

FISTS & .45s!



Lawrence
Hernandez

A PULP Action RPG

Paper-Dragon Productions

Fists & .45s!

Pulp Adventures in the Dirty 30s!

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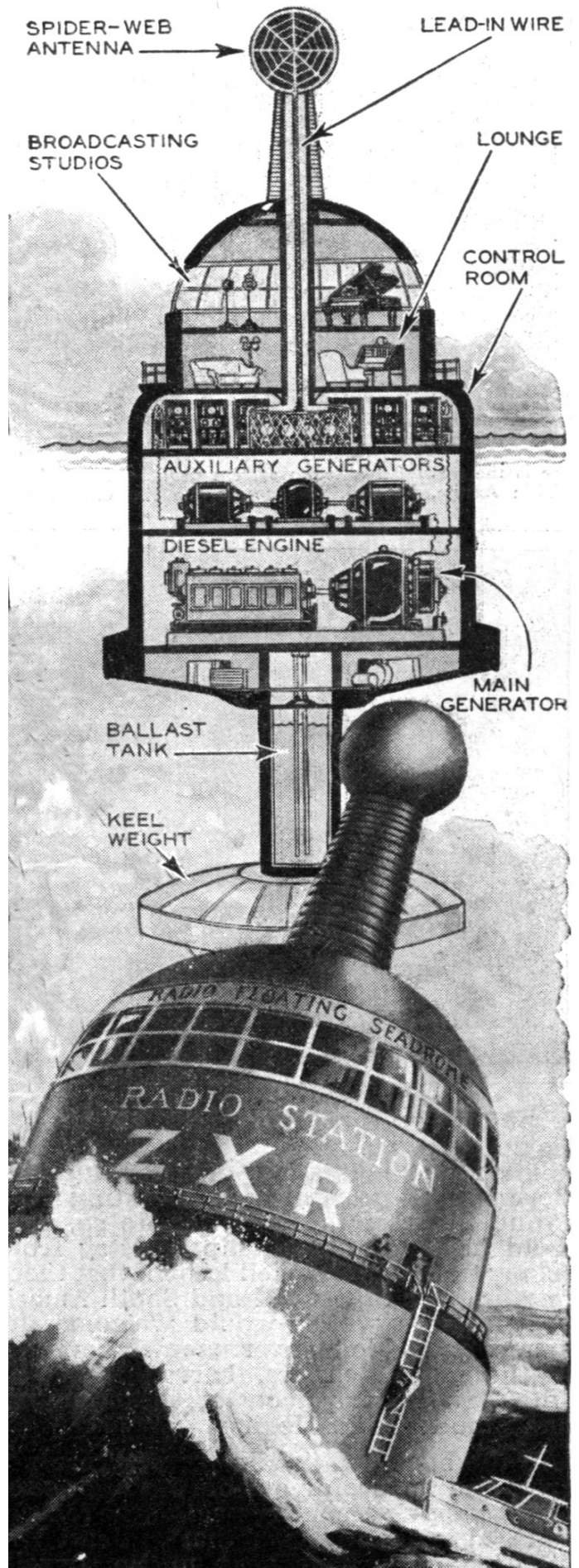
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In memory of Kim Romine: you accompanied me on life's great adventure. I couldn't have done it without you.

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What is "Pulp" Adventure?

Before there were Comic books there were the Pulps. Before Batman, Superman, and Captain America, there was Doc Savage, The Shadow, and Tarzan. Pulps in the literal sense are not a genre, but derived their moniker from the cheap "pulpy" paper the stories were printed upon. The stories found on those pages ranged from Sci-Fi and Fantasy to Mysteries, Romance and Westerns.

Over time, the term "Pulp Adventure" has evolved and narrowed its focus to the time between the great wars while still bearing the markings of the spectacular stories of the pulps, often where larger than life heroes would set forth to stop the sinister plot of a diabolic and mysterious villain in some exotic location.

Though the default setting for *Fists & .45s!* is the mid to late 1930s, the game can be used for any pulp action setting.

The Basic System Rundown

The design philosophy behind *Fists & .45s!* is simple, We took old school gaming and added in some modern system philosophies, while keeping the game play as quick and easy as possible without it becoming rules-lite. The system was honed down to its core in order for it to fade into the background, allowing the heroes of the story to shine though. With the *Luck* stat (described later in *The Cutting Room Floor* chapter), the game takes on a more cinematic feel as the players can add their own twists and turns to the story unfolding around them.

In *Fists & .45s!* all tasks, both skills and combat, are resolved with the roll of one 10-sided dice, which we will refer to from this point on as a d10. Six-sided dice (d6) will also be used and will mostly be used in determining the amount of damage inflicted. Multiple dice will be indicated by a number followed by the die type. For example, an Enfield #4 Mk1 does 4d6+2 damage, meaning roll 4 six-sided dice and add 2 to the result.

To determine the outcome of any given situation roll 1d10 and add the required skill, its corresponding attribute, and any modifiers as prescribed by the person in charge of telling the story, referred to as the *Director* from this point forward. Once these numbers are totaled you will compare it to either the roll made by your opposition or a static target number, depending on the situation.

If your roll equals or beats the target number or exceeds your opponent's roll you have succeeded. In some cases you will make a note of the points rolled over what you needed to succeed. These additional successes can determine how fast a task was completed or, if in combat, how much additional damage was inflicted.

To play *Fists & .45s!*, you will need the following:

- A copy of this rulebook.
- Character sheets, one per player (you can download a blank version from <http://www.paper-dragon.com/fistsand45s>).
- One ten-sided die (1d10) and at least three six-sided dice (3d6). It's best if each player has their own dice.
- A writing apparatus and scrap paper.

Character Creation

Character Build Overview:

When creating your character, you should have an idea as to who this person is, what their personality is like, what motivates them, and what they do for a living.

If you are unsure as to what kind of character to make, a few examples of what one may do are listed below. It is always a good idea to consult with the *Director*, as he may have a more narrow focus as to what the story will be about. For example, he may want everyone to be a crewmember on a tramp steamer, running "cargo" between ports in the Caribbean or a crime fighting team on the streets of New York City.

Explorers: Explorers come in all different forms with just as many reasons for traipsing through the unexplored jungles of the world. Some are archeologists looking for clues concerning ancient civilizations, some are treasure hunters looking for gold, silver, jewels or artifacts left behind from some ancient civilizations, while yet others could be religious pilgrims looking for some sacred relic or even the meaning of life.

Daredevils: Like explorers there are many different reasons one becomes a daredevil. Some, like barnstormers or movie stuntmen, do what they do for a living because no one else will. Others are looking for fame and glory, or to be the "first" to achieve something.

Crime-fighters: Again, this category can run the gambit from private eyes working for desperate clientele, G-men going after mobsters, or masked vigilantes trying to clean up the streets. On the other side of the coin there could be gangsters or other hoodlums, though in the black and white world of the pulps it would be best if they have been "reformed".

Everybody else: As one can guess this is the most wide open category, and covers everything from reporters following the antics of the above explorers, daredevils and crime fighters. This category also include noble savages, Hollywood actresses, soldiers of fortune, cowboys, stage magicians, or even regular folk looking for a little adventure like the aforementioned crew of the tramp steamer.

For your convenience, there are a few example characters located in the back of this book, either for use as inspiration, or to use "as is" to get you into the game quicker.

Character Build Summary:

Step 1: Distribute 45 points between the 7 Base Attributes. These represent your overall physical and mental well-being, the higher the number the better. The average person has attributes in the 4-6 range, a 10 is the peak of human perfection. No base attribute may be less than 2 or greater than 10. Once you have determined where to allocate your Base Attributes you will then **calculate the Derived Attributes.** These stats determine how much damage you can deal, how much damage you can shrug off, how much you can lift, how fast you can run, and how quickly you react in combat situations.

Step 2: Distribute 50 points for Skills. Skills let you know what your character has been trained to do and how well he can do the task at hand, you may start with a rating no higher than 5 at creation

Step 3: Distribute 10 points for Shticks. Shticks are the “X” factor for your character. It’s what makes him different from your everyday shmoe on the street.

Each of these steps are described more fully under their corresponding steps below.

Step 1] Attributes: 45 Points

Characters in *Fists & .45s!* have 7 base attributes. The main characters (heroes and villains alike) will have **45 points** to distribute among them. After assigning the points for attributes, calculate the 5 derived attributes. Most non-player characters (NPCs) should have fewer points to allocate, depending on how important they are. No attribute can go above 10 for a human character.

Base Attributes:

Fitness: Indicates how healthy you are. The higher the score, the more resilient you are. These are also your life points; once your Vigor has been depleted (see *derived attributes* below) additional damage comes off your Fitness score. Once you hit 0 fitness you are in danger of dying. Recovery of Fitness is slow and sometimes requires medical attention. This is explained in the *Combat* section under *Healing*.

Brawn: The character's physical strength and determines how much he can lift and carry as well as how much damage he can dish out in hand-to-hand fighting. A higher score might manifest itself in a more muscular physique, or just more bulk.

Deftness: Determines the character’s overall quickness, reflexes and eye-hand coordination. Deftness affects your level of proficiency in combat, how well you can handle vehicles in perilous conditions and other skills where agility and nimbleness come into play.

Moxie: Can also be called strength of mind, grit, willpower or cool. This stat determines how mentally resilient or how “cool under pressure” you are in situations that cause stress, fear, physical pain or torture. It can also manifest itself in the way you carry yourself, with a self-confidence and swagger that is apparent to those around you. A low Moxie score can look to others as being timid or weak-willed.

Smarts: This is your level of intellectual prowess, perceptiveness and problem solving. This can be described as book smarts or street smarts; either way, the higher the rank, the smarter you are.

Empathy: This determines how well you relate to other people and situations. The higher your score, the more comfortable people are around you. This attribute also allows you to glean off of other people by reading their emotions. A high Empathy is required if you want to possess any "Mental/Mystical" powers. A low Empathy

score can be found in those with no regard for human life.

Luck: Can also be called fate. Luck is a renewable stat that you can use to add to rolls, activate shticks and more. It is an unseen force that can bend events in favor of the hero involved. You can refer to the sections *Shticks* and *The Cutting Room Floor* for more information.

Derived Attributes:

Vigor: This attribute that determines how much damage you can shrug off before you are in danger of dying. It is calculated by starting with a base of 10 and adding your Brawn, Deftness, and Moxie to it. *Example: Coffee has a Brawn of 10, a Deftness of 5, and a Moxie of 5 so his Vigor score is 30 (10+10+5+5).*

Once you run out of *Vigor*, damage points are taken off of your *Fitness* score. *Vigor* is regained at a much faster rate than *Fitness* and is explained in the *Combat* section under *Healing*.

Toughness: Some people are able to withstand more physical punishment than others. Whenever you take damage from a bashing attack, subtract your toughness from the amount of damage received. (described further in the combat section). A character's toughness is calculated by dividing his *Fitness* by two, rounding down.

Initiative: This determines who-goes-when in a fight or other actions where the order of events is necessary. Simply add your Smarts and your Deftness together and divide by 2, rounding down. When the *Director* calls for an initiative check, you will roll a d10 and add this number to determine when you can make your action. In combat initiative is rolled at the beginning of each turn. The higher the number the sooner you can act.

Damage Modifier (DM): Some people are naturally stronger than others, and when they land a hit they can do more damage. To determine the Damage Modifier subtract 5 from the character’s Brawn score for a range of -4 to +5. This number is applied to all hand-to-hand and melee attacks. This can result in an attack causing no damage. Some creatures in the bestiary are stronger than humans and will have a larger DM than the +5 listed above

Lift: The amount of weight you can reasonably lift, carry and drag. You can carry 10x, lift 20x, and drag 40x your brawn score

Movement: The design of *Fists & .45s!* presumes the use of miniatures and some sort of battle map for combat, although it is not required. It uses the standard scale used in standard tabletop miniature games where 1 inch = 6 feet (2 meters).

To determine how many inches you can move in a turn, simply use your deftness. If you have a *Deftness* of 6, you can move 6” in a single turn without incurring any penalties. If using a grid, each point in movement = one square/hex.

Sprint: To determine how far your character can move in a single round, double your base movement score. If you have the *Athletics* skill you may add the rank you have invested in that to your run total. *Example: The Black Scarab has a movement of 8" and an Athletics of 3, so his Sprint total would be 19" (8 x 2) + 3.* If a character is

sprinting, they spend their entire combat round moving, and any other actions are at a penalty.

Leap: To determine the distance at which you can leap from a running start, divide your *Sprint* total (including *Athletics*) by 5 rounding down to the closest quarter inch. Using the Black Scarab above as an example, his maximum leap total would be 3.75" (19/5) or 22-1/2 feet in real world terms.

Swimming: (See *Swimming* skill)

Step 2] Skills: 50 points

The skills listed below are grouped by their contributing attribute. When asked to roll a skill, you will roll a 1d10 and add the skill rank to the corresponding attribute to get the total. Note that some *sh_ticks* can be added to the appropriate skill roll.

At this point, distribute 50 points among the skills you want. **No skill may start with more than 5 points.** Non-Player Characters (NPCs) will usually have fewer points to distribute, depending on their role in the plot.

How Skill Ranks Work:

If you have a skill with a rank of one, you have a basic understanding of how the skill works, but you are considered an amateur. With 3 ranks invested in a skill you are adept, you know what you are doing, and are able to make a comfortable living with the skill. At 5 ranks you are considered to be a professional. At levels 6 up you are an expert in the field of study. Most people will have skills in the 1-4 range.

Skills marked with a * can be used if you have zero ranks invested, but odds of succeeding are poor at best. **Using a skill untrained imparts a -2 penalty to your roll.**

Master Skill List:

Fitness Skills:

**Athletics*
Swimming

Moxie Skills:

**Endurance*
**Interrogate/Intimidate*
High Society
**Mental Discipline*
Streetwise

Empathy Skills:

**Acting/Performance*
Animal Handling
**Sense Motive*
Leadership
**Persuasion/Deception*

Smarts Skills:

**Awareness*
Demolitions
**Disguise*
Electronics
Expert: Specify
First Aid
Forgery

Heavy Machinery
**Knowledge, General*
Language: Specify
Mechanics
Navigation
**Photography*
**Research*
Science: Specify
Weaponsmith
**Wilderness Survival*

Deftness Skills:

Acrobatics
Archery
Dance
**Dodge*
Drive
**Fighting*
**Firearms*
Legerdemain
Pick Lock
Pilot
Ride
**Stealth*
**Thrown Weapons*



Skill Descriptions:

Acrobatics: The skill of Acrobatics is making aerial feats of daring and staying on your feet while traversing treacherous surfaces. With this skill you can swing from a trapeze, a vine, or a ceiling fixture (if it can withstand your weight). Acrobatics can be used instead of Athletics for climbing.

Acting/Performance: You are at home on the stage under the glare of the lights, the camera, and the action! This is a wide ranging skill which allows you to "put on a show" in various situations; including acting, comedy, and even singing. While acting, you pretend to be somebody else, either real or fictitious, by changing your mannerisms and vocal inflections. Lines are delivered either through memorizing your parts in a script or through improvisation.

Your training has allowed you to pick up tricks of the trade to make your character as believable as possible. Though your facial expressions may be altered, any real change to your appearance must be done using the *Disguise* skill. If you are trying to impersonate someone (and you succeeded with your *Disguise* roll) an opposed roll vs. *Sense Motive* would be required. A failed roll means something is off. This skill can be used untrained.

Animal Handling: This is the skill of making an animal do what you want it to do via training, or knowledge of how to approach a wild animal. Since this skill is also used for the breaking of wild horses, one may also ride such an animal, but not to the extent and skill level as the skill *Ride* itself offers. If you find yourself in a chase situation, you may use *Animal Handling* instead of *Ride*, but at a -3 penalty.

Archery: The skill required to properly use bows and cross bows. You also know how to care for your weapons, and if necessary craft your own arrows.

Athletics: You have physical training and experience in a variety of activities. It incorporates the abilities to run, jump, throw, and climb (using ropes, or on rough surfaces with dubious handholds).

When you are running, your *Athletics* skill adds 1" to your *Sprint* score for every rank purchased. *Example:* if your *Sprint* score is 12" (*Movement* x2) and your *Athletics* rank is 3 the maximum number of inches you could run in a turn would be 15"

Athletics can be used instead of *Thrown Weapons* when lobbing a grenade.

Awareness: Using your 5 senses this skill determines how observant you are concerning your surroundings. The higher your rank the more perceptive you are. This skill can be used untrained.

Dance: Be it ballroom dancing, or traditional tribal dance, you can cut the rug. This is important in more social settings if you are trying to blend in. Additionally, research on the styles of dance used will need to be done if the culture is different from what you are familiar with.

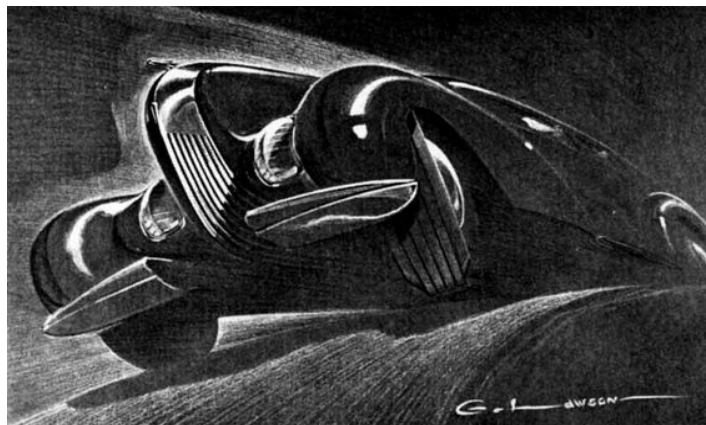
Demolitions: This skill allows you to know how to tear things down

and blow things up, how to determine structural integrity, where charges are to be placed, what kind and how much explosives to use, proper safety protocols, and equipment required. At rank 3, you are also able to read architectural blueprints.. What goes up, must come down.

Disguise: This skill is required in order to make yourself or someone else look like someone you are not, either subtly like hiding in a crowd, or more blatantly, like pretending to be a Kommandant of a Nazi prisoner of war camp. Other skills like persuasion/deception, interrogate/intimidate, high society and language may be needed, depending on what you are trying to accomplish and who you are trying to impersonate. This skill can also be used to see through disguises and to create disguises for other people, using makeup effects, clothing, props etc. *Disguise* is an opposed role vs *Awareness*.

Dodge/Escape: This skill allows you to avoid potentially dangerous situations, be it a punch, a grapple or a grenade. You can add the ranks of this skill to any defensive roll... if you are aware of the danger. This skill can be used untrained.

Drive: This skill is required to drive modern-day vehicles. This includes cars, trucks, motorcycles, and boats. Without this skill you will have a hard time even getting the vehicle out of first gear. (*NOTE: The first automatic transmission didn't appear on the market until late 1939.*)



Electronics: This skill allows you to repair or modify electronic equipment with the proper tools. You also have a basic understanding of how to operate unfamiliar electronic devices and figure out what their function is, after you've had a few minutes to look it over.

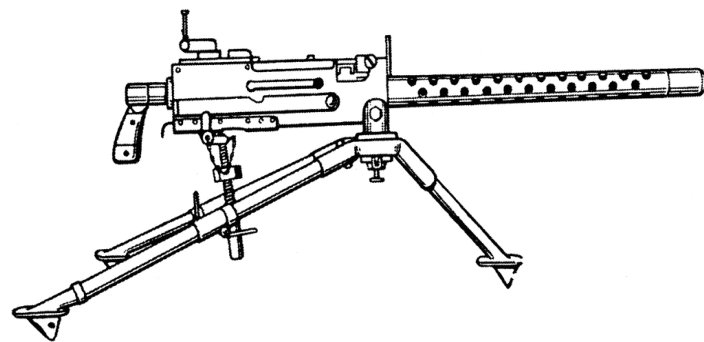
Endurance: You have the ability to push your body further in extreme circumstances, with less sleep, food or water than normally possible. Possible situations include walking through the searing heat of a desert or staying awake for days on end. Failure means exhaustion, and not being able to go any further. This skill can be used untrained.

Expert: Specify (*Bureaucracy, Cryptography, Cultures, History, etc.*) With this skill you are an expert in a specified field or profession, this is a more focused skill than general knowledge and you will have better odds of knowing more detailed information concerning your field(s) of expertise. Though this is a *Smarts* based skill, in certain situations the *Director* may have you roll using a different attribute.

Fighting: The ability to engage in hand-to-hand and melee combat. For each rank in fighting you purchase you become familiar with new ways of fighting. At rank 1 you are familiar with using your hands and feet as weapons. At rank 2 you become proficient with knives and other small melee weapons. At rank 3 you are familiar with one handed weapons like swords, machetes, and clubs. At rank 4 you are familiar with two handed weapons like large swords and pole arms/spears (to throw a spear the skill *Thrown Weapons* is required) , and at rank 5 you are familiar with exotic weapons like whips, flails and chain style weapons. Improvised weapons like chairs, broken bottles and pool cues can be used at any rank but are penalized -3 to the attack roll, as are weapons you are not trained in.



Firearms: The skill required to be proficient with any firearms including handguns, long arms and military weapons. For every rank of Firearms you purchase you add a new group of weaponry you are proficient in. At rank 1 you are familiar with handguns, rifles and shotguns. At rank 3 you are familiar with automatic weapons (submachine guns & assault rifles). At rank 4 you are familiar with machine guns and at rank 5 you are familiar with advanced Military Weapons (rocket launchers, sniper rifles & mortars). Attempting to use a weapon you are unfamiliar with will result in a -3 penalty to your attack roll.



First Aid: Ability to diagnose medical afflictions and how to treat wounds, stop bleeding, set broken bones and stop poison from spreading. A successful roll means the patient has been stabilized, but may still need further treatment.

Forgery: A skill required if you want to replicate a document in order to fool someone into thinking it is the real deal. On the flip side of the coin, you are also able to determine if you are looking at a forgery or not. This includes detecting counterfeit money.

Heavy Machinery: This skill is required to operate such machinery as bulldozers, tractors, cranes, and even slow-moving vehicles such as tanks.

High Society: You are able to function within the walls of social clubs and extravagant parties held at swank mansions. You know which piece of silverware to use, what clothes to wear, what are the current trends in socialite circles, and how to make small talk with the rich and famous.

Interrogate/Intimidate: The skill of coercing someone, through force of personality, psychological or physical means (i.e. torture), to reveal information that they don't want you to know, or to have them do something that they would rather not do. This skill usually only works if you already have an upper hand by either being physically stronger, having them outnumbered, having them already confined or even convincing them that harm may come to someone (or something) they care about. This is an opposed roll vs Mental Discipline.

Knowledge, General: This skill is a catchall of sorts representing how much you actually paid attention in school, the news and to the outside world around you, especially concerning things like history, geography and current events. This skill can be used untrained.

Language (Specify): Pick a language, you know how to speak and read it (if applicable). At 2 ranks you are literate, at 3 ranks you are fluent, at 4 ranks you know different dialects, and at 5 ranks you can roughly understand languages in the same language group. (at character creation you automatically know your native language and are fluent). Sign language, hieroglyphics and Morse code would also be included in this skill.

Leadership: Men need leaders to follow. This skill allows you to inspire the troops and to change the hearts of those who may be cowards. This skill is used to modify *Morale Checks* mentioned later on in the combat section. *If applied to being officer material in the US Army, at rank 1 you would be considered a Second Lieutenant, rank 2 a First Lieutenant, rank 3 a Captain, rank 4 a Major, rank 5 a Lieutenant Colonel, rank 6 a Colonel, and ranks 7-10, the titles of General.*

Legerdemain (Sleight of Hand, Pick Pocket, Palming): You are deft at moving things around without people noticing. While good for parlor tricks and stage magicians, it's also good for picking pockets and passing off information to a contact without anyone being suspicious. This is an opposed roll vs. Awareness.

Mechanics: You are familiar with the inner working of mechanical devices, you can diagnose problems, and with the right tools, you can tear them down and rebuild them without any bolts left over. You are also able to make minor modifications to improve performance. You also have a basic understanding of operating unfamiliar mechanical devices and figure out what their function is.

Mental Discipline: This is your fortitude to withstand various drugs, torture, interrogation techniques, etc, and to avoid succumbing to the effects inflicted. This skill can be used untrained.

Navigation: By using maps, charts, terrain or the stars you are able to plot a course through unfamiliar territory. This skill allows you to read topographical maps to determine the best route for speed, survivability or stealth.

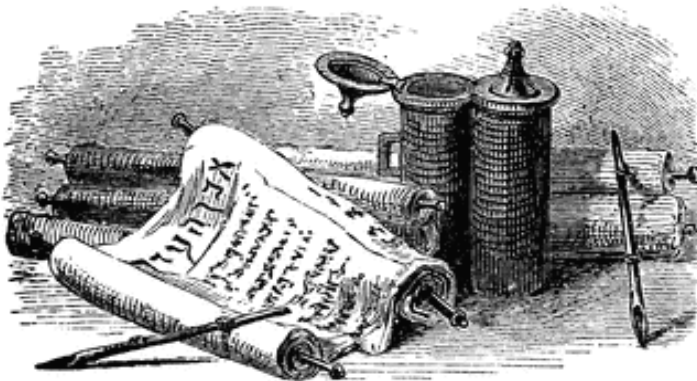
Persuasion/Deception: Through seduction, flattery or outright lying you have the ability to talk people in to doing what you want, to get what you want, or to get yourself out of a sticky situation. This skill is different from Interrogate/Intimidate as it doesn't rely on fear but on hope and promises and subtly winning the target over to your way of thinking. This is an opposed roll vs. Sense Motive. This skill is essential for someone like a professional gambler for bluffing. This is the skill can be used untrained.

Photography: This skill is required if you need to take professional photographs, knowing what type of film is required, what lighting requirements are needed, how to develop the film, and make prints in a darkroom. This skill is essential for news reporters but not necessary for amateur photography. A rank of 3 is required to develop your own film and make prints.

Pick Lock: With the appropriate tools, you can open locks, doors and safes. The difficulty level depends on the complexity of the lock, time restraints and having the appropriate tools. At rank 1 you can pick door locks and pad locks, at rank 3 you can crack safes, at rank 5 you can open the most sophisticated locks invented by man.

Pilot: This skill is required to fly any form of flying machine. Besides planes, dirigibles, rockets and helicopters this skill also gives the understanding and skill required to operate a jet pack.

Research: The ability to dig through manuals, libraries, and newspaper archives to find the piece of information you are looking for. If the information is located where you are doing your research, it will be uncovered, given enough time. The better the roll, the more detailed the information. This skill can be used untrained.



Ride: The ability to ride a tame animal, usually horses, camels or elephants, as well as knowledge of the basic care for riding animals and the ability to pilot animal-drawn wagons, carriages and carts. To try breaking a wild horse you will need to use *Animal Handling*.

Science: Specify (*Anthropology, Archeology, Chemistry, Botany, Geology, Physics, Zoology, etc.*) You are familiar with the field of study you choose. You are familiar with the tools, methods and theories and use those to reach a logical conclusion. To conduct proper experiments, you will need the necessary tools and lab equipment.

Sense Motive: The use of the skill involves making a gut assessment of a social situation. You can get the feeling from another's behavior that something is wrong, such as when you're talking to an impostor. Alternatively, you can get the feeling that someone is trustworthy. This can be used as an opposed roll vs Acting or Persuasion/Deception or in situations where you think there may be something fishy going on or an ulterior motive. This skill can be used untrained.

Stealth: The skill to hide in the shadows and move silently to avoid detection. This is an opposed roll vs. *Awareness* and can be used untrained.

Streetwise: You know how to handle yourself in the seedy underbelly of the city. Use this skill if you are trying to gather information, news or rumors concerning criminal activity, where to obtain contraband, how to talk to the criminal element, or are just trying to find your way around. Because of your knowledge of the streets you are able to shadow someone or lose a tail in a crowd.

Swimming: You must have at least a 1 in this skill in order to swim at all. To calculate your swim speed with this skill add your Deftness and Swimming skill together and divide by 3, rounding down. This will give you a swim score between 1 and 6 yards per round. To determine how long you can tread water, add your swimming skill to your fitness stat. This gives you the number of hours you can stay afloat in ideal conditions. Rough water, water temperature and other factors can come into play, however.

Thrown Weapons: You are accurtae with muscle powered thrown weapons like spears, knives and axes. This skill can also be used the throw hand grenades.

Weaponsmith: The ability to modify, customize or repair various weapons, also useable in cleaning jams in automatic weapons.

Wilderness Survival: This skill is required if you expect to live in the wild for any amount of time. It is needed to know what is safe to eat and drink, what plants and animals to avoid, as well as for building primitive shelters and starting a fire. With this skill you are also able to track (or to cover your tracks), using audio and visual clues such as footprints, broken limbs, etc. You may roll against a difficulty level or as an opposed roll if you are trying to track someone who is actively trying not to be found.

Other Skills: In most cases all the skills you will need are listed,;however if you feel you need a specific skill and the catch-all *Expert* won't suffice, just make a new skill, link it to the appropriate attribute and you are good to go... with the *Director's* approval, of course.

Making a Skill Roll

Making Skill Rolls in *Fists and .45s!* is simple. Add your skill to its corresponding attribute (also adding in any applicable *Shticks*) and roll a 1d10. This will be used against an opposed roll or a static target number, depending on the situations described below.

NOTE: There are three caveats to all skill and combat rolls:

1) A roll of a 1 is always a failure, and quite possibly a fumble (described below).

2) If a 10 is rolled on the die, the roll is open ended and you can continue rolling the die, adding to the total as long as 10s are rolled. This rule only applies to skill and combat rolls. *Damage* rolls are not open ended.

Example: Coffee is trying to fix a badly broken motor with nothing more than chewing gum and bailing wire. He has the *Jury Rig* shtick at a rank of 5, the *Mechanics* skill at a rank of 5 and a *Smarts* attribute of 4, giving him a base of 14 before he even starts rolling. The Director determines this will be an impossible task (difficulty 40). Coffee's player rolls 10 on the die, so he gets to re-roll the die and add the result to the total. On the second roll one die comes up another 10! He re-rolls the die and it comes up as a 4 for a final score of 40, just what was needed to succeed! (14 (base) + 10 (1st roll) + 10 (2nd roll) + 6 (3rd roll) = 40).

3) Untrained skill rolls are not open ended, thus rule number two does not apply. You do not keep rolling if your result is a 10.

Opposed Rolls:

Opposed rolls are combat and skill checks that require your opponent to roll off against your roll to determine if you were successful or not. Common situations include using skills like *Persuasion/Deception* (vs. Sense Motive), *Stealth* (vs. Awareness) and *Interrogation* (vs. Mental Discipline). If the one performing the skill rolls higher than the defender, then they succeed. If the roll ends in a tie, the tie breaker goes to the defender.

Target Number:

Some skills require a roll vs. a target number to determine success or failure; the harder the task, the higher the target number. If your skill roll is equal or greater than the target number you have succeeded. Below is a chart to help determine the target number.

Task Difficulties	
10	Easy
15	Normal
20	Challenging
25	Difficult
30	Very Difficult
35	Near Impossible
40	Impossible

Fumbles

It happens every once in a while, something just doesn't go as planned, sometimes with almost tragic results. When a 1 is rolled on the die while performing a combat action or a skill check, a potential fumble occurs.

To determine if it was truly a fumble roll a d10 again, and compare it to the *Skill* ranking of the Skill you attempted to perform. If that number rolled is less than the skill rank, it is simply a failure; otherwise it is a fumble and it is up to the Director to determine just how bad the situation is. If you are using a skill untrained, a roll of 1 is always a fumble.

Example: Coffee is attempting the repair a component on the ship's boiler that got battered around in the storm that the ship rode through the previous evening. He has *Mechanics* at a rank 5. The ship rocks while Coffee is trying to reattach the component (he rolled a 1 on his skill check). So how bad was the slip? Coffee's player rolls a d10 again, then he rolls a 4. Since this is less than his skill level he merely makes a correctable mistake. If he had rolled a 5 or greater it would be a fumble, and the Director would determine outcome.

A fumble in combat could be something as simple as a gun jamming, or if firing into melee combat, hitting an ally. If repairing a machine or electronic device you may have damaged it beyond repair, misplaced a key component, etc. If the *Director* wants, he may use the following optional fumble chart.



Fumble Chart (Optional)

If it is determined that a fumble has taken place, roll a d10, add in any *remaining Luck* and the *base Skill* level, then compare it to the chart below. No matter what your skill or luck is, a roll of a one is still a one. If the roll is 30+ then the fumble isn't actually a fumble, but a sloppy success.

Roll Total	Deftness (Combat)	Deftness (Driving, Pilot, Ride)	Deftness & Fitness (Athletics, Acrobatics, Climbing)	Empathy & Moxie (Seduce, Interrogate, Persuade/ Deception, Streetwise, etc)	Smarts (Repair or Create)	Smarts (Figure Out, Notice, Catch a Clue)
1	Roll 1d10: 1-5 You manage to wound a member of your own party. Roll for damage. 6-10 You inflict maximum damage to yourself.	You cause the vehicle to crash, if riding a horse you have broken its leg, if flying I hope you have a parachute!	You fail abysmally and manage to hurt yourself in the process. If it's a physical action roll 4d6 bashing damage and you are dazed. You lose your next turn to shake it off.	You must have insulted them 'cause they are going to attack you now!	You damaged the device beyond repair; if it can explode it will! Shrapnel damage is 2d6 (lethal).	You are completely oblivious to EVERYTHING that is going on around you, so - 3 to ALL actions next round.
2-9	Roll 1d10: 1-5 You Manage to wound a member of your own party. Roll for damage. 6-10 you manage to wound yourself. Roll for damage.	You manage to disable your vehicle, blow an engine, fall off your horse, etc. You may be able to limp to safety.	You fail miserably and manage to hurt yourself in the process. You take 3d6 bashing damage.	You blew it royally. You not only don't convince them, they are violently opposed to anything you want to do. Roll 1d10. On a 1-4 they will attempt to do physical harm	You damaged the device beyond repair. Buy a new one.	You are completely oblivious to what is going on and it's obvious to everyone around you, or you don't know anything about the subject.
10-14	Your weapon jams or breaks (hope it wasn't your fist). You cant do anything about it now. Draw a new weapon.	You fail miserably; if chasing someone you lose them, if being chased they have caught you.	You fail miserably and manage to hurt yourself in the process. You take 2d6 bashing damage	They pretend to accept what you are saying and then contact the local authorities/mob boss.	You manage to break the tool that you are working with to fix the other item. Buy a new one (hope you have a spare)	You give out false information thinking it's true. Those that hear this info are at a -3 on thier next roll on the subject.
15-19	You manage to drop your weapon. It will take one round to pick it up OR to draw a new weapon (standard action)	Where did you learn to drive? You managed to turn completely around. Your next driving roll is at a -5.	You fail miserably and manage to hurt yourself in the process. You take 1d6 bashing damage	So much for your people skills. You don't convince them, you leave them totally cold (-4 to your next roll) to any other suggestions you might have.	You not only fail, you make it worse! You damage the thing you were working on... raise the difficulty by 5.	You don't know anything about what is going on and you haven't got a clue about how to do anything about it. Make a deception check at -2 to see if anyone else notices how dumb you are.
20-24	Your weapon discharges, hitting something harmless.	You miscalculate a turn or overcorrect. Your next driving roll is at -2.	You manage to land on your butt: -3 for the next action after getting up.	No fumble - they just ain't buying it	No Fumble, you just can't get it together	Nobody believes you, and they won't next time either.
25-29	No fumble - you just miss.	No fumble - you just did something stupid.	No fumble - you just make an idiot of yourself.	They are swaying - make another roll at -2 to convince them otherwise	You misplaced a part and will take 1d6 rounds to find it.	No fumble - you just don't know how to do it.
30+	Very sloppy shot, but it was a success! Roll damage as normal.	What looked to be a sure crash turns into a story talked bout for years to come.	You manage to get the job done in the most uninspired way possible.	The person you are trying to impress either feels sorry for you or thinks you are cute in some odd way.	Nobody knows how you did it (including you), but it works!	Boy did you get lucky! You ended up dropping the book you were looking through to the page needed, or happened to tie your shoe and see the reflection off of the barrel.

Step 3] Shticks: 10 Points

Shticks are what separate out the heroes from the normal, everyday shmoe on the street. Some are subtle, others are more brazen, but all give your hero the edge they need to survive. There are two kinds of Shticks: The first one is a "flat-cost" Shtick that works without a roll of the dice. The second kind adds to certain skill rolls. These are purchased at a rate of one rank for one point, with no more than 5 invested in any one Shtick during character creation. A character may start with up to 3 Shticks.

Shticks with an **(M)** after their titles are considered Mental (Psionic) in nature and require that the hero has a base *Empathy* of 8 in order to purchase. Ask your Director if these are suitable for the campaign.

When using or opposing Mental Shticks, replace the normally linked stat associated with the skill with the character's *Empathy*. (i.e. to detect someone using invisibility, instead of *Awareness + Intelligence*, you would roll *Awareness + Empathy*).

Shtick Descriptions:

Amazing Contraption: With this Shtick you have either created or come into possession of a unique item. It is up to you and the Director to determine its capabilities; it could be a rocket pack, a flying car, a ray-gun, or your own personal robot. If this Amazing Contraption mimics another shtick, use the other shtick instead. Amazing Contraptions are explained in more detail later on (5 points).

Animal Bond (M): You are able to mentally bond with a single animal at a time and communicate with it. It will do tasks for you... within reason (5 Points).

Beneficiary: You have inherited a great fortune that was not destroyed by the Great Depression. You find that you have no need of anything and you may own a mansion, a fancy car, an airplane, a family business, etc. One important lesson you have learned since you've acquired your fortune is that the more money you throw around, the more attention you will attract... most of it unwanted. The amount of money you have at your disposal at any given time is up to the Director. (NOTE: *The average salary in the late 1930s was \$1500.00 a year*) (5 points).

Better Lucky than Good: You may use your current luck score in place of your skill rank on a single skill or combat skill roll. You may choose to use this after the roll has been made. Use of this shtick costs one luck to use (after roll is made and total calculated) (5 points).

Bulletproof: Normally bullets cut through flesh like a hot knife through soft butter, however with this shtick, you may apply your toughness against lethal damage (5 points)

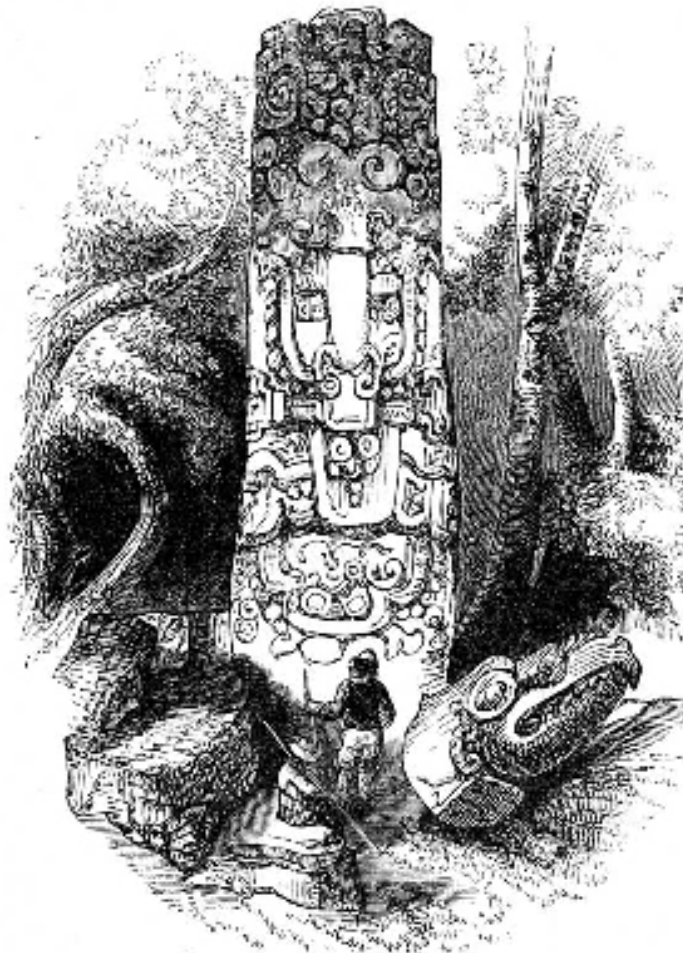
Cat's Grace: The Hero has perfect balance. For every rank purchased, she receives a +1 to *Acrobatics*, *Athletics*, and other skills that require balance. The Hero is also unafraid of heights.

Danger Sense (M): You get a bad feeling about situations before they transpire, it may not be obvious where the danger is coming from however. For every rank purchased, add a +1 to *Awareness & Dodge* rolls. Danger Sense does stack with other shticks that grant bonuses to awareness.

Death Defiance: You hear "*I thought you were dead*" a lot. Somehow you always manage to survive the deadliest of situations. The Hero must have at least one point of *Luck* remaining for this Shtick to work, otherwise your luck finally ran out (5 points).

Drop Dead Gorgeous: "*Well, hey there good-looking!*" Add + 1 for every rank purchased to any roll in situations where looks come into play (*Seduction, Persuasion, High Society*).





Eagle Eye: Nothing gets past you, at least not visually. For every rank purchased, gain a +1 to visual *Awareness* rolls. Each rank also increases the Range Value of a ranged weapon by +1.

Escape Artist: There are no bonds or man strong enough to hold you, your extreme contortionist abilities allow you to twist, turn and dislocate joints, allowing you to shed any constraints. Add +1 for every rank purchased. To escape bonds make a *Deftness* + *Legerdemain* + *Escape Artist* Roll vs. the difficulty of the bond. This can also be used in combat where you have been grappled, allowing you to use *Deftness* instead of *Brawn*, whichever is higher.

Evil Eye (M): You can unnerve your opponent, causing them to falter. Ranks purchased can be imposed as penalties for both skills and combat. This counts as an action in combat and requires a roll to hit. Roll 1d10 + *Empathy* vs. your opponent's *Empathy* + 1d10. If you succeed the number or ranks you purchased are subtracted from all rolls that one opponent makes, you can only use this ability on one opponent per scene.

Fists of Steel: Either having naturally dense knuckles or through a martial arts kata like Iron Palm, you have incredibly strong fists. Add +1 to your *Damage Modifier* for attacks made with fists for every rank invested.

Feat of Strength: You can do amazing feats like: lifting more weight than is normally possible, busting down doors, holding onto something with an iron grip, etc. For each rank purchased, add +1 to *Brawn* score. This shtick does **not** add to damage.

Forgettable: Character is forgotten, like she was never there, this only works in situations where the character isn't in constant contact with the same people. Characters with this Shtick also have an uncanny knack of not having their photographs taken, either their face is out of focus or turned away when the shutter is released. (5 points)

Gumshoe: "That's one thing I've learned about clients. Dead ones don't pay their bills". - *Rigby Reardon*. You are the guy people go to when they run out of options. Tenacious and thorough, you find the information needed to crack the case, no matter how obscure. You know where to go and who to talk to. For every rank purchased add a +1 to *streetwise*, *interrogation*, and *research*.

Healing Hands (M): Some charlatans claim to have the healing touch, but you really do! By spending one point of *Luck* you can heal another person (Sorry, cannot be used on yourself). Roll 1 d10 + *Empathy* + *Healing Touch*, you heal the target by one point for every point rolled (healing is applied to *fitness* first, then to *vigor*). You can also neutralize poison and even revive a recently deceased person (5 minutes or less)... if the victim is still intact. (5 Points)

Heightened Senses: Your senses are fine-tuned to detect anything out of the ordinary, this includes all your senses. Add +1 to all *Awareness* rolls for every rank purchased.

Hide in Shadows: You are able to hide in seemingly unlikely places as long as you were not previously spotted, add a +1 for every rank invested to *Stealth* rolls.

Huntsman: You are at home on the hunt for big game, whether it is in the Sahara or in the Great White North. For every rank purchased, the Huntsman gets a +1 to *Wilderness Survival* and +1 to hit and damage with a hunting rifle, bow or other primitive projectile weapon.

Hypnotic Suggestion (M): You are able to persuade a person do something he would be all but violently opposed to doing. Add a +1 to all persuasion rolls for every rank purchased.

Invisibility (M): Through the power of the mind you are able to cloud men's vision to where they are unable to perceive you. With this Shtick you may add +1 for every rank purchased to your *Stealth* instead of *Deftness*, you will use *Empathy* as your linked stat. Unlike *Hide in Shadows*, you can walk through the middle of a crowded room undetected.

Jury Rig: You can repair or modify anything with little more than chewing gum and bailing wire, it's not guaranteed to stay fixed, but it will survive long enough to make it to the next scene. Add a +1 to all repair or modification rolls for every rank invested (see *Amazing Contraptions* below, for more information)

King of the Jungle: You are at home in the wilds; you were probably born there and have a natural affinity for your non-human friends. For every rank purchased, you get a +1 to *Animal Handling & Wilderness Survival* and are able to use social skills normally used with humans on animals (*Persuasion*, *Intimidate*, *Society*, etc...)

Know-it-all : You are a walking, talking encyclopedia set. At the beginning of the scene, you may select a *Knowledge* skill of your choice, the skill level is equal to the number of ranks of this Shtick purchased, the choice may not be carried over to the next scene, outside of whatever was noted in the previous scene (5 points)

Lie Detector: You can see through most attempts of subterfuge and may add +1 to any opposed rolls where lying might be involved (*Acting, Persuasion, Seduction, Interrogation*)

Lightning Reflexes: You react before most people realize they need to react, for every rank purchased, add a +1 to your *Initiative*.

Mental Bullet (M): Through the power of thought you are able to send a bolt of mental energy towards your opponent, causing extreme mental anguish. This power is considered lethal and cannot be resisted with toughness. You gain a +1 for every rank purchased. To make a Mind Blast attack roll *Empathy + Mental Bullet* vs. *Empathy + Mental Discipline*. Damage is 2d6 +1 for every rank purchased (i.e. *If you have a rank 3, damage is 2d6+3*). You may make one Mind Blast a round. Like other forms of combat, critical successes do apply.

Mind Link (M): You can link your mind with another's willing mind to communicate with them telepathically and to experience what they are seeing, hearing and doing. This does not allow you to probe into their mind, only what is going on in the current situation is made known to you. (5 points)

Mind over Matter (M): Your mind overrides pain and suffering that you may be enduring, for every rank purchased add a +1 to *Endurance* and *Mental Discipline* rolls

Nerves of Steel: Nothing seems to rattle you. For every rank purchased add +1 to any *Moxie* based skill checks where fear/nerves are involved (i.e. *Mental Discipline*)

Photographic Memory: You can remember amazing details about a situation, photograph or document that you have studied. You cannot learn skills using this ability, though it does make taking exams easier. (5 points)

Precognition (M): You see visions, things that are to come. By spending a luck point you may see events in the future, what and how far into the future is up to the Director. (5 Points)

Sidekick: With this shtick you have at your side a loyal assistant. They are built as a normal character with 30 points to distribute among stats, 30 points to distributor among skills. They will not start with a shtick, but it can be purchased at a later time with experience. The sidekick will share the heroes experience points. (5 points)

Signature Weapon: "*Lucille, God gave me a gift. I shovel well. I shovel very well.*" - *The Shoveler*. You are known by being exceptionally good with one particular weapon. For every rank invested, and a +1 to hit and damage with one specific weapon. (i.e.: Colt 1911, or broadsword, etc.). Your Signature Weapon choice automatically makes you proficient in its use, not matter what

your *Fighting* or *Firearms* rank is (i.e. *If your Signature Weapon is a whip and your fighting is a 3, you will suffer no penalties, even though a rank 5 is normally required to use a whip effectively*)

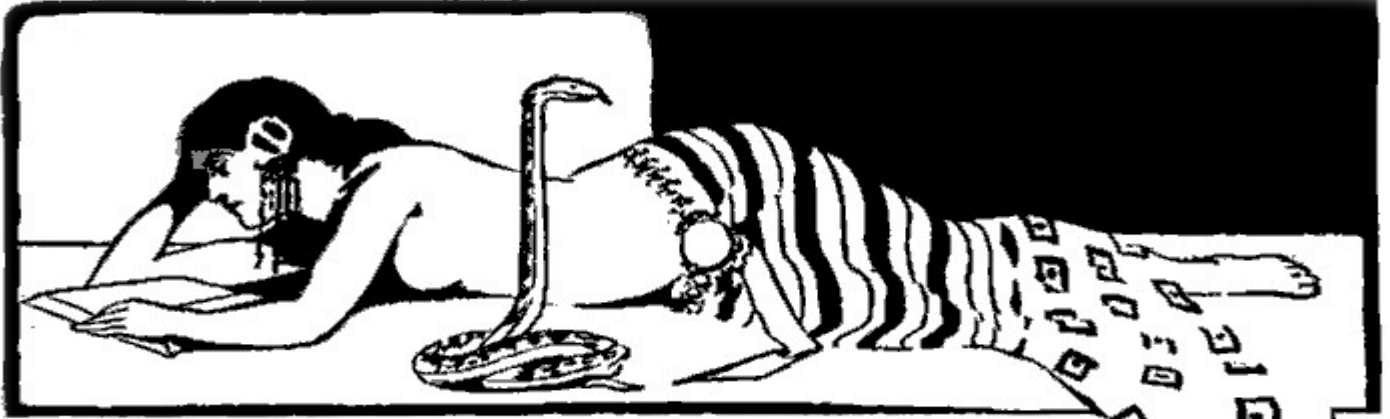
Skilled: You get an additional 10 points to apply to new or existing skills, standard creation rules apply. Tis can be taken more than once. (5 points)

Steely Gaze: The character has eyes that seem to pierce the soul, unnerving opponents, add a +1 for every rank purchased for *Interrogate/Intimidate* and as well as when opposing rolls for *Persuade/Deceive*

Street Smarts: You live on the streets, maybe literally. You know every escape route and hiding place in your area. You know how to blend in, and where to find food, shelter and money, either through begging, stealing or a job. For each rank purchased you receive a +1 to streetwise as well as stealth and awareness rolls in urban settings.

Telepathy (M): The ability to read minds and to communicate without using words. If the target is not a willing subject, an *Empathy + Telepathy* vs. *Empathy + Mental Discipline* roll will have to be made. The target need not be aware of the attempt to defend. For each rank purchased add a +1 to your Telepathy roll





Tongues (M): Your mind automatically translates unknown languages as you hear them, and gives you the ability to speak in return as if it was your were native speaker. You will not retain the language once you are out of earshot of the speaker. Tongues does not allow you to read the written word. (5 Points)

Tough as Nails: You are one tough cookie, nothing seems to bring you down, reduce incoming damage by one point for every rank purchased.

Two-Fisted: The Hero can get in a second attack with his off-hand (including fists, melee weapons or firearms) without the usual penalties for a second attack. (5 points)

Untouchable: Because of ducking, weaving and knowing how to uses cover, you are extra hard to hit. Add your *current* Luck to your defense rolls (5 points)

Well Connected: You know people who know people who can get the information and equipment you need. For every rank purchased add a + 1 to Streetwise, General Knowledge and Research skills. A failed roll means that contact cant find what you are looking for, you will have to go to another one of your sources.

Wheelman: The road is your home, and your driving skills are second to none. For every rank add +1 to any roll where driving or flight is involved. You also know how to maneuver your vehicle to avoid as much damage as possible. You may reduce the damage done to your vehicle by one point for every rank purchased, this is in addition to any armor it may be equipped with.

Experience - Improving Skills, Stats and Shticks:

Experience is the best teacher, as such during the game when you accomplish something using a skill or shtick you will acquire experience points to apply towards improving it (to make things easier an experience tracking sheet is located at the back of this book). Once you attain the required number of points required for improving the skill or shtick, you may do so (see *Improving Skills* below). You may not apply Experience Points to untrained skills, they must be learned first (see below).

The other way of acquiring experience is though general play, completing story lines, good role-playing and teamwork. At the end of each story (this may expand over several sessions) the Director will hand out general experience points which can be applied any way you see fit, either to learn new skills & shticks or improve old ones.

You cannot learn new skills or shticks in the middle of a session, you can only improve on existing ones.

Improving Skills: To increase an existing skill to the next rank will cost 10x your current rank (to go from level 5 to level 6 will cost 50 points).

Acquiring New Skills: To acquire a new skill at a rank one will cost 10 experience points.

Improving Shticks: To increase an existing shtick to the next level will cost 20x your current rank (to go from level 5 to level 6 will cost 100 points).

Acquiring New Shticks: To acquire a new shtick that has purchasable ranks costs 20 points for a rank of one. If a shtick does not have ranks it costs a flat 200 points.

Improving Stats (Optional): To increase one of your stats by one point will cost 25x your current rank. Stats can only be improved with general experience points (to go from level 5 to level 6 will cost 125 points)



The Cutting Room Floor

One common aspect of most modern Pulp games is the ability for the players to alter the plot in ways that (usually) benefit them either directly or indirectly, and most of them have some sort of point pool in which to draw upon these edits. In *Fists & .45s*, that pool is the Character's *Luck* stat, which may be used until the character's luck runs out. This pool is refilled at the beginning of each game, but can also be added to at the Director's discretion for brave or resourceful actions by the players.

Luck is what turns the most mundane person into a high-flying, two-fisted hero of lore, giving them that edge that allows them to beat equally matched foes, either through a lucky blow or outside circumstance that weighs in the hero's favor.

So, what kind of edits can you spend Luck on?

Second Chance: By spending a *Luck* point a bad roll may be re-rolled. Example: Johnny Diamond is trying to get some information out of a two-bit thug, but the 2 he rolled on the die isn't going to be enough, so by spending a Luck point he can re-roll. The new roll will be as if the first one did not happen and you must accept the new result. You may not re-roll a fumble but you may void one (see below).

Voiding a Fumble: By spending a *Luck* point you may nullify the effect of a fumbled roll. "*Did you see what I almost did?*"

Over Achiever: By spending a point of *Luck* you may add 5 to any skill or combat roll, including damage, prior to rolling (you cannot fumble this roll, this includes unskilled attempts as well).

Shticks: Some Shticks, like *Death Defiance* require a point of *Luck* to activate.

Scene Edit: With the Director's approval, you may spend a point of *Luck* to make a "Scene" change that benefits the character or the party "I didn't notice that manhole cover before, we can escape through that!"

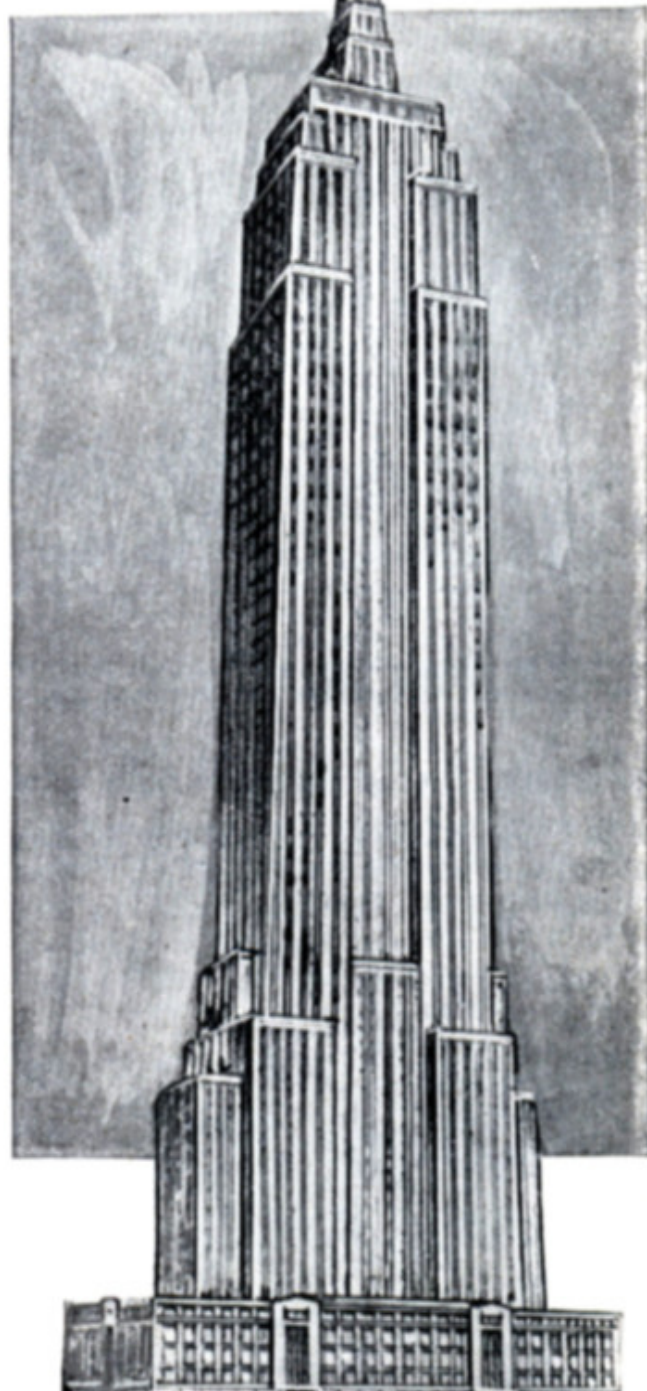
That would have killed a normal man: Like above, a well explained action could save the character's hide. Running off of a cliff to find a root to grab hold of, diving off of a zeppelin to catch a rocket man as he goes flying by. *Note: This edit is not like the Shtick Death Defiance, these actions, even though far-fetched, must be explained and plausible.*

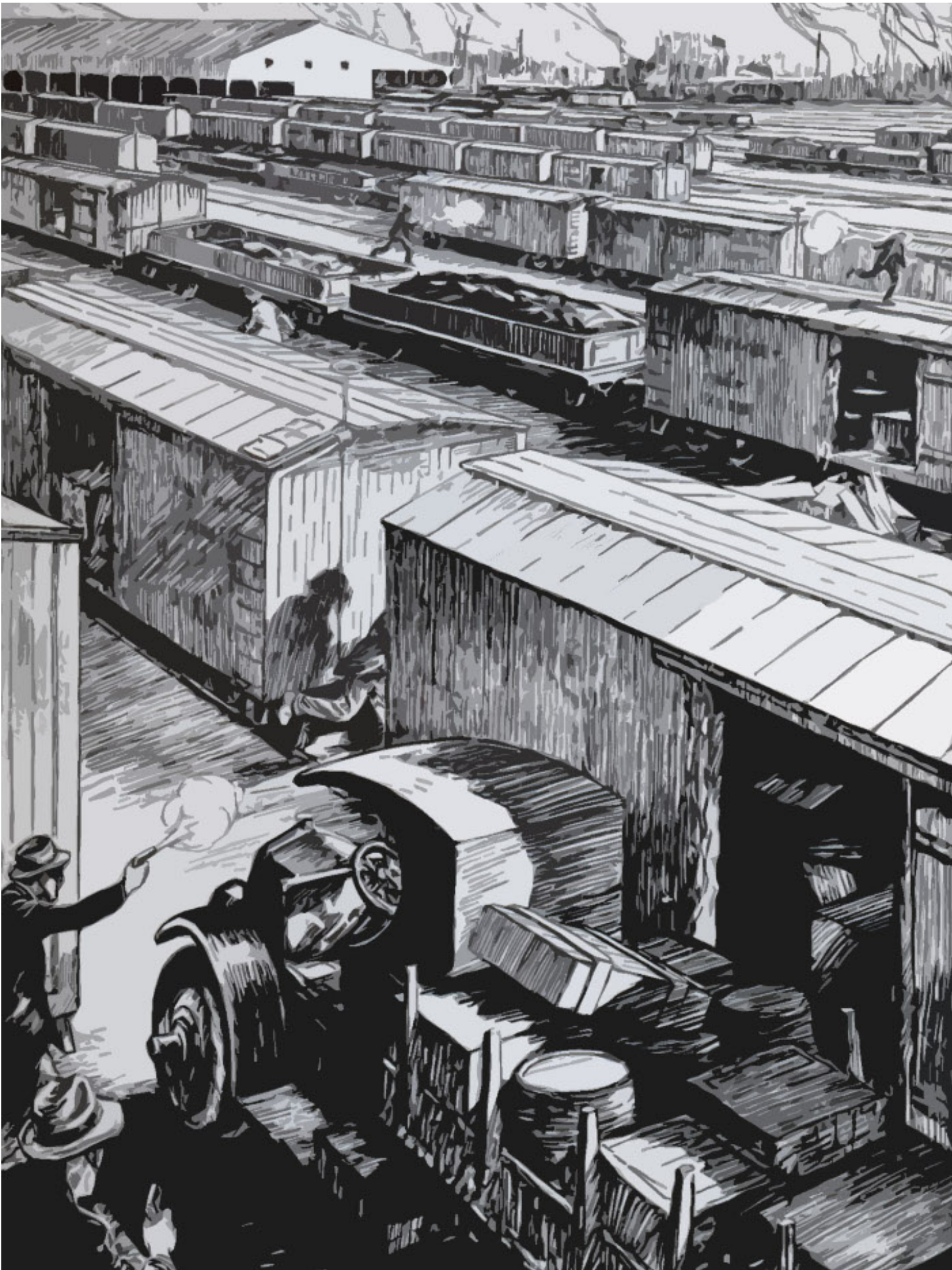
Merely a scratch: If you spend point of *Luck* you may nullify all damage from an attack, though you may still get knocked around a bit. This applies to any damage taken, including lethal.

Regaining Luck

In most cases your Luck will be restored at the beginning of each gaming session. If your game ended with a cliffhanger (or you just decided to call it quits for the night) the Director may determine that no Luck would be restored at the beginning of the next session.

During the course of the game, the Director may, at his discretion, award points to refill expended Luck. Exceptionally bold, creative, or even downright stupid actions can be rewarded. The points awarded can never go above the original Luck score.





Actions & Combat

Each 3 second round you are able to make two standard actions *or* one standard action and one combat action, in any order, without any penalties (i.e. dive for cover and shoot, or shoot and dive for cover). You can also split up your base movement without penalties (i.e. move half your movement, fire a gun, then move the other half).

Example: The Black Scarab (Movement of 6"), Colt 1911s in hand, makes a mad dash across the 25 foot alleyway to the opposite side. Seeing his opponent pop his head out from behind a crate, he squeezes off a shot. (Moves 3", shoots, moves remaining 3" with no penalty)

Standard actions: Include moving (up to your movement stat), diving for cover, opening a door, aiming, reloading or drawing a weapon.

Combat actions: Are any offensive actions that a character makes, like punching a mook, shooting a gun, firing an arrow, and so forth.



Combat

What good is a pulp game if there aren't punches being thrown, and guns blazing? Physical confrontation isn't the end all be all of Pulp Adventure, but it does play a pretty significant role.

To start, the way combat is resolved is simple, it is resolved just like skill rolls.

Hand-to-hand attacks are resolved by the attacker adding his

Fighting skill to his Deftness + the roll of 1d10. This is compared to the opponent's Fighting or Dodge skill + Deftness + 1d10. The attacker's must roll must beat the defender's roll in order for the attack to be successful. If the defender rolls higher, then the attack is unsuccessful. The defender always wins ties.

If the attacker is using a melee weapon and the defender is unarmed, the defender is at a -2 penalty to his defense roll.

Ranged attacks (firearms, bows, etc) are resolved in the same manner as hand-to-hand attacks with opposed rolls. Please note, you are not dodging bullets in the sense that you see the attack coming and you are sidestepping it, rather you are ducking and weaving to make it more difficult to be hit in the first place. Other factors in ranged combat include cover and shields.

Like skill rolls, a roll of a 1 on a d10 has the potential of being a fumble and a roll of a 10 is open-ended, meaning any 10 that is rolled can be re-rolled and added to the total, which increases the chances of a critical hit.

Explosive attacks these attacks are resolved the same as ranged attacks, but on a successful defensive roll the defender will take 1/2 damage. If dealing with land mines, an awareness roll will need to be made, if successful, a dodge roll vs a difficulty of 20 will be required, with a successful dodge the damage will be cut in half

Combat Modifiers

Combat is an ever changing situation with guns firing, bodies diving behind cover, explosions, fire, and smoke, and that's just scratching the surface of it. All of those factors come into play when trying to hit your target, be it in an abandoned warehouse or the steamy jungle, there is never a clear shot once the bullets start to fly.

Range Penalties:

The Range listed under ranged weapons is used to calculate how far you can effectively fire a weapon in combat, only the *Eagle Eye* Shtick can increase this value. The penalties incurred for range are to quickly simulate a gun fight where the intended victim of the bullet isn't going to stand around and wait for you to pull the trigger.

Close Range is up to the listed Range value, there are no penalties for taking this shot.

Medium Range is between *Close Range* and x2 Range value. These shots are at a -2 penalty to hit.

Long Range is between *Medium Range* and x4 Range value. These shots are made with a -5 penalty to hit.

Extreme Range is from *Long Range* out to x8 Range value, and has a -10 penalty to hit.

Example: a Colt M1911A1 has a Range of 6" for close, 12" for medium, 24" for long and 48" for extreme. If you are using real world numbers it would translate to 36ft, 72ft, 144ft, and 288ft respectively.

Combat Modifier Table:

Target Size:	
Tiny target (human hand, pistol)	-6
Small target (human head, radio)	-4
Large target (car, bear)	+2
Huge target (truck, t-rex)	+4
Cover Modifiers:	
Target crouched	-1
Target prone	-2
Half of body visible	-2
Head and shoulders visible	-3
Head only visible	-4
Firing into melee (beware of fumbles)	-4
Miscellaneous Combat Modifiers:	
Firing while in Melee	-4
Snap shot or Trick shot	-3
Aiming (Takes a standard action)	+3
Ambush	+5
Using off-hand	-3
Making two attacks (applies to both attacks)	-3
Quick draw (+3 to initiative)	-3
Target Immobile	+10
Firing while running (moving more than your normal movement stat)	-3
Autofire (see rules below)	varies



Dishing out Damage

Damage Types:

There are 2 kinds of damage in *Fists & .45s!* Bashing and Lethal

Bashing Damage: This is anything that can cause blunt trauma, fists, clubs, chairs, etc. Whenever damage is calculated subtract out the victims *Toughness* from the total, This can result in no actual damage being dealt.

Lethal Damage: This would be any weapon that pierces the skin, like arrows, bullets or blades. Unlike Bashing Damage, the victim does not get to subtract their *Toughness* from the damage roll.

Please note, unlike skill and combat rolls, damage is not open ended.

Critical Success:

On your attack roll, for every 5 points over what is required to hit your opponent, you may add 1d6 to your damage roll. For example, if you need a 17 to hit your opponent and roll a 28, that is 11 more than was needed to hit, so you can add 2d6 to the damage of the attack.

Autofire:

A firearm rank of 3 is required to properly use an assault rifle or submachine gun, a rank of 4 is required to use a machine gun, without that training you are at an additional -3 to hit. The following rules apply to any weapon with a rate of fire (RoF) of 5 or more.

There are three forms of autofire: Burst attack, spray attack, and full auto attack.

Burst attack: Firing a short concentrated burst of ammunition, usually no more than 5 rounds, can have devastating effects. When firing a burst, add +5 to your to hit roll, this increases your chance of scoring a critical hit.

Spray attack: This is where you use a controlled spray to hit an area in an attempt to hit multiple targets. For each target you are trying to hit subtract one from your to-hit roll for each target (i.e.: if you are shooting at 3 targets, subtract 3 from each to-hit roll)

Full Auto Attack: Also known as "Spray and Pray" or Suppressive Fire, this is where you fire everything you have downrange, odds of hitting anything are slim, but it keeps the opposition's heads down. For every person downrange, roll to hit as normal at a -2 for every 5 rounds fired, up to the RoF. If you hit (don't forget to include cover modifiers), calculate damage as normal. Those under a full auto-fire attack must make a Moxie check vs. a difficulty of 20 in order to do anything that round for fear of being hit by a stray round. Firing full auto is considered a full action.

Explosives:

Explosive damage is determined from the center of the blast, the further away from the epicenter, the less damage inflicted. The most damage is inflicted in the first 2" (12ft), then it drops off at 6" (36ft) and completely at 12" (72ft). Critical damage rules apply as normal.

Yes, unless you have an arm like *Lefty Grove*, you will have to find cover immediately to avoid getting caught in the blast.

“Close only counts in horseshoes and hand grenades” When throwing an explosive you are trying to hit an area with a target number of 10 + modifiers. If you miss you will still hit something. For every point rolled under what is needed to hit, the explosive device lands 1” (6ft) away from the intended target. If you need to know which direction it lands, roll a d6: 1=behind, 2=behind-left, 3=behind-right, 4=in front, 5=in front-left, 6=5=in front-right.

If on the receiving end of an explosive device, your best bet is to dive for cover (Dodge), reducing damage taken by 1/2, rounding down.

Weapons of the Pulp Era

	W.A.	DAM	Cap	RoF	RNG
PISTOLS					
Browning Baby (.25)	-2	1d6+1	6	1	2
Colt Detective (.38 Sp)	+0	1d6+2	6	1	5
Colt Peacemaker (.45)	+0	2d6+2	6	1	6
Colt M1911A1 (.45 ACP)	+0	2d6+2	7	2	6
S&W Model 10 (.38 Sp)	+1	1d6+2	6	1	3
S&W Model 27 (.357M)	+0	2d6+3	6	1	4
Enfield #2 Mk1 (.380)	+1	1d6+1	6	1	5
Glistenti M10 (9mm)	+0	2d6-1	7	2	5
Kenju Type 94 (8mm)	-1	1d6+2	6	2	5
Luger P-08 (.30)	+0	1d6+1	8	2	5
Lebel M1892 (8mm)	+0	1d6+1	6	1	5
Mauser C96 (7.65mm)	+0	2d6+1	10	2	6
Taisho 14 (8mm)	+0	1d6+2	7	2	5
Tokarev TT33 (7.62mm)	+0	2d6-1	8	2	5
Walther P38 (9mm)	+1	2d6+1	8	2	5
Walther PP (32 ACP)	-1	1d6+1	8	2	2
Webley Mk6 (.455)	+0	1d6+2	6	1	5



RIFLES

Arisaka Type 99 (7.7x58)	+1	5d6	5	1	15
Enfield #4 Mk1 (.303)	+2	4d6+2	10	1	15
Fucile Mod 91 (6.5mm)	+2	5d6-2	6	1	15
MAS-36 (7.5mm)	+2	5d6-1	5	1	15
Mauser K98 (7.92)	+3	5d6	5	1	15
Remington Model 8 (.32)	+1	4d6	5	2	15
Savage Model 99 (.303)	+1	4d6+2	7	1	15
Springfield M1903 (30'06)	+2	5d6+1	5	1	15
Winchester 1894 (30-30)	+1	4d6	6	1	15

SHOTGUNS^A

Ithaca Model 37	+1	4d6/3d6/2d6	4	1	5
Remington 11	+1	4d6/3d6/2d6	4	2	5
Winchester 21	+1	4d6/3d6/2d6	2	2	5

SUB-MACHINEGUNS

Beretta MAB 38 (9mm)	+0	2d6+1	40	20	5
MAS 38 (7.65mm)	+1	1d6+2	32	20	6
MP35/I (9mm)	+0	2d6+1	32	20	5
PPD 40 (7.62mm)	+0	2d6-1	71	25	5
Thompson M1A1 (.45)	+2	2d6+2	30	20	6

AUTOMATIC RIFLES

AVS 36 (7.92mm)	+0	5d6	15	15	15
BAR A2 (30'06)	+0	5d6+1	20	15	15
M1 Carbine (.30)	+2	4d6	15	2	10
M1 Garand (30'06)	+2	5d6+1	8	2	15
M1E7 (30'06)	+3	5d6+1	8	2	15
SVT 38 (7.62mm)	+2	5d6	10	2	15

MACHINE GUNS

Bren Mk1 (.303)	+0	4d6+2	30	15	15
Kikanju 11 (6.5mm)	+0	4d6+2	30	15	15
Browning M1919 (30'06)	+0	6d6+1	250	15	15
Browning M2HB (.50)	+0	8d6	110	15	20
MG 34 (7.92mm)	+0	5d6	50	25	15
Modello 37 (8mm)	+0	5d6+2	20	15	15
PM 1910 (7.62mm)	+0	5d6	250	20	15
Type 96 (6.5mm)	+0	4d6+2	30	20	15
Type 99 (7.7mm)	+1	5d6	30	25	15
Vickers Mk1 (.303)	+0	4d6+2	250	15	15

FIRE & EXPLOSIVES

Dynamite (One Stick) /					
Hand Grenade	+0	6d6/4d6/2d6	1	1	BRN ^B
Molotov Cocktail	+0	3d6 + Burn	1	1	BRN ^B
Flame Thrower	+1	3d6 + Burn	10	1	5

ARCHAIC RANGED WEAPONS

Tiny Thrown Weapons:					
Darts, Shrunkn	-2	(DM+1d6) /2	1	1	BRN ^C
Thrown Weapons:					
Daggers, Throwing axes,					
Bolos, Spears	-2	DM+1d6	1	1	BRN ^C
Sling	-2	1d6	1	1	2
Crossbows, Short Bows	+0	3d6	1	1	5
Longbows, Compound	+0	4d6	1	1	5

HAND-TO-HAND & MELEE WEAPONS

Fist, Kick	+0	DM+1d6 ^D	1	1	-
Light Melee: Daggers,					
Staves, Spears, Saps,					
Blackjacks	+1	DM+2d6	1	1	-
One Handed Melee:					
Swords, Clubs, Axes	+0	DM+3d6	1	1	-
Two-handed Melee:					
Polearms, Battle Axes,					
Great Swords	-1	DM+4d6	1	1	-

W.A.: Weapon Accuracy, DAM: Damage, Cap: Capacity, RoF: Rate of Fire (per round), RNG: Range

^A Shotgun damage (00) is calculated by how far from the end of the barrel the target is, the further away from the barrel, the less damage it will do. It is also possible to hit multiple targets if they are in the line of fire, roll for each target in the line up to the max range of the shotgun. If slugs are being used, the damage does not degrade over distance, you may only hit one target, and the W.A. is reduced by 2

^B Burning Damage is 1d6 (Lethal) per round until fire is put out, multiple attacks do not stack burning effect

^C When using thrown weapons, calculate range as if your DM is the Range score. Range modifiers are applicable

^D When using brass knuckles, add +2 to the damage roll

Knockout blow:

Sometimes you just want to pistol-whip a mook who is standing guard, this can be done with a handle of a gun, a brick or even a "judo" chop.

To knock out an unsuspecting foe, you must first sneak up on them. If you go unnoticed, make a fighting roll to hit a target number of 15, if you succeed then he has been cold-cocked and down for the count. If the to hit roll is less than 15 but greater than 10 then apply damage to the target as normal (and then roll initiative).

Stun Save:

There are some instances where that damage inflicted was so great that you won't be sure what day of the week it is. If a single hit inflicts more damage than double your remaining *Fitness*, a stun save will have to be made. To make a Stun Save roll a single d10, if the result is equal to or less than your remaining *Fitness* you can continue as normal. If the Stun Save fails you are knocked for a loop. You can attempt to recover each subsequent round on your initiative until a successful save is made.

Grappling:

Grappling is handled a bit differently than normal combat once the initial attacks have been made. Each round following the initial grapple both combatants must make fighting + brawn rolls. If the attacker makes the roll by 5 or more, his opponent is pinned that round and may take no other actions. If the attack roll is made by less than 5 points the defender can try and land a punch or other such attack, but at a -5 to hit. If the defender's roll is more, they have broken free and may act as normal when it is their turn to take an action.

In certain instances, like being bound in the coils of a python, or being chewed on by a hungry gator the above rules still apply except damage they inflict will continue to occur until the grapple is broken, this is indicated by the notation of *per round* after the attack type and damage.

Morale:

All but the heroes and main adversaries should have to deal with morale when they have taken grievous wounds or when it appears their odds of winning are rapidly diminishing.

Whenever an opponent loses over ½ of his vigor, or his band has been reduced to ½ of its size, they should make a Moxie check. Roll a d10 + the characters Moxie + vs a target number of 15, failure means the combatant turns and makes a run for it, if possible. If the character is under the command of someone, the leader can make a leadership roll. Every point over 15 can then be added to the troops roll. Morale does not apply to animals as mentioned in the section Fight or Fight

Armor & Shields:

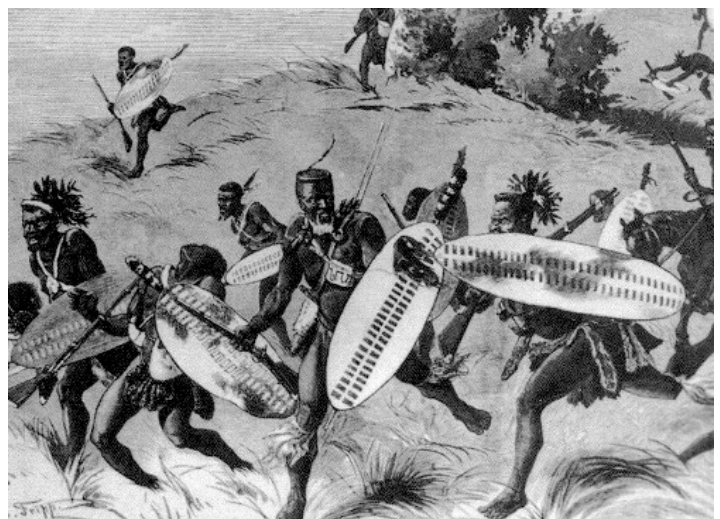
Personal armor, for the most part, was nonexistent in the 1930s, though some gangsters began wearing vests made from thick layers of cotton padding and cloth. The vests would help stop rounds up to a .38 Special and .45 ACP. To counter this, law enforcement personnel began using more powerful ammunition.

Personal armor is also rare in the pulps, even in sword and sorcery style settings like Conan. If wearing armor, it protects you after you have been hit, as such the number indicated is removed from the damage taken. Because of the bulkiness of armor, you will receive a penalty to all physical actions, including defensive rolls, and your movement (as indicated in the chart below)

Shields are a form of mobile cover and prevent your opponent from getting a clear shot or deflecting the projectile, the shield's bonus is added to your Defensive Roll.

Armor or Shield Type	Protection	Penalty
Shield, Small	+2 DEF	-
Shield, Large	+4 DEF	-
Heavy Clothing, Leather Armor	+3 Toughness	-
Heavy Padded Vest	+5 Toughness	-1
Chainmail (Medieval)	+6 Toughness	-4/-2"
Plate Mail (Medieval)	+10 Toughness	-6/-2"
Brewster Body Shield (WWI)	+25 Toughness	-10/-4"

In some environments or climates like deserts or tropical jungles, wearing heavy clothing or armor is prohibitive and dehydration and fatigue will soon set in. If armor is worn in extreme heat or high humidity situations an additional -3 to all physical actions and an additional -2" to the character's movement is applied in addition to the penalties listed above. Only a successful Endurance roll vs a target number of 25 (difficult) can prevent these extra penalties. This roll should be made every hour of traveling



Poisons:

Poison tipped arrows and spears, a booby trap in an ancient temple, pages of tombs laced with arsenic, or the fangs of a cobra. These are just a few ways that one will encounter poisons during the course of an adventure. Most venoms derived from snakes or spiders can be countered with antivenin while poisons like arsenic are much more difficult to cure and leave possible side effects like nerve damage if the victim survives the initial exposure.

In most cases it only takes one point of damage to a character's *fitness* score for the poison to start taking affect. This is especially true in cases where the poison is administered through the bite of a creature or a poison tipped weapon. Death is the usual result of poisoning of this nature, but if an antivenin is administered in time the victim's life may be spared. In some cases the venom is not strong enough to kill a person, but instead will make them very ill, causing the victim to suffer from fever, nausea and fatigue. Lastly there are some venoms that will cause the victim to be paralyzed, and even this can result in death if the respiratory system stop functioning.

In game terms, death is self-explanatory, the character begins taking 1 point of damage every round, first from vigor first then fitness (toughness does not reduce damage) until fitness reaches zero. Death can be held off by applying the antivenin before fitness reaches zero. Thankfully characters can use luck to work their way out of the situation if an antivenin is not available. If the effect is illness and fatigue, and an antivenin is not administered in time, the victim will suffer a -5 penalty to all actions until the effects of the poison wear off. Lastly if the effect is paralysis they will be unable to perform any actions for 30 minutes to an hour.

Drowning:

Drowning is always a real danger while traipsing through the unexplored regions of the world from getting washed away in a flash flood, being pushed overboard on the raging ocean or getting pulled down into quicksand, all potentially have the same result, not being able to breath. If you find yourself where there is no air, it is possible to hold your breath for a while, but eventually even that will fail and you will begin to drown.

Your vigor score determines how many seconds you can hold your breath (each game round is 3 seconds). Once that time is over an endurance check will have to made every round, with each one getting more difficult, starting with easy and working your way up to impossible, once the roll is failed, you will go unconscious and will take 1d6 damage each round to your fitness until revived or dead.

Death and Dying:

Character death should be a rare thing. When you take damage, it comes off of your Vigor first. When you hit 0 Vigor any additional damage is taken off of your Fitness score, when your Fitness attribute hits 0 you are unconscious and in danger of dying. If your Fitness drops to a negative 10 you are dead. If you have taken damage to your Fitness you will need to temporarily adjust your Toughness and any skills checks that rely on Fitness.

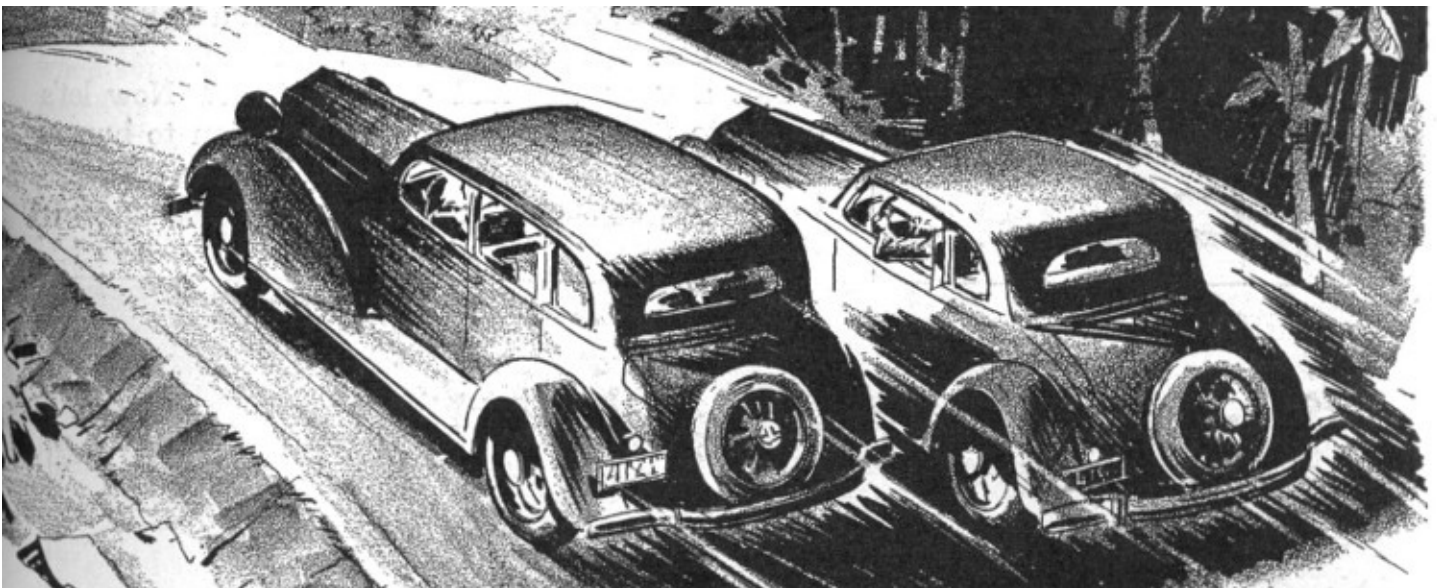
Hollywood Overacting Effects (roll 1d6):

- 1 Screams, windmills arms, falls
- 2 Crumples like a rag doll
- 3 Spins around in place, falls
- 4 Clutches wound, staggers and falls
- 5 Stares stupidly at wound, then falls
- 6 Slumps to ground, moaning

The Chase!

"The Auburn sped up to me and nuzzled my rear fender so tight you couldn't fit a shaved dime between us. The goon with the Chicago Typewriter that had the passenger's seat was trying to write out my obituary as I shifted into a gear they didn't know my old Ford had."

Pulp media often features some sort of chase scene and there are a lot of variables involved in a chase, speed, road conditions, traffic, weather, the skill of the drivers and sheer luck. However, with the exception of skill and luck the other factors should figure equally for all involved.



To calculate how the chase is proceeding you will use the *Chase Total*. This number can be between 0 and 10, the smaller the number the closer the vehicles are to each other.

If the *Chase Total* hits 10 in the favor of the pursued, the chase is over and the pursuer has lost sight of the vehicle they were chasing... either they found a place to ditch the car, got lost in traffic, or found a side road to turn off of.

If the *Chase Total* is reduced to 0, both cars are within a few feet of each other. Here a form of combat takes place where both drivers are attempting to take the other car out of the equation by bumping them into objects or into a spinout. On subsequent rounds if the pursuer rolls higher than the car being chased they will continue to swap paint.

At the initiation of a chase, if the pursued is aware he is being followed, he will receive a bonus 2 points to his first driving roll, this is to indicate he has a head start. Keep track of the difference in each roll and add or subtract from the *Chase Total*. If he fails to notice, he may end up being followed all the way to his destination.

Chase Example: Coffee is driving some "supplies" to the ship before their next excursion, he looks in the rear view mirror and realizes he is being followed by the same goons from the warehouse. He downshifts the old ford pickup truck and turns a corner... the chase is on!

Coffee has a driving at a rank 3 and a deftness of 5

Round 1: Coffee starts with a 2 point advantage to his first driving roll since he noticed that he is being chased.

The first roll of 9 was added to his driving, deftness and the 2 point advantage for a total of 19, the pursuers (drive 3, deftness 4) roll a 9 on the die for a total of 16. The difference between the two rolls was one point in Coffee's favor. The Chase Total is now 3.

Round 2: Coffee runs over an apple cart when he pushed the truck onto the sidewalk to avoid traffic. His die roll for this round was a 4, for a total of 12, while his pursuers, not being concerned about pedestrians being on the sidewalk roll a 8, for a total of 14. The difference between the two rolls is three in favor of the pursuers. The Chase Total is now 0.

Round 3: Coffee sees an opportunity to beat a train to the intersection and punches it (and spends a point of luck!) He rolls a 9 on the die + 5 (using luck to "over achieve") + his stat and skill total of 8 for a total of 22. His pursuers are forced to stop, they just weren't able to keep up (rolling a 3 on their dice roll for a total of 10). The difference between the two rolls was 11 in Coffee's favor. He managed to lose his pursuers on the other side of the track with only a few scratches on the fenders.

Step 1: Initiative, as described earlier

Step 2: All drivers roll driving checks, at this point all combat maneuvers are taken into account. This is considered a full action. Make note of the results in the *Chase Total*.

Step 3: If applicable firearm combat.

All chase rolls are opposed skills (driving + deftness + 1d10 vs. driving + deftness + 1d10)

Vehicle Class:

For simplicity sake there are four classes of vehicle:

Motorcycles: It is strongly advised to stay away from direct vehicle to vehicle combat with anything larger than another motorcycle. Because of their speed and maneuverability they give a +4 to all driving rolls

Small: Sports Cars & Hot Rods. Because of the speed and/or handling, they give a +2 to all driving rolls

Medium: Standard Coupes, Sedans, Pickup Trucks. No bonus to driving rolls

Large: Large Trucks, Busses. Not very good for chasing down something smaller and speedier, but if involved in vehicle to vehicle combat, odds are good you will walk away. -3 on all driving rolls while involved in a chase.

Using the chart below you can determine the damage modifier one class of vehicle has against another. For example if a Large Truck was to smash into a Hotrod, it would inflict an additional 3d6 damage.

Vehicle Damage:

When a vehicle hits another vehicle or pedestrian, massive damage can be inflicted to all parties involved. Bumpers on vehicles were designed to absorb the shock of a minor altercation of a few mph, but anything beyond that will result in serious damage. To determine damage first you must determine the speed of both vehicles, then calculate the difference in speeds. This is called the *Speed of Impact*.

If both vehicles are going the same direction subtract the lead car from the pursuers. *Example: Coffee's old Ford truck is barreling down the road at 60mph, the goons are coming up strong at 70mph, the Speed of Impact is 10 mph.*

If both vehicles are heading towards each other add their totals together. Using the above example the *speed of impact* would be 130mph (60mph+70mph). A collision at that speed would be catastrophic.

Vehicular Damage Bonus Chart				
	vs. Motorcycle	vs. Sports Car	vs. Standard Sedan	vs. Large Truck/Bus
Sports Car	+1d6 Damage	-	-1d6 Damage	-3d6 Damage
Standard Sedan	+3d6 Damage	+1d6 Damage	-	-1d6 Damage
Large Truck/Bus	+5d6 Damage	+3d6 Damage	+1d6 Damage	-

If one of the vehicles (or pedestrian) is not moving, or moving perpendicular to the ramming vehicle, use the speed of the car that is initiating the collision.

Once the *Speed of Impact* has been determined, roll 1d6 for every 5mph and apply it to both vehicles (rounding down). If the point of contact is a bumper, you may remove 5 points from the damage inflicted from the vehicle with the bumper (if it was bumper to bumper then subtract 5 from damage taken by both vehicles). On average, a crash with combined effective speed of 40mph or more would be enough to disable both vehicles.

A single attack roll, whether from firearm or vehicle to vehicle contact, resulting in 15 or more points of damage to the front of the vehicle (after subtracting armor) will be enough to disable a vehicle. This could mean a bullet ruptured a vital hose or belt, cracked block, etc. A single attack roll resulting in 20 or more points to the rear of the vehicle will disable that vehicle, this can only be from collision damage.

To cause a tire blowout, a single roll of 12 points of damage to the tire (must be called shot) will cause the tire to burst. This will not disable the car, however all driving rolls from the affected vehicle are at a -5

The vehicle is not the only thing to be damaged in a collision, everybody in the vehicles will suffer damage as well. Unfortunately there were no safety equipment in vehicles the 1930s, seatbelts wouldn't be introduced as optional equipment until 1949. Damage to pedestrians is calculated the same way as damage to vehicles (minus the bumpers) for every 5 mph at speed of impact passengers take 1d6 points of bashing damage.

A vehicle hitting a pedestrian will take damage from impact as well, but at a greatly reduced rate of 1d6 per 10mph.

Vehicle specific combat maneuvers and modifiers:

- **Cut Off** - While performing this maneuver you are attempting to force the other vehicle off the road or into an object to stop it. To attempting this maneuver the *Chase Total* must be 1 or less and there is a -3 to the drivers roll. If successful, the opposing car veers off the road, crashes into something, and possibly disabling it. This is all dependant on surrounding terrain, could be a fire hydrant, a street lamp, a drainage ditch or something like a parked car. Damage is determined by *Speed of Impact* as described above. If the vehicle is not disabled, the other driver will need to regain control to continue the chase and is at a -3 on his next driving roll.
- **Spin Out** - This maneuver is where you to hit the rear corner of the other vehicle and make the driver lose control. To attempt the maneuver the *Chase Total* must be no greater than 1. The action is a -3 to your driving skill. If successful, the other car is spun out and is at a -5 on their next driving roll.
- **Brake Slam** - Hitting your brakes causing rapid deceleration: If vehicles are side-by-side, -3 to driving roll. If successful the pursued is now behind the pursuer, the pursued driver gets a +5 to next driving roll. If being chased, the pursuer has to make a driving roll at a -3 to avoid slamming into the rear of the pursued. On a failed evasion roll, both vehicles take 1d6 damage + an additional 1d6 damage per point of the *Chase Total*. (i.e. If the chase total is 3, damage will be 4d6 to both

vehicle)

- Shooting at a Vehicle (while in vehicle-to-vehicle combat): Base target number of 10 because of size.
- If attempting to shoot at the other vehicle during the encounter, use the Chase Total as an additional penalty to your firearms roll. This accounts for the distance between vehicles, the weaving through traffic and the roughness of the road. Suppression rules for Full Auto do not apply.
- The driver shooting forward or to side, either through the bullet riddled front windshield our out the side window: -3 to shooting rolls (if the vehicle is equipped with forward facing weaponry built in, this penalty does not apply)
- The driver shooting behind: -6 to shooting rolls (if the vehicle is equipped with rear facing weaponry built in, this penalty does not apply)
- Aiming for driver: additional -5 to shooting roll
- Aiming for tire: additional -5 to shooting roll

Vehicle Armor:

Armored cars offer up some protection against firearms and vehicular crash damage, but at a cost to visibility and maneuverability. Every point of armor reduces the amount of damage taken by the vehicle, for every 5 points of armor (up to 30) reduce the driving and awareness rolls by 1.

Distance:

The scale of the Chase is based on what type of terrain being driven upon:

- On the open highway with little traffic, each round indicates 1/2 mile
- On a twisty mountainous road, each round indicates 1/4 mile
- In a crowded urban area each round represents a city block, or 1/10 of a mile.

Amazing Contraptions

The pulps are filled with all sorts of odd contraptions, whatever man could think up, it was attempted, sometimes with great success, yet other times... in most cases these contraptions were before there time, so what would be common place today was new and exciting, or even unheard of in the 1930s

If a character with the *Jury Rig* Shtick has enough time and the right equipment they will be able to design and manufacture their own amazing contraptions!

Some contraptions can mimic other Shticks, others could be modifications to existing technology. The only limits are your imagination, and the Directors permission, as they have final say.

To create a contraption, you must roll the appropriate electronics, mechanics and/or weaponsmith skill, for example an electric ray-gun would require both electronics and weaponsmith rolls. The amount of time spent to create the item determines the difficulty level.



Sample Contraptions:

- **Jet Pack:** Strapping this contraption on your back allows you to fly, though bulky, once you are airborne it is almost unnoticeable.
- **Electric Ray-gun:** A rifle or pistol, attached to a battery pack, besides inflicting damage on your foe, it can also cause damage to electrical components in vehicles, causing them to short out. Damage: 3d6, RoF 1, #of Shots 10, Range 10"
- **Net Launcher:** A rifle sized device that will launch a net at your opponent, snaring them and preventing them from running or fighting. treat the attack as a standard firearm roll, but to be freed from the entanglement one must roll a Dexterity + Legerdemain vs. a difficulty of 25
- **Cat's Eye Goggles:** Allows the use of the infrared spectrum of light to make out heat patterns in the dark
- **Gas Gun:** A pistol sized weapon that fires a projectile that explodes, releasing a gas that knocks the target out
- **Mobile Body Shield:** A full suit of body armor that repels bullets without affecting your abilities like normal armor would. Toughness +25, Move: -2", -2 penalty to physical actions

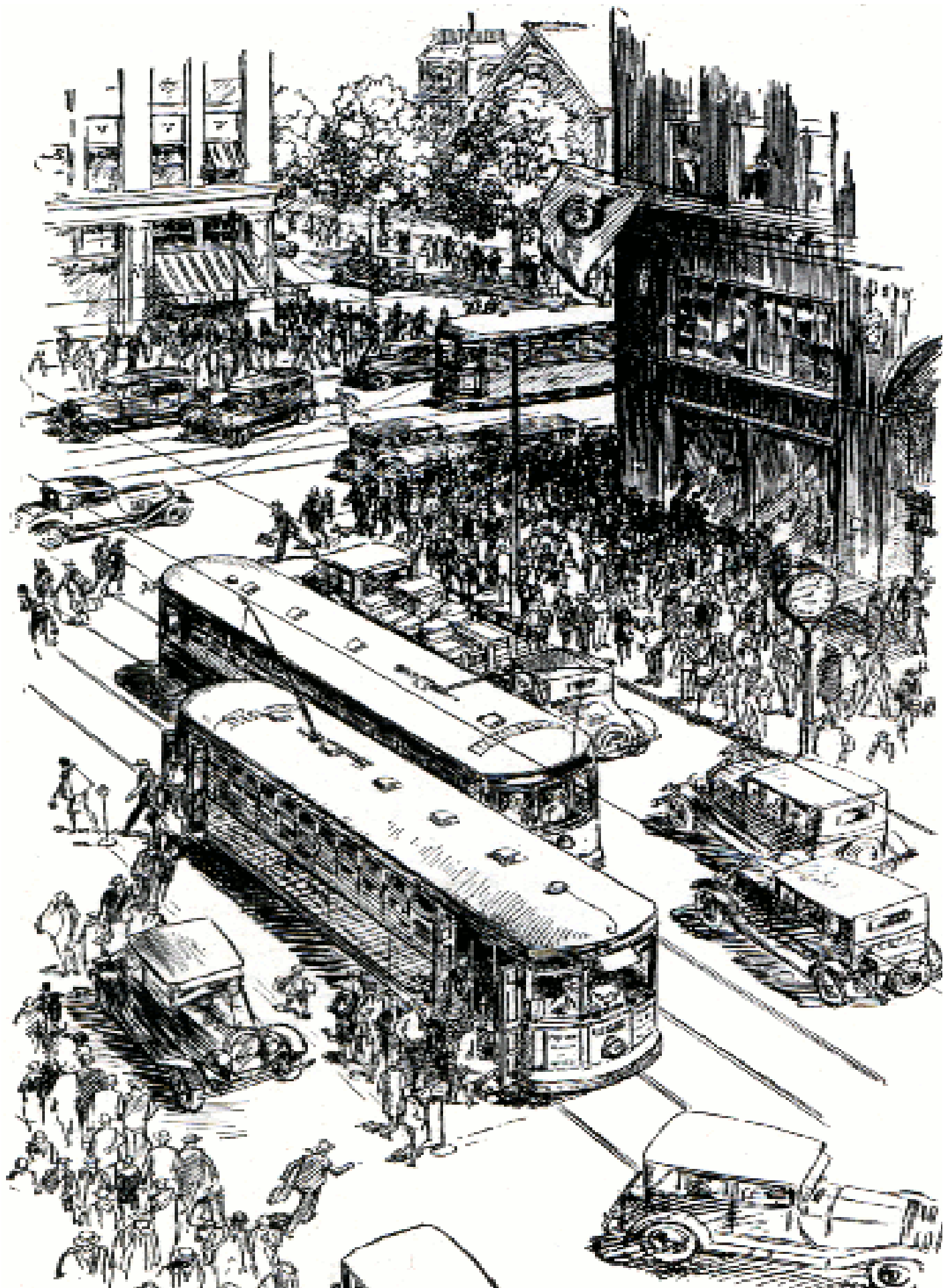
NOTE: Most anything available today, in the 21st Century, could potentially be crafted as an *Amazing Contraption*.



Magic

Magic in *Fists and .45s* does not come in the form of a fireball from the hands of a wizard, but from ancient artifacts, mystical tomes, or long elaborate rituals designed to raise some unspeakable horror from its watery prison. As such our adventurers will not be dabbling in the mystic arts as much as stopping them from being acquired and used in the first place... possibly being the premise of an entire campaign. Depending on your Director, however, you may have access to such items for your own personal use.





Working for a Living:

In the pulps, except as a plot device, there never seemed to be any questions about where the adventurer's next meal would come from... if he was near civilization anyway. In *Fists & .45s!* the same rules apply. Your character will carry with him whatever would be reasonable. In his home town he will have a least a modest apartment or home, a reliable form of transportation, a firearm or other weapon that he prefers to use, and his tools of the trade.

This isn't to say that during the course of an adventure you might lose your wallet and have to figure out a way to pay for expenses that may arise.

Average US Salaries 1932-1934s:	
Actor	\$2,600
Airline Pilot	\$8,000
Bookkeeper	\$1,550
Bus Driver	\$1,373
Chauffeur	\$624
College Teacher	\$3,111
Construction Worker	\$907
Department Store Model	\$936
Doctor	\$3,382
Engineer	\$2,520
Hired Farm Hand	\$216
Hired Gun	\$5,200
Lawyer	\$4,218
Live-in Maid	\$260
Mayor (pop 20-50,000)	\$2,317
Night Watchman	\$202
Police Chief (pop 20-50,000)	\$2,636
Priest	\$831
Publicity Agent	\$1,800
Railroad Executive	\$5,064
Secretary	\$1,040
US Congressman	\$8,663
Waiter	\$520
Average salary	\$1,368

Cost of Living

Clothing:

Belt	\$.75
Belt, Money (with hidden compartment)	\$1.00
Boots, Leather	\$10.00
Coat, Dress	\$6.75
Coat, Leopard	\$92.00
Coat, Mink	\$585.00
Coat, Overcoat	\$11.00
Coat, Raincoat	\$2.69
Dress, Good	\$10.00

Dress, Nightgown	\$70.00
Dress, Wool	\$1.95
Gloves, Leather Driving	\$1.00
Gloves, Canvas Work (six pair)	\$.39
Goggles (aviator/motorcycle)	\$4.89
Hat, Dress	\$2.49
Hat, Newsboy/golf cap	\$.89
Hat, Fedora	\$3.98
Hat, Stetson	\$3.98
Jacket, Leather Flight	\$20.00
Jacket, Rugged Leather	\$17.00
Jacket, Soft Leather	\$10.00
Set, Heavy Clothes	\$5.00
Set, Fine Clothes	\$10.00
Shirt	\$.69
Shoes, Men's	\$4.00
Silk Necktie	\$.79
Silk Stockings	\$.69
Suit, Tuxedo	\$25.00

Personal Items:

Backpack	\$4.00
Bandolier	\$.50
Briefcase	\$1.00
Cigarette Holder	\$1.00
Holster	\$1.00
Satchel, leather	\$.90
Spectacles	\$9.00
Wallet	\$2.00
Watch (Wrist / nice)	\$22.00
Watch (Pocket/ nice)	\$10.00

Housing/Lodging:

Farm & 6 room house	\$4,250.00
Italian villa, 12 rooms	\$17,000.00
Silver Cloud travel trailer	\$695.00
3-room apartment	\$15 a month
Motel room per night	\$2.50
Hotel, Waldorf Astoria (NYC)	\$5-\$10 a night



Currency Conversion 1939

One U.S. Dollar =

Britain	China	France	Germany	Russia	India	Italy	Japan	Mexico	Spain
Pounds	Yuan	Francs	Reichsmark	Gold Rubles	Rupees	Lire	Yen	Peso	Pesetas
.20	4	24	3	.7	3	15	4	4	10

Note: Canada's exchange rate is within pennies of the USD, Australia is approximately .05 higher than Britain

Travel:

Air, NY to Chicago (round trip)	\$86.31
Air, Chicago to LA (round trip)	\$207.00
Rail, Chicago to San Fran (round trip)	\$ 80.50
Rail, 50 mile monthly commuter pass	\$10.39
Sea, European 2 month cruise	\$495.00
Sea, Bermudan 10 day cruise	\$110.00
Sea, Around the world, 3 month cruise	\$749.00
Sea, San Fran to Hawaii (round trip)	\$220.00
Sea, NY to San Fran via Panama	\$120.00
Taxi, NYC	\$.50 per mile
Hindenburg, TransAtlantic (round trip)	\$720.00

Weapons & Ammo:

BB Air Rifle	\$1.19
Pistol, Baby Browning	\$11.95
Pistol, Colt 1911	\$38.00
Pistol, Colt .45	\$35.00
Pistol, S&W .38 Special	\$26.00
Pistol, S&W .357	\$60.00
Rifle, Marlin .22	\$26.00
Rifle, Springfield 30-06	\$71.00
Shotgun, Ithaca Pump 12g	\$60.00
Rifle Scope	\$16.00
TNT, 1 stick	\$5.00
Bullwhip	\$2.00
Handaxe	\$3.50
Knife, dagger	\$1.25-\$3.00
Knife, pocket	\$.60-\$1.50
Ammo, .22 caliber	\$.02
Ammo, handgun caliber	\$.06
Ammo, rifle caliber	\$.10
Ammo, shotgun	\$.07

Adventuring Gear

Bear Trap	\$6.00
Binoculars, x6 magnification	\$14.00
Blanket, Wool	\$2.00
Canoe, Wood	\$12.00
Compass	\$1.50
Cooking Gear	\$1.25
Fishing Pole, nice	\$10.00
Flashlight w/2 batteries	\$.79
Gas Lantern	\$5.69
Gas Mask	\$7.00
Grappling Hook	\$2.00
Shovel/Pick	\$1.00
Sleeping bag, winter	\$3.00
Sleeping cot	\$4.00
Telescope	\$16.00
Tent, 7'x7' waterproof	\$11.00
Twisted linen line, 50yards	\$.30

Automobiles:

Auburn 851 Speedster	\$2245.00
Cadillac 60 Sedan	\$2090.00
Diamond T Super X Truck	\$760.00
Ford DeLuxe Coupe	\$702.00
Ford Panel Van	\$696.00
Indian Chief Motorcycle	\$215.00
Lincoln Zephyr	\$1245.00
Gasoline	\$.10 per gallon
Tires, set of 4	\$6.35
Parking, All day	\$.09

Tools of the Trade:

Camera, Movie	\$29.95 - \$457.00
Camera, Still -	\$2.50 - \$171.00
Film, Movie, 5 min	\$5.00
Film, Standard, 6 rolls B/W \$.30, color	\$2.00
Drawing set	\$7.00
Handcuffs	\$5.00
Kit, Archaeology	\$20.00
Kit, Carpentry Tools	\$10.00
Kit, Lock picking	\$10.00
Kit, Mechanical Tools	\$25.00
Kit, Medical	\$10.00
Kit, Welding/Cutting	\$95.00
Typewriter	\$37.00

Day-to-day life:

Ballgame	\$1.25
Cigar	\$1.75 box
Cigarettes	\$.15 pack
Cigarette Lighter	\$.39
Hershey Chocolate Bar	\$.04
Meal, breakfast/lunch/dinner	\$.25/.50/.75
Meal, Waldorf Astoria (NYC) Morse Grill	\$2.00
Movie with Refreshments	\$.30
Phone Call, depending on distance	\$.50 - \$8.50 per min
Newspaper	\$.05
Novel, pulp	\$.10
Whiskey (per qt)	\$1.50



Pulp Era Timeline

1920

The 18th Amendment goes into effect, established Prohibition, which made the manufacture, transportation, import, export, and sale of alcoholic beverages illegal.

1929

October 24th, 1929 - Black Thursday, Marks the beginning of the great depression.

1930

The planet Pluto is discovered.
En route to India, British Airship R101 crashes in France.
Radar used to detect airborne objects.
American Interplanetary Society founded.
Russian biologist Ilya Ivanov arrested for failing to produce human-ape hybrid for Stalin.
Wonder sliced bread introduced to the market.
Constantinople renamed Istanbul.
Federal Bureau of Narcotics formed.
US War Department approves plan to invade and annex Canada.
The game Battleship produced by the Milton Bradley Company.
The Shadow Appears on CBS Radio & In Print.
The Lone Ranger makes his radio debut.
Sherlock Holmes debuts on radio.
Betty Boop debuts in "Dizzy Dishes".

1931

Al Capone convicted of income tax evasion he was sentenced to 11 years in prison.
"The Night of the Sicilian Vespers", Lucky Luciano assassinates mob competitors.
The Castellammarese War ends in New York City.
Dust Bowl begins, brought on by a drought that continues on until 1939.
The Empire State Building is opened, making it the world's tallest structure.
First Las Vegas gaming license issued to "The Northern Club" for \$1410.
Amelia Earhardt is first president of the 99s, the Association of Female Aviators.
Mayan ruins of Calakmul discovered in Mexico.
Mao Tse-Tung elected Chairman of the Soviet Republic of China.
Japan invades Manchuria, effectively the first shot of World War II.
Robert Johnson sells his soul at the intersection of Highways 61 and 49.
Thomas Edison dies at the age of 84
Adolph Rickenbacker applies for a patent on the Electric Guitar.
H.P. Lovecraft writes At the Mountains of Madness (serialized in 1936)
Dracula, starring Bela Lugosi, appears on the silver screen.
Frankenstein, starring Boris Karloff, appears on the silver screen.
Dick Tracy arrives in newspaper comics as "Plainclothes Tracy."

1932

Amelia Earhart becomes the first woman to fly solo across the Atlantic.

Karl Jansky discovers radio waves coming from space.
Charles Lindbergh's infant son is kidnapped.
Franklin Dleano Roosevelt Elected President.
Stalin institutes Holodomor, a forced famine in the Ukraine, killing 7 million people.
NFL's first playoff game was played at Chicago Stadium. Bears 9, Spartans 0.
Iraq achieves independence from Britain.
Shiro Ishii begins his preliminary experiments with Biochemical warfare.
Murder, Inc. hired by Luciano for Syndicate-ordered assassinations.
FBI's Law Enforcement Bulletin, better known as "Most Wanted", implemented.
FBI's Federal Crime Lab Established.
US Post Office increases first class postage from 2¢ to 3¢ & air mail from 5¢ to 8¢ per oz.
July 8, the Dow Jones Industrial Average falls to 41, the lowest point of the Great Depression.
The Cipher Bureau breaks the German Enigma cipher.
Sir James Chadwick discovers the neutron.
Route 66 opens connecting Chicago, IL to Los Angeles, CA.
First Section of the Autobahn opens between Cologne and Bonn.
Ford introduces the V-8 motor.
The Radio City Music Hall opens in New York City.
Buck Rogers airs on CBS radio.
Conan the Barbarian debuts in Weird Tales magazine.
The Mummy, starring Boris Karloff, appears on the silver screen.
The Island of Dr. Moreau is shown in theaters.
White Zombie, starring Bela Lugosi, appears on the silver screen.

1933

Prohibition repealed with the XXI Amendment.
Guiseppe Zangara, an Italian anarchist, attempts to assassinate President Roosevelt.
Kansas City Massacre committed by "Pretty Boy" Floyd in an attempt to free Frank Nash.
Construction begins on San Francisco's Golden Gate Bridge.
The Loch Ness Monster caught on film.
Adolf Hitler named Chancellor of Germany.
Hitler makes concordat with the Vatican.
The Nazis erect the first concentration camps in Germany.
Germany withdraws from League of Nations.
The airship USS Akron crashed off the New Jersey coast during severe weather.
Work begins on Villa Gustav Winter, a secret Nazi base on Fuerteventura, Canary Islands.
The Gestapo (the secret police force of Nazi Germany) was established.
President Roosevelt gives his first "fireside chat".
Budweiser use Clydesdales in ads to celebrate the repeal of Prohibition.
Albert Einstein flees from Nazi Germany.
Chicago hosts the World's Fair.
Wiley Post completes first solo airplane flight around the world.
First transatlantic air line links Africa to South America.
Blood typing is used as evidence in murder trials.
Unemployment reaches 24.9%.
Doc Savage appears in print.
King Kong climbs the Empire State Building.

Shangri-La described in the novel Lost Horizon.
Ford introduces a car radio tailor made for the dashboard.

1934

Alcatraz Island established as a federal prison.
Bonnie & Clyde were shot to death in a police ambush in Bienville Parish, LA.
“Pretty Boy” Floyd gunned down by Federal agents.
John Dillinger, killed outside a cinema in Chicago by federal agents.
Baby Face Nelson died after a gun battle on Hwy 14 with federal agents.
Al Capone moved from federal prison in Atlanta to Alcatraz (cell #181).
Boston Police begin using the two-way radio.
The drought covers 27 states, 75% of the country, the worst in US history.
US experiences its hottest year on record.
National Firearms Act passed, restricting the sale of machineguns and others arms.
Gold Reserve Act passed, outlawing the circulation & private possession of U.S. gold coins.
“Night of the Long Knives” carried out by Hitler against the “Storm Battalion” (SA).
Adolf Hitler becomes Führer of Germany.
USSR joins League of Nations.
Death Ray Machine claimed to be invented by Cleveland Scientist.
Fritz Lang, director of Metropolis and M, Leaves Nazi Germany.
Flash Gordon makes his first appearance in the New York American Journal.
Murder on the Orient Express by Agatha Christie is published.

1935

Parker Brothers releases board game, Monopoly.
Italian troops invade Ethiopia.
Black Sunday, named after a dust storm of mythic proportions blotted out the sun.
The phrase “Dust Bowl” coined by AP writer Robert Geiger, after Black Sunday.
Will Rogers & Wiley Post die in airplane crash near Point Barrow, Alaska.
Land speed record of 301.129 MPH set by Sir Malcolm Campbell.
Babe Ruth ends his Major League career after 22 seasons, 10 World Series and 714 home runs.
The first Heisman Trophy awarded to halfback Jay Berwanger of the Chicago Maroons.
Fort Knox created to house US gold bullion.
Bureau of Investigation officially renamed Federal Bureau of Investigation (FBI).
President Roosevelt signs the Social Security Act into law.
The Ahnenerbe (Ancestral Heritage), An SS occult research department, was established.
Turkish leader Atatürk promotes research on the lost continent of Mu.
Hitler signs a secret decree to establish the Luftwaffe.
Hitler implements the Nuremberg laws, which separated the Jewish people from German society.
J. Edgar Hoover becomes director of the FBI.

Persia becomes Iran.
First lobotomy performed by Egas Moniz.
U-235 (uranium isotope) discovered.
.357 Magnum cartridge introduced.
Beer in a can first sold.
The first parking meter installed in Oklahoma City.
The USS Macon, twin of the USS Akron, plunged into the Pacific during severe weather.

1936

Civil War breaks out in Spain. Italy & Germany send assistance to Francisco Franco.
Chiang Kai-Shek declares war on Japan.
Roosevelt is re-elected to a second term as President.
King George V of the UK dies, Edward VIII ascends to the throne.
Edward VIII relinquishes the throne to marry Wallis Simpson, becoming the Duke of Windsor.
Arab Revolt in Palestine, Britain crushes rebellion in 1939.
Heinrich Himmler is appointed chief of the German Police.
Prince Albert, Duke of York, takes the throne as King George VI.
The Anglo-Egyptian treaty makes Egypt virtually independent of British rule.
Lucky Luciano convicted on trumped up prostitution charges.
Robert E. Howard commits suicide.
Jesse Owens wins 4 gold medals at the Olympics in Berlin.
Konrad Zuse invents the Z1 Computer.
2000 year old “battery” discovered in an archeological dig near Baghdad, Iraq.
Germany & Japan sign the Anti-Comintern Pact against international communism.
Unit 731, a secret military experimentation unit of the Imperial Japanese Army established.
The first of 48 “Lost Colony” stones are found in North Carolina.
The BBC begins broadcasting.
The Phantom appears in the daily newspapers.
The Green Hornet radio program airs on WXYZ in Detroit.

1937

HP Lovecraft dies at the age of 47.
Pablo Picasso, inspired by the Spanish Civil War, paints Guernica.
The Hindenburg air ship explodes over Lakehurst Naval Air Station.
Hormel introduces SPAM® to the market.
The Hobbit by JRR Tolkien Published.
Amelia Earhart is lost at sea during her around the world flight.
Japan invades China, captures Beijing, Shanghai, & Nanjing; starts the 2nd Sino-Japanese War.
US Gunboat, USS Panay, sunk by Japanese in Chinese waters
Italy joins the Anti-Comintern Pact.
The Duke and Duchess of Windsor visit Germany as personal guests of Adolf Hitler.
Leon Trotsky, founder of the Red Army and the Politburo, flees to Mexico.
Joe Louis wins the world heavy weight title.
Route 66 paved end-to-end.
Waldo Waterman builds first (working) flying car.
First blood bank opens in Chicago.
Maiden voyage of the RMS Queen Mary.

Marijuana Tax Act of 1937 passed, which made the use of marijuana illegal.

1938

The Devil Collects on Robert Johnson's Soul.
Austria annexed by Nazi Germany.
Hitler gains possession of the Spear of Destiny from the Hofmuseum in Austria.
Kristallnacht or "Night of broken glass" - Nazis loot and burn Jewish businesses.
Nazi expedition goes to Antarctica in search for resources needed for the war effort.
German scientists discover fission.
Oil discovered in Saudi Arabia.
"Extinct" Coelacanth caught off east coast of South Africa.
Electroshock therapy introduced as a psychiatric practice.
Ahnenerbe sends expedition to Tibet to find origins of Arian race. a.k.a. "Himmler's Crusade".
War of the Worlds by Orson Welles broadcasts on Radio causing widespread panic.
Abbott and Costello perform Who's on First?
Organized labor rift, the CIO splits from the AFL.
Henry Ford receives Germany's highest honor for a non-German, with a note from Hitler.
Adolph Hitler named Time Magazine's Man of the Year.
Provisional committee established that would become the World Council of Churches.
A powerful hurricane called "The Long Island Express" strikes New England, killing 600.
Steam locomotive "Mallard" sets the world speed record for steam by reaching 126 mph.
Howard Hughes sets a new record by flying around the world in 91 hours.
"Wrong Way" Corrigan flew from New York to Ireland, he was supposed to be flying to California.
First issue of Action Comic appears with Superman on the cover.

1939

Germany and Italy sign the Pact of Steel.
Germany and the Soviet Union sign a non-aggression pact.
Germany invades Western Poland. 16 days later, USSR invades Eastern Poland.
USSR invades Estonia, Latvia and Lithuania.
USSR attacks Finland.
USSR Expelled from the League of Nations.
Britain, France declare war on Germany.
General Franco's forces capture Madrid, ending the Spanish Civil War.
Germany stakes a 600,000km area of Antarctica as "Neuschwanland".
Einstein writes President Roosevelt about developing the Atomic Bomb (the Manhattan Project).
Thailand Changes it's Name From Siam.
Helicopter invented.
Attila von Szalay claims to record spirit voices using a phonograph record cutter.
Professor Heinrich Focke patents a saucer-type aircraft with enclosed twin rotors.
Jackie Cochran breaks the int'l open-class speed record for men and women.

German firm Heinkel tests the first jet powered aircraft, the HE-178.

Batman makes his debut in Detective Comics #27.

Wizard of Oz appears on the silver screen.

The drought that caused the Dust Bowl finally ends.

John Steinbeck's The Grapes of Wrath published.

Joseph Stalin named Time Magazine's Man of the Year

Assassination attempt on Hitler fails.

Jewish refugees on the SS St. Louis from Germany were not allowed refuge in Cuba or the USA.

New York City hosts the World's Fair.

Television introduced at the World's Fair.

Lock pick gun invented, could open a lock in as little as 2 seconds.

Pope Pius XI dies and is succeeded by Pius XII.

Al Capone is released from Alcatraz.

Margaret Sanger starts "Negro Project" to quell the black population.

J. R. Oppenheimer discovers the properties of what is later known as a "black hole".

Teflon® was accidentally discovered by a DuPont chemist.

Western Union introduces coast-to-coast fax service.

1940+

June 22, 1941 - Germany invades the Soviet Union (Operation Barbarossa).

December 7th, 1941 - Japanese attack Pearl Harbor.

December 8th, 1941 - U.S. declares war on Japan.

December 11th, 1941 - Germany and Italy declare war on U.S.



Slang of the 30s

<i>Abercrombie</i>	A know-it-all	<i>Cute as a bug's ear</i>	Very cute
<i>Abyssinia</i>	I'll be seeing you	<i>Dead hooper or cement mixer</i>	Bad dancer
<i>Aces, snazzy, hot, nobby, smooth, sweet, swell, keen, cool</i>	Very good	<i>Dick, shamus, gumshoe, flatfoot</i>	Detective
<i>All the way</i>	Chocolate cake with ice cream	<i>Dig</i>	Think hard or understand
<i>All wet</i>	No good	<i>Dil-ya-ble</i>	A phone call
<i>Ameche, horn, blower</i>	Telephone	<i>Dingy</i>	Silly
<i>Apple</i>	Any big town or city	<i>Dizzy with a dame</i>	Very much in love with a woman, sometimes at great risk to themselves, especially if she's someone else's moll
<i>Babe, broad, dame, doll, frail, twist, muffin, kitten</i>	Woman	<i>Dog house</i>	String bass
<i>Baby</i>	Glass of milk	<i>Doggy</i>	Well dressed but in a self-conscious way
<i>Bean shooter, gat, rod, roscoe, heater, convincer</i>	Gun	<i>Dollface</i>	Name for a woman when a man is pleading his case or apologizing
<i>Beat</i>	Broke	<i>Doss</i>	Sleep
<i>Behind the grind</i>	Behind in one's studies	<i>Drilling, plugging, throwing lead, filling someone with daylight, giving someone lead poisoning</i>	Shooting a gun (at someone)
<i>Big house, hoosegow</i>	Prison	<i>Drumsticks, pins, pillars, stems, uprights, get away sticks, gams</i>	Legs
<i>Bleed</i>	To extort or blackmail	<i>Dukes, paws, grabbers, meat hooks</i>	Hands
<i>Blinkers, lamps, pies, shutters, peepers</i>	Eyes	<i>Egg</i>	A crude person
<i>Blow your wig</i>	Become very excited	<i>Egg harbor</i>	Free dance
<i>Booze, hooch, giggle juice, mule</i>	Whiskey	<i>Eggs in coffee</i>	Run smoothly
<i>Brodie</i>	A mistake	<i>Evil</i>	In a bad mood
<i>Brunos, goons, hatchetmen, torpedoed, trigger men</i>	Hired gunmen and other tough guys	<i>Face</i>	A Caucasian
<i>Bulge</i>	Having the advantage	<i>Fem, filly, flame, flirt, fuss</i>	Constant girl companion to a boy
<i>Bumping gums, booswash</i>	Talk about nothing useful	<i>Five spot, a Lincoln</i>	\$5 bill
<i>Butter and egg fly, hot mama, sweet mama, sweet patootie, dish, looker, tomato</i>	An attractive woman	<i>Genius</i>	An extremely, unbelievably, dumb persons
<i>Butter and egg man</i>	The money man, the man with the bankroll	<i>Gin mill</i>	Place that serves liquor, sometimes illegally
<i>Buzzer</i>	Police badge	<i>G-man</i>	Federal agent, term coined by <i>Machine Gun Kelly</i>
<i>Cabbage, lettuce, kale, folding green, long green.</i>	Color of money	<i>Gobble-pipe</i>	Saxophone
<i>Cadillac</i>	One ounce packet of cocaine or heroin	<i>Golddigger</i>	Attractive young woman actively hunting for a rich man
<i>Canary</i>	A female vocalist	<i>Greaseball, half portion, wet smack, wet sock, jelly bean</i>	Unpopular person
<i>Cats or alligators</i>	Fans of swing music	<i>Grifter</i>	A con man or woman
<i>Cave</i>	One's house or apartment	<i>Gumming the works</i>	To cause something to run less smoothly
<i>Check or checker</i>	A dollar	<i>Gunsel</i>	Gunman with a hint toward being a reckless loose cannon or young homosexual (insult)
<i>Chicago overcoat</i>	Coffin	<i>Hard boiled</i>	Tough
<i>Chicago typewriter, chopper, gat</i>	"Tommy Gun", Thompson Submachine Gun	<i>Hocks, plates</i>	Feet
<i>Chisel</i>	Swindle, cheat, work an angle	<i>Honey cooler</i>	A kiss
<i>Cinder dick</i>	Railroad detective	<i>Hop, rag, jolly up, romp, wingding</i>	Dance or party
<i>City juice, dog soup</i>	Glass of water	<i>Hotsquat</i>	Electric chair
<i>Clam-bake</i>	Wild swing	<i>House dick, house peeper</i>	House detective
<i>Clip joint</i>	Night club or gambling joint where patrons get flimflammed	<i>Joe</i>	An average guy
<i>Copper</i>	Policeman		
<i>Crumb</i>	A fink, a loser by social standards		
<i>Crust</i>	To insult		
<i>Curve</i>	Disappointment		

<i>Joed</i>	Tired
<i>Juicy</i>	Enjoyable
<i>K balling</i>	Salvaging parts from junked rail cars to rebuild others
<i>Keen</i>	Very Good
<i>Kibosh</i>	Squelch
<i>Kippy</i>	Neat
<i>Low down</i>	All the information
<i>Lunger</i>	Someone with tuberculosis
<i>Make tracks, dangle</i>	Leave in a hurry, leave abruptly
<i>Meat wagon</i>	Ambulance
<i>Micky, Micky Finn</i>	Drink spiked with a knock out drugs
<i>Mitt me kid!</i>	Congratulate me
<i>Moll</i>	A gangster's girlfriend
<i>Murder!</i>	Wow!
<i>Nuts!</i>	Telling someone they are full of nonsense
<i>Okie</i>	Migrant worker from Oklahoma
<i>Off the cob</i>	Corny
<i>Packing heat, wearing iron</i>	Carrying a gun
<i>Pally</i>	Friend, chum, sometimes used sarcastically
<i>Patsy</i>	Innocent man framed for a criminal charge
<i>Pill</i>	Disagreeable person
<i>Pip</i>	Attractive person
<i>Pitching woo, making whoopee</i>	Making love
<i>Platter</i>	A record
<i>Plenty rugged</i>	Big and strong
<i>Pachuco</i>	Young Mexican living in the US
<i>Ring-a-ding-ding</i>	A good time at a party
<i>Rot gut, bathtub gin</i>	Prohibition alcohol usually made in back rooms and of low quality
<i>Sawbuck</i>	\$10 bill
<i>Scat singer</i>	A vocalist who improvises lyrics, substituting nonsense syllables for words
<i>Scrub</i>	Poor student
<i>Shake a leg</i>	Hurry up
<i>Skin tickler</i>	A drummer
<i>Slugburger</i>	Adding day-old bread to ground beef.
<i>Slip me five</i>	Shake my hand
<i>Smooth</i>	Well dressed without qualification
<i>Snipe</i>	Cigarette
<i>Sourdough</i>	Counterfeit money
<i>Speakeasy</i>	Bar disguised as something else or hidden behind an unmarked door
<i>Squat</i>	Nothing
<i>Stool pigeon, snitch</i>	Someone who informs to the police

<i>Suds, salad, dough, moolah, rhino, bacon (as in bring home the bacon), bread</i>	Money
<i>Take a powder, blow, split, scam, drift</i>	Leave
<i>Taking the rap, taking the fall</i>	Taking responsibility for someone else's crime or crimes
<i>The high hat</i>	A response in which one excludes another with irreverence and intent to offend
<i>The kiss off</i>	The final goodbye as in exile or death
<i>Tin</i>	Small change
<i>Tin can, flivver</i>	A car
<i>Tin ear, Ickie</i>	Someone who did not like popular music
<i>Togged to the bricks</i>	Dressed up
<i>Trip for biscuits</i>	A task that yields nothing
<i>Twit</i>	Fool or Idiot
<i>Whacky</i>	Crazy
<i>What's your story, morning glory?</i>	What do you mean by that?
<i>Wheat</i>	Person unused to city ways
<i>Yo!</i>	Yes
<i>You and me both</i>	I agree
<i>You shred it, wheat</i>	You said it



Pulp Bestiary

In a pulp action game, the most common adversary will be your fellow man, be it Nazi spies, native tribesmen, or Chicago gangsters. Other times, while traipsing through the jungles or the desert sand, you will have to deal with the native wildlife. On occasion however you will run across something that doesn't fit in either of these two categories, something unnatural, or supernatural.

It's a Man's World

As mentioned above, humans will be the primary foe that pulp heroes will run into, and as such they will follow the same rules of creation. There are three different classifications of Human adversaries. Major, Minor and Mooks.

Major Adversaries have the same options available to players, they can have Shticks and they can use Luck. These will be the brains behind the operation or the primary antagonist of the story, possibly of the entire campaign.

Minor Adversaries while still formidable, usually will not have Shticks or Luck. For stats and skills they can have up to the starting number available to players. Most cops, soldiers and hardened criminals will fall in this category

Mooks are the villain's henchmen; they work for their employer to do his bidding, which usually ends up trying to stop someone from interrupting his plans. Mooks are everyday thugs hired on as cheap labor to do menial work or other tasks, as such their stats and skills are average at best. To speed up combat, mooks do not have a toughness score.

Mooks cannot kill the heroes, if a hero is receives enough damage by a mook to kill him he is merely knocked unconscious, which usually means waking up in a secret lair, with the villain explaining his elaborate plot, in detail, to the captured hero. The stats for a standard mook can be found below:

Brn:4, Dft:4, Mox:4, Smt:3, Emp:3
Health: 26 (Vigor:22, Fitness:4)
Toughness:-, Init:3, DM:-1
Move:4", Run:8"
Fight:3, Firearms:3, Awareness:3, Dodge:3
Attacks: as per weapon type

Beast Building

The below bestiary only contains the most prevalent critters in a pulp game, sometimes you will want to add your own. Creatures are roughly built using the same rules as normal players, except most won't have a Luck stat, they won't necessarily have to follow the point guides, and most will not get any shticks, if they do, they will innate talents common to the species.

One of the most important calculations will be to figure out how much *Health* a creature has. Like player characters, calculate Vigor as normal. As one can surmise, a t-rex will be harder to stop than a house cat. A large creature, like a bear will receive an x2 bonus to

its Vigor, for a Huge Target, like a Tyrannosaurus Rex, multiply its Base Vigor by x4. These calculations are already figured into the creatures in the bestiary. Larger creatures, because of their inherent mass, will also have higher Fitness ratings, which in turn amounts to higher toughness scores.

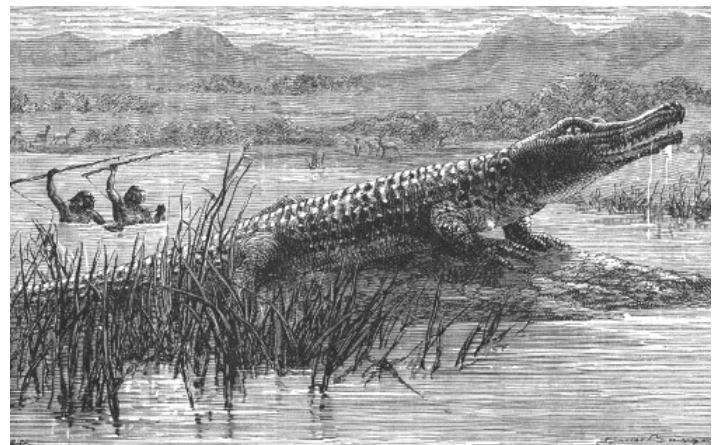
Fight or Flight

All non-humanoid creatures have a **Fight or Flight** instinct which is a response to an attack, or threat to survival. Essentially what this means is most animals will flee or try to defend itself at the first sign of trouble. (*i.e. a failed stealth or wilderness roll*).

A skilled hunter, if able to catch his prey unawares, can fell his target with a single shot. If the shot misses, the beast becomes cornered, or forced to fight, it will do so without any thought of its own personal safety or pain it is suffering. It will fight to the death. As a general rule, even predators will flee, unless they perceive they can get an easy meal. Those that do fight will literally fight until they are dead. To help facilitate this, a stat called **Heath** has been added to all animals found in the bestiary to make combat smoother. It is the combined total of the animals *Vigor* and *Fitness*.

Bestiary

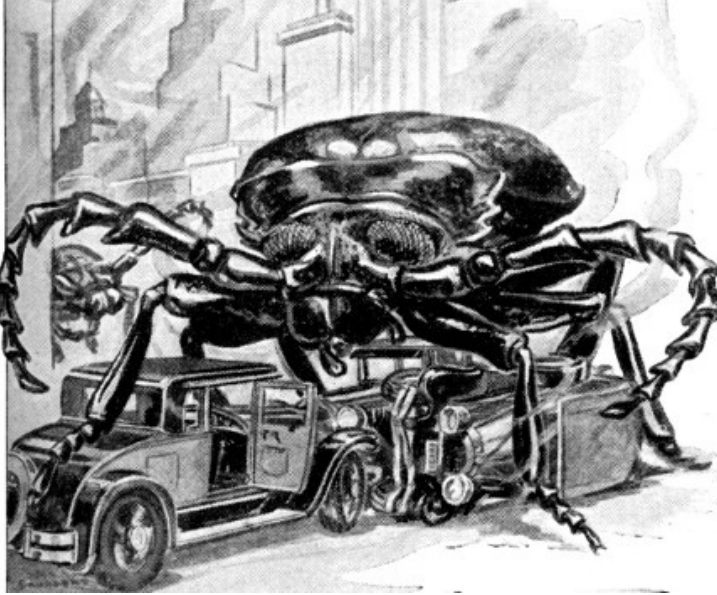
Alligator/Crocodile



These cousins are aggressive predators 11 to 12 feet long and weighing up to 450 lbs. They lie mostly submerged in rivers or marshes, with only their eyes and nostrils showing, waiting for prey to come within reach. Crocodiles tend to live in saltwater habitats, while alligators dwell in freshwater marshes, rivers and lakes. Both reptiles do what is called a "Death Roll" where it will use its strength to roll over and over again to drown it's prey.

Brn:15, Dft:6, Mox:4, Smt:2, Emp:2
Health: 84 (Vigor:70, Fitness: 14)
Toughness: 7, Init: 4, DM: +10
Move: 4", Run 8", Swim 10"
Stealth: 5, Awareness: 5, Athletics: 6
Special: Death Roll. After a successful grapple (using a bite) the croc/gator will spin its body in an attempt to drown
Attacks: Grapple/Bite 2d6+10 (Lethal), Death Roll 2d6+10 (Bashing) per round. Once the victim has run out of vigor he is drowning

Ant, Giant



Deep in the Amazonian jungles, untouched by human hands for over 1000 years, these armored giants were able to grow to unimaginable sizes, most being about 5 ft at the shoulder and 8-10ft long, though there have been some rum fueled stories of some growing even larger. Their giant mandibles are able to rip through jungle vegetation and their food with ease. Like their tiny cousins, the giant ant is an omnivore and will take the opportunity to eat whatever is available to them, whether it be jungle fruits or a villagers cow. The bigger they are, the more they eat. Unlike their tiny cousin however, there is no queen giving it orders, it is fully autonomous.

Their exoskeleton has rendered them seemingly bulletproof, and some of the native tribesmen have taken to crafting ornate shields out of their armored carcasses.

NOTE: These stats are applicable to any large, armored insect, like a beetle, as well as most crustaceans, like crab, just replace "mandibles" with "claws"

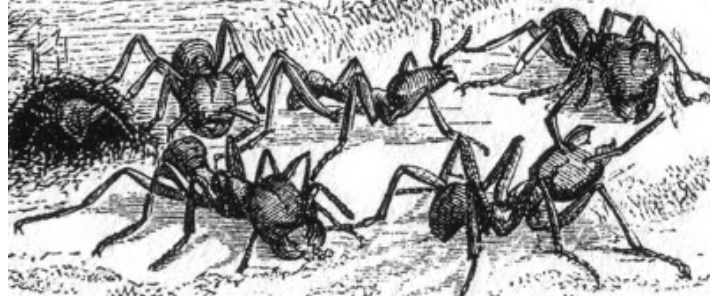
Large, up to 10' long

Brn:15, Dft:6, Mox:6, Smt:2, Emp:2
Health 190 (Vigor: 160, Fitness: 30)
Toughnes:15, Init: 4, DM: +10
Move: 6", Run 12"
Fighting: 4, Awareness: 5, Endurance: 5
Attacks: Mandibles 4d6+10 (Bashing)

Giant, up to 20' long

Brn:25, Dft:4, Mox:6, Smt:2, Emp:2
Health 190 (Vigor: 160, Fitness: 30)
Toughnes:25, Init: 3, DM: +20
Move: 8", Run 16"
Fighting: 4, Awareness: 5, Endurance: 5
Attacks: Mandibles 5d6+20 (Bashing)

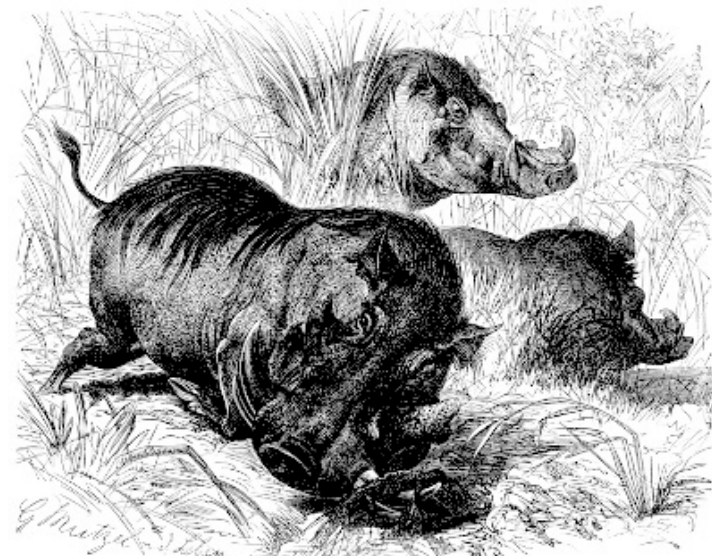
Ant, Swarm



Soldier ants, billions of them on the march, called Marabunta by those in Central America. For generations they stay in their respective territory. Then, for reasons unknown, they start to march, gathering up other troops as they go, until they become a massive wave of destruction, eating everything in their wake, destroying jungle, wildlife and villages. When they are finished there is nothing left alive. They can strip a man down to his bones in less than 30 agonizing minutes. Only fire and large bodies of water seem to be able to deter them.

You don't fight this phenomenon, you run!

Boar (Warthog, Razorback, Peccaries)



Any number of wild or feral pigs found world wide, they are medium sized territorial creatures weighing up to 300 lbs. They are generally known as scavengers and opportunists so they usually wont attack a human outright unless they feel threatened or are starving. With a top speed of 30mph, they can charge a person using the tusks mounted on the front of their massive heads to maul them.

Because pigs will eat anything, bone included, they have been used by people like the mob to get rid of human remains in murder cases.

Brn:9, Dft:7, Mox:8, Smt:2, Emp:2
Health: 35 (Vigor: 28, Fitness: 8)
Toughness: 4, Init: 4, DM: +4
Move: 7", Run 14"
Fighting 5, Awareness: 4
Attacks: Tusks 2d6+4 (Lethal)

Bear



Bears vary in size with the Kodiak and Polar Bears being the largest at 5ft at the shoulder or 10ft tall if standing upright on its rear legs and weighing around 1200 lbs. These bears are found in the northern most reaches of North America and the arctic circle. Further south Grizzly Bears, Brown & Black Bears can be found in colder forested & mountainous regions. The stats below can be used for any large bear.

Brn:15, Dft:4, Mox:5, Smt:2, Emp:4
Health: 80 (Vigor:68, Fitness:12)
Toughness:6, Init:4, DM:+10
Move:6", Run:12", Swim:4"
Fight:5, Survival: 4, Awareness:3
Attacks: Bite 2d6+10 (Lethal), Claws 3d6+10 (Lethal)

Camel

Called the ships of the desert, Camels are used to transport people and goods across the shifting desert sands. They are known for their ability to travel long distances without food or water. Camels are able to travel between 25 and 30 miles in a day and have been known to go for months without water, making them perfect for desert conditions.

Brn:15, Dft:4, Mox:4, Smt:2, Emp:2
Health: 73 (Vigor:66, Fitness: 7)
Toughness: 3, Init: 3, DM: NA
Move: 4", Run 8"
Stealth: 4, Awareness: 5, Endurance: 10
Special: Carry up to 900lbs, drag up to 4500 lbs
Attacks: none to speak of

Cat, Large (Tiger, Lion, Jaguar)

The tiger is the largest of the cats and are recognizable by their vertical black stripes on a background of orange. The stripe pattern is unique to each tiger (much like fingerprints on humans). Tigers are able to swim well (Swim: 4"), tend to be solitary hunters and found mostly in Southeast Asia, China, and India.

Lions are the second largest cat and with the exception of the mane on the male, they have no distinguishing patterns on their fur. Lions are the only big cats to hunt cooperatively and are found in sub-Saharan Africa and Asia.

Jaguars are third largest cat which can be found in southern portions of the United States down through South America. They are exceptional swimmers (Swim: 4") with a powerful bite.

Except as noted above, there is very little difference in game terms between these 3 animals so they share the same stats.

Brn:8, Dft:6, Mox:8, Smt:2, Emp:2
Health: 42 (Vigor: 32, Fitness: 10)
Toughness: 5, Init: 4, DM: +3
Move: 9", Run 18"
Fighting 5, Stealth: 6, Awareness: 5, Athletics: 4
Attacks: Grapple, Teeth 2d6+3 (Lethal), Claws: 3d6+3 (Lethal)

Cat, Medium (Puma, Leopard, Cheetah)

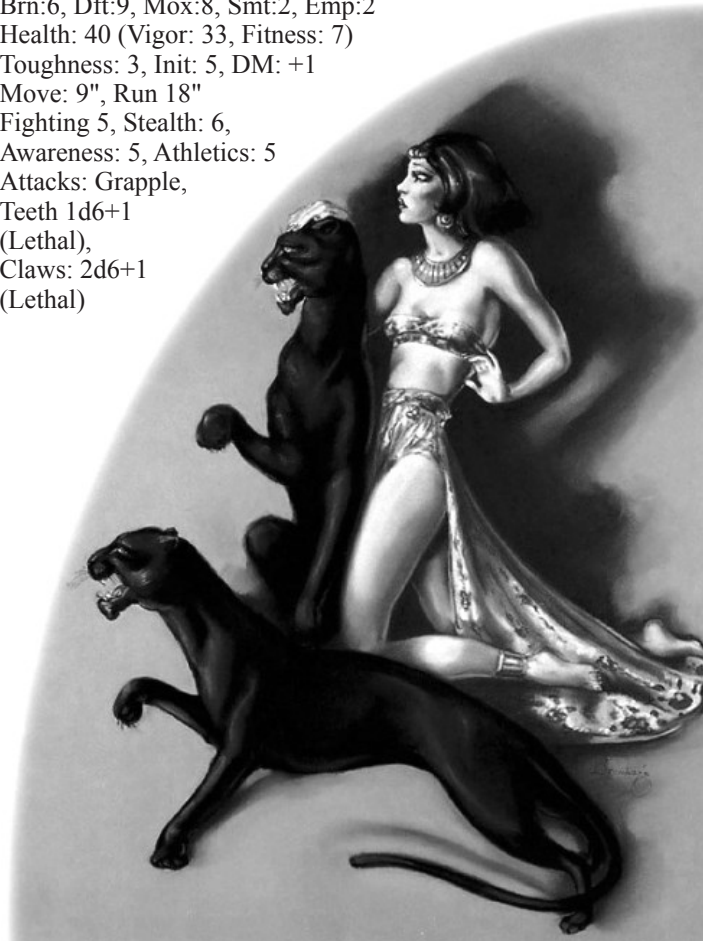
The puma, also known as a cougar, mountain lion and a slew of other localized named can be found throughout the Americas. They are nocturnal hunters and are not afraid to hunt moose, cattle or other large prey.

The leopard can be found mostly in sub-Saharan Africa but can also be encountered in South Asia. They are excellent climbers, (Athletics +2), very stealthy, and bring down their prey with powerful jaws.

The fastest land animal is the cheetah which can hit speeds of 72mph in short spurts (Run: +20")

As the big cats above, there is very little difference in game terms between these 3 animals so they share the same stats, except as noted above.

Brn:6, Dft:9, Mox:8, Smt:2, Emp:2
Health: 40 (Vigor: 33, Fitness: 7)
Toughness: 3, Init: 5, DM: +1
Move: 9", Run 18"
Fighting 5, Stealth: 6,
Awareness: 5, Athletics: 5
Attacks: Grapple,
Teeth 1d6+1
(Lethal),
Claws: 2d6+1
(Lethal)



Cavemen (Neanderthals)

In the mountainous regions spreading though eastern Europe into central Asia, lost explorers have been known to stumble into small communities of Neanderthals. These meetings did not go well as the missing explorers are presumed to have been killed due to the treacherous terrain and not by some long lost ancestors. Cavemen are fierce warriors and very protective of their territory, using primitive weapons made of wood, bone, and stone.

Brn:10, Dft:4, Mox:3, Smt:3, Emp:3
Health:35 (Vigor: 27, Fintness:8)
Toughness: 4, Init: 3, DM: +5
Move: 4", Run 10"
Fighting: 6, Thrown weapons: 3, Dodge: 4, Stealth: 4, Awareness: 3, Wilderness Survival: 4, Athletics: 2
Attacks: as per weapon type (Spear, Club, Knife)



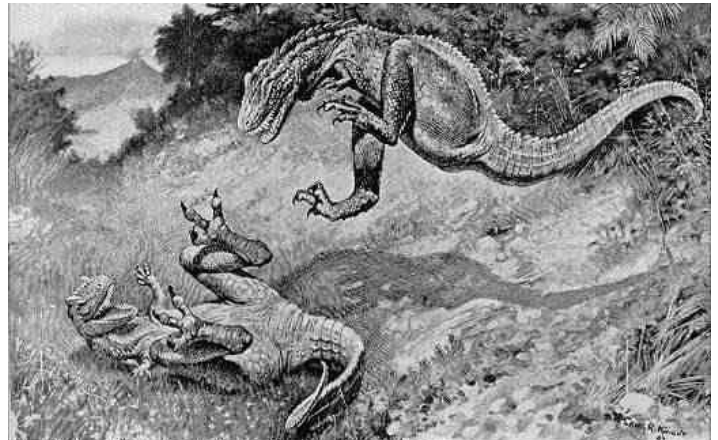
Chupacabra

Literally translated "goat-sucker", this legendary creature became more widely known in the early 21st century, however older legends from other parts of the world like Chile (Peuchen) and the Philippines (Sigbin) describe a similar creature. The most common description of the Chupacabra is that of a 3-4 ft tall reptile-like creature, with rough greenish-gray skin and sharp spines running down its back. They are said to move like kangaroos with its disproportionately large rear legs and attack with their spiny tails, claws and teeth.

They are known to attack and feed on the blood of livestock, they are also rumored to kill children who are sleeping without someone guarding them. Some legends say they kill children for their hearts, in which they then fashion into some grotesque amulets.

Brn:4, Dft:6, Mox:4, Smt:4, Emp:2
Health: 30 (Vigor: 24, Fitness: 6)
Toughness: 3, Init: 5, DM: -1
Move: 6", Run 12"
Fighting: 6, Dodge: 3, Stealth: 5, Wilderness Survival: 4, Awareness: 4
Attacks: Spiny tail whip 2d6-1 (lethal), claws/teeth 1d6-1 (lethal)

Deinonychus



Sometimes mistaken for its smaller cousin the Velociraptor, this bipedal dinosaur stands about 6' tall. This dinosaur hunts in packs using its vicious, snapping jaws and feet that end in large talons for ripping open prey. Thankfully, if these were still to be found, they would be away from human populations and instead in the dense jungles of South America, Asia and Africa.

Brn:12, Dft:7, Mox:5, Smt:4, Emp:2
Health: 78 (Vigor:68, Fitness:10)
Toughness:5, Init:5, DM:+7
Move:10", Run:20"
Fight:5, Awareness:5, Stealth: 5
Attacks: Grapple, Teeth: 2d6+7 (Lethal), Talons:3d6+7 (Lethal)

Dog

Called "Man's best friend" these loyal creatures are be used for companionship, hunting and to guard property. They come in all sizes weighing from 10lbs up to 200lbs. the stats listed are for an average "Large Breed" dog, weighing from 70-120lbs.

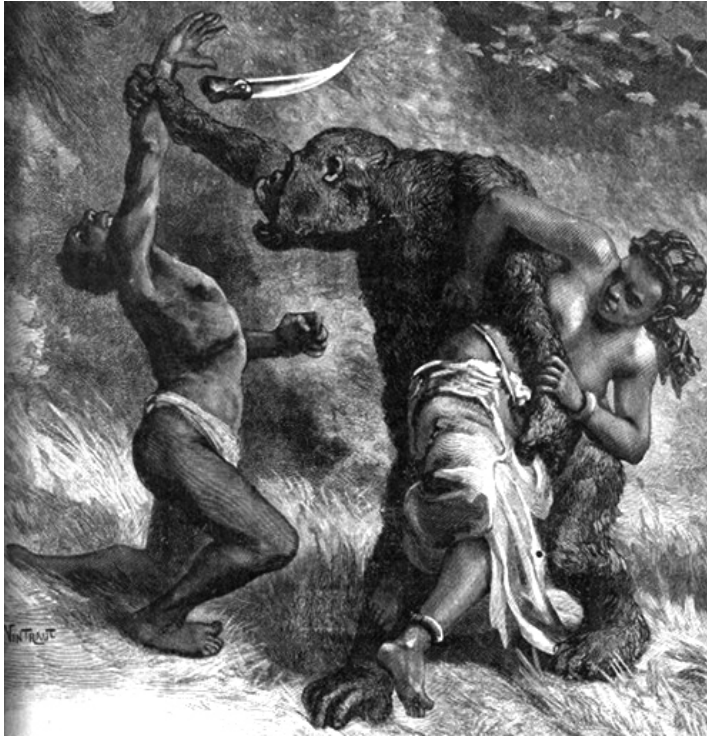
Brn:7, Dft:5, Mox:5, Smt:4, Emp:5
Health: 34 (Vigor: 27, Fitness: 7)
Toughness: 3, Init: 4, DM: +2
Move: 8", Run 20", Swim 2"
Fighting: 3, Stealth: 3, Awareness: 7, Athletics: 4
Special: Dogs can be trained to do different tasks, including tracking, fighting, hunting, etc. adjust skills accordingly
Attacks: Grapple, Teeth: 1d6+2 (Lethal)

Donkey /Burro

Smaller and more stubborn relative of the horse, used as pack animals and very sure footed on uneven terrain.

Brn:10, Dft:4, Mox:4, Smt:2, Emp:2
Health: 35 (Vigor:28, Fitness: 7)
Toughness: 3, Init: 3, DM: NA
Move: 4", Run 8"
Stealth: 2, Awareness: 5, Athletics: 6
Special: Carry up to 150lbs, drag up to 750 lbs
Attacks: none to speak of

Gorilla



These muscular creatures are usually 5-6 ft tall and weight between 300-400 lbs. Unlike their smaller cousins, gorillas are not good climbers and live on the ground. Gorillas are territorial can be found in the tropical and subtropical forests of Africa. Gorillas are an herbivores and will not eat flesh, however, that will not prevent them from breaking every bone in your body.

Brn:12, Dft:10, Mox:5, Smt:2, Emp:5
Health: 84 (Vigor:74, Fitness:10)
Toughness:5, Init:6, DM:+7
Move:6", Run:12"
Fight:5, Survival: 4, Awareness:5
Attacks: Claws 1d6+7 (Bashing), Bite, 1d6+7 (Lethal)



Horse



Before the advent of the automobile, most forms of travel involved horses, and in most undeveloped regions of the world they (and donkeys) are still primarily used. Horses are versatile creatures being bred for war, riding, racing, pulling a wagon or carrying gear.

Brn:14, Dft:5, Mox:5, Smt:4, Emp:5
Health: 78 (Vigor: 68, Fitness: 10)
Toughness: 5, Init: 4, DM: +9
Move: 10", Run 20"
Fighting: 3, Stealth: 3, Awareness: 7, Athletics: 4
Special: Carry up to 450lbs, drag up to 2500 lbs
Attacks: Kick 2d6+9 (Bashing)

Lizard Men



Legend has it that deep in the jungles of South America, a vast civilization of lizard-men once thrived, and it is possible that some have survived until the present time. As recently as 1934, it was reported that these lizard men lived in a Catacomb City under Los Angeles.

A lizard-man usually stands around 6 foot tall with green, gray, or brown scales and weighs about 250lbs. Its tail, which is used for balance, is 3 foot long. Because of their thick scaly hide, they receive a toughness bonus of +2. Lizard-men can be found wielding crude spears, stone axes, or clubs and occasionally carry shields.

Brn:8, Dft:6, Mox:6, Smt:4, Emp:3
 Health: 40 (Vigor: 32, Fitness:8)
 Toughness: 4(6), Init: 5, DM: +3
 Move: 6", Run 16", Swim 8"
 Fighting: 4, Thrown Weapons: 3, Dodge: 3, Stealth: 3,
 Wilderness Survival: 4, Athletics: 4, Awareness: 3
 Special: Thick hide provides +1 to toughness
 Attacks: by weapon type (Spear, Club, Knife, Bow)

Man-Eating Plant

A man eating plant, as described by the natives, is a plant that entangles living creatures that stumble upon its path and feeds on them, much in the way a Venus fly trap does. Since the creature is a plant, it does not have *Smarts*, *Moxie*, or movement scores.

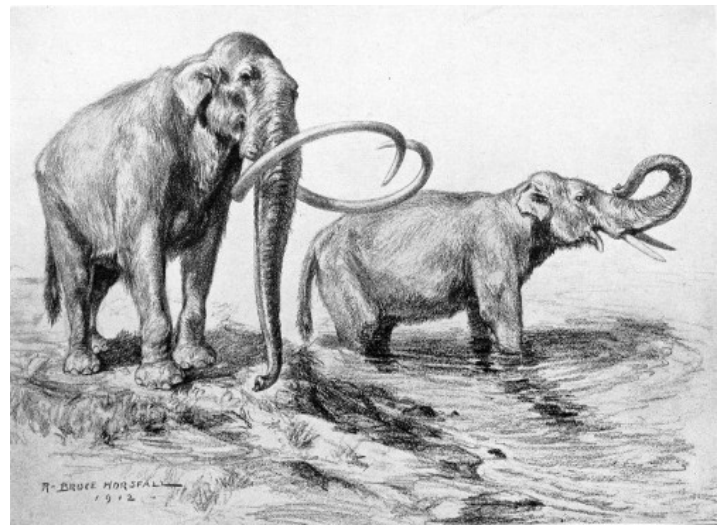
Once the plant successfully entangles its prey, the victim will need to make an escape check each round following the grappling rules found in the combat section. Damage is via constriction and strangulation, it and is calculated based on the success of the grappling roll

Man-eating plants take less damage from projectile weapons like arrows or bullets and thus take 1/2 damage from such attacks (round down). Man-eating plants are susceptible to fire, attacking the plant with fire causes double damage on a successful hit.

Brn:15, Dft:5, Mox:-, Smt:-, Emp: -
 Health: 50
 Toughness: 3, Init: 2, DM: +10
 Move: 0" (stationary, though its vines can reach 60' (10") away
 Dodge: 3, Fighting: 8, Awareness: 3, Stealth: 10 (Does not move, blends in with surroundings)
 Attacks: Grapple w/Constriction/Strangulation (Bashing) 2d6+10 per round



Mammoth/Mastodon/Elephant



Though from different time periods, these close relatives share similar traits. They are all roughly the same size being between 7 and 11 ft tall at the shoulder and weighing from 2 to 6 tons, with the Asian Elephant being the smallest of the family. Mammoths and mastodons were found in colder climates while modern day elephants can be found in southern Asia and central Africa

Their tusks are used for digging for water, & food and for moving trees and branches when clearing a path. They are also used for fighting, both to attack and defend. Their skulls are particularly hard, being able to withstand the impact of another charging elephant. Elephants are hunted for their Ivory tusks. Elephants can lift 650 lbs, carry 1100 lbs, and drag 9 tons.

Brn:20, Dft:4, Mox:6, Smt:4, Emp:4
 Health 190 (Vigor: 160, Fitness: 30)
 Toughness:15, Init: 4, DM: +15
 Move: 6", Run 12"
 Fighting: 4, Awareness: 5, Endurance: 5
 Attacks: Tusk 5d6+15 (Bashing)

Mechanical Monstrosity

A man-made terror and a seemingly unstoppable weapon, a mechanical monstrosity comes in many forms & designs but will all have similar traits. Bare knuckle fighting and small arm fire will have little to no effect in stopping its rampage. You'll need to bring out the big guns! *We need to get bigger guns.* - Dick Durkin

Brn:10, Dft:5, Mox:-, Smt:10, Emp:-
 Health: 100
 Toughness: 15, Init: 2, DM: +5, Move: 5"
 Weapon Systems: 5 (Used for all combat attacks), Awareness: 5
 Other skills: As Director sees fit
 Unaffected by mental/mystical shticks that target the opponent's mind (Evil Eye, Hypnotic Suggestion, Invisibility, etc)
 Attacks: Varies: Machine Gun: 5d6 (Lethal), Flame Thrower: 3d6 + 1d6 per round after until fire is extinguished (Lethal), Mechanical Claws: 2d6 (Lethal), Laser Beam: 4d6 (Lethal), Sonic Blast: 2d6 + temporary hearing loss (Bashing)

Merfolk



Folklore throughout the world speaks of aquatic humanoids, from the Sirens of Greece and the Vodyanoy in Russia to the Kappa in Japan. Generically they are known as mermen and mermaids. In most stories the males are said to have fishlike or frog like faces, greenish beards, and long hair, their bodies composed of black fishlike scales and covered in algae, weeds and muck. Meanwhile their female counterparts are often described as the exact opposite, beautiful, with long flowing hair, their upper torso is that of a human and the tail of a fish. While legends say the male forms of the merman are generally malignant, some demanding sacrifices or taking captives as slaves, the stories about the female vary greatly, including seduction, rescues and warnings. Little is known about their origins. Some believe they are the last remaining survivors of Atlantis while others believe they are the minions for some dark god.

Brn:7, Dft:6, Mox:6, Smt:4, Emp:6
Health: 38 (Vigor: 31, Fitness:7)
Toughness: 3, Init: 5, DM: +2
Move: 2", Run 16", Swim 8" (16")
Fighting: 5, Dodge: 3, Stealth: 3, Awareness: 4
Attacks: by weapon type (Spear, Club, Knife, Trident)



Mule

A sterile cross between a horse and a donkey. Mules are more patient and sturdy than horses, and are less obstinate and more intelligent than donkeys. They are also stronger than a horse of similar size. Mules are used to transport cargo in rugged regions where no roads are found.

Brn:18, Dft:5, Mox:5, Smt:4, Emp:5
Health: 48 (Vigor: 38, Fitness: 10)
Toughness: 5, Init: 4, DM: +13
Move: 8", Run 16"
Fighting: 3, Stealth: 3, Awareness: 7, Athletics: 4
Special: Carry up to 700lbs, drag up to 3500 lbs
Attacks: Kick 2d6+13 (Bashing)

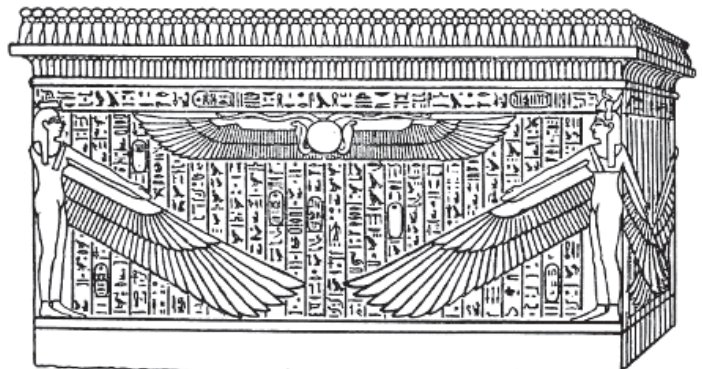
Mummy



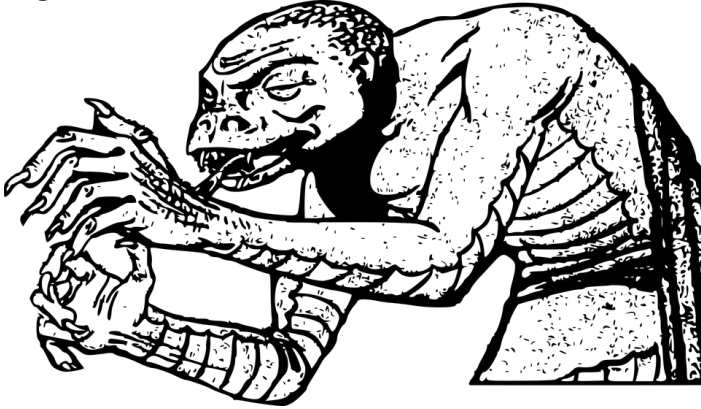
Mummies are preserved corpses animated by priests from dynasties lost to the sands of time. Most mummies will be encountered in Egypt proper, but some of the scrolls containing instructions on those dark rituals may have been carried to other parts of the world through the many conflicts involving the Egyptians.

If a Mummy is freed from his curse of eternal bondage, he will attempt to take back what he believes belongs to him. using whatever ancient rituals known to him to fulfill his plans. These rituals could include plagues of biblical proportions. Given enough time, a mummy could summon forth an army of the undead, similar to modern day zombies.

Brn:18, Dft:4, Mox:8, Smt:8, Emp:8
Health: 60 (Vigor: 40, Fitness:20)
Toughness: 10, Init: 6, DM: +13,
Move: 5"
Fighting: 5, Dodge: 2, Stealth: 10, Awareness: 6
Attacks: Fists 1d6+13 (bashing), or by weapon (khopesh 3d6+13)



Naga



Most legends describe Nagas as humanoid creatures with a long serpent's tail where the legs should be. It is possible the legend of medusa was spawned by encountering one of these ancient creatures. Their length, head to tip of tail can be anywhere from 10 to 20 ft long depending on their age. They are solitary creatures and very territorial. It is believed their primary habitat is in Asia, though there have been stories told about similar creatures in the dark jungles of the Yucatan and the Amazon river basin.

Brn:12, Dft:6, Mox:5, Smt:5, Emp:4

Health: 43 (Vigor: 33, Fitness: 10)

Toughness: 5, Init: 5, DM: +7

Move: 10", Run 20"

Fighting: 5, Dodge: 2, Stealth: 10, Awareness: 6

Special: Certain Naga can inject poison into its victim via its bite. If a successful bite is made and at least one point of damage is inflicted upon its target, the target is now poisoned. After 6 rounds, the target will take 1 point of damage per turn until an antidote is administered or the victim is dead. It is possible within the first 6 rounds to administer *first aid* (vs. Target Number of 20) to the victim to slow the spread of the venom.

Attacks: Grapple w/Constriction: 3d6+7 Per Round (Bashing), Bite 1d6+7 (Lethal) + poison?, or as per weapon type (Spear, Sword, Club, Bow)

Piranha

Piranhas have one of the strongest bites among fishes. Their name literally means "tooth fish". A shoal of piranha usually hunt during the day and are dormant at night.. They attack using their finely serrated teeth, biting and gnashing their prey. Once blood is spilt, the shoal enters a killing frenzy. Piranhas are normally about 5 to 10 inches long and can be found in the freshwater rivers of South America, Venezuela and Argentina. NOTE: it is impossible to fight off an entire shoal of piranhas, your best line of defense is getting out of the water

Brn:1, Dft:10, Mox:2, Smt:2, Emp:2

Health: 7 (Vigor: 5, Fitness: 2)

Toughness: 1, Init: 6, DM: -4

Swim 7"

Fighting: 5, Awareness: 7

Attacks: Single Bite: 1d6-4 (Lethal), Swarm: 8d6-10

Pterodactyl



A large flying reptile with wingspans ranging from 9-20ft. While believed to be extinct, stories have emerged about sightings during the American Civil war and more recently in the remote areas of Central and South America. While a single pterodactyl is not much of a threat, a "flock" of them can be quite deadly.

Brn:6, Dft:10, Mox:5, Smt:2, Emp:2

Health: 38 (Vigor: 31, Fitness: 7)

Toughness: 3, Init: 5, DM: +1

Flight: 12"

Fighting: 4, Awareness: 7

Attacks: Teeth: 1d6+1 (Lethal), Claws: 1d6+1 (Lethal), Lift and Drop: On a successful grapple roll a Pterodactyl can attempt to lift its prey off the ground, it will then drop it and let it crash to the ground to feast on the broken body. 1d6 (Bashing) per 5' dropped.

Saber-toothed Tiger



A creature found only in the darkest parts of the world's uncharted jungles, the saber tooth tiger is a creature from Earth's past. These large creatures are experts at stalking, and once it attacks it will attempt to pin its prey (Grapple) then rip at it with its massive teeth.

Brn:12, Dft:8, Mox:5, Smt:3, Emp:2

Health: 45 (Vigor: 35, Fitness: 10)

Toughness: 5, Init: 5, DM: +7

Move: 8", Run 16"

Fighting 9, Stealth: 6, Awareness: 5

Attacks: Grapple, Teeth: 3d6+7 (Lethal), Claws: 4d6+7 (Lethal)

Sasquatch (Bigfoot, Yeti, Abominable Snowman)



Known by many people by different names in different lands. In the swamps, woods and high mountains of North America they are known as Sasquatch or Bigfoot (though the name "Bigfoot" didn't appear until the 1950s). In the Himalayan Mountain regions of Nepal, India, Pakistan and other Asian countries they are known as a Yeti, Abominable Snowman, or Glacier Beings.

No matter what they are called they all have similar traits. The are large bipedal men-like creatures that are about 9' tall, very strong, hairy, elusive, and often foul-smelling. It is mostly unknown what their motivations are, some legends have them a benevolent guardians of the forest while others describe them as sinister creatures who hunt humans or steal women and children.

Brn:12, Dft:4, Mox:5, Smt:4, Emp:4

Health 77 (Vigor: 62, Fitness: 15)

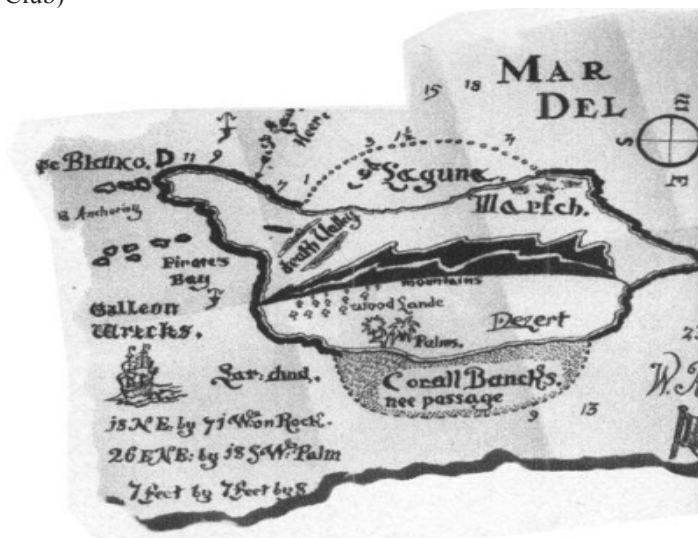
Toughness: 7, Init: 4, DM: +7

Move: 6", Run 12"

Fighting: 6, Dodge: 2, Stealth: 5, Awareness: 4, Wilderness

Survival: 8

Attacks: Claws: 3d6+7 (Lethal), or as per weapon type (Spear, Club)



Scorpion, Giant

These massive creatures can be found anywhere a desert climate exists but primarily in the American Southwest and Northern Africa. They are about 10-15 feet long and covered with nearly bulletproof chitinous exoskeleton. They conceal themselves by burrowing in the sand, waiting for their prey.

They attack with their giant pincers and attempt to hit their prey with the giant poisonous stinger on the end of its tail. While the poison administered by the Giant Scorpion is not lethal, but will cause extreme pain and high fever for several days.

Brn:13, Dft:6, Mox:4, Smt:2, Emp:2

Health 76 (Vigor: 66, Fitness: 10)

Toughness: 5(7), Init: 4, DM: +7

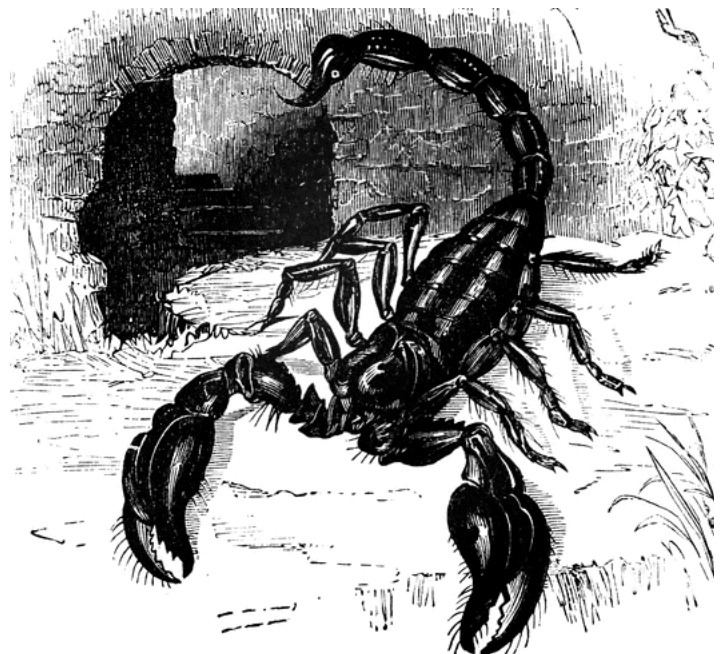
Move: 6", Run 12"

Fighting: 6, Dodge: 2, Stealth: 5, Awareness: 4, Wilderness

Survival: 8

Special: Giants scorpions armor provides an additional 2 points of toughness which can be applied to all attacks

Attacks: Claws: 3d6+8 (Lethal), Stinger, 2d6+8 (Lethal) + Poison



Shark (Great White, Bull and Tiger sharks)

Sharks are carnivorous fish that can exceed 20 feet in length are one of the most dangerous creatures in the ocean being at the top of the underwater food chain. They have multiple rows of serrated teeth to rip their prey apart. They hunt by detecting vibrations in the water and can smell as little as one part per million of blood in seawater. The classic view describes sharks as aggressive, solitary hunters, found in the coastal surface waters of all the major oceans.

Brn:15, Dft:8, Mox:4, Smt:2, Emp:2

Health 84 (Vigor: 74, Fitness: 10)

Toughness: 5, Init: 5, DM: +10

Swim 12"

Fighting: 6, Dodge: 2, Stealth: 5, Awareness: 8

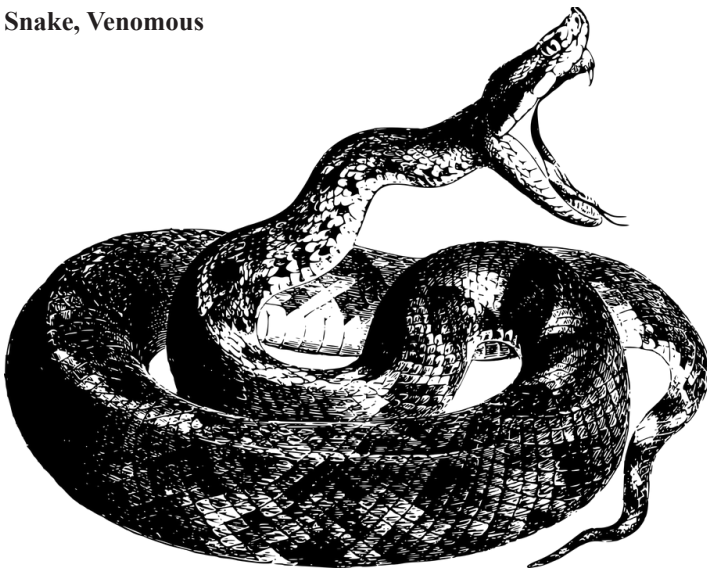
Attacks: Bite 4d6+10 (Lethal), Ram 1d6+10 (Bashing)

Snake, Constrictor

Though there are many sizes of constrictors in the wild, the ones referred to here are pythons and the anacondas ranging in size from 10-30 ft long and can weigh up to 300lbs. Their habitat is mostly in Asia (Pythons) and South America (Anaconda), with an occasionally large Boa Constrictors being reported in North and South America. These massive reptiles attempt to crush their prey into unconsciousness or death before gorging themselves on the body.

Brn:15, Dft:8, Mox:5, Smt:2, Emp:1
Health: 42 (Vigor: 38, Fitness: 4)
Toughness: 2, Init: 5, DM: +10
Move: 4", Run 8"
Fighting: 5, Stealth: 10, Awareness: 6
Attacks: Grapple w/ Constriction: 3d6+10 per round (Bashing)

Snake, Venomous



This covers a wide variety of snakes, ranging from the Cobra in Asia, and the Black Mamba in sub-Saharan Africa to Diamond Back Rattlesnake in the southwestern United States. They all attack and neutralize their prey by striking with their fangs and injecting their poison. Some poisons are stronger than others, for example if you are struck by a black mamba and don't have antivenin handy, you will be dead within 15 minutes, Because for their size, their *Health* is 1/2 normal value.

Brn:5, Dft:8, Mox:5, Smt:2, Emp:1
Health: 15 (Vigor: 28, Fitness: 2)
Toughness: 1, Init: 6, DM: +0
Move: 5", Run 10"
Fighting: 5, Dodge: 5, Stealth: 10, Awareness: 6
Special: If a successful bite is made and at least one point of damage is inflicted upon its target, the target is now poisoned. After 6 rounds, the target will take 1 point of damage per turn until an antidote is administered or the victim is dead. It is possible within the first 6 rounds to administer *first aid* (vs. Target Number of 20) to the victim to slow the spread of the venom.
Attacks: Bite 1d6 (Lethal) + poison

Spider, Giant

The Giant Spider makes its home anywhere from dense jungles to caves mountainous regions, usually in darkened areas where a narrow enough passage can be used to tunnel its prey into its web. Giant spiders are quick and exceptional climbers and can move vertically as easily as a man can move on flat ground.

While the Giant Spider's venom isn't deadly, it does contain a powerful neurotoxin that will paralyze its prey in a matter of seconds, giving it plenty of time to wrap up its future snack into a silken cocoon. If one wakes up in a cocoon it is a very difficult (target number 30) escape roll to get out of, this number can be reduced by 5 if you are able to get your hand on something to cut the web

Brn:10, Dft:10, Mox:4, Smt:2, Emp:2
Health 78 (Vigor: 68, Fitness: 10)
Toughness: 5, Init: 6, DM: +5
Move: 7", Run 14" (Movement is the same for climbing)
Fighting: 5, Dodge: 3, Stealth: 5, Awareness: 4
Special: If a successful bite is made and at least one point of damage is inflicted upon its target, the target is now poisoned. After 6 rounds, the target will be paralyzed for 2d6 hours.
Attacks: Bite: 2d6+5 (Lethal) + Poison

Tyrannosaurus Rex



One of the largest land carnivores of all time, they can reach 40ft long, stand 18ft tall at the hips and weigh up to 19 tons. Despite their immense size, they are fast, being able to crash through jungle brush with ease, and in a clearing they can reach speeds of 25 mph. They are a true hunter using both sight and smell to hunt down its prey.

These massive killers can only be found in "Lost Worlds" and it is extremely dangerous to capture them and bring them to modern areas of the world.

Brn:22, Dft:5, Mox:5, Smt:2, Emp:2
Health 198 (Vigor: 168, Fitness: 30)
Toughness:15, Init: 3, DM: +17
Move: 10", Run 20"
Fighting: 8, Stealth: 2, Awareness: 5, Wilderness Survival: 5
Special: Apply toughness to all attacks
Attacks: Teeth 8d10+17 (Lethal), Tail Whip or Stomp 8d6+17 (Bashing)

Übermensch (Supermen)

These "men" have been hand-crafted in secret scientific labs in Germany. The result are men who stand between 8 & 10 ft tall, have superior strength and have unquestioning loyalty to the Fuehrer and his directives.

Brn:12, Dft:8, Mox:10, Smt:6, Emp:2

Health: 58 (Vigor: 40, Fitness: 18)

Toughness: 9, Init: 7, DM: +7

Move: 8", Run 16"

Fighting: 5, Firearms: 5, Awareness: 5, Intimidate: 5

Dodge: 5, Mental Discipline: 5, Athletics: 5, Drive: 3

Shticks: Bulletproof, Fists of Steel (+5)

Attacks: Huge Fist 1d6+12 (bashing), or per weapon type

Vampire



A vampire is a legendary creature who sustain themselves by feeding on the blood of the living. Some believe the first vampire was Cain and this was his punishment for slaying his brother Able. It is written that he was to be driven out from the face of the earth, to be hidden from the face of God, to be a fugitive and a wanderer. It is unknown if Cain still exists.

Most lore state that they can be warded off with garlic, true faith or killed with a wooden stake through the heart. They are unusually strong, and immune to most forms damage, but will die after a very short exposure to the sun. It's because of this later fact that they sleep in dark secured locations during the daylight hours. New vampires are be created when a "willing" victim drinks the blood of the vampire causing them to transform once dead, usually within 24 hours.

Vampires are located all over the globe, but some in the old world

have set themselves up as a tyrannical rulers, terrorizing the countryside at night and imposing his will through fear, using loyal minions to do his will during his sleeping hours (which sounds suspiciously like a couple of notorious mob boss' in the States). The vampire's minions are normal humans, usually with a lust for power that the vampire master promises them, some even hoping to become vampires themselves if found to be in their masers favor.

Brn:10, Dft:8, Mox:7, Smt:7, Emp:8

Health: 45 (Vigor: 35, Fitness: 10)

Toughness: 5, Init: 7, DM: +3

Move: 8", Run 16", Fly 6", Mist Flight 4"

Fighting: 8, Dodge: 6, Stealth: 8, Awareness: 8, Persuasion: 7

Shticks: Danger Sense, Heightened Senses, Hypnotic Suggestion, Invisibility

Special: Immune to all damage except a wooden stake though the heart or exposure to sunlight.

Attacks: Claws 1d6+3 (Lethal), or by weapon type

Werewolf (Lycanthrope, Wendigo)



Legend has it of men who can transform into vicious wolves and or wolf-men hybrids, sometimes being unaware that it happened. Navajos called them skin walkers. Werewolves have 3 distinct forms. The first is human, in which there is very little discernable difference between them and a normal man, though over time some may develop wolf like features. The second form is wolf, and like the human form there is no discernable difference between that form and a normal wolf. The third and possibly most terrifying form is that of the wolf-man. This creature looks like a bipedal wolf with a human upper torso, while their legs, feet and head are that of a wolf. They will have a tail which is used for balance while standing upright and their hands have long claws used for slashing at their prey. They average about 7 ft tall and weigh about 300 lbs.

Some can change at will, these are fully aware of who they are and will adjust their behavior accordingly. On nights of the full moon, werewolves will change involuntarily and they will find

themselves on the hunt. It is not unheard of for a werewolf to lead his own pack or wolves. Those that can change voluntarily as said to be able to control the beast within (except on a full moon).

When the werewolf is in its hybrid form they are all but immune to normal damage and regenerates at a rate of 5 points per round. While it is possible to do enough damage to knock a werewolf out, (reducing their health to zero or less) only silver can kill a werewolf in the hybrid form. If the werewolf is knocked unconscious it will revert to its human form. If in wolf or human form they can be killed just as any man or wolf can be.

Lycanthropy: If bitten by a werewolf there is a good chance of being infected by lycanthropy. If at least one point of damage is inflicted, the victim must make a *Fitness + Moxie* roll vs. a target number of 25. If the roll fails, the victim is infected and will succumb to the effects of lycanthropy on the following full moon. Whether the roll fails or succeeds the victim will suffer from a high fever, unrest and dilated eyes for several days.

Brn:14, Dft:8, Mox:5, Smt:5, Emp:5

Health: 45 (Vigor: 37, Fitness: 10)

Toughness: 10, Init: 7, DM: +9

Move: 10", Run 20"

Fighting: 8, Dodge: 6, Stealth: 8, Awareness: 10

Special: While in hybrid form, *Toughness* is applied to all damage taken, if health reduced to zero, there werewolf is merely knocked unconscious. The exception to this is if the source of the damage is silver (silver sword, silver bullets, etc).

Attacks: Claws 2d6+9 (Lethal),

Bite 2d6+9 (Lethal) + Lycanthropy

Wolf



Larger cousin to domesticated dogs, these pack animals are not known to attack humans but will if cornered or in need of food. They average about 95lbs and are found in cooler regions of North America, Europe and Asia.

Brn:8, Dft:6, Mox:5, Smt:4, Emp:4

Health: 37 (Vigor: 29, Fitness:8)

Toughness: 4, Init: 5, DM: +3

Move: 8", Run 16"

Fighting: 7, Stealth: 4, Awareness: 8

Attacks: Grapple, Teeth: 1d6+3 (Lethal)

Zombie (Voodoo/drugged)



These poor souls are under a vodoun curse or mind altering concoction which makes them automatons, only following the orders of their master. They can be killed by normal means. They can also be captured and restrained until the curse is removed or the drug wears off. Though human, they will fight to the death and feel no pain, giving them almost supernatural strength. These types of zombies can be affected by mental/mystical shticks.

Brn:8, Dft:2, Mox:2, Smt:1, Emp:2

Health: 30 (Vigor: 22, Fitness: 8)

Toughness: 4, Init: 1, DM: +3, Move: 4", Run 4"

Fighting: 4, Thrown Weapons: 2, Awareness: 2

Attacks: Fists: 1d6+3, Bite: 1d6, Club: 2d6+3

Zombie (The walking dead)

Unlike the zombies mentioned above, these beings are no longer living men, but the undead with a hunger for living flesh. This disease is spread by being infected through the bite of a zombie. After a short incubation period the victim dies and is reanimated by the virus that killed them, there is no known cure. In some cultures they are referred to as ghouls. They have the same stats as the previous form of zombies, but are not affected by mental/mystical shticks.

Heroes and Villains

Jungle Jim

At age 14 Jim (James Morten III) was tired of the posh life and wanted some adventure! He saw an opportunity and stowed away on a tramp steamer from his plantation in New Orleans, where he was discovered and immediately put to work. He learned the ropes quickly and did quite well until the ship was torn apart in a violent storm in the Caribbean. Only Jim survived the shipwreck where he washed up on some uncivilized coast where his blue eyes made him a curiosity to the native tribesmen.

There he learned the ways of this native people and became a loyal friend. He would still be there today if he wasn't "rescued" by some mercenaries who were hired to find the millionaires son. Now he protects the jungles, the people, and their artifacts from treasure hunters.

Stats: Brawn: 7, Deftness: 8, Fitness: 7, Smarts: 6, Moxie: 7, Empathy: 5, Luck: 5
Vigor: 32, Toughness: 3, Initiative: +67, Damage Modifier: +2, Lift: 70/140/280, Movement: 8", Run 18"
Skills: Acrobatics: 3, Animal Handling: 2, Archery: 2, Athletics: 3, Awareness: 4, Dodge/Escape: 3, Endurance: 2, Fighting: 4, First Aid: 1, Interrogate/Intimidate: 3, Language (Nahuatl) 3, Mental Discipline: 2, Navigation: 2, Running: 2, Stealth: 4, Swimming: 3, Thrown Weapons: 2, Wilderness Survival: 5
Shticks: King of the Jungle (+5), Untouchable (5)

Weapons:

Macuahuitl Acc +0, Damage 3d6+2
Bow Acc +0, Damage 3d6, RoF 1, Range 10

"Coffee"

Working the docks in Kingston Jamaica is hard work, but like all dock workers *Coffee* needed the money. His ambitions were to get noticed and hired on as a worker on a tramp steamer. He had a natural aptitude for mechanics and soon his ambitions became a reality when the captain of the Fortuna became in need of a new mechanic.

Coffee at 6'5" is a giant of a man, his black skin stretched tight over his muscular build. His hands are twice the size of a normal man, and when he makes a fist you know you are about to hurt.

Stats: Brawn: 10, Deftness: 5, Fitness: 10, Smarts: 4, Moxie: 5, Empathy: 5, Luck: 6
Vigor: 30, Toughness: 5, Initiative: +4, Damage Modifier: +5, Lift: 150/300/600, Movement: 5"
Skills: Awareness: 4, Dodge/Escape: 3, Drive: 3, Electronics: 2, Endurance: 3, Fighting: 5, Firearms 3, Heavy Machinery: 4, Interrogate/Intimidate: 4, Knowledge, General: 2, Mechanics: 5, Mental Discipline: 2, Navigation: 3, Sense Motive: 2, Streetwise: 2, Swimming: 3

Shticks: Fists of Steel (+5), Feat of Strength (+5) [calculated into Lift]

Weapons:

Remington Model 8 - WA: +1, Damage: 4d6, Cap 5, RoF:2, Range: 20
Brass Knuckles - WA +1, Damage 2d6+10

Buck Gordon

High flying stunt man and bit actor, Buck has been trying to make it big ever since he hitched a ride to Hollywood. He began his career flying a crop duster in Oklahoma, but when the Dust Bowl hit, his small business was all but wiped out. He was always told that with his rugged good looks he would surly be a star on "them Moving Picture shows", so that's the direction he began looking.

Stats: Brawn: 6, Deftness: 7, Fitness: 8, Smarts: 4, Moxie: 5, Empathy: 5, Luck: 10
Vigor: 28, Toughness: 4, Initiative: +5, Damage Modifier: +1, Lift: 60/120/240, Movement: 7"
Skills: Acrobatics: 3, Acting: 4, Athletics: 4, Awareness: 3, Dance: 2, Dodge/Escape: 3, Drive: 2, Fighting: 4, Firearms: 3, Knowledge, General: 3, Mechanics: 2, Mental Discipline: 2, Navigation: 2, Persuasion/Deception: 2, Pilot: 5, Ride: 2, Sense Motive: 2, Swimming: 2
Shticks: Wheelman (+5), Cat's Grace (+5)

Weapons:

Colt 45 - WA: +0, Damage: 2d6+2, Cap 6, RoF:1, Range: 10

Black Scarab

Fighting the mob is neither safe of easy, if they find out who you are they would prefer to make things as easy as possible and send you to the bottom of the river wearing a new pair of concrete shoes or put you on the front page of the Tribune with the help of a Chicago typewriter.

Kyle Blakemore understood this well, he had already lost his wife and little boy to gangland activities and saw nothing but inaction, cowardice or complacency from the local police. So he decided to take matters into his own hands. By donning a mask he is able to keep his personal life and those around him safe.

Stats: Brawn: 7, Deftness: 8, Fitness: 7, Smarts: 6, Moxie: 7, Empathy: 5, Luck: 5
Vigor: 32, Toughness: 3, Initiative: +7, Damage Modifier: +2, Lift: 70/140/280, Movement: 8"
Skills: Acrobatics: 4, Athletics: 3, Awareness: 3, Dodge/Escape: 3, Drive: 2, Fighting: 3, Firearms: 3, Interrogate/Intimidate: 3, Knowledge, General: 2, Mental Discipline: 2, Persuasion/Deception: 2, Photography: 3, Pick Lock: 3, Research: 2, Sense Motive: 3, Stealth: 4, Streetwise: 4, Swimming: 1
Shticks: Two Fisted (5), Hide in Shadows (+3), Heightened Senses (+2)

Weapons:

Dual Colt 1911s - WA: +0, Damage: 2d6+2, Cap 7, RoF:2, Range: 10

Valentine

Valentine is the boss of the notorious gang, “the Black Valentines”. His real name is unknown, and since he was raised on the street, even he doesn’t know. Black Valentine and his associates are wanted by local, state and federal law enforcement agencies for their involvement in racketeering, drug and alcohol running, forgery, money laundering, and murder. He is a brilliant leader, strategist and cold blooded killer.

At age 14 he was already well on his way to a life of crime when he attempted to lift the wallet of a mob boss who, instead of killing him on the spot, become his mentor. As he grew up he also moved up the ranks of the organization, until he was given complete control at the age of 23.

Stats: Brawn: 5, Deftness: 9, Fitness: 6, Smarts: 8, Moxie: 6, Empathy: 5, Luck: 6

Vigor: 30, Toughness: 4, Initiative: +8, Damage Modifier: +0, Lift: 50/100/200, Movement: 9”

Skills: Awareness: 3, Dodge/Escape: 3, Drive: 2, Expert: Law 2, Fighting: 3, Firearms: 3, Forgery: 3, High Society: 2, Interrogate/Intimidate: 4, Knowledge, General: 2, Leadership: 4, Legerdemain: 3, Mental Discipline: 3, Persuasion/Deception: 2, Sense Motive: 4, Stealth: 2, Streetwise: 4, Swimming: 1
Shticks: Death Defiance (5), Nerves of Steel (+3), Lightning Reflexes (+2)

Weapons:

Tommy Gun WA: +2, Damage: 2d6+2, Cap: 30, RoF: 20, Range: 15

Colt .45 Revolver WA: +0, Damage: 2d6+2, Cap: 6, RoF: 1, Range: 10

The Roach

Hit man extraordinaire, The Roach is on the “most wanted” list on both sides of the aisle, for different reasons. The cops want him for a series of missing people, all presumed dead, while the mob wants him to continue what he is doing. Nosey reporters, detectives and politicians have all gone missing, with nothing but a dead roach placed conspicuously on the dining room table.

When he has been seen, nobody has been able to help identify the man(?) they thought they saw with the victims last, to them it was all just a blur

Stats: Brawn: 6, Deftness: 9, Fitness: 6, Smarts: 7, Moxie: 7, Empathy: 3, Luck: 7

Vigor: 32, Toughness: 3, Initiative: +8, Damage Modifier: +1, Lift: 60/120/240, Movement: 8”

Skills: Athletics: 4, Awareness: 4, Dodge/Escape: 4, Drive: 3, Fighting: 3, Firearms: 5, Interrogate/Intimidate: 4, Knowledge, General: 2, Mental Discipline: 2, Pick Lock: 4, Research: 2, Sense Motive: 3, Stealth: 5, Streetwise: 5
Shticks: Forgettable (5), Hide in Shadows (+5)

Weapons:

Mauser K98 WA:+3. Damage:5d6, Cap: 5, RoF: 1, Range:15

Dirk WA+0, Damage 1d6+1, Range 1

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Fists & .45s!

Name: _____
 Occupation: _____
 Height: _____ Weight: _____
 Eye Color: _____ Hair: _____
 Description: _____

Fitness	Total	Vigor (10+ Fitness + Moxie + Deftness)	Total
	Current		Current
Brawn		Toughness (Fitness / 2)	
Deftness		Initiative (Smarts + Deftness) / 2	
Moxie		Damage Modifier (Brawn - 5)	
Smarts		Carry/Lift/Drag (Brawn x10/x20/x40)	
Empathy		Movement/Sprint/Leap (Deftness) / (x2+ Athletics) / (Sprint/5)	
Luck	Total	Experience:	
	Current		

Skills

Archery [Dft] _____	Expert [Smt] _____	Navigation [Smt] _____
Dodge/Escap [Dft] _____	_____	Pilot [Dft] _____
Fighting [Dft] _____	_____	Persuasion/Deception [Emp] _____
<small>R1: hand-to-hand, R2: light melee weapons, R3: one-handed weapons, R4: two-handed weapons. R5+: exotic weapons</small>	_____	Photography [Smt] _____
Firearms [Dft] _____	First Aid [Smt] _____	Pick Lock [Dft] _____
<small>R1: handguns and long guns, R3: automatic weapons, R4: machine guns, R5+: advanced military weapons</small>	Forgery [Smt] _____	Pilot [Dft] _____
Thrown Weapons [Dft] _____	Heavy Machinery [Smt] _____	Research [Smt] _____
Acrobatics [Dft] _____	High Society [Mox] _____	Ride [Dft] _____
Acting/Performance [Emp] _____	Interrogation/Intimidate [Mox] _____	Science [Smt] _____
Animal Handling [Emp] _____	Knowledge, General [Smt] _____	_____
Athletics [Fit] _____	Language [Smt] _____	_____
Awareness [Smt] _____	_____	_____
Dance [Dft] _____	_____	Sense Motive [Emp] _____
Demolitions [Smt] _____	_____	Stealth [Dft] _____
Disguise [Smt] _____	Leadership [Emp] _____	Streetwise [Mox] _____
Drive [Dft] _____	Legerdemain [Dft] _____	Swimming [Fit] _____
Electronics [Smt] _____	Mechanics [Smt] _____	Weaponsmith [Smt] _____
Endurance [Fit] _____	Mental Discipline [Mox] _____	Wilderness Survival [Smt] _____

Shticks

Weapons

Weapon	WA	Dam	RoF	Cap	Rng	Weapon	WA	Dam	RoF	Cap	Rng
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____

Equipment

Target Number

10	Easy
15	Normal
20	Challenging
25	Difficult
30	Very Difficult
35	Near Impossible
40	Impossible

Fists & .45!

Experience Tracking Sheet

Character's Name: _____ Player's Name: _____

SKILL:	EXPERIENCE:	SKILL:	EXPERIENCE:
Acrobatics:	_____	Legerdemain:	_____
Acting:	_____	Mechanics:	_____
Animal Handling:	_____	Mental Discipline:	_____
Archery:	_____	Melee:	_____
Athletics:	_____	Navigation:	_____
Awareness:	_____	Persuasion/Deception:	_____
Dance:	_____	Photography:	_____
Demolitions:	_____	Pick Lock:	_____
Disguise:	_____	Pilot:	_____
Dodge/Escape:	_____	Research:	_____
Drive:	_____	Ride:	_____
Electronics:	_____	Running:	_____
Endurance:	_____	Science: _____	_____
Expert: _____	_____	Science: _____	_____
Expert: _____	_____	Science: _____	_____
Expert: _____	_____	Science: _____	_____
Expert: _____	_____	Sense Motive:	_____
Fighting:	_____	Stealth:	_____
Firearms, Civilian:	_____	Streetwise:	_____
Firearms, Military:	_____	Swimming:	_____
First Aid:	_____	Thrown Weapons:	_____
Forgery:	_____	Weaponsmith:	_____
Heavy Machinery:	_____	Wilderness Survival:	_____
High Society:	_____		_____
Interrogate/Intimidate:	_____	SHTICKS:	_____
Knowledge, General:	_____	_____	_____
Language: _____	_____	_____	_____
Language: _____	_____	_____	_____
Language: _____	_____	_____	_____
Language: _____	_____	_____	_____
Leadership:	_____	_____	_____

Instructions: Every time you succeed with a skill, you get one point towards improving that skill. Once you attain the required number of points required for improving the skill or shtick, you may do so. You may not apply Experience Points to untrained skills, they must be learned first.

Improving Skills: To increase an existing skill to the next rank will cost 10x your current rank (to go from rank 5 to rank 6 will cost 50 points)

Acquiring New Skills: To acquire a new skill at a rank one will cost 10 experience points

Improving Shticks: To increase an existing shtick to the next level will cost 20x your current rank (to go from rank 5 to rank 6 will cost 100 points)

Acquiring New Shticks: To acquire a new shtick that has purchasable ranks costs 20 points for a rank of one. If a shtick does not have ranks it costs a flat 200 points.

Quick Reference Guide to Fists & .45s!

Actions:

Each round you are able to make two standard actions *or* one standard action and one combat action, in any order, without any penalties. Standard actions include moving (up to your movement stat), diving for cover, aiming, reloading or drawing a weapon. Combat actions are any offensive actions that a character makes, like punching, shooting a gun, firing an arrow, etc.

Basic Mechanic Summary:

Hand-to-Hand Combat

Deftness + Fighting
+ 1d10
vs.
Deftness + Fighting/Dodge
+1d10

Ranged Combat

Deftness + Archery/Firearms/Thrown Weapons + 1d10
vs.
Deftness + Dodge + 1d10

Skill Roll

Attribute + Skill + 1d10
vs.
Target Number
or
Opposed Roll

All rolls are open ended, if you roll a 10, roll again and add to the total.

Combat Modifier Table:

Target Size:		Half of body visible	-2	Ambush	+5
Tiny Target (human hand, pistol)	-6	Head and shoulders visible	-3	Using off-hand	-3
Small Target (human head, book)	-4	Head only visible	-4	Making two attacks (applied to both attacks)	-3
Large Target (car, bear)	+2	Firing into melee (beware of fumbles)	-4	Quick Draw (+3 initiative)	-3
Huge Target (tank, t-rex)	+4	Miscellaneous Combat Modifiers:		Target Immobile	+10
Cover Modifiers:		Firing while in melee	-4	Firing while running (moving more than your movement stat)	-3
Target Crouched	-1	Snapshot	-3	Autofire (see below)	varies
Target Prone	-2	Aiming (takes a standard action)	+1		

Dishing out Damage:

Bashing Damage is anything that can cause blunt trauma, fists, clubs, chairs, etc. whenever damage is calculated subtract out the victims toughness from the total. **Lethal Damage** would be any weapon that pierces the skin, like arrows, bullets or blades. Unlike Bashing Damage, the victim does not get to subtract their toughness from the damage roll, unless they are wearing some sort of armor or *bulletproof*.

Critical Success: On your attack roll, for every 5 points over what is required to hit your opponent, you may add 1d6 to your damage roll.

Target Numbers	
10	Easy
15	Normal
20	Challenging
25	Difficult
30	Very Difficult
35	Near Impossible
40	Impossible

Autofire:

Burst attack: Firing a short concentrated burst of ammunition, usually no more than 5 rounds, can have devastating effects. When firing a burst, add +5 to your to hit roll, this increases your chance of scoring a critical success.

Spray attack: this is where you spray and area with rounds trying to hit multiple targets. For each target you are trying to hit subtract one from your to-hit roll for each target (i.e.: if you are firing at 3 targets, subtract 3 from each to-hit roll)

Full Auto Attack: Also known as Spray and Pray or Suppressive Fire, this is where you fire everything you have downrange, odds of hitting anything are slim, but it keeps the opposition's heads down. Roll to hit as normal at a -5 for every 10 rounds fired. Those under a full auto-fire attack must make a Moxie check vs. a Difficulty of 20 in order to do anything that round.

Fumbles:

The roll a one on an attack and most skills is potentially a fumble. To determine if it was truly a fumble roll a d10 again, and compare it to the rank of the Skill you attempted to perform. If that number rolled is less than the skill rank, it is simply a failure, otherwise a fumble has occurred.

Using Luck:

Second Chance: By spending a *Luck* point a bad roll may be re-rolled. The new roll will be as if the first one did not happen and you must accept the new result. You may not re-roll a fumble, but you may void one (see below)

Voiding a Fumble: By spending a *Luck* point you may nullify the effect of a fumbled roll. "*Did you see what I almost did?*"

Over Achiever: Adding 5 to any skill or combat roll, including damage, prior to rolling (You cannot fumble this roll).

Scene Edit: Make a "Scene" change that benefits the character or the party "I didn't notice that manhole cover before, we can escape through that!" This is *always* subject to the Narrator's approval

That would have killed a normal man: like above, a well explained action could save the characters hide. Running off of a cliff to find a root to grab hold of, diving off of a zeppelin to catch a rocket-man as he goes flying by. *Note: this is not like the Shitck Death Defiance, these actions, even though far-fetched, must be plausible.*

Merely a scratch: for every point of luck spent you may nullify all damage from an attack, though you may still get knocked around a bit.