical items desired by greedy adventurers.

They're more ordinary items: The rock sacred to the god, the fossilized stone showing the god's footprint, the bone from the feast in which the god participated, the statue the god himself blessed, the cast-off weapon used by the god in some famous event and so on.) Then there are more functionary Missionaries in charge of the upcoming feast, Missionaries who lead sacrificial animals (if sacrifice is a part of this culture's worship), and Missionaries who act as sergeants-at-arms (they carry non lethal weapons such as staves and use them to keep the disorderly orderly). Finally the faithful (non-priest) followers come. Once the procession reaches the sacred site there may be a sacred meal. Sacrificial animals will be sacrificed and cooked and then the feast eaten. The character of the meal depends on the character of the god. The sacred meal ends after nightfall.

Then, the three most important elements of the mysteries begin. They all take place at night. First is the recitation a series of songs or chants concerning the god, his deeds, his promises to the faithful, his demands on the faithful. The recitation sets the mood for the rest of the ceremonies; the listening followers are supposed to be reverential at least and the Missionaries with the staves are still around to keep order and quell (or get rid of) troublemakers. Second there is the display. The sacred objects carried in those caskets are displayed for the faithful.

Since they actually are magical objects sacred to the god, they tend to inspire the faithful with the essence of the god. Third there is the performance. Missionaries trained as actors perform a play which commemorates the most famous of the god's stories especially the one which most closely deals with the god's demands on and relations with his worshippers. Regardless of the quality of this play, it is performed at the end of a lengthy process of worship where the followers are exposed to many powerful forces of the faith and the onlookers are all elevated to a state of rapture during the performance.

At the end there is the rebirth. Once the performance has ceased the lights are doused and the faithful are led in pitch darkness from the area where the play was performed. Once they arrive at the point of departure where the procession home will begin the torches or lamps are again lit and among the faithful this journey in darkness is much like being born again.

### **Prayer**

Prayer is one of the most common of rituals; it involves asking the blessing of the god, often through the recital of an ancient or famous prayer or part of a holy text. Note that not all cultures demand that prayer be performed from a kneeling position or a pose of obsequience.

### **Purification**

When a person comes in contact with some contamination (a taboo substance) he must be purified. In some cultures whenever a person has killed another honourably though he is not considered to have sinned he must be purified of the killing. This ceremony involves a ritual bathing or washing of the hands (or other contaminated part) under the supervision of a priest who invokes the god's blessing during the washing.

### **Sacrifice**

In some cultures animals are sacrificed to the glory of the god. One god may demand that the whole animal be destroyed; another will demand that the animal be killed for it and some part of it destroyed for him, but that the rest of the beast can be used as the worshippers see fit. Obviously human sacrifice is something demanded only by the most evil or unsympathetic of gods.

### **Vigilance**

Missionaries have to be vigilant against powers or elements which threaten their faith or their followers. These powers and elements don't usually take the direct approach, such as attacks by armies or monsters. The priest needs to be vigilant against more subtle intrusions including:

The Agent Provocateur - This is someone who falsely joins the priesthood, spends a long time becoming a trusted member or even a leader of it, and then persuades members of the faith to perform actions which will get the faith into trouble. For example, in times when the priesthood is in conflict with another faith, the Agent Provocateur might encourage outright war with that faith. When a conflict with the local rulers could be sorted out by calm diplomacy, the Agent Provocateur will instead recommend or issue ultimatums and demands. And naturally the Agent will keep his true masters apprised of the priesthood's secret movements and activities at all times.

Corruption in Specific Orders - Sometimes Missionaries go bad and use the priesthood for their own gain. In addition to methods mentioned above they may also secretly defy requirements of their priesthood, steal temple funds, use their duties of guidance to influence others to profit these Missionaries, etc. No such corruption goes unnoticed

forever, but the unwillingness of people to believe that they've put their faith in crooks and thieves can ensure that this corruption can go on for a long, long time.

Libels - At times members of rival priesthods will persuade their followers that other priesthods perform acts which are profane and evil. In a culture where religious prejudice is a strong factor, this is often easy to do. For instance it might prove simple to convince one's flock that the Missionaries of a more despised faith are kidnapping young women to serve as unwilling temple concubines then killing them. It's especially easy to do when the libeller secretly arranges for the kidnapping and murder of several young women in his own faith.

When this sort of thing goes on it's vital that the Missionaries of the accused faith prove the truth. They can't do it just by giving local authorities a tour of their temple to show there are no unwilling concubines here and even if they do a particularly clever enemy will have concealed the body of one of the kidnapped girls there for the authorities to find. It requires capture of the killers and demonstration that they were serving someone else all of which is a good basis for a priest oriented adventure. This is also a good way to establish that an NPC priest is a hero of his faith if he in the past has thwarted such situations.

## Occultist

The occultist dedicates himself to the study of the unexplained. They may be avowed mystics who seek supernatural truths, fascinated by the arcane and unknown in the world. They have an ear for strange rumours and they live to investigate mysteries. They often possess unusual information, a rare artifact, or an extraordinary ability that makes them invaluable. Occultists investigate arcane or weird events — hauntings, murder by black magic, the presence and activities of monsters, invasions of the Earth by Elder Horrors From Beyond, and so on — with the intent of uncovering and eliminating the occult threat.

### Step 1: Attributes

Roll attributes as normal but raise INT to at least 15, or if already 15 or over add +1. Hit points = CON +4, +4 per level.

### Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Investigate  
Knowledge Demons  
Knowledge Geomancy  
Knowledge Monsters  
Knowledge Mythology  
Knowledge Undead

### Step 3: Abilities

Occultists start with the following free;

**Sense Supernatural** - The character gets a tingling feeling whenever a supernatural being or entity enters his line of sight. This includes spirits and races like the Fey and any mystical character classes, even spellcasters. However he won't know exactly what type of supernatural they are.

The character gains 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Ability	Cost	Notes
Contacts	5	The player may have 1 contact per 5 CHA within various agencies dedicated to the supernatural and possibly even some Fey. The player should determine this with the GM. Add an equal amount of contacts each time rebought.
Eidetic Memory	5	The character has a photographic memory and is able to recall scenes, faces and sensations with utmost clarity. The game master should provide the player with information that the character would know, no matter how small or seemingly insignificant (i.e. a police officer's badge number, the tones of a phone number dialed, etc.). The character also receives a bonus of +1 to any skill where memorizing facts is useful; most scholastic skills fall in this category. Furthermore, any tasks that rely on memory also receive a +1 bonus to effect. Note that an eidetic memory is not supernatural in nature, and so does not negate memory loss or amnesia resulting from magic or destruction of the Illusion.
Familiar Link	10	The character has someone gotten a familiar. He is permanently psionically linked with a companion of his choice, traditionally it is a small animal. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.
Famous	5+	Some characters are so well known that this actually becomes an advantage. For game purposes Famous affects the reaction rolls made by NPCs. The details of the player's fame are entirely up to him; he can be known for bravery, movies, ferocity, eating green snakes, or whatever. If he has fame either his name or face will be enough to trigger a fame roll to see if the people he meets have heard of him. Roll once for each person he meets. For a large group the GM may roll more than once if he likes. Costs 5 points to be recognized 25% of the time, 10 points at 50% and 15 points at 75%.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Immune to Afflictions	10	The character has antibodies which prevent supernatural afflictions of any type from working on him. This includes lycanthropy, vampirism, diseases, zombies or any other form of mystical transformation.
Immune to Supernatural Fear	5	Supernatural Fear is any enhancement of an already grisly sight. The normal saving throws don't apply as this won't work, this however is totally separate to any Trauma saving throws from seeing something repulsive.
Presence	5	The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation, even by the supernatural.
San Bonus	5	+1 to Sanity rolls.
Spellcast	10	The cost is for learning from each sphere of magic. However he must actually begin employing magic before his mana can increase. If this is not pursued then the power remains latent and untapped. Choose no spells at the start. They must be learnt over time either from books, others or through other means. However the advantage is that he can learn any spell from any school. Occultists can tap into the world's natural mana at a rate of INT + WIS x2. Mana is recovered at a rate of 10 per hour if remain active (but not using magic) and 20 per hour if asleep.
Will Bonus	5	+1 to Willpower rolls

## Sage

Rather than casting spells directly on a character Sages instead infuse magic into scrolls, walls, floors or objects via the use of written letters, runes, wards, symbols and circles. These can be done by an enchanted stylus using brush strokes, engraving or chiselling.

### Step 1: Attributes

Roll attributes as normal but raise INT to at least 15, or if already 15 or over add +1. Hit points = CON +4, +4 per level.

### Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Cryptography

Engrave

Forgery

Knowledge Artifacts

Knowledge Geomancy

Knowledge Magic

### Step 3: Abilities

Sages gain all the following free;

**Spellcast** - The first sphere of magic the sage learns from is free and must be from Caligramancy, each subsequent sphere costs 5 points. The spells can come from any sphere except Divine. He starts with one spell per INT point over 11, and can learn an equal amount per level. Thus INT 13 = 2 spells +2 per level. Magicians can tap into the world's natural mana at a rate of INT + WIS x2. Mana is recovered at a rate of 5 per hour if remain active (but not using magic) and 10 per hour if asleep. +5 Mana at levels 3, 6, 9, 12, 15, and 18.

Additionally Sages start with 30 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Bibliomancy	5	This is a special ability which allows the Sage to instantly find the information he needs from a book. All he need do is pick up the book, concentrate for a minute on what it is he is looking for, then drop the book. It will then fall open on the exact page which has the information he is looking for.
Contact	5	The player may have 1 contact per 5 CHA and this may be in any country. The player should determine this with the GM. Add an equal amount of contacts each time rebought. It should be someone book related like a head librarian or rare book shop opener or museum curator.
Create Scroll	5	The ability to impart a spell onto a scroll (including tablets, cloth, paper or any other written media) which can then be read out by anyone. A scroll is a spell (or collection of spells) that has been stored in written form. A spell on a scroll can be used only once. The writing vanishes from the scroll when the spell is activated. Using a scroll is basically like casting a spell. The character must have prepared the spell to be scribed, the act of writing triggers it making it unavailable for casting until finished. Time required is (one day minus one hour per INT over 12) multiplied by (the amount of enchantments + the amount of mana). Mana cost is 10 + the cost of each spell or enchantment.
Create Stylus	5	This is the special ability to create a magical pen to write magic words, wards, circles, symbols, numbers, music and drawings. It can write underwater and is unaffected by gravity, pressure or other conditions in atmospheres. It will mark any object. It is used as a focus to directly transfer the Sage's mana onto the object he is scribing on.
Create Tarot	5	The tarot is typically a set of seventy eight cards, comprising twenty one trump cards, one fool, and four suits of fourteen cards each. Each card has a different symbolic meaning and together they are used for fortune telling. The Sage has the ability to magically inscribe cards for use by others for divination. While there is a standard suit of cards



Ability	Cost	Notes
Eidetic Memory	5	<p>used he may of course use different images on the cards, tailoring them to suit each client.</p> <p>The character has a photographic memory and is able to recall scenes, faces and sensations with utmost clarity. The game master should provide the player with information that the character would know, no matter how small or seemingly insignificant (i.e. a police officer's badge number, the tones of a phone number dialed, etc.). The character also receives a bonus of +1 to any skill where memorizing facts is useful; most scholastic skills fall in this category. Furthermore, any tasks that rely on memory also receive a +1 bonus to effect. Note that an eidetic memory is not supernatural in nature, and so does not negate memory loss or amnesia resulting from magic or destruction of the Illusion.</p>
Familiar Link	10	<p>The Sage may summon and permanently psionically link with a companion of the character's choice, traditionally it is a small animal. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.</p>
Famous	5+	<p>Some characters are so well known that this actually becomes an advantage. For game purposes Famous affects the reaction rolls made by NPCs. The details of the player's fame are entirely up to him; he can be known for bravery, movies, ferocity, eating green snakes, or whatever. If he has fame either his name or face will be enough to trigger a fame roll to see if the people he meets have heard of him. Roll once for each person he meets. For a large group the GM may roll more than once if he likes. Costs 5 points to be recognized 25% of the time, 10 points at 50% and 15 points at 75%.</p>
Psychography	5	<p>Psychography is a technique for channelling written messages from a spirit. There are 4 different levels for this and the character must pick which level he is when he first takes this ability. There is no real difference ability wise, but it may make the character more vulnerable to possession.</p> <p>Level 1 - A spirit may take control of the character's arm and writes independently from his awareness.</p> <p>Level 2 - The character keeps relative control of his limb, but still feels a foreign influence on its movement. Unlike level one he knows all that is being written and can stop to rest or to turn the page whenever he sees fit.</p>

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		<p>Level 3 - A spirit may communicate with the character's subconscious resulting in him writing what is on his mind, though it is something different from what he would normally think. Sentences come formed, but he can amend them with richer vocabulary or a better syntax before writing them down. This is the most common type, but is less reliable and is usually marred by the interference of the Sage's conscience.</p> <p>Level 4 - The least intrusive level allows the character to receive vague notions in his mind which writes in his own words. This type of psychography is very difficult to tell apart from the regular thinking process especially in people with a literary talent.</p>
True Sight	10	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.

## Stage Magician

Clad in the familiar black tuxedo and top hat, the Stage Magician is a charming master of illusions. Most of his skill is in fooling people using slight-of-hand and cheap parlour tricks. The real magic, the magic few see, is even more breathtaking. 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.

### Step 1: Attributes

Roll attributes as normal but raise INT to at least 15, or if already 15 or over add +1. Hit points = CON +4, +4 per level.

### Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Fast Talk

Juggle

Knowledge Magic

Sleight of Hand

Ventriloquism

Weapon, Cape

### Step 3: Abilities

Magicians gain all the following free;

**Spellcast** - The first sphere of magic the magician learns from is free and must be from Illusion, each subsequent sphere costs 5 points. The spells can come from Illusion,

Mirror, Common and Psionic. He starts with one spell per INT point over 11, and can learn an equal amount per level. Thus INT 13 = 2 spells +2 per level. Magicians can tap into the world's natural mana at a rate of INT + WIS x2. Mana is recovered at a rate of 5 per hour if remain active (but not using magic) and 10 per hour if asleep. +5 Mana at levels 3, 6, 9, 12, 15, and 18.

Additionally Magicians start with 50 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

Ability	Cost	Notes
Astralwalk	10	The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925 x108 metres per second. He can remain in the astral plane for 1 minute per WIS, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.
Distortion	10	This power allows the Illusionist to dodge attacks by being elsewhere than he appears to be. In game terms he becomes invisible and projects the image a few inches away.
Familiar Link	10	The Magician may summon and permanently psionically link with a companion of the character's choice, traditionally it is a small animal. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.
Famous	5+	Some characters are so well known that this actually becomes an advantage. For game purposes Famous affects the reaction rolls made by NPCs. The details of the player's fame are entirely up to him; he can be known for bravery, movies, ferocity, eating green snakes, or whatever. If he has fame either his name or face will be enough to trigger a fame roll to see if the people he meets have heard of him. Roll once for each person he meets. For a large group the GM may roll more than once if he likes. Costs 5 points to be recognized 25% of the time, 10 points at 50% and 15 points at 75%.
HP Bonus	10	CON +6 HP instead of 4, +6 per level.
Hypnosis	5	This mental ability allows characters to perform a limited form of mind control. He can implant an idea into a victim's head (eg, I'm your friend, you're sleepy, etc) but only outside of combat. He can also cause a victim to speak what he is actually thinking. And finally he can implant a post-hypnotic suggestion which the victim may save against once per command. If the command is something abhorrent to victim then gain +2 to save. All of these require eye contact and speech for it to work.
San Bonus	5	+1 Sanity save.

Ability	Cost	Notes
Save Bonus	10	This is the cost for each additional +1 added to the character's spell save.
True Sight	5	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.
Will Bonus	5	+1 Willpower.

### Stage Magician Illusions

The stage magician has the ability to make complex illusions including the following:

**Levitation;** The magician "puts his assistant into a trance" and then floats her up and into the air, passing a ring around her body to show that there are 'no wires' supporting her. A close-up artist wads up your dollar bill, and then floats it in the air. A playing card hovers over a deck of cards. A penny on an open palm rises onto its edge on command. A scarf dances in a sealed bottle. Levitations are illusions where the conjurer magically raises something -- possibly including the magician him or herself -- into the air.

**Penetration;** In which one solid object passes through another. The magician links two apparently solid steel rings, or the cup and balls trick in which the foam balls appear to pass through the cup are penetration illusions.

**Production;** The magician pulls a rabbit from an empty hat, appears in a puff of smoke on an empty stage -- producing something from nothing.

**Restoration;** A rope is cut into two pieces, the two pieces are tied together, the knot vanishes leaving one piece of rope. A newspaper is torn to bits. The magician rubs the pieces together and the newspaper becomes whole. A woman is sawn into two separate parts and then magically rejoined. A card is torn in fourths and then restored piece by piece to a normal state. Restorations put something back into the state it once was.

**Teleportation;** A teleportation transfers an object from one place to another. A coin vanishes then later finds it inside a tightly bound bag, which is inside a box that is tied shut, inside another box, which is in a locked box... all of which were across the stage. The magician locks his assistant in a cage, then locks himself in another. Both cages are uncovered and the pair have magically exchanged places.

**Transformation;** The magician has a volunteer "pick a card, any card" from a deck, and with a flourish, shows the card: "Is this your card?" -- it is not the card, and the magician tells the volunteer, "here, hold it for a second", handing them the card and then picking card after card from the deck, none of which is the card the volunteer picked. The magician says, "will you look at that first card again?" -- whereupon the volunteer finds it has magically become his card.

**Vanishing;** The character places a dove in a cage, claps his hands and the bird vanishes. He stuffs a silk into his fist and opens his hands revealing nothing.

## Wizard

Though he is also concerned with combating malignant forces, the Wizard isn't quite as flashy as the Mage. This magic uses brute force magic to hinder or destroy his enemies.

### Step 1: Attributes

Roll attributes as normal but raise INT to at least 15, or if already 15 or over add +1. Hit points = CON +4, +4 per level.

### Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Alertness

Fast Cast

Knowledge Artifacts

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

### Step 3: Abilities

Wizards gain all the following free;

**Spellcast** - The first sphere of magic the mage learns from is free and must be Combatic, each subsequent sphere costs 5 points. The spells can come from Combatic, Transmutanic, Common and Chaotic. He starts with one spell per INT point over 11, and can learn an equal amount per level. Thus INT 13 = 2 spells +2 per level. The spells can come from any sphere of magic (that he has bought) and in any combination (except Divine).

This is one of the few magic users who can learn nearly any spell. Mages can tap into the world's natural mana at a rate of INT + WIS x2. Mana is recovered at a rate of 5 per hour if remain active (but not using magic) and 10 per hour if asleep. +5 Mana at levels 3, 6, 9, 12, 15, and 18.

Additionally Wizards start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Astralwalk	10	The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at $2.997925 \times 10^8$ metres per second. He can remain in the astral plane for 1 minute per WIS, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.
Attribute Bonus	5	Can focus mana into either STR, DEX, CON or MR at a rate of 2 mana for every attribute point raised. This lasts for 1 round per WIS.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Damage Bonus	5	+1 or +25% damage to every spell from one sphere of magic each time bought (whichever is highest). Must be rebought for each additional sphere.
Danger Alarm	5	This power automatically warns the character about impending danger. It actively gives him a sense of imminent danger with a warning time of 1 minute per 5 WIS, +1 minute per level. Will know direction and threat level. +1 to Perception.
Heightened Senses	5	The Wizard can at will double the normal range of his sight or hearing for 1 round per WIS.
HP Bonus	5	CON +10 HP instead of 8, +10 per level.
San Save Bonus	5	+1 Sanity save.
Spell Save Bonus	5	+1 Spell save.
True Sight	10	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.
Will Bonus	5	+1 Willpower.

## Wu-Jen

Magic users of the orient, Wu-Jen are practitioners of Elemental magic, and are frequently called on to ward off evil spirits, locking or binding them up.

### Step 1: Attributes

Roll attributes as normal but raise INT to at least 15, or if already 15 or over add +1. Hit points = CON +4, +4 per level.

### Step 2: Skills

Choose skills in the normal manner but also gain the following free ones;

Knowledge Artifacts

Knowledge Demons

Knowledge Geomancy

Knowledge Magic

Knowledge Philosophy

Knowledge Undead

### Step 3: Abilities

Wu-Jen gain all the following free;

**Spellcast** - The first sphere of magic the magician learns from is free and must be from 1 Elemental sphere, each subsequent sphere costs 5 points. The spells can come from any Elemental sphere. He starts with one spell per INT point over 11, and can learn an equal amount per level. Thus INT 13 = 2 spells +2 per level. Magicians can tap into the world's natural mana at a rate of INT + WIS x2. Mana is recovered at a rate of 5 per hour if

remain active (but not using magic) and 10 per hour if asleep. +5 Mana at levels 3, 6, 9, 12, 15, and 18.

A Wu-Jen can sense his elemental sign within a WIS x10 metre radius, +10 metres per level. Air can sense weather conditions, Earth can detect mineral types, Water can detect liquid types and Fire can sense well, fire. He can also detect any elemental magic cast within his radius and what sign type it is.

Additionally Wu-Jen start with 50 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Astralwalk	5	The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at $2.997925 \times 10^8$ metres per second. He can remain in the astral plane for 1 minute per WIS, +1 minute per level. While in this form he can still use all his abilities and cast any of his spells.
Elemental Assistance	5	A Wu-Jen may ask an elemental to help them accomplish a specific task (politely, mind you) and if they feel like helping or feel that your goal is worthy, they might. The best route is to try to earn their favour and stay on their good side. And remember just because they don't help you one time, it doesn't mean they won't the next. They have a very strong sense of justice, propriety, and right and wrong. Explain your goals very clearly and honestly. You can't deceive them, and it would be dangerous to try. Can try to summon 1 elemental at a time. It will then remain for as long as it feels like (GM's decision). A side effect of this ability is that Elementals regardless of their type will never attack a Wu-Jen unless first attacked by him.
Familiar Link	5	The Wu-Jen may summon and permanently psionically link with a companion of the character's choice, traditionally it is a small animal. At any point he may see through the familiar's eyes, smell through its nose, hear with its ears, taste with its mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact.
HP Bonus	5	CON +6 HP instead of 4, +6 per level.
Meditate	5	Once per day per 5 INT per level the Mage can meditate for one hour and recover all his mana.
San Save Bonus	5	+1 Sanity save.
Spell Save Bonus	5	+1 Spell save.
Spirit Companion	5	The Wu-Jen is psychically linked to an otherworldly spirit and it is through this Spirit Companion that the psychic is

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		able to communicate with other spirits and get information. The Spirit Companion is a ghost of someone who lived in the past. It may be a deceased loved one, friend or relative, or the spirit of someone completely unrelated and previously unknown to the psychic. Ancestral spirits are said to guard over and help their descendants. In all cases, regardless of the Spirit Guide's origin or age, it is benevolent and friendly, come to help the psychic, and represents the character's conduit to the past and other spirits. The companion will warn him of any nearby spirits or supernatural lifeforms and warns the character about impending danger.
True Sight	5	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.
Will Bonus	5	+1 Willpower.

## **Super Science**

### The Gifted Scientist

Master of gizmos, the Gifted Scientist is intrigued by the complexities of metal and electricity. He is a master of “Weird Science”, an advanced level of mechanics and electronics that allows him to create devices well beyond the everyday capacities of the Pulp Era. Not happy just being in the workshop, these characters want to get out and field-test their inventions under real world conditions. Somewhat unkempt in appearance and too busy to worry about unimportant things, they more than make up for their lack of social decorum through the brilliance of their inventions.

#### Step 1: Attributes

Roll attributes as normal but INT is +6 and WIS is +4. A DEX of at least 14 is desirable. Hit points = CON +4, +4 per level.

#### Step 2: Skills

This character is a natural scholar and was a genius at University. Any course can be done within half the normal time and always gain +1 in any skill that he takes. Skills are chosen in the normal manner but also gain the following free ones;

Engineer Electrical  
 Engineer Mechanical  
 Engineer Weapon  
 Science Mathematics  
 Science Medicine  
 Science Physics



### Step 3: Abilities

Scientists start with the following abilities free;

**Gifted Genius** - The character is a master of a variety of sciences, from biology to physics. His work stands far ahead of the efforts of other researchers, allowing him to possibly produce gadgets, machines, and computers more advanced than any in the real world. When he embarks on a mission, he always has a number of completed tools on hand that could prove useful. He can produce high tech items exceeding the level of technology of the GM's campaign.

Scientists have four different areas they can specialize in. In each case they can build, repair, custom modify and design the item the ability applies to. Weapons can have their damage and range increased up to +50%, and HPs, AC and speed increased up to +50% prior to attaching any armour. Choose one of the following special abilities;

**Fabrication** - This character specializes in creating super headquarters. He can increase a building's strength, resources and any fortifications. For creation rules use the headquarters section.

Bonus free skills: Knowledge Architecture, Engineer Civil, Engineer Structural and Fortifications.

**Medicine** - This character specializes in healing the body. He modify existing drugs as well as design and create new ones. He is fully familiar with common medical and recreational drugs, drug interactions, dosages, the use/distribution of drugs, their effects on the human body, and other biological applications.

Bonus free skills: Science Chemistry, Science Biology, Science Botany and Science Zoology.

**Vehicles** - This character specializes in creating fantastic vehicles. He can build, repair and modify any vehicle he has a skill in to increase its speed, range and armour.

Bonus free skills: Technical Aircraft Mechanics, Technical Auto/Bike/Truck Mechanics, Technical Rail Mechanics and Technical Seacraft Mechanics.

**Weapons** - This character specializes in creating destructive armaments and protection from them. He can increase the damage of any weapon or ammunition by an additional +1 and increase the range of any weapon by an additional +50%. He can also increase the AC of any armour by an additional 1, the bonuses can be added at any time.

Bonus free skills: Bowyer, Armourer, Weaponsmith and Demolitions.

Additionally Scientists start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Additional Specialty	10	This buys the character another Scientist specialty.
Eidetic Memory	5	The character has a photographic memory and is able to recall scenes, faces and sensations with utmost clarity. The game master should provide the player with information that the character would know, no matter how small or

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		seemingly insignificant (i.e. a police officer's badge number, the tones of a phone number dialed, etc.). The character also receives a bonus of +1 to any skill where memorizing facts is useful; most scholastic skills fall in this category. Furthermore, any tasks that rely on memory also receive a +1 bonus to effect. Note that an eidetic memory is not supernatural in nature, and so does not negate memory loss or amnesia resulting from magic or destruction of the Illusion.
Followers	10	The character can have one assistant per 5 CHA.
Intuitive	5	The character has a chance of understanding any equipment or blueprints he comes across. The chance is equal to rolling under his WIS, +2 if its in an area of his specialty.
HP Bonus	10	CON +6 HP instead of 4, +6 per level.
Keen Eye	5	The character can figure out exactly how much strain/load or damage any given object can take with impressive precision. He can also detect any potential weak points in an object.
Mathematician	5	The character can perform basic and extended math in mere seconds in his head, allowing him to do math without pen and paper or a slide ruler. +4 on any maths rolls.
Micronization Expert	5	The hero can remake anything that exists to a reduced size while retaining all of it's functions. With this talent the character can reduce items to 10% of their original size without loosing any of their initial performance. Anything from modified cell phones and strap on gizmos to super powerful microscopes built into a pair of goggles.
Unbelievable	5	The Scientist can temporarily repair an item with just whatever he finds lying around. Theres a strong element of luck with this ability. Once he has finished using the item though it is useless until it can be repaired properly.
Wealth	5+	This character has available a much greater amount of wealth than normal, whether via a trust fund, investments or simply family. This represents how much cash he can access every week. Costs 5 points for x5 the average savings, 10 points for x20, 15 points for x50, and 20 points for x100.

## **Trained**

### **Ace Aviator**

The daredevil barnstormer, capable of astounding feats of flying skill, and probably the owner of own plane or flying boat. If it flies, he can fly it. Hot-air balloons, airships, biplanes, autogyros, --he's piloted them all. Airplanes are still a fairly new concept. Most

people have never actually seen one. Many adventurers raise some money, build a plane and put on shows to exhibit their skills. Some race their planes, while others do stunt shows.

### Step 1: Attributes

Roll attributes as normal but +2 to DEX. Hit points = CON +6, +6 per level.

### Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Navigation

Orienteering

Pilot Airship

Pilot Balloon

Pilot Fixed Wing Propeller

Technical Aircraft Mechanics

### Step 3: Abilities

Aces start with the following free;

**Talented** - While piloting an aircraft the plane can go 10% faster the weapons systems are +2 to Thac0, and are +2 to evasive flying. He also knows planes so well he can recognise each one instantly (unless it is a brand new never before publicly seen model). Finally he can figure out exactly how much strain/load an aircraft can carry with impressive precision. He can also determine how much more damage his plane can withstand before it is useless.

The character gains 25 Points to spend on any of the following abilities. As he earns more experience he may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Absolute Direction	5	The character always knows which way is planetary north.
Acceleration Tolerance	5	This is the ability to withstand the sudden high-G forces of extreme acceleration for short periods. It is most useful for atmospheric and space fighter pilots where it can sometimes be possible (for instance) to dodge a missile. This advantage gives a +1 on any roll to avoid the effects of acceleration and G forces. Costs 5 points per +1 bought.
Ally	5+	Allies can be comrades, sidekicks, or lifelong friends from various walks of life. Many times a character will make allies in a games session, but most of them are acquaintances, with their own agendas, goals, and motivations, which may not be the same as the players. Allies are more than just an acquaintance or a contact. Allies are wholly reliable and someone a character can trust, they are a friend. They can be of great use providing emergency funds, information, equipment, or support and help in times of need. An ally will travel with the character, fight back to back, and may even give his or her life for the

Ability	Cost	Notes
		<p>character. The player should explain how the character gained such a dedicated friend. Allies do have lives of their own. Allies do not follow the character around waiting on them hand and foot. The more powerful the ally the busier they are. An ally can be created just like a player character. They can have advantages totalling no more than points, or one disadvantage of any value. In selecting skills, it is important to remember than often the ally comes from the same background or profession as the character. The ally is a NPC and should be played as such. While allies are usually agreeable on the opinions or suggestions of the player they are not puppets. They may disagree or may try to persuade the character from a plan that seems foolish to them. He may even refuse to cooperate. An ally may even cause problems for the player picking fights, landing in jail, insulting high status people. But of course an ally will try to bail him out if the player makes similar mistakes. A player will receive a negative reaction for betraying an ally. If continued the player will lose the ally and will have to spend the initial amount of points and a resolving adventure to get the ally back or a new one to take its place. If the ally dies on its own, then the character may slowly develop another ally without the cost of any points. The Ally may earn experience but it will be up to the GM to give the ally his experience not the player. Costs 5 points to buy the Ally + however much else to buy his abilities, powers, magic, etc. Just like creating a player character.</p>
Contact	5	The player may have 1 contact per 5 CHA and this may be in any country. The player should determine this with the GM. Add an equal amount of contacts each time rebought.
Famous	5+	Some characters are so well known that this actually becomes an advantage. For game purposes Famous affects the reaction rolls made by NPCs. The details of the player's fame are entirely up to him; he can be known for bravery, movies, ferocity, eating green snakes, or whatever. If he has fame either his name or face will be enough to trigger a fame roll to see if the people he meets have heard of him. Roll once for each person he meets. For a large group the GM may roll more than once if he likes. Costs 5 points to be recognized 25% of the time, 10 points at 50% and 15 points at 75%.
Favour	5+	The player saved someone's life, kept silent at the right time, or otherwise did someone a good turn. Now he owes him one. Think of a Favour as a one-shot version of the Ally, Patron, or Contact advantages. You have one of these

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		for one time only for each time you buy the advantage. A minor favour could be a warning or helpful information, a major favour altering someone's records, and an extreme favour joining the player in a dangerous combat situation. Costs 5 points per minor favour, 10 points per major favour and 15 points per extreme favour.
Fearless	5	No fear. The character is not afraid of anything. This leads him to often act foolhardy. Treat this at extreme level.
Presence	5	The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.
Resist Cold	5	The character is able to withstand extremes of cold, possibly due to the environment in which he grew up. Characters with this advantage take half normal losses from extreme temperatures and gain +1 on any saves.
Wealth	5+	This character has available a much greater amount of wealth than normal, whether via a trust fund, investments or simply family. This represents how much cash he can access every week. Costs 5 points for x5 the average savings, 10 points for x20, 15 points for x50, and 20 points for x100.

## Archaeologist

While the more academically-inclined Archaeologists are to be found in a library, laboratory, or behind a large desk in the museum, this character is more likely to be found in the jungles of Africa looking for King Solomon's Mine. In this dangerous role, they may have to use their brawn as well as their guile to advance their studies. Unfortunately, the local authorities in most countries don't see them as heroes rescuing lost artifacts, but rather consider them grave robbers and rabble-rousers.

They are intrepid pioneers, unearthing the secrets of the unexplored regions of darkest Africa, the teeming jungles of South America, and the mysterious East. Archaeologists brave the unknown, searching for treasure, seeking ancient knowledge or questing to see what lies over the horizon. He is the one others turn to when they find themselves lost or in search of new wonders — whether on the plain of the Serengeti, high in the Andes, deep beneath the surface of the Earth, or places more remote still.

### Step 1: Attributes

Roll attributes as normal. Hit points = CON +6, +6 per level.

### Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Knowledge Ancient History

Knowledge Artifacts

Knowledge Mythology  
 Knowledge Religion  
 Science Anthropology  
 Science Archaeology

### Step 3: Abilities

Archaeologists start with the following free;

**Artifact Specialist** - This goes beyond the Knowledge Artifact skill and allows the character a chance at understanding and using any magical artifact he comes across. His ability to decipher and use it is equal to rolling under his WIS +2.

Additionally Archaeologists start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Ally	5+	See the Ace Aviator for information on Allies.
Ancient Language	5	This is more of a skill package which gives the character the knowledge to decipher and read 1 ancient language per 2 INT that he has. Plus an additional 1 language per 2 INT each time rebought.
Contact	5	The player may have 1 contact per 5 CHA and this may be in any country. The player should determine this with the GM. Add an equal amount of contacts each time rebought.
Eidetic Memory	5	The character has a photographic memory and is able to recall scenes, faces and sensations with utmost clarity. The game master should provide the player with information that the character would know, no matter how small or seemingly insignificant (i.e. a police officer's badge number, the tones of a phone number dialed, etc.). The character also receives a bonus of +1 to any skill where memorizing facts is useful; most scholastic skills fall in this category. Furthermore, any tasks that rely on memory also receive a +1 bonus to effect. Note that an eidetic memory is not supernatural in nature, and so does not negate memory loss or amnesia resulting from magic or destruction of the Illusion.
Famous	5+	Some characters are so well known that this actually becomes an advantage. For game purposes Famous affects the reaction rolls made by NPCs. The details of the player's fame are entirely up to him; he can be known for bravery, movies, ferocity, eating green snakes, or whatever. If he has fame either his name or face will be enough to trigger a fame roll to see if the people he meets have heard of him. Roll once for each person he meets. For a large group the GM may roll more than once if he likes. Costs 5 points to be recognised 25% of the time, 10 points at 50% and 15 points at 75%.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Favour	5+	The player saved someone's life, kept silent at the right time, or otherwise did someone a good turn. Now he owes him one. Think of a Favour as a one-shot version of the Ally, Patron, or Contact advantages. You have one of these for one time only for each time you buy the advantage. A minor favour could be a warning or helpful information, a major favour altering someone's records, and an extreme favour joining the player in a dangerous combat situation. Costs 5 points per minor favour, 10 points per major favour and 15 points per extreme favour.
Fearless	5	No fear. The character is not afraid of anything. This leads him to often act foolhardy. Treat this at extreme level.
Keen Eye	5	The character can figure out exactly how much strain/load or damage any given object can take with impressive precision. He can also detect any potential weak points in an object.
Presence	5	The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.
Wealth	5+	This character has available a much greater amount of wealth than normal, whether via a trust fund, investments or simply family. This represents how much cash he can access every week. Costs 5 points for x5 the average savings, 10 points for x20, 15 points for x50, and 20 points for x100.

## Bounty Hunter

The fearless former huntsman always on the look out for the next big challenge, having already faced lions, tigers, bears, elephants, and rhinos. Now he tracks people, whether to bring criminals to justice or rescue someone lost. They are often deadly with ranged weapons, but they may seek to challenge themselves by using less effective weapons. With their ability to protect and provide for other people, they are a huge benefit to any expedition to the wilds.

### Step 1: Attributes

Roll attributes as normal, then +1 DEX. Hit points = CON +8, +8 per level.

### Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Ambush

Hunting

Orienteering

Survival

Tracking

## Weapon Group Specialty Rifles

### Step 3: Abilities

Hunters start with the following abilities free;

Stealthy - The character learns to become one with his surroundings, remaining motionless, and moving silently when necessary. This even applies to moving silently into, through and out of water.

Additionally Hunters start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Contact	5	The player may have 1 contact per 5 CHA within various law enforcement units, the underworld or bureaucracies around the world (especially any countries which have a lot of hunting). At least one contact should be a fence. The player should determine this with the GM. Add an equal amount of contacts each time rebought.
Detect Noise	5	+1 Initiative and +2 vs. Surprise when in a city or village.
Fearless	5	No fear. The character is not afraid of anything. This leads him to often act foolhardy. Treat this at extreme level.
Focused Hand	5	Normal penalties for small targets don't apply, tiny targets are only -2, large are +5 and giant are +8. Also there is no penalty for shooting at or from moving vehicles so long as the character performs no other actions that melee.
Focused Shot	5	When using a ranged weapon the character may sacrifice all his attacks for an additional +1 to hit per attack he lost (eg. 4 attacks = +4 Thac0). When using this no other actions are possible during that melee.
Followers	10	The character can have one assistant per 5 CHA.
Inured to Pain	5	The character has an incredibly high pain threshold. +1 to stun and trauma, +1 to Willpower rolls. Unfortunately he doesn't notice most minor injuries, including bleeding.
Keen Eye	5	The character can figure out exactly how much strain/load or damage any given object can take with impressive precision. He can also detect any potential weak points in an object.
Presence	5	The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.
Wealth	5+	This character has available a much greater amount of wealth than normal, whether via a trust fund, investments or simply family. This represents how much cash he can access every week. Costs 5 points for x5 the average savings, 10 points for x20, 15 points for x50, and 20 points for x100.



## The Entrepreneur

The Entrepreneur is a scion of a wealthy household, a self-made millionaire, or some other beneficiary of affluence. He travels in high society and hobnobs with wielders of power throughout the world. They use their power and wealth to further causes like democracy and fighting hunger; villainous ones use their millions to increase their personal power.

Young (low-level) Entrepreneurs are often dilettantes, enjoying enormous wealth but lacking direction; they may be rakes, society types or aimless travellers. Older (high-level) aristocrats are captains of industry, diplomats, philanthropists or greedy madmen. Apart from being fantastically rich, fantastically attractive, and well educated, the Entrepreneur isn't worth much. He might even be a little dumb, or irritating, or may constantly require saving from kidnappers and ninjas. But as long as he's financing the group's expeditions, the others will just have to put up with him tagging along.

Occasionally, one of these will surprise everyone by turning out to be a master swordswoman (I say, they taught fencing at university, old chap, and I was scouted for the Olympic team--en garde!). They are also prominent and respected individuals whose family name and lineage are meticulously documented. Their name alone will open a lot of doors. However sometimes have to put aside their own feelings and desires to do what is best for the family. Mistakes or scandals can bring disgrace to their good name, so Entrepreneurs tend to be masterful at both choosing their friends and covering their tracks.

### Step 1: Attributes

Roll attributes as normal but CHA is +2. Hit points = CON +4, +4 per level.

### Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Bluff

Bribe

Charm

Diplomacy

Etiquette

Gaming

### Step 3: Abilities

Entrepreneurs start with the following abilities free;

**Damn Filthy Rich** - This character has available a much greater amount of wealth than normal, whether via a trust fund, investments or simply family. This represents how much cash he can access every week at a moment's notice. He can gather another amount equal to x10 this by selling stocks and various properties but this would require time to do. He can immediately access D10 x100 dollars each week. He also has a sizeable mansion, yacht and D4 expensive cars.

Additionally Entrepreneurs start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

Ability	Cost	Notes
Ally	5+	See the Ace Aviator for information on Allies.
Approachable	5	You appear friendly and non-threatening. Passers-by will ask you for directions, and old women ask you to help find their lost cats. This advantage can be helpful when trying to make a good impression, giving the character a +2 effect bonus when trying to win someone's trust. Of course, this veneer of amicability needn't be a reflection of your true personality: many sociopaths display an approachable persona.
Contact	5	The player may have 1 contact per 5 CHA and this may be in any country. The player should determine this with the GM. Add an equal amount of contacts each time rebought.
Cultural Adapatability	5	The character has an instinctive knack for getting along with everybody no matter how culturally, physically or psychologically alien. This advantage gives +1 to all CHA rolls and +1 skill bonus with all CHA skills. When confronted with a completely alien concept or custom he gets an INT roll to understand what's going on and respond correctly.
Famous	5+	Some characters are so well known that this actually becomes an advantage. For game purposes Famous affects the reaction rolls made by NPCs. The details of the player's fame are entirely up to him; he can be known for bravery, movies, ferocity, eating green snakes, or whatever. If he has fame either his name or face will be enough to trigger a fame roll to see if the people he meets have heard of him. Roll once for each person he meets. For a large group the GM may roll more than once if he likes. Costs 5 points to be recognized 25% of the time, 10 points at 50% and 15 points at 75%.
Favour	5+	The player saved someone's life, kept silent at the right time, or otherwise did someone a good turn. Now he owes him one. Think of a Favour as a one-shot version of the Ally, Patron, or Contact advantages. You have one of these for one time only for each time you buy the advantage. A minor favour could be a warning or helpful information, a major favour altering someone's records, and an extreme favour joining the player in a dangerous combat situation. Costs 5 points per minor favour, 10 points per major favour and 15 points per extreme favour.
Followers	5	The character can have one assistant per 3 CHA. These can include butlers, maids, drivers, mechanics, etc.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
I actually know what I'm doing	5	This character really does know how businesses work and is involved in running his family's. Gains the following additional skills; Bureaucracy, Knowledge Accounting/Tax, Knowledge Economics, Knowledge Law Civil, and 2 Languages.
HP Bonus	10	CON +6 HP instead of 4, +6 per level.
Less Sleep	5	The character can make do with only half the normal required sleep. He can do this for an amount of days equal to one third of his CON before needing a full night's rest.

## G-Man

A dedicated and incorruptible agent of the FBI. Government men are responsible for maintaining law and order, detecting and preventing crimes, and apprehending criminals—using force if necessary. While they usually stay within the bounds of the law to accomplish their job, some will bend or even break the rules to get what they're after.

### Step 1: Attributes

Roll attributes as normal. Hit points = CON +8, +8 per level.

### Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Bureaucracy

Interrogate

Intel

Investigate

Knowledge Law Criminal

Weapon Group Specialty Pistol

### Step 3: Abilities

G-Men start with the following free;

**Patron F.B.I.** - The F.B.I. teaches, grants favours or helps the player in his adventures. In terms of assistance it is treated as extremely helpful. The player has all the legal powers granted to him by the F.B.I. including the ability to search, question, detain and arrest. After 1934 the F.B.I. has much greater powers.

Prior to December 5, 1933 (the day that Prohibition was repealed) players can also play agents of the Bureau of Prohibition whose job was to enforce the National Prohibition Act. For more information on the laws and law agencies see the Law and Order section. In certain circumstances he can call for more help. Standard F.B.I. equipment and weapons are provided to him free, along with replacements.

Additionally G-Men start with 25 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Comprehend	5	The character has no trouble understanding others regardless of their accent, speech or mental illness.
Contact	5	The player may have 1 contact per 5 CHA within various law enforcement units and the underworld. At least one contact should be a fence. The player should determine this with the GM. Add an equal amount of contacts each time rebought.
Eidetic Memory	5	The character has a photographic memory and is able to recall scenes, faces and sensations with utmost clarity. The game master should provide the player with information that the character would know, no matter how small or seemingly insignificant (i.e. a police officer's badge number, the tones of a phone number dialed, etc.). The character also receives a bonus of +1 to any skill where memorizing facts is useful; most scholastic skills fall in this category. Furthermore, any tasks that rely on memory also receive a +1 bonus to effect. Note that an eidetic memory is not supernatural in nature, and so does not negate memory loss or amnesia resulting from magic or destruction of the Illusion.
Favour	5+	The player saved someone's life, kept silent at the right time, or otherwise did someone a good turn. Now he owes him one. Think of a Favour as a one-shot version of the Ally, Patron, or Contact advantages. You have one of these for one time only for each time you buy the advantage. A minor favour could be a warning or helpful information, a major favour altering someone's records, and an extreme favour joining the player in a dangerous combat situation. Costs 5 points per minor favour, 10 points per major favour and 15 points per extreme favour.
Fearless	5	No fear. The character is not afraid of anything. This leads him to often act foolhardy. Treat this at extreme level.
Focused Shot	5	When using a ranged weapon the character may sacrifice all his attacks for an additional +1 to hit per attack he lost (eg. 4 attacks = +4 Thac0). When using this no other actions are possible during that melee.
Hide Body Language	5	This character's body language is almost impossible to read meaning he can lie incredibly convincingly. +2 to CHA rolls for lying, bluffing and persuasion. Also he can tell when someone is not telling the truth or being evasive.
Keen Eye	5	Normal penalties for small targets don't apply, tiny targets are only -2, large are +5 and giant are +8. Also there is no penalty for shooting at or from moving animals so long as the character performs no other actions that melee.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Lightsleeper	5	This character sleeps very lightly, and is often disturbed in his sleep by his neighbours, local wildlife, etc. Luckily he's learned to live with it and can get by with less sleep than most. He awakens from sleep easily, ignoring any initiative bonuses someone sneaking up on him might have.
Presence	5	The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

## Grease Monkey

The Grease Monkey is a rough and ready mechanic, a genius at repairing automotives or aircraft. He is skilled at building, modifying and repairing vehicles. He doesn't mind getting his hands dirty and he loves to figure out how things work. If you've got a lot of planes, cars, and zeppelins around, you need someone to keep them in good condition. That's the job of the Grease Monkey. He's not the technological genius that the Scientist is, but he's a crack engineer and mechanic — and sometimes that counts for a lot more.

### Step 1: Attributes

Roll attributes as normal but INT is +4 and WIS is +2. A DEX of at least 14 is desirable. Hit points = CON +6, +6 per level.

### Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Engineer Electrical  
 Engineer Mechanical  
 Engineer Weapon  
 Technical Aircraft Mechanics  
 Technical Auto/Bike/Truck Mechanics  
 Technical Seacraft Mechanics

### Step 3: Abilities

Characters start with the following free;

**Vehicle Genius** - The character is a master of a vehicles. He can build, repair and modify any vehicle, improving its performance, speed and endurance by +5% per WIS. He can also attach weapons and armour.

Additionally Characters start with 35 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Contact	5	The player may have 1 contact per 5 CHA and this may be in any country. The player should determine this with the GM. Add an equal amount of contacts each time rebought.
Eidetic Memory	5	The character has a photographic memory and is able to recall scenes, faces and sensations with utmost clarity. The

Ability	Cost	Notes
		game master should provide the player with information that the character would know, no matter how small or seemingly insignificant (i.e. a police officer's badge number, the tones of a phone number dialed, etc.). The character also receives a bonus of +1 to any skill where memorizing facts is useful; most scholastic skills fall in this category. Furthermore, any tasks that rely on memory also receive a +1 bonus to effect. Note that an eidetic memory is not supernatural in nature, and so does not negate memory loss or amnesia resulting from magic or destruction of the Illusion.
Famous	5+	Some characters are so well known that this actually becomes an advantage. For game purposes Famous affects the reaction rolls made by NPCs. The details of the player's fame are entirely up to him; he can be known for bravery, movies, ferocity, eating green snakes, or whatever. If he has fame either his name or face will be enough to trigger a fame roll to see if the people he meets have heard of him. Roll once for each person he meets. For a large group the GM may roll more than once if he likes. Costs 5 points to be recognized 25% of the time, 10 points at 50% and 15 points at 75%.
Followers	10	The character can have one assistant per 5 CHA.
HP Bonus	10	CON +8 HP instead of 6, +8 per level.
Intuitive	5	The character has a chance of understanding any equipment or blueprints he comes across. The chance is equal to rolling under his WIS, +2 if its in an area of his specialty.
Keen Eye	5	The character can figure out exactly how much strain/load or damage any given object can take with impressive precision. He can also detect any potential weak points in an object.
Mathematician	5	The character can perform basic and extended math in mere seconds in his head, allowing him to do math without pen and paper or a slide ruler. +4 on any maths rolls.
Pilot Skill Package	10	This package gives the character the ability to pilot most of the vehicles he works on. Choose from one of the following packages; <b>Air</b> ; Navigation, Orienteering, Pilot Airship, Pilot Balloon, and Pilot Fixed Wing Propeller. <b>Land</b> ; Drive Car, Drive Construction, Drive Motorbike, Drive Train/Tram, and Drive Truck. <b>Sea</b> ; Navigation, Pilot Marine Freighter, Pilot Marine Motorboat, Pilot Marine Sailboat, and Pilot Marine Submersible. He may choose one more skill package each time rebought.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Unbelievable	5	The character can temporarily repair an item with just whatever he finds lying around. There's a strong element of luck with this ability. Once he has finished using the item though it is useless until it can be repaired properly.

## Gumshoe Detective

The hardboiled private detective, consulting detective, or agency detective. Often a washed up former police detective, the Gumshoe Detective hires out his services to anyone willing to pay his fees. More often than not, the client turns out to be less than honourable and frequently doesn't pay up even after the detective puts in many hours of hard work. Usually broke, they are always on the lookout for a new client, in part to support the ever-faithful secretary who keeps his office running from day to day.

Such is the life of the detective; often the only honourable man in a world of intrigue and mystery. The gumshoe usually acts in non-police situations: he gathers information and evidence for private clients in impending civil cases, tracks down fleeing spouses or business partners, or acts as an agent for private defence attorneys in criminal cases. The gumshoe is usually shown to have been a member of a police force in the past, using those connections to his advantage in the present.

### Step 1: Attributes

Roll attributes as normal. Hit points = CON +8, +8 per level.

### Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Interrogate

Investigate

Knowledge Law Criminal

Knowledge Street

Pick Locks

Weapon Group Specialty Pistol

### Step 3: Abilities

Gumshoes start with the following free;

Followers - The character can have one assistant per 5 CHA. The first one should be a secretary. Others can be drivers, muscle, reporters, etc.

Additionally Scoundrels start with 35 Points to spend on any of the following abilities.

As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Alcohol Tolerance	5	The character's body metabolizes alcohol with remarkable efficiency. He can drink twice as much with no major detrimental effects. If bought again it becomes three times as much, etc.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Contact	5	The player may have 1 contact per 5 CHA within various law enforcement units and the underworld. At least one contact should be a fence. The player should determine this with the GM. Add an equal amount of contacts each time rebought.
Detect Noise	5	+1 Initiative and +2 vs. Surprise when in a city or village.
Eidetic Memory	5	The character has a photographic memory and is able to recall scenes, faces and sensations with utmost clarity. The game master should provide the player with information that the character would know, no matter how small or seemingly insignificant (i.e. a police officer's badge number, the tones of a phone number dialed, etc.). The character also receives a bonus of +1 to any skill where memorizing facts is useful; most scholastic skills fall in this category. Furthermore, any tasks that rely on memory also receive a +1 bonus to effect. Note that an eidetic memory is not supernatural in nature, and so does not negate memory loss or amnesia resulting from magic or destruction of the Illusion.
Favour	5+	The player saved someone's life, kept silent at the right time, or otherwise did someone a good turn. Now he owes him one. Think of a Favour as a one-shot version of the Ally, Patron, or Contact advantages. You have one of these for one time only for each time you buy the advantage. A minor favour could be a warning or helpful information, a major favour altering someone's records, and an extreme favour joining the player in a dangerous combat situation. Costs 5 points per minor favour, 10 points per major favour and 15 points per extreme favour.
Fearless	5	No fear. The character is not afraid of anything. This leads him to often act foolhardy. Treat this at extreme level.
Hide Body Language	5	This character's body language is almost impossible to read meaning he can lie incredibly convincingly. +2 to CHA rolls for lying, bluffing and persuasion. Also he can tell when someone is not telling the truth or being evasive.
HP Bonus	10	CON +10 HP instead of 8, +10 per level.
Inured to Pain	5	The character has an incredibly high pain threshold. +1 to stun and trauma, +1 to Willpower rolls. Unfortunately he doesn't notice most minor injuries, including bleeding.
Presence	5	The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.



## Martial Artist

A wide-eyed and enthusiastic young oriental, venerable old master, or westerner raised in an isolated eastern monastery. Martial Artists dedicate themselves to perfecting their body, mind, and spirit. They often practice ascetic lifestyles and are sometimes associated with a particular religious group. They believe that purifying the body purifies the soul. Whether they remain cloistered in monasteries illuminating manuscripts, or wander the earth helping people, these spiritual seekers never stop searching for enlightenment.

### Step 1: Attributes

Roll attributes as normal but DEX and CON are +2, and MR is +10. Hit points = CON +12, +12 per level.

### Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Acrobatics

1 form of Artistry

Climb

Knowledge Alternative Medicine

Knowledge Philosophy

Unarmed Combat Martial Arts

### Step 3: Abilities

Artists start with the following abilities free;

**Chi Mastery** - Characters can tap into the world's natural Chi at a rate of INT + WIS x2. Chi is recovered at a rate of 5 per hour if remain active and 10 per hour if asleep. +5 Chi per level. +1 Sanity save at levels 1, 3, 5, 7, 9, 11, 13, 15, 17 and 19.

Additionally Artists start with 30 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Acute Senses	5	The character's sight, hearing, taste and smell is double that of a normal person for 1 Chi per round.
Cleansing Touch	5	The ability to heal oneself and others by drawing on the surrounding Chi via meditative trance. He is able to expunge any foreign parasites from the body including drugs, normal diseases, toxins and poisons. In the case of lethal viruses it gives a +1 save (eg. ebola) per Chi used. Heal 1 HP per Chi focused on it.
Disabling Touch	5	The ability to touch and paralyse different parts of the body for D6 minutes per level. Requires 2 successful paralysing touches on the same opponent to paralyse the entire body. The character can also dislocate the joints of any opponent, and even break bones.
Endure Hunger and Thirst	5	The character is able to function for long periods of time without food or water, and incurs only half the normal losses when under such conditions. The maximum amount

Ability	Cost	Notes
		of time the human body can survive without water is four days. Dehydration sets in at two days, bringing on headaches, hallucinations and the cessation of perspiration. After the third or fourth day without fluids, it is likely that dementia will set in and the character will die.
Focused Attack	5	Every Chi spent while concentrating on the target gives either an additional +1 to Thac0 or +1 to damage (must decide before using it).
Indomitable	5	The Monk can focus his Chi into his AC at a rate of 2 Chi for every 1 AC. However this cannot drop any lower than -10 and he must be able to see the attack coming. IT also gives him +1 to stun, trauma, and Willpower rolls. This lasts for 1 round per WIS.
Inner Strength	5	Focus Chi into either STR, DEX, CON or MR at a rate of 2 Chi for every attribute point raised. This lasts for 1 round per WIS.
Inured to Pain	5	The character has an incredibly high pain threshold. Unfortunately he doesn't notice most minor injuries, including bleeding.
Iron Fist	5	The character's hands will not take damage from hitting a hard object. This allows him to break boards, wood, bricks, stones and ice. +1 additional point of damage per hand. He can also detect any potential weak points in an object and know exactly where to hit it in order to break it.
One With The Universe	5	Instantly sense anybody who enters his circle of 1 metre per WIS, +1 metre per level, including the invisible (even though he cant see them). +3 initiative, +2 AC.
Parry Missile	5	Can use a melee weapon which are skilled in to deflect any thrown at rate of 1 per 3 DEX within 1 combat melee, or deflect arrows/bolts at 1 per 4 DEX within 1 combat melee.
Presence	5	The character has an iron will and radiates an aura of confidence and authority. +1 Willpower save at levels 2, 4, 6, 8, 10, 12, 14, 16, 18 and 20. He is immune to intimidation.
Rapid Blows	5	For every 5 Chi spent each successful hit counts as one extra blow. eg. 15 Chi = 4 blows instead of normal 1, so roll damage 4 times.
Serenity	5	He can calm anyone within 1 INT per metre radius of him who is stressed, or agitated by a mental disorder or outside influence. Every Chi spent gives a +1 vs Trauma to those in the zone. In the case of outside influence it also gives +1 vs Possession per Chi.
Shadow Stealth	5	The character learns to become one with his surroundings, remaining motionless, and moving silently when necessary.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		This even applies to moving silently into, through and out of water.
Strafe	5	For every 1 Chi used can hit one additional foe in range if using a ranged weapon.
True Sight	10	Can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, and the exact nature of the magic.
Whirlwind	5	For every 1 Chi used can hit one additional foe in range in hand to hand combat or if using a melee weapon.

## The Masked Adventurer

This is a guy who is fed up with the excesses of the underworld, and has decided to dispense justice with two fists and twin automatic pistols. He probably wears a trenchcoat and a broad-brimmed hat. He has hit a bit of a dead end as far as his personal crusade, and has found that he must seek out the skills and contacts of others to effectively continue his war on crime. He has a secret identity, complete with code name. He is a shadowy figure who assumes an alternate identity to help spread fear within the criminal community.

### Step 1: Attributes

Roll attributes as normal, but DEX is +1. Hit points = CON +10, +10 per level.

### Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Ambidextrous

Reflex Mastery

Stealth

1 Unarmed Combat

1 Melee Weapon Specialty

1 Modern Weapon Specialty

### Step 3: Abilities

Masks start with the following abilities free;

Feared - The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation. Further he is so well known by criminals that he strikes fear into those he meets with -1 on all their rolls. This increases by an additional -1 for each round that the character has not been beaten, and another -1 for each criminal taken down.

Additionally Masks start with 35 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Contact	5	The player may have 1 contact per 5 CHA within various law enforcement units and the underworld. At least one contact should be a fence. The player should determine this with the GM. Add an equal amount of contacts each time rebought.
Detect Noise	5	+1 Initiative and +2 vs. Surprise when in a city or village.
Eidetic Memory	5	The character has a photographic memory and is able to recall scenes, faces and sensations with utmost clarity. The game master should provide the player with information that the character would know, no matter how small or seemingly insignificant (i.e. a police officer's badge number, the tones of a phone number dialed, etc.). The character also receives a bonus of +1 to any skill where memorizing facts is useful; most scholastic skills fall in this category. Furthermore, any tasks that rely on memory also receive a +1 bonus to effect. Note that an eidetic memory is not supernatural in nature, and so does not negate memory loss or amnesia resulting from magic or destruction of the Illusion.
Fearless	5	No fear. The character is not afraid of anything. This leads him to often act foolhardy. Treat this at extreme level.
Focused Hand	5	Normal penalties for small targets don't apply, tiny targets are only -2, large are +5 and giant are +8. Also there is no penalty for shooting at or from moving vehicles so long as the character performs no other actions that melee.
Followers	10	The character can have one assistant per 5 CHA.
Inured to Pain	5	The character has an incredibly high pain threshold. +1 to stun and trauma, +1 to Willpower rolls. Unfortunately he doesn't notice most minor injuries, including bleeding.
Keen Eye	5	The character can figure out exactly how much strain/load or damage any given object can take with impressive precision. He can also detect any potential weak points in an object.
Special Follower Gadgeteer	10	This special assistant is a Gifted Scientist who is able to make special gadgets and vehicles for the character to use in his war on crime. If this is taken then the character should also take the Wealth ability because he's going to need plenty of money to pay for it all.
Wealth	5+	This character has available a much greater amount of wealth than normal, whether via a trust fund, investments or simply family. This represents how much cash he can access every week. Costs 5 points for x5 the average savings, 10 points for x20, 15 points for x50, and 20 points for x100.

## Mercenary

A mercenary is a warrior for hire; he owes his allegiance to no country and no man, but only to the wealth of his employer. Mercenaries are pragmatic; they will not fight to the death for a cause, but rather surrender where necessary — live today to fight again tomorrow. A mercenary prides himself on his professional attitude and his military abilities; an experienced mercenary cannot be matched on the battlefield. They are professional warriors trained to fight in a variety of environments and situations.

Mercenaries are ex armed forces members (whether army, air force or navy) who operate under orders from either a commanding officer or an employer who hired them to protect the expedition.

### Step 1: Attributes

Roll attributes as normal. Hit points = CON +10, +10 per level.

### Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones according to which part of the military he served with. Choose from either Army, Air Force or Navy; **Ex Air Force** - Navigation, Orienteering, Pilot Fixed Wing Propeller, Technical Aircraft Mechanics, Weapon Group Specialty Air Vehicle, and Weapon Group Specialty Pistol.

**Ex Army** - Fortifications, Orienteering, Survival, Weapon Group Specialty Pistol, Weapon Group Specialty Rifle, and Weapon Group Specialty Small Thrown.

**Ex Navy** - Navigation, Pilot Marine Warship, Pilot Marine Freighter, Swim, Weapon Group Specialty Rifle, and Weapon Group Specialty Sea Vehicle.

### Step 3: Abilities

Mercenaries start with the following free;

**Presence** - The character has an iron will and radiates an aura of confidence and authority, +1 to reactions. He is immune to intimidation, and +1 to Will saves.

Additionally Scientists start with 30 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Blurred Attack	5	The character can pull out a weapon without it counting as an action. This means he can draw and initiate combat as a single attack. He may then shoot a number of times equal to his number of attacks in a single shot (eg. if he has 6 attacks he can fire 6 shots per attack round). Or this may be used with thrown weapons which likewise have a skill in.
Contact	5	The player may have 1 contact per 5 CHA and this may be in any country. The player should determine this with the GM. Add an equal amount of contacts each time rebought.
Detect Noise	5	+1 Initiative and +2 vs. Surprise when in a city or village.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Famous	5+	Some characters are so well known that this actually becomes an advantage. For game purposes Famous affects the reaction rolls made by NPCs. The details of the player's fame are entirely up to him; he can be known for bravery, movies, ferocity, eating green snakes, or whatever. If he has fame either his name or face will be enough to trigger a fame roll to see if the people he meets have heard of him. Roll once for each person he meets. For a large group the GM may roll more than once if he likes. Costs 5 points to be recognized 25% of the time, 10 points at 50% and 15 points at 75%.
Favour	5+	The player saved someone's life, kept silent at the right time, or otherwise did someone a good turn. Now he owes him one. Think of a Favour as a one-shot version of the Ally, Patron, or Contact advantages. You have one of these for one time only for each time you buy the advantage. A minor favour could be a warning or helpful information, a major favour altering someone's records, and an extreme favour joining the player in a dangerous combat situation. Costs 5 points per minor favour, 10 points per major favour and 15 points per extreme favour.
Focused Shot	5	When using a ranged weapon the character may sacrifice all his attacks for an additional +1 to hit per attack he lost (eg. 4 attacks = +4 Thac0). When using this no other actions are possible during that melee.
Inured to pain	5	The character has an incredibly high pain threshold. +1 to stun and trauma. Unfortunately he doesn't notice most minor injuries, including bleeding.
Keen Eye	5	Normal penalties for small targets don't apply, tiny targets are only -2, large are +5 and giant are +8. Also there is no penalty for shooting at or from moving animals so long as the character performs no other actions that melee.
HP Bonus	10	CON +12 HP instead of 10, +12 per level.
Strafe	5	Each time bought the character can hit one additional foe in range if using a ranged weapon.

## Mobster

The pulp era was highly conscious of crime. The “Ten Most Wanted” list turned bank robbers into national heroes of a sort. Prohibition made bootleggers rich, and gang wars with tommy guns created legends. In most cases, players should create an ex-gangster that would be willing to cooperate with the forces of law and order (or at least refrain from too many overt acts of crime). Such characters may have enemies on both sides of the law.

On the other hand the GM may want to run a criminal campaign. Criminals bring many useful things to an expedition, including money and connections, but may be a liability if their crimes follow them.

### Step 1: Attributes

Roll attributes as normal. Hit points = CON +8, +8 per level.

### Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Ambush

Bribe

Interrogate

Knowledge Street

Weapon Group Specialty Machine Gun

Weapon Group Specialty Pistol

### Step 3: Abilities

Mobsters start with the following ability free;

**Patron Crime Family** - Whichever crime family is with will teach, grants favours or help the player in his adventures. In terms of assistance it is treated as extremely helpful.

or if playing an ex mobster then he gets the following free ability;

**Paranoia** - The character exhibits abnormal paranoid tendencies, but manages to keep them from running his life. Although others may find this to be an irritating personality quirk, he always keep a close watch on possible ambush locations and are always keeping an eye out for people packing weapons or reacting to his actions. He keeps this paranoia from ruining his life, and understands that it is unlikely that someone is poisoning his coffee and paying off all his friends to kill him, but still get +1 to initiative and on awareness rolls to notice ambushes and the like. He also awakens from sleep easily, ignoring any initiative bonuses someone sneaking up on him might have.

Additionally Mobsters start with 25 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Blurred Attack	5	The character can pull out a weapon without it counting as an action. This means he can draw and initiate combat as a single attack. He may then shoot a number of times equal to his number of attacks in a single shot (eg. if he has 6 attacks he can fire 6 shots per attack round). Or this may be used with thrown weapons which likewise have a skill in.
Contact	5	The player may have 1 contact per 5 CHA within various law enforcement units and the underworld. At least one contact should be a fence. The player should determine this with the GM. Add an equal amount of contacts each time rebought.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Favour	5+	The player saved someone's life, kept silent at the right time, or otherwise did someone a good turn. Now he owes him one. Think of a Favour as a one-shot version of the Ally, Patron, or Contact advantages. You have one of these for one time only for each time you buy the advantage. A minor favour could be a warning or helpful information, a major favour altering someone's records, and an extreme favour joining the player in a dangerous combat situation. Costs 5 points per minor favour, 10 points per major favour and 15 points per extreme favour.
Fearless	5	No fear. The character is not afraid of anything. This leads him to often act foolhardy. Treat this at extreme level.
Focused Shot	5	When using a ranged weapon the character may sacrifice all his attacks for an additional +1 to hit per attack he lost (eg. 4 attacks = +4 Thac0). When using this no other actions are possible during that melee.
Hide Body Language	5	This character's body language is almost impossible to read meaning he can lie incredibly convincingly. +2 to CHA rolls for lying, bluffing and persuasion. Also he can tell when someone is not telling the truth or being evasive.
Inured to Pain	5	The character has an incredibly high pain threshold. +1 to stun and trauma, +1 to Willpower rolls. Unfortunately he doesn't notice most minor injuries, including bleeding.
Keen Eye	5	Normal penalties for small targets don't apply, tiny targets are only -2, large are +5 and giant are +8. Also there is no penalty for shooting at or from moving animals so long as the character performs no other actions that melee.
Presence	5	The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.
Strafe	5	Each time bought the character can hit one additional foe in range if using a ranged weapon.

## Noble Savage

The proud, skilled, fearless and honourable tribal warrior, hunter, or guardian of That Which Should Not Be Found. A character who is, due to their race or ethnicity, a member of a barbaric or savage tribe (or a group simply perceived as such by others), and because of it portrayed as nobler or of higher moral fibre than the norm. The savage is nobly brave, hard-working, and honourable. He is not greedy and does not have a taste for luxury and is content when he has what he actually needs, and so the life is easy and pleasant, without all the striving after more.



### Step 1: Attributes

Roll attributes as normal but STR, DEX and CON is +2. Hit points = CON +12, +12 per level.

### Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Acrobatics  
Climb  
Concealment  
Endurance  
Survival  
Tree Walking

### Step 3: Abilities

Savages start with the following abilities free;

**Animal Companion** - This represents an animal of some sort that goes adventuring with him. With the right choices, your animal companion can be a scout, a striker, a defender, or a mount, depending on your needs. It can be as small as a mouse or as big as an elephant. It obeys you and only you, not your team members, family or the police. So while it won't hurt them at best it will tolerate them but not like them.

The Animal starts at maximum stats and Hit Points for its species and every other level you go up, you choose to roll D4 to increase only 1 of it's attributes or Hit Points or its attack. The Savage can have one companion per 5 CHA. He can choose another companion at level 3, 6, 9, 12 and 15.

Additionally Savages start with 25 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Acute Senses	5	The character's sight, hearing, taste and smell is double that of a normal person.
Adrenalin	5	The character, whether he or she has a running skill or speed bonus, can accelerate quickly for a short period of time. For one melee round, the characters speed is increased by x5. If part of a fast running jump, the jump distance and height are increased by x2. An especially useful ability for a character that requires a quick acceleration (such as a middle linebacker, a pole vaulter, a hurdler, etc) or even a police officer trying to apprehend someone. Limited to one Burst of Speed per 15 minutes per CON, per level of experience.
Endure Hunger and Thirst	5	The character is able to function for long periods of time without food or water, and incurs only half the normal losses when under such conditions. The maximum amount of time the human body can survive without water is four days. Dehydration sets in at two days, bringing on

Ability	Cost	Notes
		headaches, hallucinations and the cessation of perspiration. After the third or fourth day without fluids, it is likely that dementia will set in and the character will die.
Force of Will	5	This is the incredible ability to stay on one's feet even after all hit points have been reduced to zero or below. The character can function in this state for 24 hours or until hit points are reduced to a negative version of his total HPs, whichever comes first. At that point the person collapses into a coma, with sheer force of will and physical condition will keeping him alive (usually the character would be beyond saving). After another 24 hours in a coma he will be brought back up to 2 hit points and recovers at the usual rate. Remember to consider blood loss (1 hit point per minute/4 melees) whenever the character is below zero hit points blood loss can be stopped with first aid or paramedic treatment/skills.
Inured to Pain	5	The character has an incredibly high pain threshold. +1 to stun and trauma, +1 to Willpower rolls. Unfortunately he doesn't notice most minor injuries, including bleeding.
Keen Eye	5	The character can figure out exactly how much strain/load or damage any given object can take with impressive precision. He can also detect any potential weak points in an object.
Natural Chameleon	5	Using this ability the Savage can blend into and render himself nearly invisible in wooded areas, fields of tall grass, clumps of bushes, or any other wilderness area with dark or shaded terrain. When hiding he can conceal himself from attackers and eavesdrop on his enemies. He can hide near a well travelled road and secretly observe passersby, or conceal himself near an enemy campsite waiting for an opportune moment to steal their supplies. He may also move with a minimum of sound, almost as if he's walking on air. Even creatures with the sharpest ears are no more likely to detect his presence than they are to hear a feather drop. The ability works equally well in icy mountains, heavily wooded forests, or any other type of wilderness terrain. This goes well beyond the stealth skill raising it to a supernatural level and preventing any non magical detection. He may choose an additional terrain at level 5. Terrain types include; Jungle, Desert, Tundra, Mountain, Forest or Ocean. Each time this ability is rebought he may either take an additional +1 with their terrain OR choose a new terrain.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Presence	5	The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.
Sharp Reflexes	5	The character has a natural athletic talent to throw, catch, evade thrown objects and spin and throw. Anything thrown at the character whether a ball, grenade, javelin etc can either be caught or evaded (thrown objects only). As well, the character is an exceptional thrower, able to throw balls, darts, spears, rocks, etc x2 farther, with a +1 Thac0 bonus at levels 2, 4, 6, 8, 10, and 12. The character gains a +2 Evade bonus against thrown objects at levels 3, 6, 9, 12 and 15. However, this bonus does not apply to melee combat or gunfire, only thrown items/objects. The character has a midair "grab" of anything airborne that fits the criteria and can be redirected or tossed aside.
Summon Allies	5	The character can use up 3 actions to yell at the top of his lungs in a guttural cry that summons animals within a 100 metre radius per level. The animals will arrive as soon as they can depending on how far they have to travel. The animals that show up will be ones native to the environment. Upon arrival they will only understand the most basic of commands and will flee if the majority of them are slaughtered.

## Reporter

Reporters use words to report and comment upon topics and incidents of the day. They work for newspapers, magazines, and radio and television news services. The best report, but keep themselves independent of the corruption and self-serving they witness. That reality overwhelms the worst, who eventually forfeit any sensibility except the power of their words.

The Reporter is the eyes and ears of the city. Investigating gangsters, corrupt politicians and other juicy leads to expose the rotten underbelly of the Big City is what keeps this character going. Their self-imposed crusades often cause the Reporter to become embroiled in dangerous and deadly adventures. Constantly on the hunt for that next big story, they will uncover the secrets that others would rather not be told. They also often cover expeditions from the field in order to provide their first-hand account of the experience.

### Step 1: Attributes

Roll attributes as normal. Hit points = CON +4, +4 per level.

### Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Artistry Prose  
 Fast Talk  
 Interrogate  
 Investigate  
 Knowledge Street  
 Observation

### Step 3: Abilities

Reporters start with the following free;

**Patron Newspaper** - The Newspaper and its staff is created by the player but ultimately controlled by the GM. It employs, teaches, grants favours or helps the player in his adventures. In terms of assistance it is treated as extremely helpful.

Additionally Reporters start with 25 Points to spend on any of the following abilities. As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Alcohol Tolerance	5	The character's body metabolizes alcohol with remarkable efficiency. He can drink twice as much with no major detrimental effects. If bought again it becomes three times as much, etc.
Approachable	5	You appear friendly and non-threatening. Passers-by will ask you for directions, and old women ask you to help find their lost cats. This advantage can be helpful when trying to make a good impression, giving the character a +2 effect bonus when trying to win someone's trust. Of course, this veneer of amicability needn't be a reflection of your true personality: many sociopaths display an approachable persona.
Comprehend	5	The character has no trouble understanding others regardless of their accent, speech or mental illness.
Contact	5	The player may have 1 contact per 5 CHA within various law enforcement units and the underworld. At least one contact should be a fence. The player should determine this with the GM. Add an equal amount of contacts each time rebought.
Eidetic Memory	5	The character has a photographic memory and is able to recall scenes, faces and sensations with utmost clarity. The game master should provide the player with information that the character would know, no matter how small or seemingly insignificant (i.e. a police officer's badge number, the tones of a phone number dialed, etc.). The character also receives a bonus of +1 to any skill where memorizing facts is useful; most scholastic skills fall in this category. Furthermore, any tasks that rely on memory also receive a +1 bonus to effect. Note that an eidetic memory is not supernatural in nature, and so does not negate memory

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
		loss or amnesia resulting from magic or destruction of the Illusion.
Famous	5+	Some characters are so well known that this actually becomes an advantage. For game purposes Famous affects the reaction rolls made by NPCs. The details of the player's fame are entirely up to him; he can be known for bravery, movies, ferocity, eating green snakes, or whatever. If he has fame either his name or face will be enough to trigger a fame roll to see if the people he meets have heard of him. Roll once for each person he meets. For a large group the GM may roll more than once if he likes. Costs 5 points to be recognized 25% of the time, 10 points at 50% and 15 points at 75%.
Favour	5+	The player saved someone's life, kept silent at the right time, or otherwise did someone a good turn. Now he owes him one. Think of a Favour as a one-shot version of the Ally, Patron, or Contact advantages. You have one of these for one time only for each time you buy the advantage. A minor favour could be a warning or helpful information, a major favour altering someone's records, and an extreme favour joining the player in a dangerous combat situation. Costs 5 points per minor favour, 10 points per major favour and 15 points per extreme favour.
Hide Body Language	5	This character's body language is almost impossible to read meaning he can lie incredibly convincingly. +2 to CHA rolls for lying, bluffing and persuasion. Also he can tell when someone is not telling the truth or being evasive.
Presence	5	The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

## Scoundrel

A scoundrel's abilities are well-suited to a hard life on the street; in all likelihood a character with levels in scoundrel got them the hard way. A scoundrel excels at making her way around the law — she may not burgle and thief actively, but she knows how to sneak, break and enter, and cover her tracks. Police investigators and private detectives often pick up the skills of a scoundrel through exposure and experience, and more than one military scout has learned the same abilities (though perhaps in different proportions than a sneak-thief who grew up on the streets).

### Step 1: Attributes

Roll attributes as normal but DEX is +1. Hit points = CON +6, +6 per level.

## Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Acrobatics

Climb

Knowledge Street

Pick Locks

Pick Pockets

Stealth

## Step 3: Abilities

Scoundrels start with the following free;

**Exceptional Balance** - He gains +1 on all DEX based movement rolls such as stealth, tightrope walking, tumbling, backflips, handstands, etc.

Additionally Scoundrels start with 35 Points to spend on any of the following abilities.

As they earn more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Animal Assistant	10	Note; a character with this ability automatically gains Animal Training. He can use the skill to train animals to assist him. The 3 best are dogs, ferrets and monkeys. Other types can be used given the approval of the GM. When an animal learns one of the specific tasks below its chance of performing the task are determined by rolling under the Thief's Animal Training skill. Players should record the tasks each animal has been trained for, recording this proficiency number beside the notation. At the GMs approval some animals may have such exceptional intelligence, or strength, or speed, that their ratings are granted a +1 or rarely a +2 modifier to specific tasks. Animals can be trained to retrieve specific types of items from a general area such as a room or yard. Specific objects include coins, gems, jewellery such as chains or bracelets, or even items of food and drink. Additional training sessions can train the animal to perform its task with stealth. The animal can be sent by gesture in a specific direction. It will seek for some time in the area indicated, finally returning to its master. Generally the animal will spend D8 turns on the search. However additional training sessions can add another D8 turns to this duration. If an animal is discovered or frightened during this task it will attempt to flee to its master. It can be trained to flee in a different direction, or even to attack if a good trainer takes the time to do so. Dogs can serve primarily as protectors, requiring little training before they become alert and aggressive watchdogs. Dogs can also be trained to track a character or

Ability	Cost	Notes
		<p>other animal. The dog requires some scent information about the object being tracked and a general location of the trail. A proficiency check is made to find the trail. Another check must be made every D4 turns, and also whenever the trail takes an unusual turn (through water, along tree limbs, etc). Dogs specially bred for this (including many hounds) gain a + 1 or +2 to this particular ability. Ferrets can fit through openings as narrow as 2", and thus have an ability to go places other animals cannot. Ferrets can be taught to acquire gems, coins, or other small objects.</p> <p>Monkeys are the most adaptable of these animals. A monkey can be trained to be selective in its fetching. Gateways, high windows, and other obstacles can easily be traversed by a monkey. A monkey will fight to defend itself if cornered or seized</p>
Backstab	5	If striking someone from behind gain +1 to hit (with +1 every 3rd level) and automatically do double damage. At 4th level do triple damage, at 8th do x4 damage and at 12th do x5 damage
Contact	5	The player may have 1 contact per 5 CHA within various law enforcement units and the underworld. At least one contact should be a fence. The player should determine this with the GM. Add an equal amount of contacts each time rebought.
Detect Noise	5	+1 Initiative and +2 vs. Surprise when in a city or village.
Eidetic Memory	5	The character has a photographic memory and is able to recall scenes, faces and sensations with utmost clarity. The game master should provide the player with information that the character would know, no matter how small or seemingly insignificant (i.e. a police officer's badge number, the tones of a phone number dialed, etc.). The character also receives a bonus of +1 to any skill where memorizing facts is useful; most scholastic skills fall in this category. Furthermore, any tasks that rely on memory also receive a +1 bonus to effect. Note that an eidetic memory is not supernatural in nature, and so does not negate memory loss or amnesia resulting from magic or destruction of the Illusion.
Expert Throw	5	When using a thrown weapon you may sacrifice all your attacks for an additional +1 to hit per attack you lost (eg. 4 attacks = +4 Thac0). When using this no other actions are possible during that melee..
HP Bonus	10	CON +8 HP instead of 6, +8 per level.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Inured to Pain	5	The character has an incredibly high pain threshold. +1 to stun and trauma, +1 to Willpower rolls. Unfortunately he doesn't notice most minor injuries, including bleeding.
Money	5+	This character has available a much greater amount of wealth than normal, gained via illegal means. This represents how much cash he can access every week. Costs 5 points for x5 the average savings, 10 points for x20, 15 points for x50, and 20 points for x100.
Presence	5	The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

## Spy

The spy is a manipulator, charmer and infiltrator who pursues a life of intrigue, politics and diplomacy throughout the world. The spy traffics in information; his keen senses and insight into human motivations allow him to notice facts and behaviours that most others miss. Most spies are master infiltrators, and can ease their way into any group. Good spies have connections across the globe, and maintain numerous cover identities. Along with those cover identities go contingency plans and escape routes—a spy is never entirely surprised when plans go to hell.

Spies are secret agents charged with discovering (and possibly thwarting) the plans of their enemies. They often work for a specific government agency, but may also engage in corporate espionage or use their skills to protect the interests of a secret society. Some agents may even play one group against another for their own personal gain. Spies are masters of deception and subterfuge, capable of lurking undetected in the shadows, or working in the open using an alias. They have a variety of tools at their disposal including seduction, sabotage, and assassination, and will do whatever it takes to get the job done.

### Step 1: Attributes

Roll attributes as normal. Hit points = CON +4, +4 per level.

### Step 2: Skills

Skills are chosen in the normal manner but also gain the following free ones;

Charm  
 Disguise  
 Gather Info  
 Impersonate  
 Investigate  
 Weapon Group Specialty Pistol

### Step 3: Abilities

Spies start with the following abilities free;



**Patron Spy Agency** - The Agency and its staff is created by the player but ultimately controlled by the GM. It employs, teaches, grants favours or helps the player in his adventures. In terms of assistance it is treated as extremely helpful.

Additionally Spies start with 25 Points to spend on any of the following abilities. As they earns more experience they may buy or rebuy more abilities.

<u>Ability</u>	<u>Cost</u>	<u>Notes</u>
Alcohol Tolerance	5	The character's body metabolizes alcohol with remarkable efficiency. He can drink twice as much with no major detrimental effects. If bought again it becomes three times as much, etc.
Alternate ID	5	This character has an extra identity which to all appearances is legally established. Fingerprints (and retina prints if this is a common method of ID) are registered under two different names, with the player having two sets of licenses, passports, birth certificates, etc. This can be extremely useful for anyone involved in illegal activities or for anyone trying to conceal a super identity. This advantage may be purchased as many times as desired giving another set of papers each time. While the new identity may include credit cards and bank accounts, all money in these accounts must be supplied from the real character's bank account. Certain characters might have access to an Alternate Identity legally. An undercover FBI agent, or a super-hero might have government help in creating a secret identity. In such instances this advantage will be supplied free. Gain 5 IDs each time this is bought.
Approachable	5	You appear friendly and non-threatening. Passers-by will ask you for directions, and old women ask you to help find their lost cats. This advantage can be helpful when trying to make a good impression, giving the character a +2 effect bonus when trying to win someone's trust. Of course, this veneer of amicability needn't be a reflection of your true personality: many sociopaths display an approachable persona.
Comprehend	5	The character has no trouble understanding others regardless of their accent, speech or mental illness.
Contact	5	The player may have 1 contact per 5 CHA within various law enforcement units and the underworld. At least one contact should be a fence. The player should determine this with the GM. Add an equal amount of contacts each time rebought.
Eidetic Memory	5	The character has a photographic memory and is able to recall scenes, faces and sensations with utmost clarity. The game master should provide the player with information that the character would know, no matter how small or

Ability	Cost	Notes
		seemingly insignificant (i.e. a police officer's badge number, the tones of a phone number dialed, etc.). The character also receives a bonus of +1 to any skill where memorizing facts is useful; most scholastic skills fall in this category. Furthermore, any tasks that rely on memory also receive a +1 bonus to effect. Note that an eidetic memory is not supernatural in nature, and so does not negate memory loss or amnesia resulting from magic or destruction of the Illusion.
Favour	5+	The player saved someone's life, kept silent at the right time, or otherwise did someone a good turn. Now he owes him one. Think of a Favour as a one-shot version of the Ally, Patron, or Contact advantages. You have one of these for one time only for each time you buy the advantage. A minor favour could be a warning or helpful information, a major favour altering someone's records, and an extreme favour joining the player in a dangerous combat situation. Costs 5 points per minor favour, 10 points per major favour and 15 points per extreme favour.
Hide Body Language	5	This character's body language is almost impossible to read meaning he can lie incredibly convincingly. +2 to CHA rolls for lying, bluffing and persuasion. Also he can tell when someone is not telling the truth or being evasive.
Paranoia	5	The character exhibits abnormal paranoid tendencies, but manages to keep them from running his life. Although others may find this to be an irritating personality quirk, he always keep a close watch on possible ambush locations and are always keeping an eye out for people packing weapons or reacting to his actions. He keeps this paranoia from ruining his life, and understands that it is unlikely that someone is poisoning his coffee and paying off all his friends to kill him, but still get +1 to initiative and on awareness rolls to notice ambushes and the like. He also awakens from sleep easily, ignoring any initiative bonuses someone sneaking up on him might have.
Presence	5	The character has an iron will and radiates an aura of confidence and authority, +1 to reaction. He is immune to intimidation.

## 45. Organizations



The Challengers represent a curious blend of traditional superheroes, supernatural investigations and scientific adventurers. The Challengers have never been primarily a crime-fighting organization. Their primary efforts have instead involved discovery, investigation, and exploration of unknown or abnormal supernatural and scientific phenomena. It makes its services available without charge anywhere in the world there is a threat beyond the capabilities of conventional forces. The group also does applied scientific research; revenues from patent leases makes the Challengers one of the most profitable groups around while remaining an independent organization, free of government control. However, they do have a close working relationship with many national governments and organizations.

They have encountered sophisticated thieves, fantastical creatures, aliens, robots, demons and mad scientists. The Challengers have travelled through space, time and other dimensions. Above all else, the Challengers are bold and brave, unafraid to face any danger and willing to plumb any mystery, no matter how strange.

### Headquarters

The Challenger's headquarters is a 5-story warehouse owned by them and located in the port district. The building is unusual in that each floor has a ceiling height of 7 metres. Two cargo elevators service the floors, one on each end of the building.

The 1st floor contains the Challenger's ground vehicles (half the floor), machine shops for repairing these vehicles, a gym, and olympic size swimming pool.

The 2nd floor contains the Challenger's living quarters, bathrooms, kitchen and dining area.

The 3rd floor contains the medical lab, the library, and science labs.

The 4th floor could be considered the actual headquarters. The computer banks, monitor banks, communications centre, and briefing room are all there.

The 5th floor contains the hangars for the Challenger's various sky vehicles, storage space, and a machine shop capable of building or repairing their vehicles. The vehicles are on platforms that carry them around the floor and over to the launching hatch.

The roof is flat and featureless. A large C-insignia marks the retractable hatch for launching and landing vehicles. If a Challenger vehicle approaches, the hatch will open automatically. There are a series of observatory domes located at various spots on the roof. The observatory equipment includes a computer-linked telescope and twin telescopic cameras.

The bulk of the basement is occupied by the building's mechanical systems (plumbing, ventilation, and elevator winches). One quarter of it contains a sub pen with a small submarine and a water-filled conduit that reaches the river.

The computer system maintains visual, audio, biophysical, and electronic surveillance on every section of the building. The building is equipped with devices that can disrupt the functioning of a single targeted device or stop the functioning of all electrical machinery within it.



**Doctor Faris**

Real Name	Albert Faris		
Alignment	Chaotic Good		
INT	24	STR	11
WIS	19	DEX	14
CHA	11	CON	15
MR	1/8 wheelchair	HPs	73
Age	61		
Training	Science, Mechanical and Electronics		
Height	5'7		
Weight	120lbs		
Disposition	Moody, short tempered		
Category	12th level Gadgeteer		
Abilities	Specialties in Fabrication, Vehicles, Weapons, Genius and Micronization.		

Dr. Albert Faris is a paraplegic scientific genius, and was a child prodigy with special aptitude in mathematics, physics, and mechanics. He was taking college-level courses

when he was 14 and attended such prestigious universities as the Massachusetts Institute of Technology, California Institute of Technology, Harvard University, Columbia University, and Cambridge University. By the age of 20, he had several degrees in the sciences under his belt.

Albert worked as a military scientist, mainly in communications for the Army. Three years later, in his mid-20s, Faris used his inheritance, along with government funding, to finance his research. Since then he has used his scientific knowledge to develop numerous inventions and innovations that have made him wealthy. Faris founded and organized the team called Challengers of the Fantastic to protect the innocent and discover, investigate, and explore unknown or abnormal supernatural and scientific phenomena.



**Dr Oracle**

Real Name	Soo-lin Liu		
Alignment	Chaotic Good		
INT	18	STR	11
WIS	18	DEX	18
CHA	14	CON	13
MR	25	HPs	85
Age	31		
Training	Mysticism, nature and the supernatural		
Height	5'3		
Weight	80lbs		
Disposition	Mysterious, friendly		
Category	9th level Medium		
Powers	Spellcast; D'arque, Dreamspeak and Protective		

Dr Oracle owns her own 'magic' shop filled mainly with ingredients for potions and charms. The door always seems locked to those who are just wandering by, giving it a curious glance, but for those troubled by things beyond the ken of this world, the door is always open, no matter what the time, and Oracle waits within and greets them by name. She waits, ready to listen, near a small round table where her tarot cards lie. The

frightened travellers, coming inside, are surrounded by a comforting scent of mint-jasmine, and a curious collection of crystal jars, magical artifacts of all types, and endless rows of books containing a wealth of esoteric knowledge.

Oracle is not surprised by their arrival, and seems to already know the trouble they are in, but she makes them tell their story, perhaps to make them clarify it to themselves. She offers the guidance of the tarot cards, giving them her interpretation of their plight through the symbols of the cards, but she makes no moves to interfere. As they stumble away to face their demons, she sometimes seems to accompany them, stepping in to intercede only after they have made a move to protect themselves, and the demons seem to vanish.

Oracle takes no payment for her services, but from each event she is seen leaving with a reminder of the case, which is now firmly entombed in one of the many opalescent jars that line her parlor shelves, macabre reminders of the evil that has just been overpowered by the soul of this person who came to her in need. Soo-lin seems to be the guardian of many treasures, magical artifacts that somehow make their way to her and, even when stolen from her, always find their way back to her care. Nothing is known of her origin, although she is rumored to be of Gypsy blood and to have come from Europe in some other time. She also frequently aids the Challengers whenever they have a case involving the supernatural.



### **Guardian Angel**

Real Name	Peter Saul		
Alignment	Chaotic Good		
INT	10	STR	21
WIS	19	DEX	17
CHA	14	CON	23
MR	65	HPs	336
Age	32		

Training        Espionage and Military  
 Height         5'9  
 Weight         180lbs  
 Disposition    Brooding  
 Category       9th level Augmented  
 Powers         Autonomous System Control, Brain Barrier, Densified Muscular  
                      Structure, Emergency Heal, Enhanced Hearing, Enhanced Taste,  
                      Enhanced Visual, Immune System Enhancement, Lung Augmentation

Peter was killed by a lion on safari in the 1900s, but his body was cryogenically preserved and eventually resurrected by Dr Faris. After his return from death, Peter was given a healing factor devised by Faris but went temporarily insane and ran away. For next few years he travelled the world training extensively in the martial arts. He tangled with various underworld organizations before finally returning to Faris and with his assistant Madeline Newton. Peter carries and uses primarily three weapons: a Bolo Mauser, a Katar, and two shuriken. These are carried as part of his costume, on the chest.



**Helen DeCorso**

Real Name      Helen DeCorso  
 Alignment      Chaotic Good  
 INT             14        STR    11  
 WIS             14        DEX    17  
 CHA             13        CON    12  
 MR              20        HPs    84  
 Age              27  
 Training        Piloting, modern hand weapons  
 Height         5'7  
 Weight         75lbs  
 Disposition    Fearless, cocky, protective of her friends  
 Category       9th level Ace Aviator

Helen, determined to become the first woman ace trained herself to pilot a wide range of modern aircraft and made herself an expert in various forms of combat and weaponry. Her first attempt to join the Challengers came when she helped rescue a member from a modern-day pirate. Dr Faris then invited her to join the team. Helen is an ace aviator able

to easily handle any type of aircraft, and a fine marksman, skilled in the use of a variety of weapons, and has superior abilities in hand-to-hand combat. In addition to her ability to handle any plane, Helen is also an expert in aerial manoeuvres and combat. Helen helps Dr Faris in designing and maintaining the groups' air vehicles.



**Madeline Newton**

Real Name	Madeline Newton		
Alignment	Chaotic Good		
INT	12	STR	11
WIS	10	DEX	16
CHA	13	CON	13
MR	21	HPs	89
Age	23		
Training	Espionage, infiltration		
Height	6'		
Weight	88lbs		
Disposition	Warm, passionate		
Category	9th level Spy		

Madeline came from a long line of family members who were considered war heroes. Both her father and grandfather would routinely share their stories of valour and victory with her, instilling an especially strong sense of pride and patriotism in the young farm girl. Tragedy struck when her family took in an injured Guardian Angel. Their farm came under attack from Guardian's pursuers and her father was killed, dying in the arms of a very distraught Madeline. Paul promised to avenge his death, but Madeline convinced him to bring her along. During their time together Paul trained Madeline and she soon became highly skilled in espionage, especially disguise and infiltration. They eventually killed those responsible and later both joined the Challengers.





The Council of Words is a secret cabal that intends to bring about a New World Order that would end war by placing the most wealthy and powerful of Europe in power. Its membership includes numerous incredibly powerful villains and major guiding figures in the English Underworld.

They have privately funded everything from Doctor Jekyll, Henry Moreau, and even the Invisible Man's vile plots and briefly entertained the notion of using Dracula to transform the royal family (before realizing vampirism resulted in drastic personality as well as physical changes). Members were required to prove their Anglo ancestry with several generations' worth of birth certificates.

Their underground activities in 1919 helped defeat communism. They have quietly been manipulating people and events including starting the second world war.