DICEY TALES

BY JEFF MEJIA

A DICEY TALES PRODUCTION

DICEY TALES

**Dicey Tales Productions
Pulp Adventure Rules for the Barbarians of Lemuria
Roleplaying Game.**

Dicey Tales Mission Statement

Dicey Tales (DT) was created with the goal of giving fans of the Barbarians of Lemuria (BoL) roleplaying game a chance to explore a variety of pulp genres while remaining within the BoL rules set (Mythic edition).

This edition is the revised, updated, and expanded set of rules originally presented in Dicey Tales issues #1 and #2 from Dicey Tales Productions.

Credits

Suggestions, Support and play testing by

Table of Contents

THANK YOU!
TO ALL OF OUR KICKSTARTER BACKERS

LEGEND LEVEL SUPPORTERS

Aaron Cummins
Adam Amith
Aitor Santos
Alex Jeffries
Andreas
Andy Gray
Anthony Hunter
Armand Mondo Charpentier
Baron L.
Billie
Blasto
Bobby Jennings
Brett Lewis
Brian Kirchhoff
Brice_T
BTO
Christopher Lites
Christopher White
Cirlot
CM Morgado
Commodore Erickson
Danny Atwood
Dave McAlister
David Jenks
David Paterson
David Ross
David Tavakoli
Devon Patterson
DT
Dustin Eiland
Dylan Drolette
Ed Moretti
emacgregor
Erik de Graaf
Erik Ménard
Evan Edwards
FredH

Garnett Elliott
Geoffrey
Graham Wales
Guy Edward Larke
Harrigan
Hudson Shock
Jack Murphy, III
Jacob Sweet
James V Nutley
Jason Gabel
Jason Vasche
Jeff Heising
Jeff Zitomer
Jetstream
John Canales
John Greenheck
John Malueg
John Pingo
Jonathan Baldridge
Josh Rensch
Josiah Stockton
Judy Oxford
Julian Hayley
Karl Miller
Kerry Harrison
Kevin Borrup
Kevin Cook
Killian Martin
Konstantinos Poumpouridis
Logan
M. Darin Young
Marcus Burggraf
Mark Buckley
Mark Kelly - Dirty Vortex
Marmer D King
Mat Federink
Michael

LEGEND LEVEL SUPPORTERS (CONTINUED)

Michael G. Palmer
Michael Lord
Mirko Froehlich
Morgan Hazel
Nate Little
Nate Bolt
Neal Kingsley
Patrick Alan DeMinico
Paul Edwards
Peter Wallis
Randall Wall
Rich Spainhour
Rick Hull
Robert "The GIT" Davis
Rodney Ford
ron beck
Ronald Miller

Savage Robby
Schubacca
Sean Veira
Shane Laws
Simon Clarke
Skeeter Panes
Stacie Winters
Steve Hall
Steven Ward
Stiff Whiskers Press
Terry Frain
Thomas M Weghofer
Timothy Morgan
Travis
Uwe Schumacher
Victor Haerinck Jr

HERO LEVEL SUPPORTERS

Adam Crossingham
Al Livingstone
Andrew D
Andy Sangar
balthazar
Benjamin Terry
Brandon Barnes
Chad Curtis
Charles Allen
Charles Randall
Chris Tavares
Christoph Kohring
Christopher Cecil
Chuck Kranz
Contesse
Dan Kawecki
Darrel Miller
David Northcutt
DD (aka André)
Der_Ben
DocGrognard
Ed Kowalczewski
Emerald Orchid
Eric Salzwedel
Fred Schiff
Game Dave
GazellaMech
Gerald Kuster
Gerry Saracco
gigglestick
Hadley Shurmer
Harry Shapiro
Henry Vogel
Ian Stronach
James Carpio
Jason Connerley
Jeff Baker

Jesse Quisenberry
Joe Roberts
John Davies
John Griffis
Joseph Salvador
Josh Van Diest
Kurt Ellison
Lonnie C. Daniel
Marieke
Mark Dingle
Martin Glen
Matt A.
Matt Cooper
Michael David Jr
Michael Ellars
Michael Stevens
Mike Davey
Narmer
Neal Jones
Nicholas Clements
operyion fall
P Farrell
Pascal Oliet
Patrice Mermoud
Paul E. Roberts
Paul Mitchener
Paul Pearce
Philip Burge
Randy Brühl
Raymond Bennett
Rob Meerscheidt
Robert Clark
Robertson Sondoh Jr
Sam Chapman
Scott
Sean Nicolson
Sean P. Kelley

HERO LEVEL SUPPORTERS (CONTINUED)

Sean Sherman
Sean Stone
Srois777
Stephen Stewart
Steven Hartline
Steven Hudkins
Steven Warble
Steven Watkins

therealtony
Thomas R.
Vance Rawson
Waldviech
Warren L. Rutledge
William Dvorak
yongi

ADVENTURER LEVEL SUPPORTERS

Abel Vargas
Adam Alderman
adumbratus
Alexa Draconis
Andrew Goodson
Andrew James Roberts
Ayleron
Ben Kirkwood
Benjamin Maier
Bill Griggs
billk
Bodri Takonyweaver
Bradly Cozby
Brian Koonce
Charon MacDonald
Chris Rutkowsky
Chris Shields
Christopher M. Smith
CK Lai
ClashDB
Colin Knipe
Connor Brinsmead
Dieku Games
DJ
Doc Palindrome
Drew Laxton
Elliot
Elliott Moshell
Eric Bloat
Eric Troup
Gary Lange
GeoffM

glenn dallas
Glenn Welser
Greg Amen
Grim & Perilous Studios
Grumpy Bear Stuff
hargon83
Henrique Jucá
Ian Cannon
Ian Mayor
J
Jamas Enright
James Kneale
James Kohl
Janosch Niemeyer
Jason Kottler
Jeff Eppenbach
Joel
John Fu
John M. Portley
John Robinson
Joseph Hepler
Joshua Ramsey
Judd M. Goswick
Julie Zakar
Katrina
Kelly Hoy
Kent Cranston
Krinsky
Kurt McMahon
Luc Teunen
Ludovic Chabant
Mark Bruce

Mel Follmer
Michael
Michael Bentley
Michael Bowman
Michael M
Michael Schwartz
Michele Gelli
Mildra The Monk
Nessalantha
Nicholas Mayhew
Nick Louie
Owlglass
Paul de Haan
Paul Kutscha
Randall Wright
Randy Musseau
Rich Riddle
Rich Rogers
robert kim
Robert Pepper
Roberto Micheri
Rod Chanas
Roger French Jr
Russell Shor
Simon Lloyd
Skyland Games
Stan Taylor
Stefan Lundmark
Tim D'Allaird
Timolution

DICEY TALES LEVEL SUPPORTERS

Chris Castle

Jeffry Willis

Tom Ryan

DICEY TALES

CHAPTER 1
THE PULPS

What Are "The Pulps?"

The pulps were an industry of literary magazines published almost exclusively in the United States.

Europe (and to a smaller extent Latin America) also had a market for the pulps, but nowhere near that found in the United States. The moniker "The Pulps" was taken from the cheap quality wood-pulp paper on which the stories were printed, allowing an inexpensive market of books that wore out easily. They contained all manner of escapist fiction, including historical adventures, westerns, sports stories, science fiction, fantasy, and detective stories.

More than anything else, the pulps were about action and adventure in exotic locations, far from the day-to-day drudgery of real life.

Authors such as Robert E. Howard, Louis L'Amour, Ray Bradbury, Fritz Leiber, Harold Lamb, Lester Dent, Talbot Mundy, Dashiell Hammett, H.P. Lovecraft, and Edgar Rice Burroughs are just a few of a long list of writers who honed their craft writing for the pulps.

The pulps have been around since the beginning of the twentieth century and continue into the present day, but the acknowledged "Golden Age" of the pulps took place in the early to mid-twentieth century circa 1930, with dozens of titles being published each week in their heyday.

Pulp Genres

When most people think of pulps, they envision the "two-fisted adventurer," whether he be a famed globe-trotting archeologist or a bronze-skinned genius crime fighter. The truth is that the pulps covered many types of stories—from stories of life in other galaxies to the historical tales of crusading knights in the Holy Land. The following list includes some of the many pulp magazines organized by genre:

Sports
Ace Sports Monthly
Fight Stories

Sword & Sorcery
Weird Tales
Unknown

Historical Adventure
Argosy
Bluebook

Horror
Horror Stories
Terror Tales

Science Fiction
Startling Stories
Science Wonder Stories

Detective
Sure Fire Detective
Spicy Detective

Crime Fighter
The Shadow
The Spider

Romance
Romance Magazine
Saucy Romantic Adventures

Espionage
Secret Service Operator No. 5
Secret Agent X

Daredevil Aviators
American Eagles
Sky Fighters

Jungle Adventure
The All Story
Jungle Stories

South Pacific and Tales of The Orient
Oriental Stories
South Sea Stories

War
Thrilling Adventures
Foreign Legion Adventures

Western
Western Story Magazine
Exciting Western Magazine

The Pulp Family

While the pulp magazines could be found in every newsstand in the first half of the twentieth century, they weren't the only medium of escapist entertainment available. Many famous characters that began in the pulps have made the transition into virtually all other forms of media entertainment.

Radio

Prior to the popularity of television, radio was king. Almost every home in the United States had a radio. Families would gather around nightly, not only to hear music and the news of the world, but also to be entertained by popular radio shows that served the same function as our modern-day TV sitcoms and crime dramas. The Shadow is perhaps the most iconic character to make the jump from the pulps to radio. The Lone Ranger, Buck Rogers, and Doc Savage also gained notoriety within the world of radio drama.

Cinema

Hollywood also had a form of entertainment that was essentially the cousin of the pulp magazine: the weekly cliffhanger serial. These short movies were serialized and several were often shown in conjunction with newsreels before the feature film. The Shadow, Tarzan, and Zorro were several pulp heroes that were serialized for the Saturday matinee crowd. Feature films were also adapted from pulp stories, such as Talbot Mundy's King of the Khyber Rifles (starring Tyrone Power) and Dashiell Hammett's The Maltese Falcon (starring Humphrey Bogart).

Comic books

Many pulp heroes have found new life in the world of comic books as well. Through the years, several comic book companies have published the adventures of such heroes as Hop-Along Cassidy, Tarzan, Doc Savage, The Spider, Conan the Barbarian, Operator No.5, Solomon Kane, and Lankhmar's favorite sons Fafhrd and the Grey Mouser.

A Few Tips on Playing the "Pulp" Way

Remember kids, this is Pulp

Playing in a pulp-style adventure requires that both the players and the GM buy into a few conventions with a wink and a nudge. In pulp gaming, everyone at the table should agree to accept the improbable and the downright impossible from time to time.

Your characters may run across creatures and cultures that either never existed or whose real world historical counterparts were nowhere near the way they are presented in the game.
This is where the suspension of disbelief kicks in. Go with it, and have fun. It's okay. It's pulp!

Be a team player

While many pulp stories feature characters who single-handedly take down their adversary, it's important to remember that adventure gaming is a team effort. In a game where large numbers of henchmen could be carrying sub-machine guns, cooperation and teamwork become essential.

As a GM, try to guide your players towards character choices that are conducive to being part of a team. In the classic pulps, the best example of an adventuring team would be Doc Savage and his five companions, each of whom specialized in some form of science or the arts as well as all being exceptional combatants. While each member was more than competent individually, as a team they were near unstoppable, taking down opponents who outnumbered them ten to one.

Be a risk taker

As stated earlier, if there was ever a genre of fiction where the impossible is possible or where insane coincidence is the norm, it's pulp. With that in mind, players should strive to have their heroes be larger than life and go for broke. GMs are encouraged as well to give the players a little more leeway than is generally the case in other roleplaying genres. If the players see that the GM is encouraging daredevil acts and bravado, then they will rise to the challenge.

In the pulp genre, it is especially important to allow the heroes to be heroic. Everyone should encourage swashbuckling and daring actions. Remember, that for the sake of fun and adventure, the laws of physics can and should be suspended from time to time.

Players whose characters embrace cinematic play should be rewarded. If the characters fail in some swashbuckling ploy (and they will), remember to go easy on them. Be sure to err on the side of the players, especially when they are showing that they are invested in the game and are putting forth the effort to work through a problem.

The goal is to encourage "over the top gaming." Players will get attached to their characters, and they may not always take chances on cinematic feats if they know that failure will result in their character's death. As the GM, try to support the players by taking the "fail and die" types of results off the table.

Lifestyle in Dicey Tales

While playing Dicey Tales, your players' characters should be dodging bullets and rescuing dames from deathtraps not figuring the monthly utility bills or shopping for ammunition. The GM should encourage the players to ignore the bean counting as much as possible.

Any time there is a question as to whether the characters can afford something or not, bring other factors into play, such as NPC contacts or pure coincidence. If the players need something but can't afford it, then make sure there is at least one other option for them to obtain whatever "it" is (within reason). This does not mean giving them the keys to the armory, but do try to allow them to live large through the adventures.

Be a good guy

Unlike the many shades of grey in our own world, the world of the pulp adventurer is black and white. There are good guys and there are bad guys, and it's hoped that the player characters are always the good guys—or at least the not-so-bad-guys; reward heroic behavior and good acts. If need be, bring consequences for characters who continually flout the law, perform questionable acts, or in general behave badly just for the sake of doing so.

The game offers several Flaws that players can use to add flavor and back-story to their characters, but it's important to remember that the Flaws are definite shortcomings and should be played as such. It is hoped that as the characters adventure, they will eventually buy off any Flaws and show their character's growth and commitment to becoming a true hero.

Action!

Make sure there is plenty of action. Start the game with an action scene. The Heroes could be walking home from a night at the movies with their dates when suddenly they hear a cry for help down a dark alley. You could even start the session with the team already in the midst of a firefight. After they successfully fight off the menace and before they have a chance to clean their guns, they get a message to report to HQ for an urgent mission.

If the players are stuck on where to go next or they can't figure out a vital clue, the GM should dip into the waters of sheer coincidence to help them solve the puzzle and get moving again. Players for their part need to keep the game flowing: interact with their character's surroundings, visit places, and talk to people.

Don't wait for the adventure to happen, go find it. In Dicey Tales, every character has a backstory, including a list of Careers, experiences, old friends, and co-workers. Players should discuss with the GM how to apply their character's backstory to the main story, including making references to the character's associations.

Keep your character alive and moving. In between adventures, have them run a business, hit the night spots, visit the homestead, conduct research, or fall in love.

Capture, don't kill

Killing your heroes means the end of the game; being captured means more adventure. Inform your players that, in the pulp genre, sometimes it's okay to get captured; it may even be a necessary part of the story.

Getting captured allows characters insight into the Villain's ultimate plan, and lets them or any allies who may have been separated earlier to regroup. Of course, once you have the characters in your clutches, give them a way to escape — torture them a bit first, give them a good beat down, or feed a couple of disposable prisoners to the alligators to show the players that you mean business, but escaping from the enemy can and should play an important role in any adventure.

You too can speak Medieval Russian in three weeks—here's how!

In the real world, most people can take four years of French in high school and maybe remember enough to order a cheese omelet at a Paris café. Not so in the pulps. In just a matter of weeks, your pulp hero should be able to learn to converse in the languages of the great apes or speak ancient Latin as eloquently as Cato himself.

Pulp stories didn't spend too much time on language barriers. The same goes here. Although the language barrier trope is a good one and can lead to many interesting situations, don't overuse it. The language barrier trope is easily navigated within the pulps, mostly due to the length of the pulp story.

If the players come across a hustling, bustling lost Mayan city, allow them to pick up the language quickly (cite the fact that they are immersed in the culture)—a few weeks or months at the most—and get back to the adventure.

Have a little romance

Romance played a large part in many of the pulps. In fact, there is an entire genre of the pulps dedicated to romance, including:

- The tough as nails adventurer falling in love with the beautiful native princess
- The bookish professor who is swept off her feet by the handsome barbarian warrior
- The intrigues of the seductive Queen of the Amazons, whose love is spurned by the stalwart hero
- The cruel thug who has his heart melted by the shy young beauty

These are all classic examples of romance in a pulp setting. If played correctly, and with maturity, romance can lead to all sorts of action, intrigue, and adventure in its own right. The romantic angle of role-playing is, however, a delicate subject to some. Make sure that your players are open to exploring romantic storylines and they understand the distinction between romance in the pulp genre as opposed to sex in modern media. In the pulps, romance is an investment and a commitment. The payoff, more often than not, is a passionate kiss and a vow of eternal love.

Sometimes a romance can spark the second that the hero and the jungle princess make eye contact. Other times, it may take weeks of attention and courtship before the young professor even realizes she is in love with the noble barbarian. Whichever way it happens, romance in play is well worth the effort and gives GM's a whole new bag of tricks and challenges to lay at the players' feet.

> *Pulp doesn't bog us down with thematic ambiguity or thick flights of circumlocutory style. (I consulted a thesaurus to get circumlocutory, which is exactly the kind of thing pulp doesn't do.) Pulp is escapist and entertaining. And there's absolutely nothing wrong with that.*
>
> —James Scott Bell, "How to Write Pulp Fiction"

CHAPTER 2
KEY TERMS
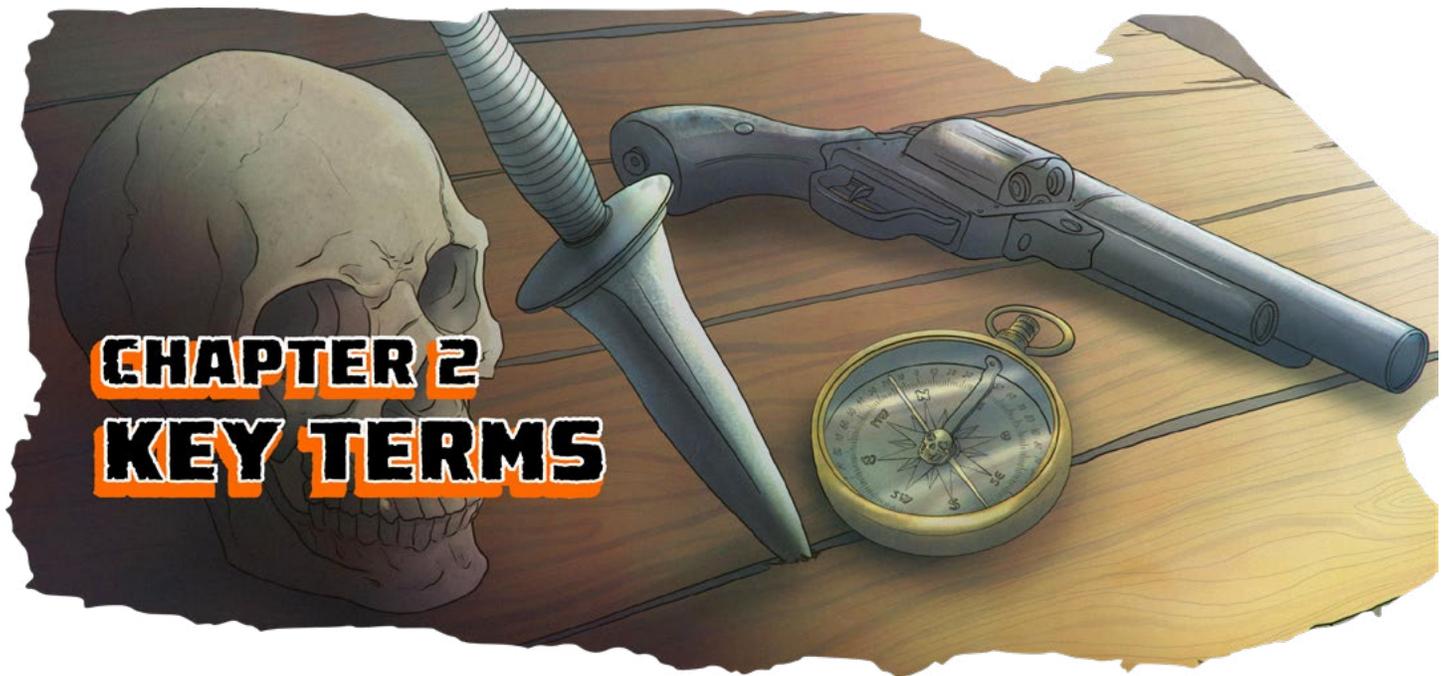
During play you may find several terms being used that may be unfamiliar to you. Listed below are terms regularly used in Dicey Tales.

Action

Any activity by a player character that requires a dice roll.

Advancement Points

Points awarded by the Game Master (GM) that can be used to improve your character at the end of an Adventure.

Adventure

A single quest or mission that the characters engage in.

Arcane Power

Used to determine how powerful a mystic character is and the level of spells they can cast.

Attack Roll

This is a specific type of Task Roll made when your character attempts to strike or shoot at an opponent during combat.

Attributes

These are the four traits that define a character in Dicey Tales. They are Strength, Agility, Mind, and Appeal.

Bonus Die

The Bonus die is an extra die that is rolled along with the Task Roll or Attack Roll. When included, the lowest die result is discarded. On a regular roll adding two D6 together (2D6), a Bonus die would let you roll three dice and keep the best two. Having two Bonus dice would mean you roll two extra dice (four dice in total) and discard the lowest two, etc.

Boons

Boons are special benefits that enhance the character. A Hero in Dicey Tales has two Boons, and may have up to two more by taking Flaws.

Calamitous Failure

This is when things go extremely wrong. When you roll two ones on a Task Roll, you can choose to convert your character's failure into a Calamitous Failure and be awarded a bonus Hero Point for later use in the adventure.

Careers

Careers are past or present vocations that the character possesses. A Career is used to add a modifier to any Task Roll that isn't combat related.

Combat Abilities

Scores that rate how good a character is in various aspects of combat. Two of the combat abilities—Melee and Ranged—are added to Attack Rolls. Initiative is used to determine the order of combat, and defense is used as a modifier when opponents are attacking your character.

Damage Roll

This is made when your character has hit their opponent in combat to determine the extent of the injury inflicted.

Flaw

These are special challenges that the character must face. Characters can choose up to two Flaws to gain two additional Boons.

Hero Points

An in-game currency that represents the luck and determination of a Hero. You spend Hero Points to make good things happen.

Game Master (GM)

The GM is a combination of director, screenwriter, and referee. The GM is the person who conducts the game, plays all the NPCs, and makes the rulings.

Legendary Success

This is when things go spectacularly well. It is achieved by rolling two sixes on a Task Roll and spending a Hero Point.

Life Blood (LB)

The vitality of a character. When characters take damage, they lose LB. When their LB is reduced below zero, they are either unconscious or possibly dying (if not dead) depending on the amount of damage received.

Mighty Success

This is the result of things going very well. It is achieved by rolling two sixes on your Task Roll or by spending a Hero Point on a normal success.

Non Player Character (NPC)

This is a character portrayed by the GM. For combat purposes, NPC's fall into one of three categories—Rabble, Toughs, and Villains.

Player Character (PC)

These are characters portrayed by the players—the Heroes of our story.

Penalty Die

Penalty dice are imposed either as a result of taking a Flaw or received from the GM in certain situations. Essentially the opposite of a Bonus Die, the Penalty die is rolled with the highest die being discarded. If two Penalty dice are added to a roll, the two highest dice are discarded, etc.

Priority Roll

This is a specific type of Task Roll made to determine the order of actions in a round of combat.

Rabble

Rabble categorizes an individual or group of unnamed NPCs. Individually, they are no challenge in combat. However, when they make up a horde of opponents, their sheer numbers might bring down a Hero.

Research Points

These are used in Scientific Wizardry to gauge how long it takes to create an elixir or a device.

Round

In combat, the time it takes for each character involved to take their turn, usually representing the span of a few seconds, though the duration is not exact. A combat may be comprised of several rounds.

Rounding

In almost all circumstances involving points, you round up. The exception is weapon damage, which should be rounded down.

Scene

A period of time in which the characters are all in one place for a given duration of time.

A combat counts as one scene, but most scenes are not combat related. An effect that lasts for an entire scene will go on until the GM says that that scene has ended. A series of linked scenes make up an adventure.

Task Roll

Any time the actions of a character are not guaranteed to succeed or fail, the GM can call for the roll of two six-sided dice (2D6) to resolve whether the task was successful or not. Task Rolls can be made in combat (where they are called Priority Rolls and Attack Rolls) using a character's Attributes and combat abilities, as well as outside of combat using Attributes and Careers.

Toughs

These are NPCs that can provide a challenge to the Heroes, especially if there are two or three of them.

Villain

An evil NPC who is built the same way as the Heroes, or possibly even more powerfully.
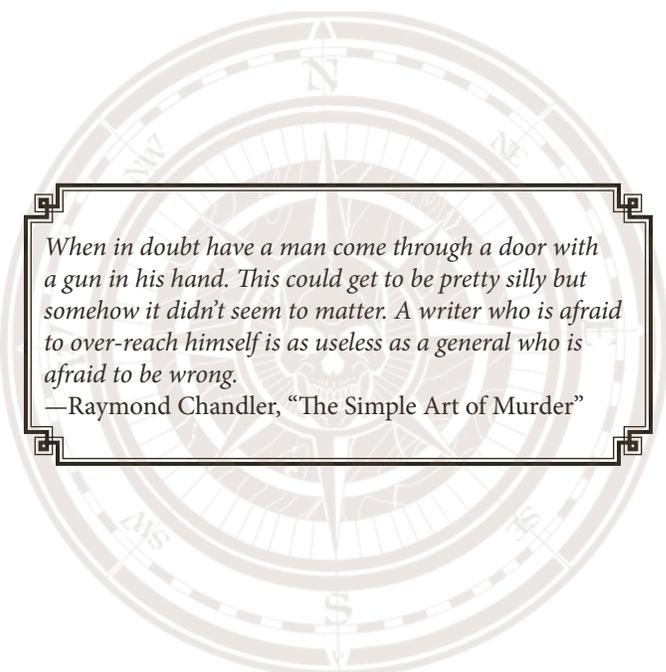
When in doubt have a man come through a door with a gun in his hand. This could get to be pretty silly but somehow it didn't seem to matter. A writer who is afraid to over-reach himself is as useless as a general who is afraid to be wrong.
—Raymond Chandler, "The Simple Art of Murder"
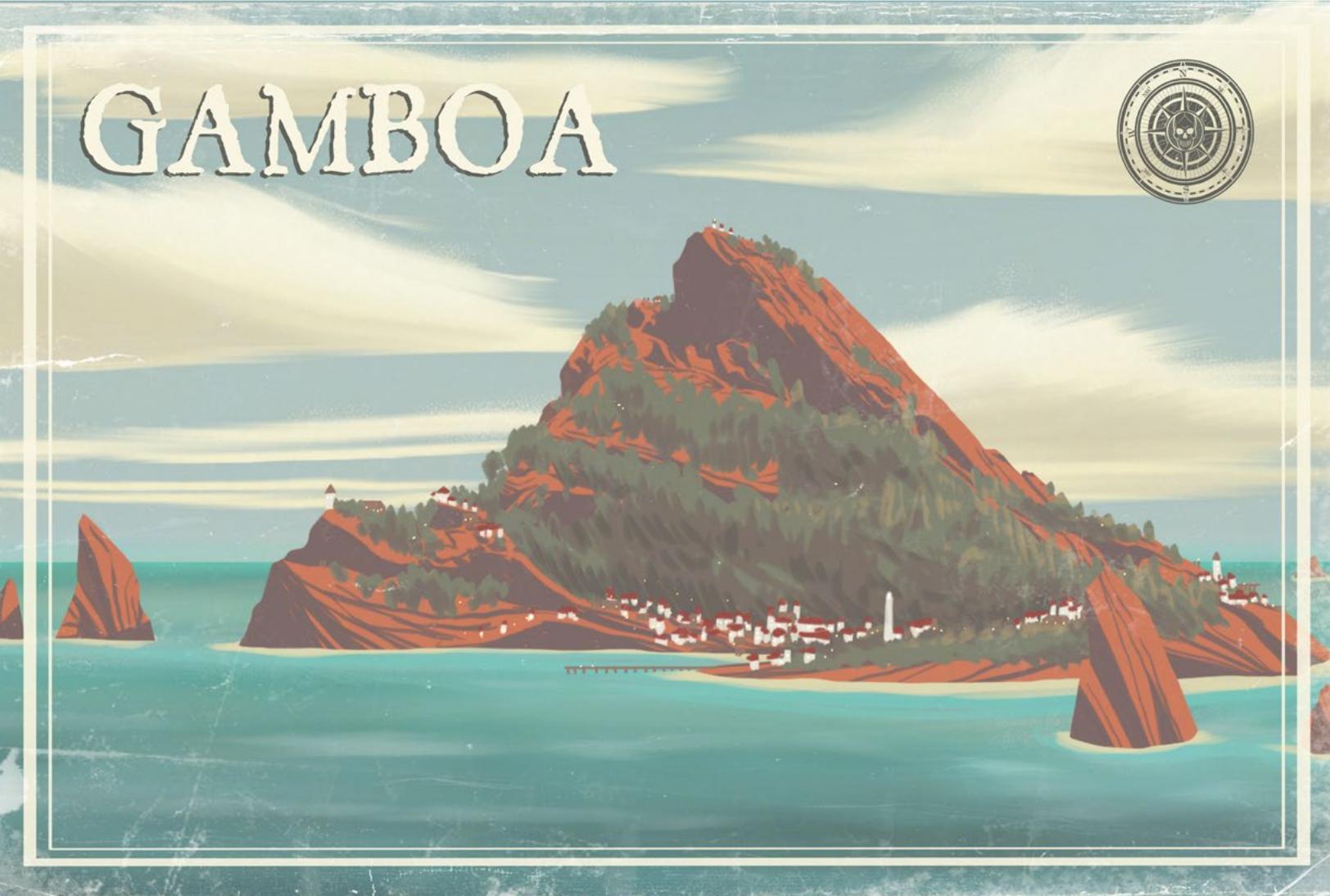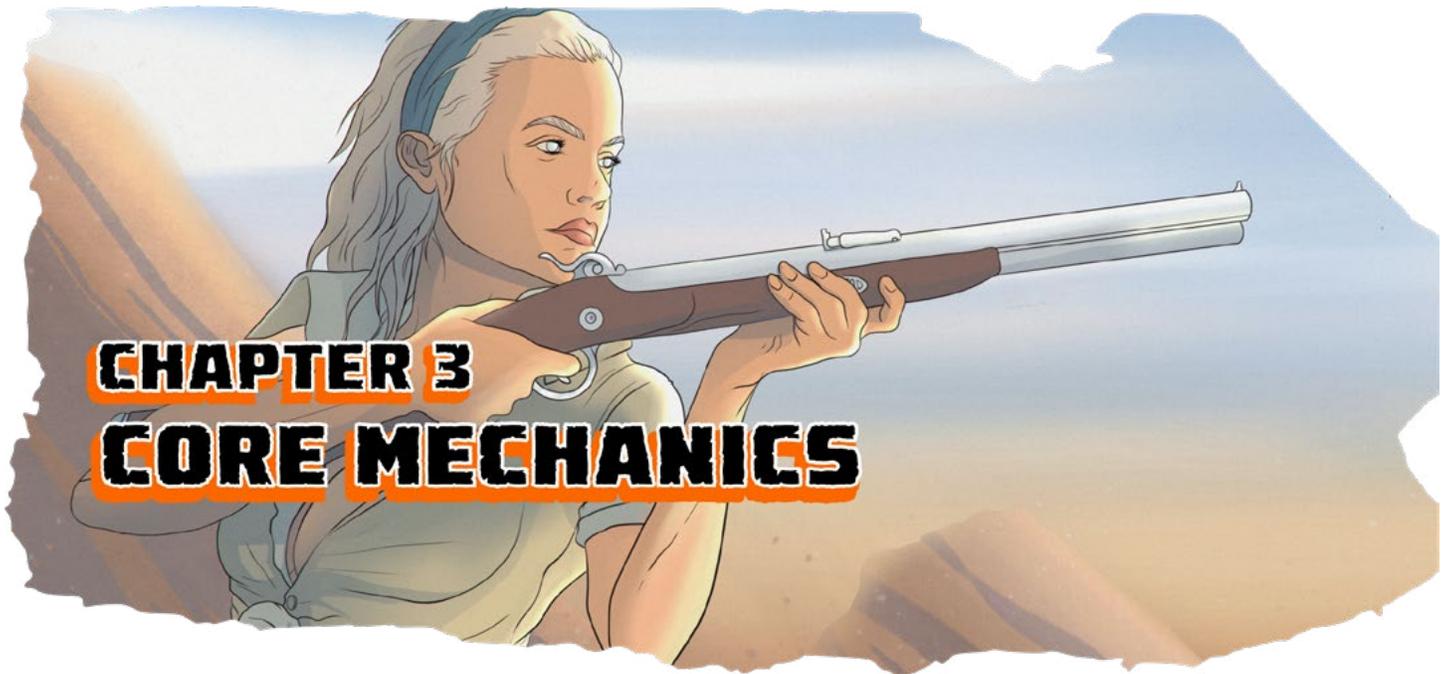
CHAPTER 3
CORE MECHANICS

The Task Roll

Whenever your character attempts a task that has some chance of failure, you roll two six-sided dice (2D6).

To determine if your character succeeds at a task, do the following:

- Roll 2D6
- Add the relevant Attribute
- Add any relevant combat abilities (if fighting)
- Add any relevant Career (if not fighting)
- Add any other applicable modifiers

If the result equals or exceeds 9, your character succeeds at the task. If the result is lower than 9, your character fails at the task. In addition, an unmodified roll of 12 is always a success. An unmodified roll of 2 is always a failure.

When to use this mechanic

Mundane tasks that your character performs will automatically succeed—buying groceries, walking down the street, talking to the vendor at the newsstand, and so on. More involved tasks can also be carried out without a Task Roll if your character has an appropriate Career (even a Career rank of 0 will help here). For example, if your character is a sailor then tying a strong knot isn't too difficult. Most characters should be able to make a regular living from their Careers.

It is only when the action can have some sort of repercussion that you should normally resort to the Task Roll. If the sailor is attempting to secure the rigging in a storm, it becomes important enough to resort to a Task Roll.

House Rules

The rules that Dicey Tales uses are solid, but they can't cover every eventuality. Some players and GMs are happy with the simplicity of the rules, and others like to add rules or amend existing rules to suit their own styles of play.

For example, one option is to roll ten-sided dice instead of six-sided dice for Task Rolls, Attack Rolls, etc. (just remember to adjust your target number as well).

The good thing is that you can easily create your own rules, safe with the knowledge that you are unlikely to ruin the game. However, just so you can get a sense of how the game operates, try the rules as they stand before attempting to change anything.

CHAPTER 4
CREATING A CHARACTER

Setting & Tone

One of the strengths of Dicey Tales is the wide scope of pulp genres that it embraces—science fiction, horror, crime, historical, etc. The very first step in creating a character is to find out from the GM the setting and tone of the game.

Will the game be a western setting with classic characters such as lawmen, gunslingers, and cowboys? Will it be a supernatural setting with characters such as investigators, reporters, and scholarly adventurers?

Having characters that suit the adventure will enhance your enjoyment of the game. For example, is the GM running a gritty pulp noir mystery, an action packed globetrotting treasure hunt, or a crime-busting campaign with heroes who use "mysterious powers" to thwart evil-doers? Once again, knowing the parameters of a campaign will help you avoid bringing a space ranger into a gothic horror adventure.

Remember that the GM will be the final judge as to whether the character you've created is appropriate for his or her game.

> Imagine a person, tall, lean and feline, high-shouldered, with a brow like Shakespeare and a face like Satan, a close-shaven skull, and long, magnetic eyes of the true cat-green.
> —Sax Rohmer, *The Insidious Dr. Fu-Manchu*

Example: *Dave, the GM, has created a globetrotting maritime campaign set in 1936 and beginning in the South China Seas. He describes the setting as loaded with exotic ports, treasure hunting, smuggling, and high-octane adventure!*

Diego, one of the players, was thinking of creating a Mystic/Crime Fighter who uses deduction and magic to foil puzzling crimes. After speaking with Dave, Diego decides his concept would be better used in another setting and instead comes up with a two-fisted sailing captain.

Careers

The Career path of a character represents all of his upbringing and experience, and therefore can be used to help determine everything he knows: his skills, his knowledge, his expertise and his influence.

You must choose four Careers for your character. A minimum rank of 0 may be placed against a selected Career, or the maximum starting rank of 3.

You have four ranks to arrange your Careers as you wish. You may add further ranks to the careers as the story progresses using Advancement Points. Ranks may only go up during the game; they cannot go down unless as a penalty. You cannot buy down a Career to gain another point elsewhere (redistribute). There are no limits to the number of Careers you can have, provided you have the points to buy them.

Choosing your Careers

Choosing the four Careers gives a player an immediate grasp on his character. For example: a character with a Career rank of 0 as a soldier would probably be a recruit who completed a term of service in the army. He has basic military skills and most likely mustered out as a private first class or a corporal. A character with a Career rank of 3 as a soldier would probably have spent a good deal of his time in the army or has seen some action in combat, or maybe a bit of both. He's most likely a senior sergeant or a mid-level officer.

The players receive a general knowledge of anything to do with the Careers they choose, such as who would hold high positions within the profession, what skills and abilities members of the profession should have, and how the character would obtain employment in that Career.

A high rank in a Career could mean the character spent a long period of time following that path, while a rank of 0 could mean the character only spent a short time within the profession. Remember not to necessarily equate the Career rank with actual time in a Career; such things are relative.

For example, both General Eisenhower and Audie Murphy could easily have a soldier Career rank of 4, yet their paths and ages differed greatly. General Eisenhower was a career officer who spent most of his life in uniform. Audie Murphy spent less than four years in active duty, yet he was one of the most decorated soldiers of World War II, receiving the Medal of Honor at age 19.

It is important to note that the skills and abilities set out for each Career aren't exhaustive. There are no mandatory limits to the character's skills as such in Dicey Tales. The Career is intended only to be a guide to the type of abilities the character will perform.

Some Careers provide abilities that might also be found in other Careers, in which case it is up to the GM whether to allow both Career ranks to be added to a Task Roll or to simply take the higher of the two ranks. If you can convince the GM that your Career could be helpful in other areas, the GM may agree to give you a bonus to a Task Roll.

Career Descriptions

Aristocrat/Socialite

The aristocrat may be "old money," nouveau riche, or exiled aristocracy. Some are philanthropists, others are into the fast-moving scene of the well moneyed, and some are just bored with it all. They are often able to obtain credit, have high-ranking contacts, and are skilled in such things as bribery, style-sense, and etiquette. The Boon referred to as "Great Wealth" is an ideal benefit with this Career, but it's not a requirement. For example, the character's family could have fallen on hard times.

Athlete/Sports Star

Athletes, both professional and amateur, are covered here, from major league home run kings to bare-knuckle bruisers. When players choose the Career of athlete, they must pick a specific sport. Not only will their characters be well versed in the rules and regulations of their sport, but also familiar with the history, network, venues, major players, and operations of the sport. They may also add their Career ranks to the roll when attempting a physical feat that would fall within their chosen sport; for example, a track and field star attempting to jump across a spike filled pit would be able to add their Career ranks as an athlete to their

roll, or a former Golden Gloves contender with a rank in boxing may add that rank while fighting in a one-on-one match.

Success in the Career is dependent on the character's back story; they may have played ball in the minor leagues for a brief period or they may have won a gold medal in the Olympics.

Criminal/Gangster

From the Mafia "soldier," to the silent cat burglar, to the con man with the perfect scheme, there will always be people who live outside the law. Skills like city lore, burglary, sneaking about, and picking pockets make the career of criminal (reformed or not) an attractive one for adventurers.

Entertainer/Celebrity

The entertainer Career covers everything from the Hollywood movie star to the stage magician at the county fair. Singers, dancers, musicians, and actors all fall under this category. The skill sets are as varied as the callings—a singing cowboy would have riding skill, a travelling bluesman could have quite a bit of area knowledge, a torch singer would have more than a little skill in seduction and charm, and a stand-up comedian would be sure to have the ability to fast-talk and bluff.

Espionage Agent/Spy

The pulps are a place where stories of espionage and intrigue fit right in. Every government has an agenda, and they employ agents to see that their agendas are put in place. The agent characters are skilled in subterfuge and operating clandestinely in all sorts of environments.

Hunter/Tracker

This career is best exemplified by the classic big game hunter in Africa or a relentless tracker from the bad lands of the American Southwest. They are rugged outdoor types skilled in wilderness lore, trapping, tracking, stealth, and other similar wilderness pursuits.

Journalist/Reporter

Reporters from all the major newspapers and wire services around the world are scouring the globe to break the next big story. Count on reporters to have several contacts in both high and low places, as well as a thorough knowledge of their "beat."

Laborer/Tradesman

This career includes construction workers, such as carpenters, steelworkers, and masons. It also includes service oriented laborers, such as barbers, cabdrivers, and bartenders. This career is a solid building block for urban characters that provide a valuable set of skills later in life.

Law Enforcement/Private Detective

The choices may include city police, county sheriffs, or government agents. All law enforcement officers share a similar set of basic skills that are expanded upon by their specialties and the various agencies that employ them. Firearms training, observation, investigation, and street smarts are just a few of the skills they utilize.

Mechanic/Electrician

These "grease monkeys" are skilled at the "nuts 'n' bolts" aspects of mechanical and electrical engineering involving aircrafts, automobiles, and boats. They have skills in repairing, tinkering, manufacturing, and problem solving almost any type of engine or device.

Merchant/Smuggler

We aren't talking about shop clerks and store managers here. These highly mobile adventurers deal in arms, medicines, artifacts, and anything else that will turn a profit. Fortunes can be made by the few brave men and women willing to risk their lives for huge returns. Skills such as concealment, appraising, driving, piloting, and some combat will be in high demand.

Mystic/Spiritualist

These individuals are attuned to the world beyond the veil of reality. They research and investigate supernatural phenomena beyond the ken of the average man. The chosen few that select magery can summon these energies to some effect (see the Optional Rules section).

Physician/Nurse

Physicians are trainined in medicine, surgery, psychiatry, and trauma care. In addition to the formalized training of the big city surgeon and country doctor, there are many suitable pulp archetypes with medical backgrounds, such as hard-bitten rural nurses, adventurous researchers, barbers, midwives, or failed physicians hiding a desperate past. On a successful Task Roll, a character with ranks in physician can heal 1 point of Life Blood (LB) per Career rank (rank "0" would restore 1 LB, rank "1" would restore 2 LB, and so on).

Pilot/Aviator

Many pilots are employed with legitimate air carriers, while others sell their skills to the highest bidder, working for "private interests" or foreign governments. Pilots will, of course, have piloting skill, navigation, area knowledge, and maybe even some mechanical aptitude to keep their craft in the air.

Priest/Chaplain

Whether missionaries, priests, or rabbis, people of faith can play a major role in a pulp game. They can often be found working with the poor and displaced in many of the world's hotspots. Some may even be active revolutionaries living in the wild lands, acting as the spiritual conscience of their movement. In addition to religion and theology, expect many to have administration skills, public speaking ability, street smarts, and knowledge of their area of operations.

(Optional) If the character is true to their faith in thought and action, they may be granted the ability to summon at need Ward Against Evil (see the spell description in the Magic section, page 98).

Prospector/Surveyor

In the industrial world of the twentieth century, natural resources are in great demand. Gold, platinum, copper, and rare gems bring riches to those willing to search and dig for them. Prospectors may use outdoor skills, engineering, demolition, and even piloting and diving skills to search for these hidden treasures.

Rancher/Farmer

Ranchers are skilled in horsemanship, animal handling, roping, and generally making a living in the outdoors under a variety of elements and conditions. Farmers have many of the same skills as the rancher, including basic plant lore and operating heavy machinery. Ranchers and farmers are good choices for characters from rural backgrounds.

Sailor/Navigator

Sailors are skilled in sea lore, navigation, and boat handling with a knowledge of foreign ports. Many learned their trade within the various maritime services. Skilled sailors and officers are always in demand and will rarely be refused "working passage" on board a commercial ship.

Savage/Primitive

There are still parts of the world upon which civilized man has yet to encroach. From these locales comes the "savages." They have natural skills in wilderness lore, hunting, beast riding, intimidation, and natural instincts.

Scholar/Academic

Scholars are characters interested in academic pursuits (i.e., history, linguistics, archaeology, etc.). They feature skills in research, languages, area knowledge, and appraising. A very select few are learned in ancient occult lore, whose mysteries may be better left forgotten. Have your character choose a specific field of study. Your character may take this Career more than once to pursue various academic fields.

Scientist/Researcher

Players should choose a specific scientific discipline for their characters within the scientist Career (e.g. botany, geology, or chemistry). Your character may choose this Career more than once in order to pursue various scientific fields of study.

Scientific Wizard/Gadgeteer

These characters are men and women of science, but for whatever reason have gravitated away from the traditional path of study and research. They embrace the unknown and the theoretically unacceptable. To the scientific wizard, there are no impossibilities but merely challenges that have yet to be met.

Needless to say, they often find themselves banished from traditional scientific circles and societies as many of their more "respectable" peers think them a bit loony. In the pulps, these characters are often portrayed as comical, absent-minded, or just plain mad. While those portrayals are entertaining, your character does not need to fit any of those molds. Remember, the gadgeteer is a genius and a visionary, and though they may have a few eccentricities, they need not be played as a buffoon or source of comic relief.

Note: See the optional Scientific Wizardry section in Chapter 15.

Soldier/Mercenary

This Career features the basic skills taught to every soldier: small arms, map reading, first aid, and military protocol. From there, many have specialized training in heavy weapons, communications, demolitions, and administration.

Vagabond/Drifter

These characters have fallen on hard times. A few turn to thievery. However, most vagabonds or drifters travel from place to place looking for odd jobs before moving forward to the next endeavor. Vagabond characters pick up a wide variety of skills by living on the street, such as city lore, blending in, and many types of manual skills.

In the United States, they are known as "hobos," and quite a few make use of the freight rail system. Many have addictions to alcohol, tobacco, or harder drugs, while others just experience wanderlust.

As we said earlier, Diego wants a ship captain character, so naturally he chooses Sailor as one of his Careers. Going down the list, Diego chooses Scholar—the discipline being Archeology. The next Career he sees is Smuggler; Diego likes it because of its danger and excitement. He takes Soldier to detail his time as a young naval officer during the Great War.

Diego assigns his character the following ranks:

Sailor	2
Scholar (Archeologist)	1
Smuggler	1
Soldier	0

Diego names the character Jonathan "Jack" Grey. From these ranks Diego deduces the following about Jack:

He was raised in the harbor town of Berwick, on the Scottish borders. He always felt the call of the sea and would often spend days away with the fishermen instead of schooling (Sailor 2).

Being from a respectable family, he was sent to university at Edinburgh, and studied Archeology (Scholar 1).

After graduation he accepted a commission in the Royal Navy and served in the Great War (Soldier 0). At the end of the war, he resigned his commission as a decorated commander and accepted a full captain's commission in the merchant navy seeking fortune and glory.

Adventure and trouble follow him wherever he goes. He finds, sells, and trades artifacts on the black market (Smuggler 1), and often finds himself hired out to captain a dangerous expedition into unknown lands.

Attributes

After choosing your character's Careers and formulating a background, you need to determine your character's Attributes. These Attributes are important in defining your character's physical and mental make-up, including their strengths, weaknesses, and point of view. Naturally, it makes sense to place the numbers in a manner that reflects your character concept.

Each character in Dicey Tales is initially defined by four Attributes. These are mainly physical characteristics and can be used as a general gauge of the character's physical make up. For example, a character with a few points in Strength will have a tough looking body and tend towards the tall and muscular look.

To determine your character's Attribute levels, divide four points between the four Attributes as desired. You may put up to three points into one Attribute or spread them around as you wish. **A zero in any Attribute represents an average rating**. Attributes can go to higher levels than 3 during the game. Ranks higher than 3 represent truly legendary individuals. You cannot start the game with an Attribute higher than 3. If you really want, you can buy down one of your Attributes to spend the point elsewhere. Only one Attribute may be reduced to -1 in this way.

Value	Meaning
-1	Feeble—old, sickly
0	Average—normal person
1	Superior—fit, able person
2	Great—athletic person
3	Spectacular—best in the region
4	Heroic—one of the best in the world
5	Mythic—one of the all-time best

The Attributes include the following categories:

Strength

Strength represents raw physical power, toughness, and muscle. It is useful for characters who like to bash down doors rather than use the handle, or smash open chests with a sledge hammer rather than pick the lock. Soldiers, laborers, and professional athletes often have a high Strength Attribute.

Strength also determines how much Life Blood (LB) (see Combat Abilities) a character has and how much damage the character delivers when they hit their enemy with a weapon or their fists. Finally, Strength is all-important in determining whether a character can resist the effects of venomous bites or poisons.

Use Strength when:

Your character is lifting, pulling, bending, or breaking things. It is also the Attribute to use for several other physical endeavors, like swimming, jumping, climbing, and arm-wrestling. Sometimes the GM might prefer you to use agility for some of these endeavors. However, if you have a strong character, you should be allowed to use Strength where pure athleticism is concerned.

Reasons not to buy Strength down:

Heroes can generally handle themselves in a fight. If you reduce your character's Strength to 1, you are potentially leaving your Hero at a disadvantage in combat. For starters, your LB will be lessened, meaning you won't last too long if you are hit or poisoned. Any damage you do with hand to hand weapons is always lower, so your enemies will last longer. Finally, you will not even be able to wield large weapons if your strength just isn't up to the task.

Agility

This Attribute covers general speed, dexterity, and coordination. Acrobats, sailors, pickpockets, and marksmen will have higher than average agility.

In combat, it is used to determine whether you hit your target when firing a gun or swinging a sword. Finally, it is used to dodge hidden traps, snares, landslides, and other effects where reflexes are vital.

Use Agility when:

Your character is attempting physical endeavors that require speed or coordination, such as tumbling, swinging on chandeliers, or picking locks. Sometimes the GM might prefer you to use Strength over Agility for strenuous feats. However, if you have an agile character, you should be able to use your Agility when nimbleness or quickness is needed.

Reasons not to buy Agility down:

Heroes in Dicey Tales are going to be getting into fights, and since Agility governs how well you fire a gun, swing a sword, and many other feats of prowess, the last thing you'd really want to do is buy this down to 1. Low Agility means you'll miss far more often than your companions will, and that's no fun.

Mind

Intellect, willpower, knowledge, and psyche are aspects of Mind. Mind is crucial for physicians, scholars, and scientists. In those campaigns that allow magic and psychic abilities, Mind is particularly important for spell casting and defending against illusions and enchantments.

Use Mind when:

Your character is trying to remember a fact or some piece of information. Mind can be used when awareness and perception are important for observing something in the distance, spotting concealed items, or hearing a thief sneaking behind you.

Reasons not to buy Mind down:

Heroes aren't stupid; they wouldn't survive long if they were. Mind is useful for noticing when a leopard is about to pounce out of a tree, or to spot an ambush up ahead on the trail, giving you the advantage of Initiative in combat. Mind is useful when you are poring over maps and working out battle strategies.

Appeal

Appeal represents the looks, charm, persuasiveness, and overall likeability of the character. Salesmen, entertainers, con artists, and politicians will often have strong Appeal. Appeal is used when attempting seduction, haggling or bartering the prices for goods, or getting people to look upon the character favorably. Appeal can be used to sway the opinion of individuals, crowds, or even entire nations!

Use Appeal when:

Your character is trying to talk somebody into doing something for him, as well as when your character is attempting to fool, seduce, or con someone.

Reasons not to buy Appeal down:

Heroes may be charismatic and popular. They can acquire friends and followers. Lady Luck will favor them. They don't necessarily all have good looks, but there will be usually something about them that is compelling. This is because they have Appeal.

Diego looks over the Career choices that he's made for his character Jack Grey. Based on those choices, he feels that Jack should have an average Strength with a sailor's high Agility.

Jack may not be a traditional scholar, but he is sharp and an avid reader when the time allows. He has a good Mind. As far as looks and personality, he's a good-looking guy with piercing grey eyes. Jack has a quick wit and a definite command presence about him.

On paper, that all comes out to:

Strength	*0*
Agility	*2*
Mind	*1*
Appeal	*1*

From 30 feet away she looked like a lot of class. From 10 feet away she looked like something made up to be seen from 30 feet away.
—Raymond Chandler, *The High Window*

Combat Abilities

Once Attributes have been determined, then the character's combat abilities need to be distributed. Again, you have four points to allocate among four areas with a maximum of 3 in any one of those areas. If you really want to, you can buy down one of your abilities to spend the point elsewhere. You may reduce a combat ability to -1 in this way. The combat abilities are as follows:

Initiative

This represents the preparedness and attentiveness of your character. Initiative is the ability to be aware of your surroundings and alert to danger in a rapidly changing situation. Quick thinking and decisive action are crucial to the tactical circumstances of combat. You use your mind together with your Initiative when checking to see when you take action during combat.

Reasons not to buy Initiative down:

You are always going to get into a fight. Acting first can be critical to your chances of survival, while acting last can be a road to an early grave.

Melee

This skill is used for hitting people with hand-held weapons, such as swords, knives, and clubs, as well as with fists, feet, and head. Melee also includes throttling, holding, and throwing people around. The Melee ability is used in conjunction with your character's Agility. There might be the odd occasion where the GM would allow you to use your Strength instead of your Agility, such as if you are fighting waist deep in water and your Agility is of limited use.

Reasons not to buy Melee down:

Fighting is a staple of the genre. You'll have more fun if you can fight. You need melee to fight, at least a bit. No more need be said.

Ranged

This skill is for hitting targets with firearms, grenades, and bows, as well as throwing weapons like spears and knives. Ranged combat is used together with Agility. Strength is used for the damage modifier, but only when throwing a weapon like an axe, spear, or knife.

Reasons not to buy Ranged down:

What good is a two-fisted adventurer if they can't hit the broad side of a T-rex with their twin .45s?

Defense

Call it dodging, ducking, or sidestepping, Defense is the skill used to avoid attacks.

If the character you envision isn't going to be very combat oriented, it may be worth concentrating points on Defense as a way of avoiding being hit by a fist, knife, or even a bullet.

This is static defense; you get it even if you take an action. If you take an action to defend, you get a +2 to your Defense.

Reasons not to buy defense down:

If you can't be hit, you can't be hurt.

Hero Points

In a game like Dicey Tales, the characters are encouraged, if not expected, to take risks. At times, the risks could result in certain death for the character. To ensure that characters take risks and challenge the odds, they sometimes need a little help. This is where Hero Points come in.

A Character has 5 Hero Points to start the game with.

Hero Points are used during the course of adventures to "dig deep" and do heroic deeds or to stave off death and keep your character in the fight. Hero Points will be described later in greater detail.

I never seem to have the luck I want. But I always seem to have the luck I need.
—Louis L'Amour, *The Diamond of Jeru*

Regaining used Hero Points

Any used Hero Points are recovered, in full, at the end of an adventure. If your character had 5 Hero Points to start the adventure with and used 3 of them during the adventure, you will still start your next adventure with 5 points.

Life Blood

Life Blood (LB) represents how much damage a character's body may absorb before they keel over. LB is based on a point system of **15 points** plus the amount of Strength a character possesses. When a character is struck in combat, their body suffers wounds. The extent of the wounds suffered and the number of LB points depleted depends on the power of each blow received.

If a character's LB falls to zero, they fall over stunned. Next round, the player may choose to:

(a) Have the character pass out, in which case they will become conscious again at end of the fight, returning to half LB (rounded up).

(b) The player may spend a Hero Point, using the next combat round to shake off the haze and recover half LB (rounded up), and return to the fray in the following round.

If a character's LB falls below zero, the character becomes unconscious and inches closer to death. They will lose 1 LB each round until they die (see page 53), receive medical attention, or fate intervenes (by the expenditure of a Hero Point).

If a character's LB falls below -5, the character dies. Nothing short of divine intervention (in the form of the expenditure of a Hero Point) will save them.

Diego now determines Jack's Combat Abilities. Diego decides that Jack should be quick on his feet, so he puts 2 points into Initiative. Looking over his choices so far, Diego thinks Jack would have Combat experience both in hand-to-hand and firefights, so he decides to put 1 point in both Melee and Ranged. Leaving him with a '0' in Defense, his hope is that Jack will be quick enough to find cover when the shooting starts.

As far as Hero Points go, Diego marks down the 5 points he starts with.

On paper his Combat skills look like this:

Initiative	2
Melee	1
Ranged	1
Defense	0
Hero Points	5
LB	15

Boons & Flaws

Boons are the extraordinary abilities that differentiate your character from the common rabble of the world. Flaws are personal hindrances that challenge your character, offering the player a chance to roleplay a less than perfect Hero.

All characters are given two points to purchase Boons from those listed. You can receive up to two additional points if you also choose two Flaws from those listed.

Unless otherwise indicated, all Boons and Flaws may only be taken once.

Please remember also that characters with Boons and Flaws only have to roll skill checks in special situations, not necessarily every time the Boon or Flaw comes into play.

For example, if a character has the "Learned" Boon, they don't need to make a task resolution roll to remember a common academic fact. The roll would come into play when trying to disseminate highly specific information not known by the average academic.

Boons

For the most part, having a Boon means that instead of rolling two dice to resolve a task, you roll three and drop the lowest die.

However, there are certain Boons that bestow advantages to the recipients that do not require any type of dice rolling (i.e. Angel on your Shoulder).

Boons for the most part work on Rabble automatically, unless the GM states otherwise; then, a Task Resolution roll may be required.

Flaws

Having a Flaw means that instead of rolling two dice to resolve a task, you roll three but drop the highest die.

How many Boons & Flaws

Each character starts with two free Boons of their choice.

A character may take a third Boon if they also take a Flaw.

A character may take a fourth Boon if they also take a second Flaw.

If you'd like a Boon that isn't listed, you can work with the GM to come up with something suitable.

Boon Descriptions

Acclimation

Your character is physiologically able to resist environmental hardships, such as extreme cold or heat without ill effects. In situations where the GM feels it necessary, roll a Bonus die.

Ambidextrous

Your character can use both hands equally well and can use a melee weapon in each hand at the same time with no penalty (see Two-Weapon Fighting). When using a firearm, only a -1 penalty for each pistol rather than the standard -3 penalty (see Shooting With the "Off-Hand").

Angel on Your Shoulder

Somebody up there likes your character. They get an extra Hero Point.

Animal Buddy [May be taken more than once]

Dog, monkey, ferret, hawk, leopard—the list is endless. More than a pet, this particular animal is your character's buddy. Treat it well and it will do the same. However, before you choose a lion or grizzly bear, remember that your character will be responsible for the animal buddy's welfare.

This isn't as much of a problem in the wilderness as it is when your character will need to interact with a group of people or need to spend time in a city. Most authorities frown on people bringing a full-grown lion into their town, so try to think past the "animal bodyguard" impulse when choosing a companion.

If the animal buddy comes to harm through no direct abuse of your own, the GM should make every attempt to make sure it survives. The wounded animal may be taken out for the rest of the story but it will make its way back into the fold by the end. If your character's animal buddy dies in combat (and that is a possibility), you may have to wait until you and the GM can work in a suitable replacement.

Artistic

Your character is gifted with the ability to create and identify works of art. Your character receives an extra die when appraising, dealing in, or creating art.

Attractive

Your character is very attractive and will always look good. Whether they were stranded in the jungle for three months or buried alive in the desert, your character will appear none the worse for wear. Your character may be at death's door, but they will look marvelous. Hair slightly mussed but still stylish, any grime will be strategically placed about the body just enough to look rugged but not disheveled. Roll an extra die in situations where good looks might be important.

Beast Empathy

Domesticated creatures react favorably to your character and they can train them easily. Wild animals are less likely to attack you. Whenever dealing with animals, roll an extra die.

Birthright

Your character inherited an heirloom or an entitlement of considerable value (perhaps a family sword, matching dueling pistols, or a title to ancestral lands).

The item should be exceptional and unique (possibly even possessing magical or supernatural effects) but not overpowering to the campaign. You will need to work with your GM to come up with an item that fits both the spirit of the campaign and your character concept.

Blind Combat

No light? No problem. By using smell, sound, or any disturbances in the surrounding space, your character will be at one with the universe. Whatever penalties the GM applies to fighting in the darkness, your character does not suffer at all.

Bluff

Your character can really "spin a yarn." They can lie through their teeth without the slightest hesitation. Add a die to any attempts to bluff or con others. With a successful roll, your mark ends up believing your character.

When using Bluff against a Villain level NPC, the Villain is allowed a Task Resolution Roll against their Mind rating to see through the bluff.

Note: If your character is faced with someone using the Detect Deception Boon, then both parties roll with their additional dice added and the highest success total wins.

Born Athlete

When your character is performing any athletic activities other than fighting, such as sprinting, climbing, swimming, or leaping, you may roll a Bonus die. Tournament-style combat, such as in a boxing ring, will benefit as well from the Bonus die.

Born-in-the-Saddle

When dealing with riding beasts or carrying out physical activities from horseback other than fighting, you may roll a Bonus die. In addition, characters with this Boon do not suffer any penalties while engaging in mounted combat.

Born Sailor

When carrying out any difficult or hazardous activities on board ships, you may roll a Bonus die.

City Slicker

Characters with this Boon are never as comfortable as they are when in their home city. They know every avenue and alleyway. They know where to get goods fenced, where to get the best steak, and where to hide out if things get too hot. Add a Bonus die for all their attempts at tailing people, losing a tail, or carrying out other similar activities while operating in their hometown.

Contacts

Your character seems to have "pals from the old days" just about everywhere. The contacts will help your character out in a tight spot, maybe with a place to hide out, some quick cash, or, at the very least, advice when needed. The specific help depends on the type of contact. For example, it is more likely to be cash if the contact is an old business buddy. You may use your contacts once per adventure or a second time by using a Hero Point.

Courageous

Your character's sheer force of willpower sees them through situations that leave most others blubbering. Your character shows no fear; even magically induced fear has no effect on them.

Crack Shot

When your character is using any weapon they can shoot, your character receives a Bonus die to their attack rolls.

Current Affairs

Your character is extremely well informed and keeps an eye on the news, particularly the political, financial, social, and entertainment scenes. No matter where your character is, in a short time they will know all about the local players, the hottest gossip, and which way the current political winds are blowing. Add a Bonus die when researching information about recent events, people, and places.

Danger Sense

Characters have a "sixth sense" when it comes to trouble. It's nothing they can put their finger on, but they have learned to pay attention to the sense. It usually occurs when something is about to go down, giving them that split second to react. Your character receives a Bonus die to their Priority Rolls. The player may also reroll any result of "1" on the Priority Roll.

Daredevil

Your character can make any vehicles that they know how to operate (cars, planes, motorcycles etc.) perform outrageous maneuvers. These maneuvers are beneficial in cases such as car chases, air shows, or even while being shot at in a vehicle. Add a Bonus die to driving (piloting) checks when operating any vehicle.

Deduction

Your character has an amazing analytical instinct for deduction. Add a Bonus die when your character is examining a person, object, puzzle, cipher, or location to determine further information or a clue. On a successful Task Resolution Roll, the GM will provide additional context to the information if it's warranted.

Deft Hands

When undertaking actions requiring fine manipulation, whether it be picking pockets, juggling, or card-sharping, your character receives a Bonus die when a task resolution roll is asked for.

Demolitions Expert

Your character has a certain knack for working with explosives. Add a Bonus die whenever assembling, setting, or dismantling explosive charges.

Detect Deception

Just about any time someone tries to lie to or con your character, they can see right through the con. Roll a Bonus die to divine fact from fable. They won't automatically know the truth but will know what's being told is false.

Note: If your character is faced with a lie being told by someone with the Bluff Boon, then both parties roll with their additional dice added and the highest success total wins.

Disease Immunity

Characters with this Boon are immune to all diseases. They may or may not be aware of their immunity; they just know they've never been sick a day in their life.

Escape Artist

Ropes, chains, manacles, or even prison cells—nothing restrains your character for long. Either by skill or dumb luck, they always gets away (eventually). Use a Bonus die when trying to break free from restraints.

Etiquette

Your character is an expert in the social graces. They receive a Bonus die on any task where good form is important.

Excellent Laboratory

Your character owns a first-rate laboratory for conducting experiments. You will receive a Bonus die on any rolls to make alchemical preparations or mechanical and/or electric devices while working in the laboratory. The laboratory does need to be re-stocked from time to time, possibly leading to occasional adventures seeking rare components.

Excellent Library

Your character owns a first-rate library for conducting research. You will receive a Bonus die on any rolls involving research in the library. The library needs to be re-stocked from time to time, leading you to occasional adventures seeking rare editions and tomes.

Exceptional Balance

Your character can run across high-rise ledges, walk on suspended cables, or jump from place to place without fear of tripping or falling. You will receive a Bonus die during Agility Task Resolution Rolls involving keeping your character in balance.

Fame

Perhaps your character was awarded the Medal of Honor in the Great War, or your hero was the first to fly nonstop to China. Whatever the reason, your character is famous. People either know your hero or know of the hero. The average folk will look up to your character with admiration, buy them a drink and meal, and maybe even extend a bit of credit. The finer folk will want to be your character's friend, be seen with your hero, and invite the hero to banquets and weekends at the manor.

A good Appeal score isn't necessary, but it's very helpful when choosing this Boon. Roll a Bonus die whenever your character's fame might be important.

Fast Healing

Your character heals at twice the normal rate, including healing from a physician or other healer. However, the healing Boon does not include magical healing (if such is available). Fast Healing also works with the Quick Recovery Boon.

Feat of Strength

Use a Bonus die when your character is breaking, lifting, pulling, or pushing. The Boon does not add anything to damage results in combat.

Genius

Your characters may add +1 to their mind Attribute. Their maximum Mind will become 6 rather than 5, and your characters maximum starting Mind will be 4 rather than 3.

Great Wealth

Your character has a source of income or an inheritance. As long as there are means to contact a bank in your home country, roll a Bonus die in any attempt to obtain goods, services, or other items your character may need.

Guns a-Blazin'

Your character can swing on a line, glide across a table, or crash through a window, all with Guns a-Blazin'. These are just a few of the precarious situations your character can engage in while shooting at a reduced penalty (-1 or -2 at the most).

Hard-to-Kill

Your character is solidly built. Add +4 to the character's total LB.

Healing Touch

Your character will gain a Bonus die whenever rolling to help someone recover from injury, poison, etc. They must have the physician Career to take the Healing Touch Boon.

Learned

When your character is recalling a fact from their area of specialty, they receive a Bonus die. They must have the scholar or scientist Career to take the Learned Boon.

Lip Reading

Your character possesses the ability to read a person's lips, thereby discerning what they are saying. Applying modifiers for the distance from the person speaking and the line of site, the player can make a Task Resolution Roll using the character's Mind Attribute and add a Bonus die to know what is being said. Of course, the character must understand the language that is being spoken in order for the Lip Reading Boon to be effective.

Magical Resistance (Optional)

Your character is resistant to magical effects or illusions. You will add a Bonus die to resist any magical effects. Remember, not only is your character resistant to harmful magic, but they are also resistant to helpful magic as well, such as healing. It is not possible for a character to have both Magery and Magical Resistance at the same time.

Man About Town

Your character has a knack for blending into social situations. Whether at a star-studded Hollywood premiere, a hobo camp outside of Winnemucca, or anyplace in between, your character will fit right in. Roll a Bonus die to gain information, make contacts, or acquire goods and services while at a party, nightclub, casino, or tavern.

Master of Disguise

You gain a Bonus die whenever your character is trying to conceal their identity.

Mimic

Your character can perfectly mimic any sound made by man or animal. The character is a master of accents, pitch, and inflection. When using the Mimic Boon to attempt to fool a person or creature, the character will get a Bonus die.

Natural Leader

Some people were just born to lead. Your character is one of them. For some reason, people will look to your character for direction and follow the character's orders. Whenever your hero needs help to accomplish a task, all the hero has to do is go to a bar, barracks, whorehouse, bathhouse, outhouse, etc., and recruit folks to help with the task (at least temporarily). In addition, your character gains a Bonus die when a roll is required to inspire a positive reaction from a person or group, or to accomplish a leadership task.

Nerve Strike

By using a weighted sack of lead pellets, a short truncheon, or even their own hand, characters can deliver a blow to incapacitate a Rabble- or Tough-level opponent in one strike. Characters must approach their target unnoticed from behind and roll a successful attack. If successful, the subject of the attack is rendered unconscious for up to one hour unless aroused. The attack is only useable against human opponents.

Night Vision

At night or in low light situations, characters can see as if it were dusk. Night Vision does not work in magical darkness or if characters are blinded.

Observant

Your character is particularly adept at spotting things that most others miss. Characters receive a Bonus die when any type of observation roll is needed.

Paper Pusher

Your character is skilled in administration and bureaucracy. Characters receive a Bonus die when trying to cut through red tape and dealing with bureaucracies.

Pep Talk

Your character is inspiring and motivational. Three times a day, characters can give themselves and their comrades a "pep talk" to help them dig deep within to find their strength, endurance, or will to carry on. The pep talk can take the form of a speech, song, rally cry, etc. and will grant the Hero and the listeners a Bonus die to Task Resolution Rolls for 1 round following the pep talk. The pep talk will affect up to six Heroes and up to 12 allied Rabble.

Photographic Memory

Your character remembers just about everything. Roll a Bonus die to recall a fact, remember a face, or recollect specific details concerning an event from the past.

Poison Resistance

Characters receive a Bonus die whenever they are resisting the effects of drugs, venoms, toxins, or even alcohol.

Quick Recovery

Your character has a stronger constitution than others. When recovering after combat, characters regain 1 additional LB on top of the half recovered normally. In addition, your character recovers 1 LB each day regardless of the type of activity the hero carries out after being injured.

Raised in the Wild

These characters grow up in a specific outdoor environment and, as a result, when tracking, trapping, hunting, or carrying out other similar activities (not fighting) in that environment, they receive a Bonus die. Choose one environment from the following:

Desert, jungle, mountain, plains, swamp, tundra, or forest.

Right Back at You

Characters with this Boon are able to snatch almost any missile shot hurled at them. If it is a shot missile (crossbow bolt, arrow), characters can deflect it with their own weapon or even while barehanded.

If the missile is hurled (hatchet, dagger), then the character can either deflect it or catch it and hurl it back (the Hero must still make a successful unmodified skill roll). The Boon does not allow characters to snatch or deflect bullets; however, it can be effective against hand grenades or sticks of dynamite.

Riposte

To be used with melee hand weapons, Riposte allows characters to defend against incoming melee attackers. Add +1 to your Defense, and you may immediately make a counter attack (as a normal attack) on an attacker. Riposte may be used once per opponent.

Sharpened Senses

Your character's senses are far sharper than those of the average person. You may roll a Bonus die for sight, scent, and hearing checks. Your character can also discern poisons by flavor or smell.

Sneaky

Your character is particularly quiet and adept at moving without making a sound or lurking in dark places. Roll a Bonus die where stealth is important.

Steely Gaze

Your character has a look that says, "Go ahead, make your move, punk." The hero's steely gaze will make lesser men avoid eye contact and will add a Bonus die on all attempts of intimidation or seduction.

Thunderblow

Your character must have an appropriate Career to take the Thunderblow Boon (Athlete, soldier, criminal). A character's first successful melee attack against any opponent is considered Mighty Success, and any damage dice that result in a 1 or 2 are re-rolled until a higher result than 2 is achieved.

Tools of the Trade

Your character owns a set of exceptional tools suited to their trade, profession, or craft. Roll a Bonus die when using these tools. Does not apply for combat uses.

Trademark Weapon

Your character has a weapon that was made specifically for that hero and is virtually irreplaceable. As long as your character is using a Trademark Weapon, you will receive a Bonus die in combat. If the weapon is lost, stolen, confiscated, or taken, then the character must wait an appropriate amount of time (as decided by the GM) before a replacement Trademark Weapon is created. Your character cannot have a closet full of trademark .45's back at the HQ.

Trick Shot

To use the Trick Shot Boon, your character must have an appropriate Career (soldier, hunter, espionage agent, etc.). Have your hero aim for the rope holding the candelabra, shoot the villain in the wrist to make them drop the pistol, or bounce a chakram off the wall and cut the noose with seconds to spare. Call your shot, add a Bonus die, and then roll the dice. Sorry, no instant kills though—in fact, a trick shot can't even cause damage.

Trusted Companion [Treat as a Tough]

You have a companion who you trust with your life. The player and the GM must come up with a non-player character which the GM will run. The companion will be a competent character but not so much as to outshine the player character. As long as the player character remains a true friend, the companion will always have the hero's back and assist to the best of their abilities.

Uncanny Tracker

Your amazing natural skill at tracking gains you a Bonus die for tracking rolls.

Virtuoso

Your character is exceptionally talented. When singing, dancing, playing an instrument, or generally entertaining others, add a Bonus die to the character's Task Resolution Check.

Weapon Flourish

Your character must have an appropriate Career to take the Weapon Flourish Boon (soldier, criminal, entertainer, or hunter). Characters can spin their weapons with such style and panache that they will receive a free attack while their opponent is staring in awe. The Boon will only work once against the same opponent.

Weapon Specialist

(For firearms, use the Crack Shot Boon)
Your character can use a weapon (including unarmed combat styles) with extraordinary skill. Maybe the hero is an Olympic fencer, a Jiu-Jitsu master, or expert archer. In any case, choose a specific type of weapon and receive a Bonus die when using it.

Note: If a character is using an unarmed combat style, the player can decide whether the damage inflicted is lethal or non-lethal (pulling a punch). Additionally, the damage inflicted is 1D3 plus the character's full Strength.

Well Dressed

You never seem to be hampered by the fact that your clothing is inappropriate for whatever peril you may be facing. You may be in a taffeta dress and high heels or in a white tuxedo with a silk tie—neither incurs penalties due to attire (like walking through the desert in a tuxedo or running from gangsters in high heels).

Flaw Descriptions

Flaws add to the styling of a character. Characters may take as many Flaws as they wish, but only two Flaws may be used to gain additional Boons. When a Flaw comes into play, roll a Penalty die (3 dice instead of 2 and drop the highest).

Absent Minded

Your character forgets stuff all the time. Most of the time the Absent Minded Flaw is just a character quirk roleplayed, but when characters try to remember where they put something critical or attempt to recall an important piece of information, they must take a Penalty die.

Allergies

Your character suffers an intense and debilitating allergic reaction from bee stings, milk, peanuts, cats, alcohol, or other similar allergies. The reaction is incapacitating to the character, possibly even life-threatening if not treated. Characters will try to avoid having contact with anything that will set allergies off. If they try to function while suffering an allergic reaction, all rolls will be made with a Penalty die.

All Thumbs

Roll a Penalty die when picking locks, handling multiple items, or when attempting fine manipulation work.

Anger Issues

Characters with this Flaw have a chip on their shoulders and lose their temper over the most innocuous things. The GM will decide when a character loses their temper by making a Mind roll with a Penalty die. A pattern will form as to what specifically triggers your character's anger issues, limiting the scope of their frustration. However, those triggers will make themselves apparent at the worst possible time. This is something that mainly comes out in roleplay, although you may also get a Penalty die in some social situations.

Animal Aversion

Something about characters with the Animal Aversion Flaw is inherently unsettling to animals. Any animal within 10 feet of your character instantly becomes nervous, skittish, and irritable. Roll a Penalty die whenever interacting with animals (including mounts).

Arrogant

You believe that your culture is superior to others, and will constantly remind everyone of your opinion. Roll a Penalty die when dealing with people from other cultures, where your arrogance might annoy or offend them.

Bad Liar

Whether from simple nervousness or a strong code of honor, your character is terrible at lying. Characters receive a Penalty die whenever they try to deceive, tell half-truths, or conceal something when asked about it directly.

Bad Reputation

Your character has a tarnished or even disgraceful reputation. Characters may have been branded as liars, thieves, or cowards. Reputations may be well earned or characters may be falsely branded, but either way the reputation exists. People either shun them, or only tolerate them as long as their money lasts. As such, people are unlikely to believe anything they say, lend them anything, or entrust them with a secret. You must take a Penalty die when trying to convince someone to believe or trust you.

City Fella (or Gal)

Your character was born and raised in the city. A trip to the zoo is considered "the great outdoors." Roll a Penalty die in situations involving outdoor survival.

Combat Paralysis

When the fighting starts, your character will freeze up and act with uncertainty. Roll a D3. The result is the number of rounds that your character is affected, during which you can only take defensive actions.

Compulsive Gambler

Your character is always ready for a game of chance. Whenever they are in a saloon, pub, or pool hall, there are likely to be gambling opportunities. Characters will have to make a Mind roll with a Penalty die when an opportunity to gamble presents itself. A failed roll means characters will become involved, no matter what they are otherwise supposed to be doing.

Country Bumpkin

The big city is a confusing and heartless place for the new arrival. Roll a Penalty die in situations to do with urban survival.

Cravings

Your character is addicted to something and requires it every day to function fully. The addiction might be a substance, such as alcohol, tobacco, or opium. The craving may even be something physically gratifying, like sex. If characters are deprived of their cravings for more than a day, they will be subjected to a Penalty die on all rolls until their craving is satisfied.

Cursed

Your character has become a target for supernatural affliction. Characters may transform into a savage flesh-eating beast on a full moon, food and water may spoil in their presence, or perhaps anyone falling in love with them is doomed to perish tragically. Discuss your ideas with your GM and be prepared to live with the consequences.

Deadly Enemy

Decide on an NPC enemy for your character and work out how they would have made such an enemy. The GM will create the NPC Villain's storyline and background. The 'deadly enemy' will appear from time to time to upset your character's plans and generally cause a hell of a lot of trouble. Deadly Enemies are more likely to capture characters than kill them, so as to torture and harass the hero. Whenever your character is in a city, roll 2 dice. If a '2' comes up, there is an agent or friend of your character's enemy in that city and they have spotted your character (an informant will notify your enemy of your presence within the city).

Delicate

Your character is as slender as a wand. Deduct 4 points from the character's LB total.

Dependents

Your character is obligated to provide for several others. If married, your character may have one or more spouses and possibly children. Aged or ailing relatives can also be Dependents. Dependents are treated as Rabble. The needs of your character's Dependents will always be a factor within decisions. At the GM's discretion, the player will roll two dice; if a '2' comes up, one of the character's Dependents will appear, either needing assistance or in some sort of peril.

Drunkard

Whenever characters happen to overindulge when drinking alcohol, they run the risk of becoming drunk (See "Intoxication" page 63). In Dicey Tales, there are three types of drunks. The character with the Flaw must choose one type and play it to the hilt while under the influence.

- **Happy Drunk–** loves everybody and considers all passersby to be 'best friends.' Characters will freely buy drinks for everyone, declare undying love or friendship to anyone, and be overly loud, gregarious, and somewhat foolish.

- **Angry Drunk–** a total jerk. Characters will be surly and obnoxious, seeing any action towards them as some form of slight that needs to be addressed in the most violent way possible. Odds won't matter, the size of the opponent won't matter. The angry drunk will take on all comers, cursing all the way.

- **Sad Drunk–** the poor soul will sulk at the bar staring at his glass wondering where it all went wrong. Characters will share their tales of misfortune with anyone unfortunate enough to be within earshot of them. They will constantly have the band or piano player repeat an old love song over and over while singing along in between sobs. It will be impossible to get them to focus on anything other than their own particular heartache. Nor will they want to leave. They will drink and lament life until they're eventually passed out or forcibly shown the door.

Elderly

Characters are not as young as they used to be, and it shows. If they have not had a decent amount of rest each day, they will begin to slow and tire. Use a Penalty die for any physical action if pushed too hard without rest. Characters with the Elderly Flaw also have a 20' movement rather than the standard 25'.

Feels the Cold

Your character is especially susceptible to the cold. They will take a Penalty die for any tasks undertaken in a cold environment.

Feels the Heat

You are especially susceptible to heat. Take a Penalty die for any tasks undertaken in a hot environment.

Fragile Mind

Characters may be able to face down a dozen bloodthirsty killers in a stand-up fight, but when it comes to the occult, the supernatural, or "things that go bump in the night," they will suffer. The Penalty die is applied for all rolls in which the character is in close proximity to a spooky place or supernatural situation, such as a haunted house, graveyard, or the presence of monsters (real or imagined).

Greed

Your character cannot resist the chance to make easy money, whether it's through a "get rich quick scheme," bribery, or fraud. The Greed Flaw comes out mainly through roleplay, but in appropriate situations use a Penalty die. (Greed will be practiced as a character quirk in roleplay, but the GM will apply the Flaw in appropriate situations of Greed forcing the character to roll a Penalty die.)

Gullible

Your character believes the most outrageous lies. Roll a Penalty die when persuaded that something is a good idea when it isn't.

Hotshot

Characters are overconfident and unwilling to admit their limitations. Take a Penalty die in situations where the character should act with caution and restraint.

Illiterate

Your character cannot read or write, and you cannot choose a Career with literacy as a requirement.

Incompetent Servant

For reasons known only to your character, they will insist on keeping a terribly incompetent servant under their employment. Perhaps it's a family obligation, or the servant once provided some lifesaving service. In any event, the servant is incompetent to the nth degree. Appointments will be missed, baggage will be lost, crucial gear forgotten, and so on.

Landlubber

Your character is unaccustomed to travelling by sea. Roll a Penalty die for all activities while at sea.

Lecherous

Your character cannot resist flirting with a member of the opposite sex, even if the situation is inappropriate (like a funeral). The Lecherous Flaw is largely role-played, but you'll need to take a Penalty die when applicable.

Lumbering

Your character has no physical grace. Roll a Penalty die when balance is important, such as crossing a narrow bridge or standing on a mountain ledge.

Missing Eye or Ear

Your character lost an eye or ear at some point in life. Roll a Penalty die whenever the GM feels it is appropriate to the situation.

Missing Limb

Your character is missing a hand, arm, or a leg. Roll a Penalty die whenever the GM feels the situation is appropriate.

Mute

Your character is unable to talk, so always roll a Penalty die in social situations to make yourself understood.

Non-Combatant

Your hero isn't much of a fighter; the hero's skills lie elsewhere. You have only two points to spend on Combat abilities instead of four, but begin with six points for Careers instead of four. In addition, it costs you twice as many advancement points to increase Combat abilities.

Nuts

Your character just ain't right in the head. The character seems to be a bit "touched," as they say. Work with the GM to determine how the Nuts Flaw manifests itself.

Obsession

Your character is completely obsessed with something. It could be a fascination with a certain pursuit, person, or thing. Characters will spend a great deal of time and money on their Obsession. Whenever they are in the presence of the object of their desire, roll a Penalty die on all rolls that require them to ignore it.

Overly Cautious

Your character tends to hesitate, evaluating all angles before making a decision. Whenever there is an opportunity to delay, the character will take it. In battle, the Overly Cautious character will always hesitate; roll a Penalty die for Priority Rolls (see page 36).

Phobia

Choose something that scares your character or may cause discomfort. When exposed to the Phobia, you use a Penalty die. If it is so rare that your character is unlikely to ever come across it, the Phobia does not qualify as a Flaw. The GM has the final say on what will constitute a Phobia.

Poor Eyesight

Your character takes a Penalty die when trying to observe or spot something.

Poor Hearing

Whenever the GM applies a check for hearing something, a player with Poor Hearing must take a Penalty die.

Poor Recovery

Your hero has a poor constitution. The character requires medical attention to restore lost LB, and recovers nothing from normal rest. Additionally, after combat, the character may not recover half the LB lost.

Prejudiced

Your character is prone to snap judgments without considering the facts. Characters also perceive their assumptions as valid and act accordingly. They could be confronted with a mountain of evidence to show that their beliefs are wrong. However, they will dismiss any information contradicting their beliefs. The Prejudiced Flaw comes out mainly through role play, but in appropriate situations, use a Penalty die.

Sense of Honor

Your character will never lie, kick a man when he's down, hit a dame, or allow harm to come to innocents. The hero plays the game fair and square, for they have honor.

Sentimental

Your character has a soft spot. They may be suckers for a sob story, hopeless romantics, or protectors of children. There are times when your character's sentimental nature will outweigh logic. The Flaw is largely roleplayed but where applicable, you'll need to take a Penalty die.

Socially Awkward

Characters have difficulties fitting in, whether because they are shy, not good at small talk, or just a bit of an "odd duck." The Socially Awkward Flaw is usually roleplayed, but you also take a Penalty die in social situations where this social ineptitude might affect the outcome.

Taciturn

Your character is ridiculously tight-lipped. It's a rare day when the hero uses a sentence of more than three words, and it's virtually unheard of for the hero to initiate conversation. Their extreme reluctance to speak unfortunately means the character never volunteers information without being asked. Roll a Penalty die in social situations.

Uncouth

Your character is the epitome of "boorish behavior." They have neither manners nor any sense of decorum. Their behavior is often intolerable. Roll a Penalty die in social situations.

Unsettling

The character's looks or something else about them is considered disturbing to others (a hunchback, a wicked scar across the face, a maniacal laugh, etc.). Roll a Penalty die in social situations.

Vain

Characters are preoccupied with their appearance (clothes, hairstyle, etc.) and personal attractiveness. They will hesitate to put themselves in situations that requires them to get dirty or become in any way un-presentable.

Zealot

Your character is strongly religious, bordering on fanaticism when it comes to faithfully adhering to the dogmas and precepts of their faith.

Looking over the Boons and Flaws, Diego decides that Jack is a Born Sailor and applies that Boon to his character. He also feels that Jack's hard grey eyes make him a natural for the Steely Gaze Boon. Few men have met his gaze in defiance, and more than a few women swoon when he imparts it upon them.

Diego decides he wants Jack to have a Flaw. Looking in the book, he chooses the Hotshot Flaw, figuring that Jack's overconfident manner led to more than one run-in with superiors during his brief time in the Royal Navy and later with authority figures and bureaucracies in general.

As stated in the rules, taking a Flaw entitles the character to an additional Boon, which Diego quickly chooses as Birthright. Captain Jack's steamer (the Medina) was bequeathed to him by Captain Gabino, a good friend and fellow captain who Jack rescued several years ago from a Spanish prison.

Character Background & Languages

We can look at the characters that have been created so far and piece together certain elements of their background, such as ethnicity, nationality, and what languages (if any beyond their native tongue) they know. By examining the Attributes, Careers, Boons, and Flaws, a profile will form that will flesh out possibilities for the character's background.

Languages

In recognition of the world-renowned exploits of some of the famous heroes of the pulps, player characters in Dicey Tales have the option of beginning with up to three languages—their native language and two additional languages. Additionally, characters may opt for more languages equal to their Mind value. For simplicity's sake, every character that understands a given language can read and write in that language as well. However, the language rule is completely optional and can be discarded if having several languages doesn't fit a character's background.

Reading Unknown Texts

Careers that are noted for requiring literacy (Scholar, Scientist, Journalist, Mystic, etc.) allow the character a Task Resolution Roll to interpret texts, even when the writing is of a language unknown to them.

The GM may determine the difficulty for successfully interpreting a text.

Understanding Foreign & Strange Languages

When a Career is noted for requiring skills in multiple languages, or characters of that Career are well-travelled (Sailor, Vagabond, etc.), allow a character to make a Task Resolution Roll to work out the essence of a language unknown to them and successfully communicate in that language.

If a character spends a reasonable amount of time with someone who speaks another language, or has a chance to immerse themselves in a society that speaks a foreign language, you may allow the character to learn that language in play and pay for it later with advancement points (see Character Advancement page 54).

Diego decides that his character Captain Jack Grey is a Scotsman and an ex Royal-Navy officer who served with distinction in the Great War. Now the captain of his own steamer, he is a personable yet stern commander who asks as much of his crew as he does of himself. He speaks Gaelic, English, Spanish, and Greek.

He was a splendid specimen of manhood, standing a good two inches over six feet, broad of shoulder and narrow of hip, with the carriage of the trained fighting man. His features were regular and clear cut, his hair black and closely cropped, while his eyes were of a steel gray, reflecting a strong and loyal character, filled with fire and initiative. His manners were perfect, and his courtliness was that of a typical southern gentleman of the highest type.
—Edgar Rice Burroughs, A Princess of Mars

Equipment
What Gear Does My Character Have on Him?

Doc Savage and the Shadow exploded from the pages of the pulps fully equipped, and so should the characters of Dicey Tales. If players want their characters to have something at the beginning of the game that would be appropriate in regard to the character's Career, let them have it.

If players want something less appropriate, they may argue their case with the GM to arrive at a compromise. However, the GM ultimately determines with what the characters can be equipped at the beginning of the game.

For Example:

If they are a soldier—let that Hero have a bright shiny new Indian Big Chief motorcycle with a sidecar, a pair of trusty .45 automatics, and a bag of grenades.

If they are a hunter   let them have a necklace of lion teeth, a high-powered rifle, binoculars, and a machete.

If they are a singer at a nightclub—let them have several sets of fancy clothes, jewelry, make-up, and maybe a hidden switchblade.

If they are a mystic   let them have rings on every finger, a collection of obscure books, a star-patterned pendant, and a silver handled sword cane.

If they are a socialite—let them have a villa in the south of France and daddy's yacht in the port.

While characters may start the game with whatever gear is appropriate to their Career, they must work for additional equipment throughout the game. If a character wants other items, he or she can make Task Resolution Rolls using the appropriate Careers to find, buy, steal, beg, or borrow supplies. Difficulty modifiers might be appropriate if the character is in the middle of nowhere and items are scarce.

Jack's pride and joy is his ship, the Medina, which was built at the turn of the century. Otherwise, he is almost always seen with his Webley service revolver and a Bowie knife he picked up in Galveston, Texas, which has served him well.

He also bears a mysterious compass tattoo that he swears he woke up with after a particularly heady night at Bettie's Bar in San Francisco. At various times in his life, he says the compass point has moved, pulling him to cursed treasures and even more deadly dangers.

CHAPTER 5
SUCCEEDING & FAILING
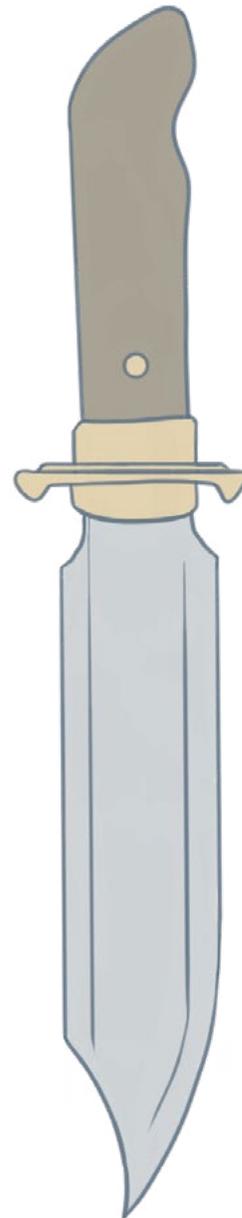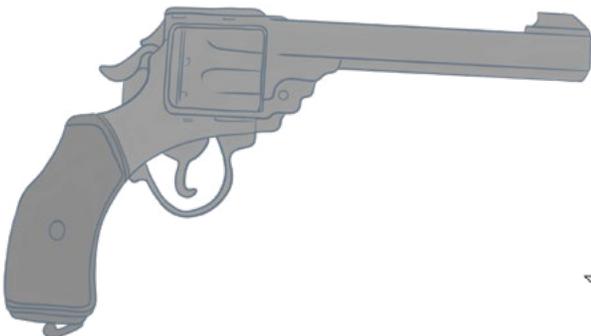
Performing Actions

Performing an action is as simple as rolling 2 six-sided dice and adding the Attribute that best fits the action your character is taking. If your character is fighting, add the Combat ability for the type of attack being made (Melee or Ranged) and either Agility or Strength.

For performing actions that do not involve combat, add the Attribute most appropriate for the action and any appropriate Career rank (for example, when attempting to deliver a baby, ranks in Physician would be most helpful).

The Effects of Boons & Flaws

In some cases, the characters may have a Boon that will allow a roll of three dice instead of the standard two dice. When rolling three dice, you would drop the lowest die. However, if a Flaw comes into play, then you drop the highest die.

Modifiers

The GM may also call for a modifier to the roll. If the task is easy, the GM may give a bonus to the roll. If the task is difficult, then a deduction from the roll may be required. In either event, a roll of 9 or higher is considered a success.

Assisting

In some cases, characters with similar skill sets can work together to achieve a common goal. If the character assisting has a level of 1 or 2 in a relevant Career, then the GM can add a +1 modifier to help achieve a successful outcome. If the assisting character has a Career level of 3 or higher, the adjustment becomes a +2.

While smuggling munitions to rebel forces, Bill's seaplane suffers considerable damage from a Japanese fighter plane patrolling the area. After landing on a remote airstrip, Bill decides to make repairs to his aircraft. The character has a Mechanic 2 skillset. Sue, a nurse traveling with Bill to assist the rebels, asks if she can give him a hand. Fortunately for Bill, Sue has a Mechanic 1 skillset. As part of her background, Sue's father owned an auto garage where she became a bit of a grease monkey herself while working there in high school. Even though she's not an airplane mechanic, she knows her way around a toolbox. With her help, Bill gets a +1 to his Task Roll to get the plane repaired.

Automatic Success

Rolling a 12 on any Task Roll is an Automatic Success. An Automatic Success means there is always a chance you might be able to achieve the seemingly impossible.

Mighty Success

If rolling a 12 would have been a success in any event, you have instead achieved a Mighty Success. The results of a Mighty Success within combat are described later (see page 34). However, outside of combat, the narration of your Mighty Success depends on the task being performed—but whatever the task is, you will complete it brilliantly!

Legendary Success

If you roll a 12 and spend a Hero Point, you can convert your Mighty Success into a Legendary Success. In combat, the results of a Legendary Success are described later (see page 34). However, outside of combat, how you (or the GM, if you prefer) narrate your Legendary Success depends on the task being performed—but whatever the task is, you will complete it brilliantly. You will also receive a bonus result, extra information, or some other added advantage that you weren't expecting.

Automatic Failure

Rolling a 2 (both dice coming up a 1) on any Task Roll is an Automatic Failure.

Calamitous Failure

If you roll a 2, you can choose to convert your Automatic Failure into a Calamitous Failure. A Calamitous Failure is narrated by the player but must put the Hero into a disadvantageous situation at least for the current and next round (if in combat), or for the immediate future in a scene that doesn't involve combat. The player may be awarded a bonus Hero Point for accepting a Calamitous Failure (which means you can exceed the usual limit of 5 Hero Points). The GM is the final arbiter on whether to award the bonus Hero Point or not.

Task Resolution

The table below determines the range of difficulty for each task, the modifier that should be applied to each difficulty, and the equivalent range for missile fire. There may be further modifiers applied based on other circumstances.

Task Resolution Table

Action Difficulty	Modifier to the Task Roll	Missile fire Range
Very Easy	+2	-
Easy	+1	Point blank
Moderate	0	Close
Hard	-1	Medium
Tough	-2	Long
Demanding	-4	Distant
Formidable	-6	Extreme
Heroic	-8	Utmost

Task Roll example #1

Jonesy, a tomb raiding archeologist with Strength 3, is attempting to break down a door which he is certain conceals a vast hoard of treasure. The GM decides that Jonesy has no Careers that would be helpful towards the task and predetermines that the solid door will be a difficulty of Tough, or -2. The player rolls a 10 on 2D6 and adds 3 for Jonesy's Strength, making a total of 13. He then subtracts 2 for the hard difficulty, giving Jonesy a final score of 11 and exceeding the required 9 points to complete the task. The door bursts open.

Task Roll example #2:

Our hero smashes through the door, but rather than discovering hidden wealth, he finds himself hurtling towards a gaping pit and potentially falling. Attempting to leap the pit is an Agility Task Roll, and Jonesy has a 1 in the Attribute. Luckily, the GM is in a good mood and decides that his tomb-raiding experience will come into play, allowing the player to add Jonesy's Archeologist Career rank of 2 to the Task Roll. The dice come up 6 with the +3, giving the player a total of 9 points. With a moderate task difficulty (modifier 0), Jonesy leaps across the pit and heads for even greater adventure.

CHAPTER 6
USING HERO POINTS

You can use Hero Points to affect an outcome, influencing a fight or situation in your favor. The following options are available to you:

- A Twist of Fate
- Defy Death
- Splintered Shield, Shattered Sword
- The Luck of the Gods
- Legendary Success
- Mighty Success
- It's Just a Flesh Wound
- Decide with the GM

A Twist of Fate

When the narrative of a scene has not clearly defined a certain piece of information, the player may suggest something that sounds reasonable and make that suggestion become fact. Use of a Hero Point in this manner should be at the discretion of the GM, shouldn't be allowed to effect major changes in a scene, and can't be used to change something that has already been established as a fact.

For example, if the characters are locked in a dungeon cell, one of them could use a Hero Point to find a loose stone in a wall, pry the stone away, and use it to bash a guard over the head when they come in to serve their slops.

Or, if a character has failed their Task Resolution Roll and is stuck swimming after a shipwreck in a storm at sea, the character may use a Hero Point to describe how, by luck, a piece of debris reaches the character and allows him or her to stay afloat.

Defy Death

Hero Points can always be used to keep a Hero alive when they would otherwise be killed. If you have taken sufficient damage to put your character at -1 to -5 LB, you may spend a Hero Point to raise your LB to zero (alive but unconscious). If you have received sufficient damage to put your character below -5 LB, you may spend a Hero Point to stabilize your wounds. You are still unconscious but will recover with several days' rest.

Splintered Shield, Shattered Sword

A specified item worn or carried can absorb all the damage caused by a single attack. Alternatively, you can block the blow with your weapon, but the object (pith helmet, umbrella, bible, etc.) or weapon will be destroyed in the process. The same effect can also be used to deflect a single bullet.

I thought I was done for, but the bullet deflected off the lighter in my pocket. Damn, I liked that lighter too!

Luck of the Gods

You can spend a Hero Point to roll the dice again whenever you make a Task Roll, even if you roll a 2, which would otherwise result in an Automatic Failure.

- If you use a Hero Point for this purpose, you must use the result of your second roll.
- If your roll includes one or more Bonus dice, you reuse all dice for the second roll.

Mighty Success

If a player's Task Roll succeeds and they spend a Hero Point, or the player rolls a natural 12 (2D6), in combat or otherwise, the player may raise their ordinary success into a Mighty Success.

The result of a Mighty Success depends on what exactly the character is doing, but the Hero unequivocally succeeds with spectacular results. In combat, a Mighty Success gives the following options (from which you may select one outcome):

Bloody Slash/Crushing Blow/Deadly Shot:

You add +6 to the damage caused by your attack.

Carnage:

You may make another attack immediately following the first. It can be against the same opponent or a different one. However, no further Hero Points can be spent on the second attack.

Disarm:

If your opponent is wielding a weapon, you can disarm your opponent rather than cause any damage.

Knockdown:

You can knock down any opponent that is less than or equal to your size, or up to one size larger, and cause him or her to be thrown back several paces (unfortunate if near a cliff edge!). If they are attacked again while getting up, they take a Penalty Die on their next action.

Precision Strike:

You can hit your enemy in a specific location with the intention of maiming them and affecting their capabilities.

You inflict damage as normal, but Precision Strike also allows you to give your opponent a Penalty die to a specific Task Roll. Mostly you'd want to affect their Attack Rolls, but this isn't absolutely necessary. For example, a stab through the eyeball would apply a Penalty die to any Task Roll that involves your opponent's vision, which may or may not include Attack Rolls.

Other options would be to specify a Precision Strike to chop off a tentacle or stinger, or to slice open a section of thick hide to create a weak point, reducing the creature's protection rating. Some effects will need to be worked out with the GM, but should be similar to the above examples.

Rabble Slayer:

If fighting Rabble, the damage result becomes the number of opponents taken out of the fight. They aren't necessarily dead, but they are certainly not coming back any time soon.

Legendary Success

If you roll a natural 12 during a Task Roll, you may elevate the success into a Mighty Success. By spending a Hero Point, you can elevate that Mighty Success into a Legendary Success, even if you spent a Hero Point rolling the dice a second time (as long as you receive 12 on the second roll).

However, you cannot make a Legendary Success unless you roll a 12; you cannot bump up a normal success into a Mighty Success and then spend another Hero Point to make it a Legendary Success.

In combat, a Legendary Success gives you the option to choose any two of the Mighty Success options. So, for example, when fighting Rabble, you can choose Rabble Slayer and add Bloody Slash/Crushing Blow/ Deadly Shot to slay even more Rabble. You can even choose the same option twice, if you wish.

It's Just a Flesh Wound

When a Hero has just suffered damage, they can take a momentary pause using the next action to shake off some of the effects of that wound. In other words, somehow the wound wasn't quite as bad as it first seemed. Roll 2D6 and the result will be the amount of LB returned to the character (but the amount returned cannot exceed the amount of LB damage received).

Decide with the GM

Any other situational advantage that your GM can be convinced to allow is probably **THE MOST IMPORTANT** way a Hero Point can be used.

As a player, you should convince the GM that whatever you are trying to accomplish can be within your grasp for the cost of a Hero Point. The main thing the GM must consider is not only "Is this possible?" but "Is this awesome? Is this pulp?" If it makes the game more exciting and memorable, then go for it.

Regaining Used Hero Points

Used Hero Points are recovered, in full, at the end of an adventure. If you had five Hero Points to start the adventure and used three of them during the adventure, you start your next adventure with five points. If you only had three to begin with, you have three at the start of the next adventure.

Any unused Hero Points gained from accepting a Calamitous Failure during an adventure are lost at the end of that adventure.
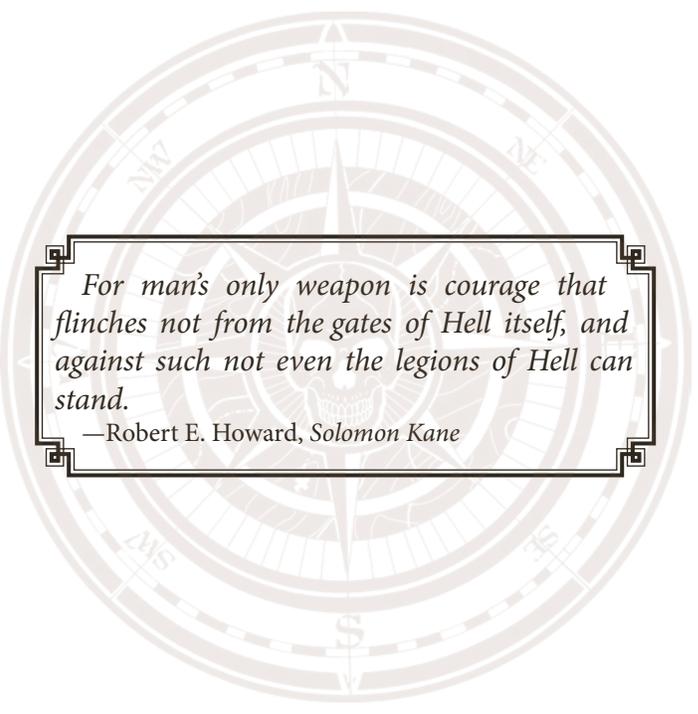
> *For man's only weapon is courage that flinches not from the gates of Hell itself, and against such not even the legions of Hell can stand.*
> —Robert E. Howard, *Solomon Kane*

CHAPTER 7 COMBAT

Combat is usually fast, lasting only a few seconds. These seconds are broken up into rounds. During these rounds, a character can fire a gun, throw a punch, or swing a sword.

Initiative & Priority

Before a combat encounter, players will roll to discover the order in which the Heroes and NPCs act in each round of the current combat situation, aiming for 9 or more.

Priority Roll

2D6 (total of 9+ to succeed) + Mind + Initiative + Modifiers

Calamitous Failure result

You go last in each round. Additionally, you are unable to take any action within the first combat round. If you have a shield, you cannot use it towards your defense in the first round.

(Remember, if you turn a Task Roll of two 1s into a Calamitous Failure, you receive a bonus Hero Point at the GM's discretion.)

Failure result

You take your action before Rabble but after everyone else.

Success result

You take your action before everyone else.

Mighty Success result

You act before everyone else. Also, in the first combat round, only Heroes and Villains may act (Toughs and Rabble stand dumbfounded).

Legendary Success result

Same as Mighty Success, except you also get to add +1 to your Attack Roll for the entire encounter.

If several Heroes get the same result, they can decide who goes first, or go in order of highest Agility.

If the Agility of multiple characters are equal, then they act simultaneously. NPCs do not make a Priority Roll; they act based on the Heroes' Priority Rolls, as described above.

> At her shriek Conan shot erect, teeth gleaming, sword lifted. "The statues! The statues! – oh my God, the statues are coming to life!"
> —Robert E. Howard, *Iron Shadows in the Moon*

Priority Table

Priority	Character
1	Heroes with Legendary Success
2	Heroes with Mighty Success
3	Heroes with Success
4	Villains
5	Toughs (no first Combat Round vs. Legendary/Mighty Success)
6	Heroes with a Failure result
7	Rabble (no first Combat Round vs. Legendary/Mighty Success)
8	Heroes with a Calamitous Failure result

If there is time for a short rest after combat, a new set of Priority Rolls will need to be made before returning to the fray.

Surprise & Other Priority Roll Modifiers

- If you are ambushed or caught by surprise, your Priority Roll is a Tough task (that is, a -2 modifier is applied).

- If you surprise or ambush your opponent, your Priority Roll is a Very Easy task (gain a positive modifier of +2).

- If you have a Career that the GM agrees is appropriate to the situation, you can receive a bonus based on the rank in your Career.

- If a Tough or a Villain has an Initiative score, take the highest score of those involved and subtract it from the Heroes' Priority Rolls. If no Initiative is listed, treat as zero.

Priority Roll Examples

Example #1: *Soldier of Fortune Jack Branco and his old army pal, O'Rourke, are attacked by Afghan bandits (Rabble), with a Tough leader (who has an Initiative of 0). Branco has Mind 0 and Initiative 1, while O'Rourke has Mind 1 and Initiative 1. Their Priority Rolls result in Branco rolling an 8 +1 initiative = 9 (success), and O'Rourke rolling a 3 +1 initiative +1 mind = 5 (failure).*

Branco takes his action first, followed by the Tough leader, and then O'Rourke. If there are any bandits left, they get to act last.

Example #2: *Branco and O'Rourke run into a more powerful group of bandits (Rabble), with a Tough leader (who this time has an initiative of 1). Their Priority Rolls result in Branco rolling an 11 +1 Initiative -1 enemy Initiative = 11 (success), and O'Rourke rolling a 7 +1 Mind +1 Initiative -1 enemy Initiative = 8 (failure).*

Branco takes his action first, followed by the Tough leader, and then O'Rourke. The bandit Rabble act last.

Legendary Success Example: *Branco and O'Rourke have warily ventured into a hidden temple where they are suddenly rushed by the high priest of the temple (classed as a Villain), three temple guards (classed as Toughs), and six temple cultists (classed as Rabble).*

Branco and O'Rourke were prepared for a battle, so the GM allows them not to be surprised (even if they are a little worried!), and the players make their Priority Rolls. O'Rourke's player gets a total of 9 (after modifiers) and Branco's player gets 2 sixes!

Branco has Mind 0 and Initiative 1, making his final score 13, more than enough to win priority and accomplish a Mighty Success. Branco and O'Rourke have a free round to act before the guards and the cultists, but they are both still worried by the threatening high priest.

Branco's player opts to spend a Hero Point to boost his Mighty Success up to a Legendary Success and gain a +1 to his attacks during the encounter. Branco doesn't back down from a fight very often!

Delaying Your Action

When it's your turn to act, you may choose to delay your action, meaning that your character is keeping an eye on the situation and waiting until an opportunity presents itself. If you delay your action, you may interrupt another player's turn (who acts after your character) to take your action. Otherwise, you simply take your action at the very end of the round, or lose that combat round's action altogether.

Movement

Generally, Dicey Tales is played in a style that is now popularly known as "theater of the mind." The concepts of movement and ranges are abstract. The GM usually sets up the scene and the players react using the skills and Attributes of their characters. Boons and Flaws, as well as a character's Career, may come into play in regard to their movement. For example, a character with a Hunter Career may be in pursuit of a band of raiders in the jungle. The GM may ask the player to make a Task Resolution Roll modified by their Hunter Career and/or Agility. If successful, the GM could rule that the character keeps the bandits in sight while remaining undetected.

You may use figures or tokens along with a battle map if you wish (scenery, props, and figures often add an element of eye candy that livens up play). If that's the case, assume that a normal character can move 25' per round, while adding 5' for each point of Agility. Double the movement for running and quadruple it for all-out sprinting.

Characters may take an action during movement (such as an attack) and continue moving until they have finished their turn.

Example: *Lex wants to run by the goon, shoot him, and continue running out the door. Lex has 25' movement while the goon is 10' away. Therefore, Lex may run over and take a shot at the goon while continuing to move towards the door another 15'.*

Ranged Weapons

Weapon ranges are given in the weapon descriptions and always have a base range of point blank. Each range increment and their modifier is represented on the table below.

Range	Modifier to Roll
Point Blank	+1
Close	0
Medium	-1
Long	-2
Distant	-4
Extreme	-6
Utmost	-8

Example #1: *A thrown dagger has a range increment of 10'. Up to 10' would be point blank range, up to 20' would be close range, and so on.*

Example #2: *Scully (Agility 2, Ranged 0) raises his .38 revolver and shoots at a charging lion (Defense 2) 200' away. A .38 revolver has a range increment of 60', which is long range, giving a -2 modifier to the Attack Roll. He rolls an 11 +2 Agility +0 ranged -2 long range -2 target Defense. The result is a 9, and the bullet hits the target.*

Combat Resolution

Combat is simply another task, such as surgery or repairing a plane's landing gear in mid-flight. A Task Resolution Roll is needed, modified by the closest Combat ability. A base roll of 9 is still needed for success. However, the success of a roll may be modified by the GM to account for various factors, such as weapon range, size, available cover, or various Boons and Flaws that may come into play. The Defense rating of your character's opponent also comes into play when determining the final number needed to successfully complete an attack.

Attack Roll =   2D6 (total of 9+ to succeed)
        + Agility (or Strength*)
        + Melee (or Ranged)
        - target's Defense
         + any range (or other) modifiers

*at the GM's discretion (for example, if brawling)

Using Career Ranks in Combat

Careers generally do not provide any bonus modifiers to the combat roll. However, in rare circumstances, the GM may allow a Career to add a bonus (like an army ranger using a Judo throw in a bar fight or a criminal using a sap to take out an unaware bank guard).

This bonus could be in the form of an added bonus to your Attack Roll or additional damage to your attack (never both). These rare instances only apply in the first round of combat, as the opponent becomes aware of the character's special maneuver.

Optional: At the GM's discretion, characters with combat oriented Careers may be allowed to add their Career rank as a bonus for the first two rounds when fighting adversaries whose fighting Career rank is lower.

Sneak Attack

In the right situation, your character may choose to attempt to sneak up on an enemy before attacking. The GM should factor in all the modifiers to the Task Resolution Roll (the target's alertness, lighting, noise, etc.) and subtract the target's Initiative score to represent the target's natural ability to react.

If the character's roll is a success, then the target is caught unaware and the attack can be made without the target's Defense score factored in. A successful sneak attack is considered a Mighty Success.

Grappling

The most basic way to attack an enemy is to attempt to grapple them. To grapple an opponent, the attacker rolls a Task Resolution Roll, adding their Strength and Agility points and subtracting their opponent's Defense score, plus any other appropriate modifiers such as size difference. If the attack is successful, the character has accomplished grappling the opponent, immobilizing the enemy. To maintain the hold, the player must make another grappling roll using the Task Resolution Table for each following round while subtracting the target's Strength, Agility, and Defense.

Two-Weapon Fighting

You may only use light or medium weapons when fighting with two weapons at once. Generally, you will attack with one and block with the other, or attack with both. In the first instance, you can treat the parrying weapon like a small shield (+1 to Defense against one attack), but you get -1 to your Attack Roll. If attacking with both weapons simultaneously, your Attack Roll is at -1, but you cause damage as if wielding a medium weapon (if using two light weapons), or as a large weapon (if using at least one medium weapon). In other words, using two weapons increases your chance of causing more damage. You do not roll twice to attack with each weapon individually. In the case of a character having the Ambidexterity Boon, the -1 to the attack roll is negated.

Defensive Stance

You can choose to adopt a wary approach, readying yourself to block or evade a blow. Taking a defensive stance gives you +1 to your Defense but -1 to your Attack Roll.

Full Defense

You can dodge, block, parry, or otherwise take a completely defensive stance for your round. If you adopt a full defensive stance, you will forfeit your attack for that round. However, you will get +2 to your Defense for all attacks during the round, on top of any points you get for using a shield or parrying weapon.

Offensive Stance

You may choose to pay less attention to the attacks against you in an effort to ensure your success in hitting your target. Offensive stance gives you +1 to your Attack Roll, but -1 to your Defense.

All-Out Attack

You may adopt a reckless approach, meaning you cannot use any type of shield or offhand parrying weapon at all, and you receive a -2 Defense against all attacks aimed at you. However, you do receive a +2 bonus to your Attack Roll.

Bypass Armor

You can aim for a weak or unarmored area of your opponent. Take the static armor rating as an additional negative modifier to the Attack Roll (-1 for light armor, -2 for medium, and -3 for heavy). It is up to the GM whether this rule may be extended to bypassing the natural armor of creatures.

Melee & Archaic Weapons

There have been a wide range of weapons used throughout history, but most of them conform essentially to a few basic designs with minor differences. Up until the age of firearms, bladed weapons and bows were the preferred armaments used in combat.

The following list gives examples of a variety of melee and archaic weapons that could be found in a Dicey Tales game, as well as the function for each melee weapon.

Resolving the Effect of a Hit

When you strike an opponent, you must calculate the damage inflicted by rolling one or two dice depending on the weapon being used. Damage is scored directly against the LB of your opponent after deductions for any armor.

No Weapons

Fists, feet, head, knees, elbows
If you are brawling, roll a D3 and add half Strength (rounded down). Brawling damage can be fully recovered after 15 minutes' rest. For the option of dealing lethal damage, see the Weapon Specialist Boon on page 24.

Improvised Weapons

Pool cue, broken bottle, frying pan, brass knuckles
If using an improvised weapon, roll a D3 and add Strength.

Light Weapons

Daggers, cudgels, bayonet, foils, slings, bolas, shurikens, chakrams
These are small and, in some cases, easily concealable weapons. Damage tends to be lighter, but in skilled hands, these weapons can still be very deadly. If using one of the above (or a similar weapon), roll a D6 and a Penalty die, taking the lowest die as your damage result (written as D6L). Add Strength if a melee weapon, or half Strength (rounded down) if a hurled ranged weapon.

Medium Weapons

Swords, quarterstaffs, maces, clubs, axes, spears, bayonet (fixed), bows, crossbows
These are the most common weapons carried by warriors through the centuries. If using one of the above (or a similar weapon), roll a D6 for damage. Add Strength if a melee weapon, or half Strength (rounded down) if a hurled ranged weapon.

Large (Two-Handed) Weapons

Great swords, great axes, flails, morning stars, pole arms
These are serious weapons, much more likely to cause significant harm. Characters with Strength below 0 are unable to wield these weapons. If using one of the above (or a similar weapon), roll a D6 and a bonus D6 and take the highest die for damage (written as D6H). Add Strength if a melee weapon, or half Strength (rounded down) if a hurled ranged weapon.

Weapon	Damage	Strength Bonus
Brawling	D3	Add half Strength (rounded down)
Improvised	D3	Add Strength
Light	D6L	Add Strength (melee) or half Strength (hurled ranged)
Medium	D6	Add Strength (melee), or half Strength (hurled ranged)
Large	D6H	Add Strength (melee) or half Strength (hurled ranged)

Axe

An axe is a steel blade head on a wooden haft. They can be called war-axes, battle-axes, tomahawks, or hand-axes. They can be one or two-bladed, and one-handed versions may be thrown at 10' range increments. Large two-handed axes are called great axes.

Bayonet

A bayonet is basically a large knife or a short sword. When attached or "fixed" to a military rifle, a bayonet acts as a spear (though it cannot be effectively thrown).

Blowgun

This ancient weapon is essentially a hollow tube made of reed, bone, or bamboo, used to project a small needle usually coated with a poison of some type. They may be shot at 20' range increments. The needle damage is inconsequential; the poison covering the needle is the damaging agent.

Bola

The bola is a weapon consisting of three weighted strands of rope or light chain that are hurled at an opponent to entangle and subdue them.

If your character is skilled in using a bola, it can be cast at 30' range increments. On a success, the target becomes entangled and must spend time disengaging from the bola. On a Mighty Success roll, the target is entangled and unable to break free without assistance.

Bow

Represents a variety of weapons which are used to fire arrows by drawing back a bowstring tied between the ends of a curving length of wood or horn. All bows are used two-handed. Bows fire at 60' range increments.

Brass Knuckles

Brass knuckles are the popular name of various weighted slabs of metal that usually fit over the knuckles or grasped in the palm (like a roll of quarters) to add extra damage to hand to hand blows.

Bullwhip

With a successful Agility Task Resolution Roll, a skilled wielder can grasp, snatch, strike, or trip a man-sized person or object.

Chakram

A spinning hoop of sharpened metal, a bit like a modern Frisbee. If it hits an opponent, the chakram will fall to the floor or stick in the target. A chakram can be thrown in 20' increments.

Club

A larger version of the cudgel. It is a stout length of wood used in one hand to bludgeon and batter your opponent. Clubs usually have a wider or knobbed head and can be called war-clubs, knobkerries, or shillelaghs.

Crossbow

A crossbow is a simple device for firing a short quarrel with penetrating force. The crossbow requires little training to operate and takes two rounds to load. They are all two-handed weapons and have a range increment of 80'.

Cudgel

The simplest of all weapons, a cudgel could be a stout stick, a truncheon of less than 3' in length, a chair leg, or even an unbroken bottle used to bludgeon your opponent.

Dagger or Knife

All forms of short stabbing, thrusting, or slashing weapons, either with one or two edges that can be thrown with a range of 10' increments or used in close quarters. Highly concealable, it is a favorite of rogues and assassins.

Dart or Shuriken

Razor sharp darts or small bladed objects used to distract and delay opponents. They are generally thrown but may also be used in hand to hand combat. They may also be set on fire and thrown, imbedded in the ground and used as caltrops, or used to poison targets. When thrown, they are effective in range increments of 30'.

Flail

Flails are made with a haft of wood, mounted by a length of chain with a spike-ball head. They are uncommon, but can be found in museums or private weapon collections.

Foil

A light, flexible sword, extremely popular for several centuries in Europe, relegated to the sport of fencing in modern times. One can still run across a practitioner carrying a foil concealed in a cane.

Garrote

A slim piece of wire, fishing line, rope, or even a scarf that wraps around the neck of the victim and attempts to strangle them. A garrote attack is usually achieved through stealth from behind. If the sneak attack succeeds, then the victim takes D6H damage each round until they break free or die. If the initial attack doesn't dispatch the enemy, then both combatants must resolve the rest of the combat using the Priority rules. To break free, a Task Resolution Roll is made using the victim's Strength. The attacker's Strength is also factored in as a minus to that roll.

Lariat

A specialized type of rope that is kept stiff and formed into an adjustable loop. The lariat can be thrown up to 40'. If it hits the target, the lariat can entangle a creature of small to large size, keeping them from performing an attack for that round. Subsequently, a Strength Task Resolution Roll that subtracts the defender's Strength is required to keep the creature entangled.

If characters are mounted, have an appropriate Career such as a rancher, or have the "Born In the Saddle" Boon, then they can use the horse's Strength in addition to their own for the Task Resolution check. A lariat does no damage unless shot to the neck, in which case the lariat acts as a garrote.

Mace

Like a club but with a metal head, often including spikes or flanges. The one-handed mace can be thrown at increments of 10', but is not very effective, incurring a -1 modifier to damage if thrown.

Morning Star

A large lump of metal with spikes at all angles on the end of a 4' to 5' pole.

Pistol Butt

The "butt" of a pistol can be used as a close combat weapon to the same effect as brass knuckles.

Pole Arm

The pole arm is an advanced long spear, adding a blade to the spear point. Other styles add a hook for dismounting cavalry. Both hands must be used to properly wield a pole arm.

Rifle Butt

Soldiers were taught how to effectively use their rifles in close combat. In addition to bayonet practice, they were shown how to deliver smashing blows with the rifle stock or "butt."

Sling

A simple leather thong whirled around the head to cast small stones with force at 30' range increments. Two-handed versions are fitted onto a staff and are called staff-slings. Staff-slings impart greater range, making the increments 40'.

> *The rifle itself has no moral stature, since it has no will of its own. Naturally, it may be used by evil men for evil purposes, but there are more good men than evil, and while the latter cannot be persuaded to the path of righteousness by propaganda, they can certainly be corrected by good men with rifles.*
>
> —Jeff Cooper, *Art of the Rifle*

Spear

A 5' to 6' wooden pole with a pointed metal tip, designed for throwing at 20' range increments. Spears are also useful against mounted opponents at close range. When charging or receiving a charge, add +D3 to the damage. If a spear throwing device (such as an atlatl) is used, then the range is 40' increments and the damage is +D3. Larger, two-handed spears are known as great spears and cannot be thrown effectively.

Staff

A simple stout pole of around 6' in length, the staff is most commonly used for hiking. However, a staff can be utilized as an effective weapon. A great staff is a staff shod with metal ends, for greater potential in combat.

Switchblade

These folding knives are much less sturdy than hunting knives, but they can be concealed easily.

Sword

The classification for all long bladed, one-handed weapons used in combat, such as the saber, cutlass, scimitar, rapier, broadsword, wakizashi, and longsword. Call it what you want on your character sheet, because that will add flavor to your character, but ultimately every sword has the same characteristics. Two-handed swords may refer to bastard swords, great swords, claymores, katanas, war blades, or battle blades.

Weapon	Damage*	Range Increments	Notes
Axe, Great	D6H		
Axe, Hand	D6	10'	Can be thrown
Bayonet	D6L		
Bayonet, Fixed	D6		Treat as a spear (cannot be thrown)
Blowgun, Needle	-	20'	Damage determined by poison
Bola	D6L	30'	Can be thrown
Bow	D6	75'	
Brass Knuckles	D3		
Bullwhip	D3		
Chakram	D6	20'	Can be thrown
Club	D6	10'	Can be thrown
Crossbow	D6	100'	
Cudgel	D6L	10'	
Dagger, Knife, Switchblade	D6L	10'	Can be concealed Can be thrown
Fist or Kick	D3		
Flail	D6H		Attack ignores shield
Foil	D6L		Can be concealed
Garrote	D6H		Can be concealed
Mace	D6	5'	Can be thrown
Morningstar	D6H		Two-handed
Pistol Butt	D3		
Pole Arm	D6H		Two-handed
Rifle Butt	D6L		
Sling	D6L	30'	
Spear	D6	20'	Can be thrown
Staff	D6		Two-handed
Sword	D6		
Sword, Two-handed	D6H		Two-handed

*Add Strength or half-Strength as per the chart on page 41

> *"The secret of steel has always carried with it a mystery. You must learn its riddle, Conan. You must learn its discipline. For no one—no one in this world can you trust. Not men, not women, not beasts...this you can trust."*
> —Conan's father to Conan, from the 1982 Universal movie "Conan the Barbarian"

Armor

There will be instances when player characters encounter opponents wearing some form of armor. With that in mind, the armor table on the next page gives a listing of possible armor types and the protections they offer. Some creatures have heavy-duty hides that may be treated as natural armor.

Armor is broken down into three categories: light, medium, and heavy. These categories are broad and open to interpretation. Armor absorbs a variable amount of damage measured by its protection. When hit in combat while using armor, you roll a die to subtract from the damage you would normaly take.

The chance created with rolling the die institutes an inconsistency in armor, where the armor can be thicker in places but remain less protected in others. If you prefer not to roll a die, you can use a flat armor protection value instead. Your GM will let you know which method is being used in the game. Heavier armor inhibits the wearer's movement, causing penalties to Agility. Also, spell casting is more tiresome when wearing armor. Add the number indicated to the Arcane Power costs of casting spells (see the optional rules for magic).

No Armor

If your character is essentially a non-combatant, likes to be able to move freely, and/or is going into a situation in which the wearing of armor would be incongruous, you might not want your character to wear any armor at all. The GM might apply penalties in social situations if your character is wearing armor where it might be frowned upon, such as at the King's banquet.

Light Armor

If your character prefers to avoid combat but understands fighting is inevitable, you might like your character to have some minimal protection. Light armor could represent extensive body coverage in soft leather, less coverage in thicker leather, or light mail. Your character could wear a stout leather jerkin with leather vambraces, or a padded cloth doublet with leather boots and gloves. You could say that your light armor consists of a light mail shirt and nothing else.

Light armor is generally concealable (except on close inspection by a seasoned soldier) and doesn't mark you out specifically as a warrior.

Light Armor Effects:

- Roll a D6-3 (0–3 points of damage reduction). If you prefer static numbers, light armor absorbs 1 point of damage.
- Wearing light armor restricts mystics and imposes an extra 1 Arcane Point cost on a spell casting.

Medium Armor

Applying some of the mobility benefits of lighter armor with the reliable protection of heavy armor, medium armor is generally worn by the typical adventurer expecting to get into combat situations on a regular basis.

Medium armor may include extensive coverage of leather armor, with stiffened leather in some vital areas, or partial coverage of leather with mail in other areas. It could even represent a steel breastplate with minimal or no other armor. Someone in medium armor can often remove portions of their armor to reduce it to light armor, as necessary.

Medium Armor Effects:

- Roll a D6-2 (0–4 points of damage reduction).
- If you prefer static numbers, medium armor absorbs 2 points of damage.
- Medium armor slows you down, so reduce Agility by 1 while wearing it.
- Wearing medium armor restricts mystics and imposes an extra 2 Arcane Points cost on a spell casting.

Heavy Armor

Heavy armor is worn by gladiators, knights going into battle, or those expecting to participate in deadly combat soon. It is not worn all day long, and is certainly not worn when travelling or going about normal daily activities. Heavy armor would represent extensive coverage of mail (knee-length hauberk) with gauntlets and greaves, a steel breastplate with vambraces and greaves, or possibly a brigandine (leather coat with steel inserts) with gauntlets and boots. Someone in heavy armor may remove portions of their armor to reduce it to medium armor. If your Strength is below 0, you can't wear heavy armor at all, or at the very least you will not be able to do anything worthwhile wearing it.

Heavy armor effects:

- Roll a D6-1 (0–5 points of damage reduction).
- If you prefer static numbers, heavy armor absorbs 3 points of damage.
- Heavy armor slows you down, so reduce Agility by 2 while wearing it.
- Wearing heavy armor restricts mystics and imposes an extra 3 Arcane Points cost on a spell casting.

Helmets

If you are wearing a helmet, add +1 to your protection. While wearing light armor and a helmet in combat, you will roll D6-2. With medium armor and a helmet, you will roll D6-1. In heavy armor and a helmet, you will roll D6. Helmets give you a penalty in social situations and to your Initiative (as it's harder to notice things while wearing a helmet). To avoid penalties, it is recommended to remove your helmet when not preparing for battle.

Shields

Shields may only be used when you are aware of your attacker and prepared to block a blow. Shields add to your Defense but if you are being attacked by several opponents, you have to decide to which attack the shield applies. Improvised shields, such as trash can lids and bar stools, can be somewhat effective but only against one attacker.

- Small shields and improvised shields give you +1 to your Defense against one attacker.
- Large shields give you +1 to your Defense against all attacks but -1 to Agility.

Armor	Protection	Penalties	Arcane Cost
No Armor	0	-	-
Light Armor	D6-3(or 1) from damage taken	Social if not concealed	+1 AP
Medium Armor	D6-2(or 2) from damage taken	Social /-1 Agility	+2AP
Heavy Armor	D6-1(or 3) from damage taken	Social /-2 Agility	+3 AP
Helmet	+1 damage reduction	Social /-1 Initiative	-
Small Shield	+1 Defense on 1 attack/round	-	-
Large Shield	+1 to Defense on all attacks/round	-1 Agility	-

CHAPTER 8
FIREARMS
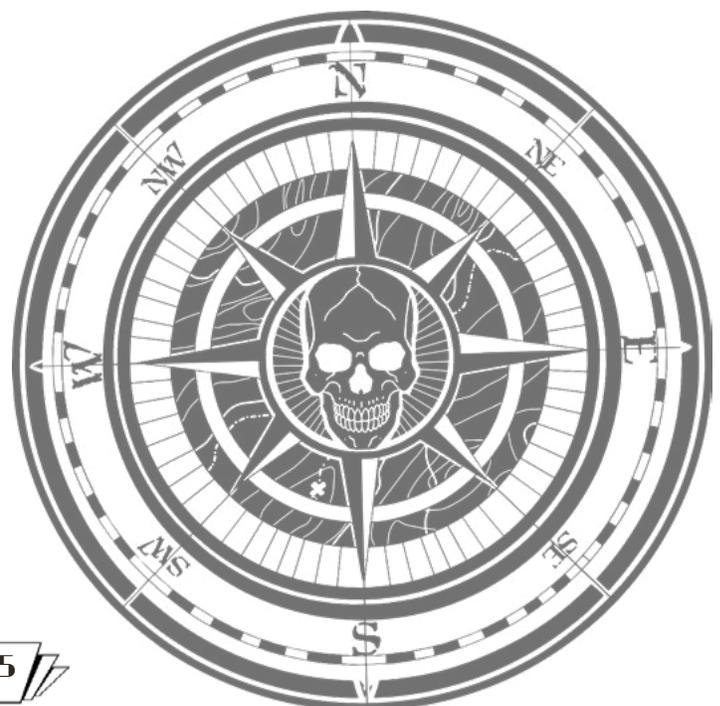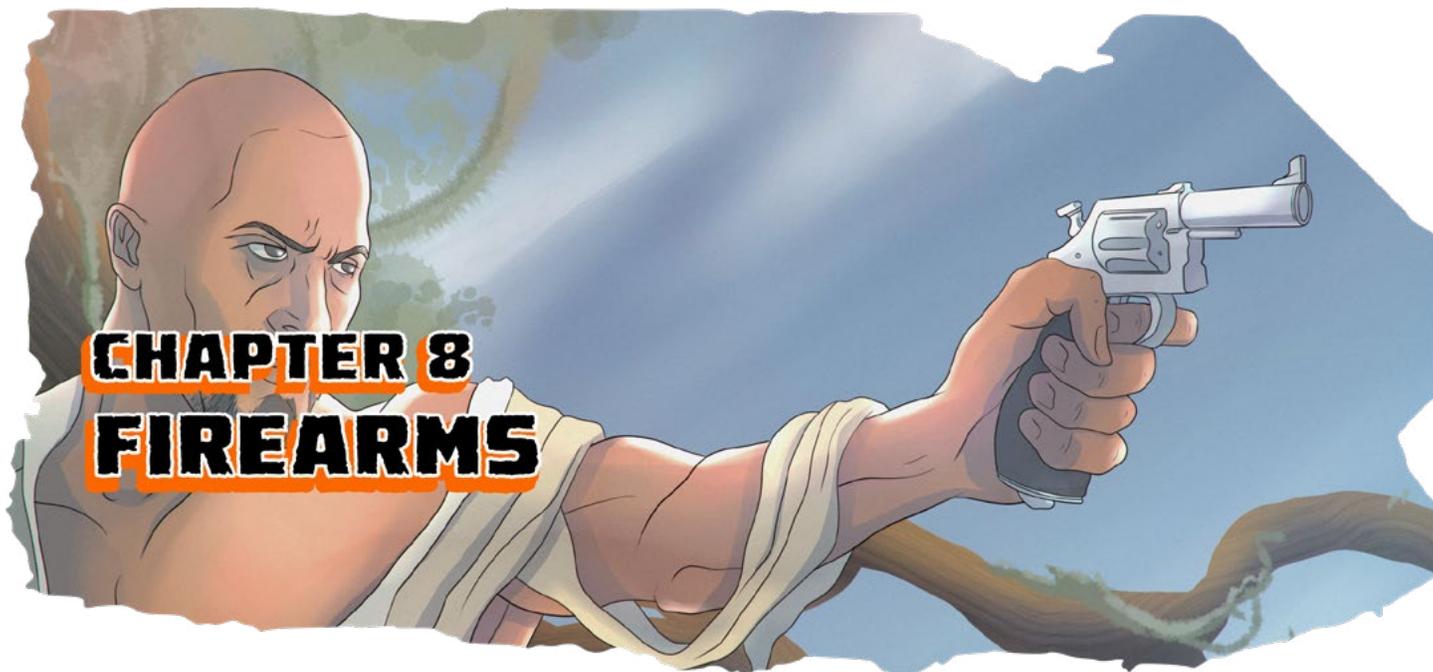
Note: The rules in both the firearm and the vehicle sections were taken almost directly from the BBG publication *Dogs of W.A.R* written by Simon Washbourne, and are used with permission. They have been slightly modified to better emulate the flavor of Dicey Tales.

The firearm rules presented here are meant to be used as guidelines for resolving gunfights. They are in no way meant to represent the actual effects of firearms in range, damage, or rate of fire. The firearm rules as presented are meant to reflect Dicey Tale's cinematic action and adventure in the least complicated way possible.

With that said, the GM may choose to add more realism and detail at their discretion. In the case of firearms, much of the standard combat rules for missile weapons apply. However, there are several instances where firearms require special consideration. These are as follows:

Ammunition

When playing a game that attempts to emulate the pulps, how can one justify counting bullets?

Players never need to keep check of their characters' ammunition. The character is assumed to keep firing and reloading as needed, with an infinite number of bullets. Reloading ammunition takes no game time

(unless a player is using a black powder weapon, in which two rounds are needed to reload the weapon).

If your character rolls a natural 2 (snake eyes) while firing a weapon, the GM can either rule that the weapon has jammed (which can be cleared with a straightforward Agility check with modifiers for appropriate Careers), or that the character has run out of ammunition for that weapon.

There are ways to recover from running out of ammunition. If the character can reach one of his allies with the same weapon, the ally may give the player character more ammo. If the player uses a Hero Point, they may be able to argue that one of the enemy combatants killed earlier (assuming this happened) was using the same weapon and had spare ammo on his body.

The player may also choose a natural 2 to become a Calamitous Failure, thereby losing his weapon permanently but gaining a Hero Point as well.

Optional "Realistic" Ammunition Rule

In some cases, the GM may want to count the number of bullets a character expends during an adventure, in which case ammunition capacities are provided for the firearms listed.

Shooting With the "Off-Hand"

Characters are assumed to be right handed unless otherwise stated. Shooting a gun with the "off-hand" imposes a -3 modifier. An ambidextrous character (see Boons) suffers only a -1 penalty. Shooting with a gun in each hand is cool and your players will undoubtedly suggest it at some point. A character fighting with two guns can attack twice in each round. However, the character receives a -3 modifier to each check (the Ambidextrous Boon reduces these penalties to -1 for each).

Cover

Cover is anything that provides a physical barrier to being shot, such as boulders, walls, or vehicles. Cover can also make a character less visible and therefore harder to target while not necessarily stopping a bullet (hedges or wooden fencing).

Sensibly, characters use whatever cover is available in a firefight. In a situation with a reasonable amount of cover, add a level or two to the Task Difficulty using the Task Resolution Table. For characters that are completely behind solid cover, the GM will decide the armor value of the cover (wooden door, stone wall, etc.). As usual, the GM must use common sense and base decisions on what the players say their characters are doing.

Suppression & Covering Fire

Sometimes your character may just want to keep the enemies' heads down, particularly when a comrade attempts to move to another position closer to the enemy or when the characters organize an escape from combat. If a player wants to suppress the enemy, they may choose to have their character execute covering or suppressive fire. In this scenario, the character may fire as many shots as they can towards the enemy to force them to take cover or dive to the floor. The purpose for suppression is to prevent the enemy from firing back.

The player initiating covering fire must make a Task Resolution Roll as usual, with modifiers for range and the target's Defense (use the highest defense value for multiple targets), as well as factoring in any cover the enemy hides behind.

If the check is successful, roll for damage. The roll determines the number of Rabble effectively disabled for the rest of the round. Those Rabble that haven't fired yet will miss their turns as they cower behind cover. It is important to note that none of them will be wounded or killed during covering fire.

Toughs and Villains (or even your characters if they are being shot at with suppressive fire) make a Task Resolution Roll using Mind and any appropriate Career (Soldier) modifiers to see whether they are affected by covering fire. The check is based on a moderate task plus the result of the damage die roll.

> **Example:** *Paul Hawker wants to reach some crates closer to the enemy position, so he shouts to Captain Rogers to cover him. Rogers obliges and begins to shoot towards the three goons. Rogers' player makes a Task Resolution Roll of 11 with all of his modifiers, successfully completing covering fire. Rogers' player then rolls 3 damage to determine how many goons are affected. The highest defense value of the goons is 0. All three goons are forced to duck down, preventing them from returning fire for that round.*
>
> *Amongst the goons is also the goon's leader, classed as a Tough. He'd like to take a pot shot at Hawker, so he makes a check with a -3 Modifier for the 3 damage rolled. He has Mind 1, Soldier 1 and the GM rolls 11 for a modified total of 10. He can now shoot at Hawker when his turn to act comes around.*

Firing Single Shot Weapons

When firing single shots, damage is applied to one individual. If the target is killed, excess damage is effectively wasted (though the target is more gruesomely ripped apart).

> **Example:** *"Doc" Henderson shoots a single shot at a group of goons chasing him. His player rolls 5 points of damage. One of the goons' brains burst out the back of his head and his body falls to the ground like a broken marionette. None of the other goons are injured—although they do get splattered with blood.*

Firing Double Barreled Weapons

When firing both barrels of either a breech loading shotgun or a double-barreled, high-powered rifle, the damage is doubled. However, the weapon runs the risk of overheating and warping the barrels, causing a misfire to occur on a roll of 2 or 3. The weapon will be rendered useless until repaired by a gunsmith with a fully stocked shop.

Firing Bursts or Full Auto

Due to the recoil, it's harder to aim when firing a burst (-1 to hit) or full auto (-2 to hit). However, the effects become more damaging with firing a burst (+2 to damage) or full auto (+4 to damage). Modifiers to the Task Resolution Roll and damage are also defined in the weapons description section. If firing a burst or full auto against Rabble, the excess damage is applied to additional targets.

Rabble are always affected first. They get in the way of the Toughs and Villains, so you will have to deal with them first before facing the Villains while using this type of attack.

> **Example:** *Hawker (Agility 2 and range 2) fires a burst of his "Tommy gun" at a bunch of cultist Rabble. The player rolls 2D6 and gets 7. With Hawker's +4 bonus and a -1 for the burst, he receives a total of 10. His total is more than the 9 needed, so he rolls D6+1 for damage and gets 5. With +2 for a burst, the total damage is 7. Hawker eliminates two Rabble and wounds another with the leftover point, reducing him to 2 LB.*

Fatty: "*You got three pistols and you only got one arm!*"
Clyde: "*I just don't want to get killed for lack of shootin' back.*"
—Conversation from the Malpaso Production Company's 1992 movie, "Unforgiven"

Damage from Firearms & Explosives

Firearm and Explosive Damage is as follows (as displayed on the Firearms Table):

- D6 means you roll one D6 and use the result.

- D6L means you roll two D6 and use the lowest die result.

- D6H means roll two D6 and use the highest die result.

- 2D6 means you roll two D6 and use the result.

- 2D6H means you roll four D6 and use the two highest results.

- 3D6H means you roll six D6 and use the three highest results.

- When there is a +1 or +2, you add the number to the result rolled.

- When there is ×2 or ×3, you multiply the number to the die result to get the final damage.

Task Resolution Table with Missile Fire Ranges

Action Difficulty	Modifier to the Task roll	Missile Fire Range
Very Easy	+2	-
Easy	+1	Point blank
Moderate	0	Close
Hard	-1	Medium
Tough	-2	Long
Demanding	-4	Distant
Formidable	-6	Extreme
Heroic	-8	Utmost

Firearm Table

Weapon	Ammo capacity	Range increment	Damage	Notes
Black powder blunderbuss*	1	10'	3D6H	Damage from shot is 3D6H up to close range and D6L beyond that. Two rounds to reload.
Black powder pistol	1	10'	D6H	Single shot Two rounds to reload
Black powder musket	1	50'	2D6H	Single shot Two rounds to reload
Black powder rifle	1	100'	D6H+1	Single shot Two rounds to reload
Derringer pistol	1(2)	6'	D6	Single shot
Saturday night special	6	10'	D6L	Single shot
Police/military handgun	Revolver 6 Automatic 7	60'	D6H	Single shot
Hunting rifle/ carbine	15	100'	D6H+1	Single shot
High-powered rifle/elephant gun	1 or 2	60'	2D6HX2	Single shot/double shot
Military rifle	10	150'	D6H+2	Single shot
Automatic rifle*	20	100'	D6H+1	Burst or full auto
Shotgun/ breech loader*	1(2)	20'	3d6H/D6	Damage from shot is 3D6H at up to close range and D6 beyond that.
Shotgun, pump action*	5	20'	3D6H/D6	Damage from shot is 3D6H at up to close range and D6 beyond that.
Submachine gun*	30	60'	D6H	Burst or full auto
Gatling gun*	240	100'	D6H+1	Burst or full auto
Light machine gun*	100	200'	2D6H	Burst or full auto
Heavy machine gun*	250	200'	3D6H	Burst or full auto

*These items use the burst and/or full-auto rules
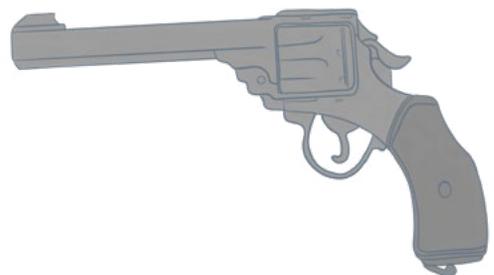
Firearms & Explosives

The following list of firearms is meant to give players a feel for the types of firearms their characters may encounter during their adventures. There are countless variations of firearms, makes, models, and calibers. As stated previously, firearm ranges are given in the weapon descriptions and are base ranges at point blank. Each additional range increment is one difficulty level harder on the firearms table.

Blunderbuss

The blunderbuss is a precursor to the modern shotgun. It is a large caliber, black powder, muzzle loading weapon that fired shot. It is only effective at close range. Because of the necessity of reloading after every shot, characters using black-powder weapons must take two rounds to reload. The blunderbuss has a range increment of 10'. At close range, anyone within a 5' forward arc of the target may take damage as well (make a separate roll for hit).

Flintlock Pistol

The flintlock pistol is a smooth-bore, black powder pistol equipped for personal defense. The pistol became the standard firearm for military officers primarily in the eighteenth and early nineteenth century. An excellent example of the flintlock pistol is the Harpers Ferry model 1805. Because of the necessity of reloading after every shot, characters using black-powder weapons must take two rounds to reload. Flintlock pistols have a range increment of 10'.

Flintlock Musket

The flintlock musket is a smooth-bore, black powder shoulder arm used primarily by western armies from the late 1600's to the mid 1800's. The English army's Brown Bess is an excellent example of a flintlock musket. Because of the necessity of reloading after every shot, characters using black-powder weapons must take two rounds to reload. Muskets have a range increment of 50'.

Flintlock Rifle

Rifled muskets were developed primarily for hunting but later saw use in special military units as a sharpshooter's weapon. Because of the necessity of reloading after every shot, characters using black-powder weapons must take two rounds to reload. Flintlock rifles have a range increment of 100'.

Derringer Pistol

The Derringer is an extremely concealable, one or two shot breech loading pistol which can be fired at 6' increments.

Saturday Night Special

Basically, a low caliber "throwaway" pistol, such as a .32 revolver or a .25 automatic. The pistol can be fired at 10' range increments.

Police/Military Pistol

Law enforcement officers carry the standard .38 revolver or a smaller "detective special" of the same type (as do most criminals). U.S. Government agents and military officers usually carry the M1911 .45 automatic. Other types of military side arms include the 9mm Browning automatic and the Walther P38. These pistols can generally be fired at 60' range increments.

Hunting Rifle

These types of rifles are primarily used for hunting and sport shooting. The hunting rifle is most identified with cowboys in film and folklore, best exemplified by the lever action Winchester 94 .30-30. Hunting rifles can generally be fired at 100' range increments.

High Powered Hunting Rifle

These specially made rifles are often referred to as "express rifles" or "elephant guns." They use an ultra-high caliber round to bring down large game, such as rhinoceroses or elephants. These rifles can generally be fired at 60' range increments. Availability for these rifles should be rare. Only characters with the wealthy Boon or the hunter Career should have access to one.

Military Rifle

The military rifle is the standard firearm for armies of the twentieth century. It's a bolt action or semi-automatic, high caliber, long-range weapon. Examples include the Lee-Enfield No.1, Mk.3, Mauser K98, and M1 Garand. These rifles can generally be fired at 150' range increments.

Rifle Scopes—Mounting a scope on a hunting rifle, high-powered rifle, or military rifle adds a +1 to combat rolls. Keeping in mind that a scope is considered a very delicate instrument, rough handling will negate the +1 advantage.

Automatic Rifle

A precursor to the assault rifle of the latter twentieth century, the Browning automatic rifle or "BAR" has a higher rate of fire than the standard military rifle and is not as cumbersome to handle as a full-sized machine gun Its .30-06 round is ideal for situations where suppressive fire is needed in a hurry. Automatic rifles can generally be fired at 100' range increments.

Shotgun

Primarily used for home defense as well as law enforcement, the shotgun also saw some use in the military as the preferred weapon for US Marines fighting in the jungles of the Philippines and Nicaragua. Most civilian shotguns are breech loaders with either a single barrel or a double barrel. The Winchester 97 12 gauge is an example of a standard pump action shotgun of the early twentieth century. Shotguns can generally be fired at 20' range increments.

At medium range, anyone within a 5' forward arc (10' for double barrels) from the target may take damage (make a separate roll for a hit) if the shotgun is using "shot" rather than "slug" ammunition.

Submachine Gun

The Thompson M1928 (Tommy gun) is one example of a submachine gun during the pre-WWII period. The Thompson was noted for its durability and ability to lay down a massive amount of firepower for its size. Other weapons of note in this category are the German MP 18I and the Russian PPD Model 1934. Submachine guns can generally be fired at 60' range increments.

Gatling Gun

The Gatling gun is the nineteenth century precursor to the modern machine gun. The Gatling gun was a six barreled, hand cranked piece of field ordinance mounted on a carriage or fixed mount, such as a gunboat. Full operation of the gun for extended time requires a four man crew.

Though used in the American Civil War and the Indian wars of the American West, the Gatling gun saw more service in the Colonial wars of the African continent and the Orient. Gatling guns can generally be fired at 100' range increments.

Light and Heavy Machine Guns

Machine guns are large slug throwers usually mounted on vehicles or tripods, such as a Maxim or a Vickers gun. Smaller versions, such as the Bren gun and the Lewis Mk I, can be mounted to bipods. These weapons can generally be fired at 200' range increments.

Explosives

It's beyond the scope and intent of these rules to factor structural damage into gameplay. Dicey Tales is a game of cinematic action, so when it comes to describing the effects of blowing up bridges, jails, or gunboats, we defer to the imagination of the GM to handle such situations.

But in the case of explosives versus our Heroes and their adversaries, we now have situations where Mighty and Legendary Successes can have huge impacts on the fate of the characters. Conversely, a Calamitous Failure has consequences far exceeding the usual weapon jam or dud round.

Gunpowder Keg

An exploding keg of gunpowder does 3D6H damage to a 30' area. The damage and area of effect is cumulative depending on the number of kegs being detonated (3D6Hx2 and 60', 3D6Hx3 and 90', etc.).

Molotov Cocktail

Glass containers filled with gasoline, kerosene, or other flammable liquid may be lit and thrown effectively with a range increment of 10'. The explosion may cause D6 points of damage to a 5' radius, and ignite flammable material.

Flare Pistol

While not intended for combat, a flare pistol could be used as a weapon of desperation. A flare will do D6H damage with an attack range of 50' (10' range increments). The flare will also ignite combustibles.

Flamethrower

Flamethrowers are military devices which project flaming liquefied fuel up to 200' (50' range increment). A direct hit by a flame thrower causes 2D6H damage with an initial hit and D6 damage each consecutive round until extinguished. Flamethrowers are usually mounted on tanks or armored cars, but some may be man-portable while cumbersome (50lbs).

Grenades, Dynamite, and Nitroglycerin

A hand grenade, stick of dynamite, or vial of nitroglycerin does 3D6H points of damage. The explosion affects a 10' radius, and the range increment is 10' when thrown. The damage and area of effect is cumulative based on the amount of explosive being used (3D6Hx2 and 20', 3D6Hx3 and 60', etc.).

A smoke grenade or tear gas grenade does no LB damage. However, they do emit thick smoke and obscure a 30' radius. The area of effect is cumulative. For the specific effects of tear gas, please see page 63 under poisons.

Rifle grenades do the same amount of damage as standard hand grenades but have an effective range of 900' with a 100' increment.

Satchel Charge

A satchel charge is a man-portable canvas bag (or satchel) with a timed detonation mechanism and loaded with explosives. The priming cord is pulled, activating the timer, and the bag is flung at an area where it explodes for 3D6HX2 damage to a 30' radius. Despite its usefulness as an offensive weapon, the satchel charge is primarily designed for demolition or creating a breach in a fortified position.

Armor and Artillery

To represent a hit from a bazooka, tank shell, submarine torpedo, heavy mortar round, or field gun shell, roll 3D6HX3 damage to a 30' radius.

Effects of Weapon Damage & Recovery

Damage to Rabble and Other NPCs

NPC Rabble have only 3 LB. They are either killed or rendered unconscious (the player's choice) when they reach 0 LB or less. At below -5 LB, a Rabble is most definitely dead in the most gruesome way possible. While Rabble will generally only have 3 LB each, important NPCs (major Toughs and Villains) will have 20 LB or more.

Damage with a Negative Modifier

All attacks score at least 1 point of damage before armor is considered. Armor may drop the damage to 0 (no effect).

Recovering Lost LB

Heroes may recover up to half their lost LB straight away if the character is still at zero or positive LB. They must get a chance to take a gulp of water, recover, and rest for 10 or 15 minutes immediately after a battle. Recovering LB may apply to fatigue, bashes, or minor cuts and bruises. Subsequently, the Hero may recover one LB point per day, provided the day is taken up with only light activity.

Careers that enable a character to heal others (physician, nurse, army medic) can boost their healing power based on the rank of their Career with a successful Task Resolution Roll (Standard 1 + Career Rank). For example, a rank 3 Nurse has the potential to make a Task Resolution Roll to raise their healing to 4 LB per after-battle rest (1+3). "0" is considered a rank, which will only result in a standard 1 LB of healing each session (see choosing your Careers, page 16). Afterwards, they can make a moderate Task Roll each day to double the wounded character's natural healing rate of 1 LB per day.

Father Koenig, who has 23 LB, is wounded in a violent encounter with crazed cultists. He suffers 16 points of damage, meaning his LB is now down to 7. After the fight is over, he has a quick rest and downs a few swigs from his brandy flask. He regains 8 LB (half of the damage he suffered).

His current companion, Dr. Emily Wainwright, is a rank 1 Physician. If she has a chance to work on his wounds, she can restore another 2 LB points with a successful Task Resolution Roll (which she does). Father Koenig is feeling much better now, having recovered 10 of his lost LB.

The pair press on at half speed for a day and do not encounter any more trouble. Father Koenig regains a further point of LB while Dr. Wainwright gets to make a roll and double the recovery. After rolling an 8 and adding her physician rank of 1 and Mind of 1, the player receives a total of 10 points, which is higher than she needed (requiring 9 or higher).

Stabilizing the Dying

When characters receive enough damage to reduce their LB below zero, they become unconscious and progressively reach death. With each subsequent round, 1 LB point will be taken away from an unconscious Hero until the character's LB reaches -6 and they die.

Before the LB reaches -6, the Hero can be stabilized by another character reaching them and making a moderate Task Resolution Roll using Mind and any appropriate Career. A difficulty modifier is applied to the Task Roll for every negative LB point (LB -3 = Difficulty -3).

A successful roll stabilizes LB at zero. The injured character will remain unconscious but recover one point of LB per day until the Hero reaches a positive total. Using an appropriate medical Career can double the natural healing rate as detailed in Recovering Lost LB..

Dr. Wainwright is attacked in the jungle by a ravenous beast and suffers 12 points of damage in the onslaught. She falls over, bloody and torn, with -2 LB.

Father Koenig and Sankei, their Masai guide, continue to battle the creature. The Masai runs his blade through the creature's heart, killing the beast.

Dr. Wainwright, meanwhile, drops to -3 LB. Sankei rushes to the aid of his companion and, as a hunter and guide, persuades the GM that he has a few medicinal herbs that will help restore Dr. Wainwright.

Adding his Mind and hunter Career, Sankei's player receives a +2 to his Task Resolution Roll. However, the Task Resolution Roll has a difficulty of -3 (see the Task Resolution table), causing Sankei's player to apply a -1 to his Task Roll (meaning the dice need to come up 10 or more). He rolls a 10 and Dr. Wainwright is saved.

To fully recover she must rest, but with constant attention she may be on her feet within a couple days.

CHAPTER 9
REWARDS & ADVANCEMENTS
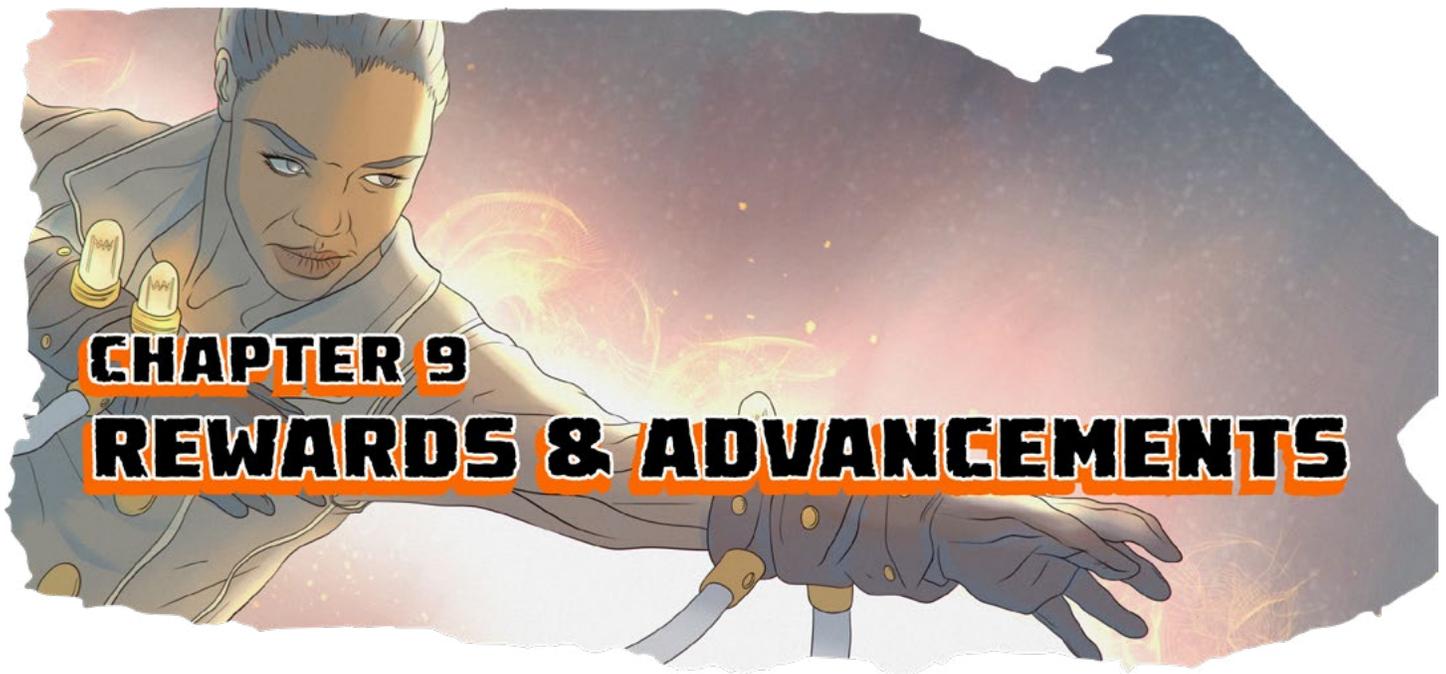
Rewards

During adventures, characters may be given monetary rewards, receive trophies, or find loot. Rewards should be listed on each character's record for possible use in future adventures.

Characters may use rewards to benefit their dependents. For instance, if you're a skipper of a tramp steamer, month to month costs for ship upkeep, as well as the hiring of a crew, may require the use of monetary rewards. For the GM, such costs are perfect ways for characters to dispense with any loot they may have gained from previous adventures and provide hooks for seeking out new adventures. However, to not turn the game into a lesson in budget management and accounting, try to paint spending money with a broad stroke.

For instance, after rescuing a kidnapped professor from a Chinese warlord, the team of adventurers receives a substantial reward from the professor's wealthy family. After medical bills and repair costs to their transport plane, the group splits the reward equally. One team member pays off his large gambling debts, sends money home to his parents, and then hits the bars and brothels on a weekend bender. Another character buys a new car and puts a down payment towards a ranch in Colorado. Another spends her money on research projects and maintaining her state of the art laboratory. In a week or two, the group should be running low on funds and looking for another job.

Advancement

As your heroes embark on various adventures, they will gain experience from the obstacles they encounter. To reflect these experiences, each character is awarded a certain number of Advancement Points (AP) upon the completion of an adventure. The GM gives these Advancement Points usually at the end of an adventure. The recommended amount of points per adventure is generally two points. However, in cases where the heroes did something particularly awesome or noteworthy, granting an extra point is justifiably acceptable. Once awarded, Advancement Points can be used for various improvements to the character.

Increasing Attributes and Combat Abilities

Players may increase one of their character's Attributes by using AP. The cost for raising Attributes is equal to the new value plus one (increasing a value from 1 to 2 costs three AP). Players may only advance to the next highest number. It is not possible, for instance, to jump from 1 Strength to 3 Strength.

Increasing Career Ranks

You may move up in Career rank by spending AP equaling the new rank. For example, going from Aviator 1 to Aviator 2 has a cost of two AP. As in the case of Attributes and Combat abilities, it is not possible to skip a rank (moving from rank 1 to rank 3).

Buying Off Flaws

A player can spend two Advancement Points to remove a Flaw with GM approval.

Purchasing More Boons

A player can spend two Advancement Points to buy a Boon.

Learning a Language

Players may spend one AP to learn a new modern language. Ancient or alien languages cost two points to learn unless the character is immersed in the culture or receives tutoring from a native speaker, in which case the cost is reduced to one AP.

Learning new languages includes both reading and writing.

Gain Followers

As your fame spreads, you may attract followers. These followers will travel and adventure with the heroes, sailing on crew ships or joining campaigns as soldiers. They don't necessarily have to follow the heroes everywhere. A player whose character is a priest is unlikely to have followers (parishioners) who venture much beyond their neighborhood boundaries.

Of course, anyone that attracts too many followers might be seen as a threat. For example, a town's mayor or the local county sheriff might be concerned about a large number of gunmen in the vicinity.

The Hero's Appeal and Careers will be things to consider when determining his or her followers' actions. In general, players should have influence over their followers, who will be given relatively mundane tasks. The GM will control the NPCs and determine the effect of the tasks given to the followers.

Heroes are supposed to lead and take risks. Therefore, players are discouraged from using followers towards

> **Example:** The heroes dock their merchant ship to repair a damaged engine. Along with the heroes, there are roughly twenty crewmen on the ship. The heroes order the crew to make repairs and restock supplies, while the other off duty crew blow off some steam in the port town. Dice rolls may be made by the players to accomplish these tasks. You don't want to roadblock the players over mundane tasks. The dice rolls may just represent varying levels of success. The GM narrates what the followers accomplished:
>
> *"The ship docks and fees are paid. The boys in the engine room begin repairs. Another gang of men load fresh water and stores for the galley. After setting watches, the First Mate allows the rest of the crew brief liberty with orders to return in six hours."*

tasks meant for the Hero. If they use followers as 'meat shields,' they will not gain Advancement Points. Followers will also abandon the group if they think the Heroes are unfair.

If a Hero dies during an adventure, the player may use a follower to create a new Hero. A follower turned Hero may have a backstory that utilizes the narration of the game up to that point, implying that the follower was part of the adventure the entire time and allowing the player a quick transition back into the game. A player may also create a few different Heroes and rotate them on separate adventures.

However, having multiple Heroes does not suggest that the player play several characters at the same time. Rather, the player should have one main Hero while the others serve as Rabble followers (that is until the main Hero dies).

You can use one AP to attract 10 Rabble followers (each with three LB). You can use one AP for a single Tough NPC follower.

Followers will fight if specifically taken on for that purpose. If expected to do something beyond their normal duties, a Task Roll using Appeal and any appropriate Career might be required. If any are killed, you will attract more Rabble to take their place as the game progresses, ultimately replenishing the amount of Rabble following the Hero.

Tough NPC followers may not be replaced in the same way as Rabble followers; if killed, they remain killed.

CHAPTER 10
VEHICLE CHASES

Car chases are common in the pulps. The following rules will help you to determine what happens and, as always, you can drop any part of the rules to suit your own style.

Much like the combat rules, vehicle chases are an abstract affair and do not need models to represent the vehicles (unless the players want to use them). These rules could also be used for sea or air chases.

Distances

At the beginning of a chase, the GM will determine the rough distance separating the participants using the distances and ranges in the Vehicle Task Resolution Table.

Range in Yards	Vehicle Action/Difficulty	Modifier to the Dice Result
Touching	Very Easy	+2
Point Blank 6–15'	Easy	+1
Close 30'	Moderate	0
Medium 120'	Hard	-2
Long 240'	Tough	-4
Distant 360'	Demanding	-6
Extreme 480'	Formidable	-8
Utmost 600'	Heroic	-10

Each time a pursuer narrows the distance, the chase continues using the new range set by the winner. Each time the pursuer loses a bit of ground, the distance moves one step further apart and the chase continues using the new range. If the range goes beyond utmost, the quarry gets away. If the range reaches "touching," the pursuer catches up with his quarry and is resolved using the rules for "forcing" or by other means. For example, if touching, a character might leap from one vehicle to another and grapple the driver.

Priority in a Chase

The GM will frame a chase scene similarly to framing a combat scene. At the beginning of a chase, each participant will make a Priority Roll modified by any appropriate Career (e.g. a pilot in an air chase). The player with the highest Priority determines the course of events during the chase.

Chase Rounds

Chases are split into rounds of action similar to combat rounds. In each round, the participant with the highest Priority ranking can choose a difficulty level between Easy (+1) and Demanding (-6) from the Task Difficulty Table. The difficulty may illustrate, for example, the quarry trying various tricks and maneuvers to throw the pursuer off their tail, or the pursuer attempting to force his or her quarry into taking a wrong turn.

In each round, both opponents in the chase will make a Task Resolution Roll (based on Agility plus any appropriate Career) at the difficulty level selected. If they both succeed or both fail, no advantage will be gained by either side and the distance between the two opponents will remain the same. However, if one side succeeds while the other fails, the winner either closes or extends the distance between them. There are no modifiers for range.

> **Example:** *Paul Hawker is in his car pursuing a suspect through the city streets. His priority ranking is the highest because the suspect is Rabble and therefore has no chance for priority. Paul gets to determine the task difficulty each round. The GM sets the distance to long.*
>
> *The player says his character will force the suspect into some dangerous maneuvers through the busy traffic and sets the difficulty level to hard (-2). He completes a Task Roll by adding a Bonus die with his Daredevil Boon, adding 2 from his Agility, and subtracting the 2 from the hard difficulty, leaving him with a 9 point success. The Hero slams on the brakes and narrowly misses a large truck that pulls out ahead.*
>
> *The GM then rolls for the NPC and fails miserably- the truck obviously distracted the suspect who had to brake hard to avoid a collision, losing some ground in the process. The distance separating the vehicles have now closed to medium.*

Mighty and Legendary Successes in a Chase

In the event of a Mighty Success, the change of distance in a chase becomes 2 range increments closer or further apart. In the event of a Legendary Success, the distance becomes 3 range increments closer or further apart. In the case of a Calamitous Failure, the chase immediately ends and the GM determines the player's fate.

Passengers

If there are passengers in a chase, they will also make their own Priority Roll. Passengers can carry out their actions while the drivers are concentrating on the chase. A passenger may fire at the other vehicles from an open window, jump out of the vehicle, run along the roof, etc. The difficulty for a task is based on the difficulty level set for that particular chase round.

If the driver has the Daredevil Boon, he can attempt a reasonable secondary action (like firing out of the car window) while also driving the vehicle, but both actions will be at an additional -3 difficulty. If there are weapons built into the vehicle that only require a button to press or a similarly easy activation method (machine guns on a fighter plane, for example), there are no penalties.

> **Example:** *In the next chase round, Paul Hawker's player decides he will lean out of the window and take a shot with his pistol at the suspect's vehicle. The GM switches the maneuver difficulty to moderate (+0). Hawker's player resolves his chase Task Roll by rolling 9 (10 on the dice [+2+0-3] for a total of 9). He succeeds and the GM fails his Task Roll again for the NPCs, resulting in a further narrowing of the distance to close range. Hawker shoots and since the range modifier is now close (+0) and the chase difficulty moderate (+0), the only penalty suffered is the -3 for taking a secondary action while driving.*

Terrain

Terrain does not affect the difficulty level. However, the difficulty level set by the player with Priority will determine characteristics of the terrain. A difficulty level of easy (+1) may describe a straight road with no traffic and few obstacles, whereas a difficulty of demanding (-6) may illustrate the narrow and crowded streets of Chinatown.

It is between the players and the GM to come up with some exciting and descriptive details about what is going on during the chase—with the players describing their own maneuvers, having regard to the location they are driving through, and the GM describing the actions of the bystanders and NPCs.

Collateral Damage

As the vehicles speed through the city streets or through the mountain passes, there will be moments when bystanders will be knocked out of the way, piles of boxes will scatter across the lane, or other vehicles will veer off the road to avoid collision.

Collateral Damage should describe when players fail their chase rolls. It is important to note that failure does not guarantee a crash. Simply put, the Hero does not gain any ground for a round failed. The failure itself may be described by saying the vehicle scraped the cliff side of a mountain road, or screeched up the curb and into a hotdog stand – whichever scenario fits with the theme of the chase.

If you roll a 2 (failure) while maneuvering, the car crashes and the chase ends.

Forcing

When the range moves to touching, drivers can try to force the other vehicle off the road or simply cause them to crash.

Touching range is treated like combat, with each participant taking turns as the attacker and the defender.

The player with Priority gets to "attack" first. However, the defender sets the task difficulty level (representing the defender's attempt to evade an attack). The attacker makes a Task Resolution Roll, needing a 9 point total or more to succeed while still factoring in the difficulty set by the defender.

If the attacker succeeds, the defender's vehicle is forced off the road.

The defender must then regain control of the vehicle to avoid crashing by making a Task Resolution Roll using the current difficulty level.

If the defender succeeds in avoiding a crash, he or she will regain control of the vehicle but will not be able to attack the opponent in return.

If the attacker fails a Task Resolution Roll, the defender will have the opportunity to become the attacker. The new attacker must make a Task Resolution Roll using the difficulty modifiers set from the previous round, plus any new difficulty modifiers set by the new defender. The difficulty modifiers are cumulative, allowing the difficulty to progressively become harder until a driver is forced off the road.

At the end of a chase, the remaining driver must make a final Task Resolution Roll (with the accumulated modifiers) to regain control of his or her own vehicle.

Example: *Paul Hawker reaches touching range with his opponent and, having Priority, attempts to force the other vehicle off the road. The GM sets the difficulty to -2, identifying that the other driver spots Hawker and desperately tries to shake him off. Hawker's player rolls a total of 6 points after applying all modifiers. With the player's failed Task Roll, Hawker is unsuccessful at forcing the other car off the road.*

The opponent then attempts to ram his own car into the side of Hawker's vehicle. Hawker's player sets the difficulty to -1 (making a total modifier of -3). The GM rolls 11, subtracting the modifiers and totaling out to 8 points. The opponent fails to knock Hawker out of the way. The cars are now screeching wildly along the road, locked in a desperate battle to shake the other vehicle off course.

Hawker tries once again to eliminate his opponent. The GM increases the difficulty by -1, causing Hawker's total modifier to be -4.

Hawker's player rolls the 9 needed for success by applying his Bonus die for his Daredevil Boon, +2 for his Agility, and the -4 difficulty level. Hawker accomplishes battering the other vehicle. The GM rolls to regain control of the opponent's vehicle but fails. The opponent skids off the road, rolling several times, and ends up in a ditch. Now Hawker must get his own car back under control…

If the price of collateral damage is high enough, you might be able to get paid for bringing ammunition home with you.
—Howard Tayler, *The Seventy Maxims of Maximally Effective Mercenaries*

Vehicles

It helps to have a faster and/or more maneuverable vehicle when catching up to or escaping your opponent. If trying to force your opponent, driving a bigger and heavier vehicle may be more beneficial. Accordingly, you will receive modifiers to your Task Resolution Rolls depending on the vehicles used. You must compare the vehicles in question. If they are the same or similar types, then there are no modifiers. Otherwise, apply modifiers as established in the table below:

Vehicle Modifiers Table

Modifier	Speed	Maneuverability	Size
-3	Very much slower	Very much less maneuverable	Very much smaller
-2	Much slower	Much less maneuvarable	Much smaller
-1	Slower	Less maneuverable	Smaller
0	Same or similar	Same or similar	Same or similar
+1	Faster	More maneuverable	Bigger
+2	Much faster	Much more maneuverable	Much bigger
+3	Very much faster	Very much more maneuverable	Very much bigger

Note: The shaded area is the range of modifiers for vehicles that are closer in size and type. If the chase were between a motorcycle and a car, the largest modifiers would be +2 or -2. However, if the chase involves two vastly different types of vehicles, such as a tank versus a car or an auto-gyro versus a motorcycle, the Modifiers may reach +3 or -3.

Of course, a normal car is not going to force an auto-gyro or even a tank to crash, so you have to use a certain degree of common sense when using these rules.

Firing at Land Vehicles

Weapons must be designed for the purpose of taking out a vehicle in order to be effective, such as a bazooka taking out an armored car. Small arms have little effect against cars and trucks (especially cars and trucks that were built in the early twentieth century), so aiming at the driver or passengers would be the most reasonable approach when using smaller firearms in a chase.

Alternatively, aiming at tires or engine blocks (with the appropriate difficulty factored in), especially with burst fire or on full auto, could easily disable a vehicle.

Ideally, you will need a decent number of hits or one Mighty Success. However, armored vehicles are immune to small arms and aircrafts need Legendary Successes to be affected by small firearms.

Target	Difficulty	Effect
Driver/passenger	-2	Damage to driver/passengers
Tire	-1	-1 to maneuver for each tire hit
Engine	-2	Engine disabled
Fuel tank	-4	Big boom

Armored Vehicles

Armored cars or tanks will be affected only by heavy weaponry, such as bazookas, artillery, or explosives. A successful Task Roll against an armored vehicle with heavy weaponry may or may not take out that vehicle. The outcome of a success is determined by the GM.

However, Legendary Successes against armored vehicles should most often have spectacular results.

Aircraft

Unlike other vehicles, aircraft have what's called a Worthiness Rating that operates similarly to LB. Anytime the aircraft takes damage, points are taken from its Worthiness Rating. When an aircraft's Worthiness Rating is at 50% or less, the speed of the aircraft reduces by half. Once an aircraft's Worthiness Rating is reduced to zero, the aircraft crashes and/or explodes.

In order to have a chance at hitting a low flying aircraft from the ground, the character would need a military rifle or machine gun (either light or heavy). In addition to range modifiers, the GM may impose modifiers to account for the speed of the aircraft or other factors.

Sample Vehicles

The following is a sampling of the standard vehicles within pulp adventures. GMs and players are encouraged to research the large variety of vehicles available for use in their own adventures.

Armored Car
Crew: 4
Vehicle Weight: 4.7 tons
Top Speed: 45 mph
Range: 100 miles

Note: Armored cars may be mounted with single or dual heavy machine guns and/or a flame thrower.

Auto Gyro
Crew: 1 (+1 passenger)
Vehicle Weight: 1,400 lbs.
Top Speed: 95 mph
Range: 300 miles
Worthiness Rating: 15

Note: A heavy or light machine gun may be mounted on the auto gyro.

Bi-Plane Fighter
Crew: 1 (2)
Vehicle Weight: 1,455 lbs.
Top Speed: 115 mph
Range: 300 miles
Worthiness Rating: 25

Note: Bi-plane fighters have fixed heavy machine guns on fuselage or wings. Two seater models may allow for a rear facing light machine gun.

Commercial Zeppelin
Crew: 50 (up to 70 passengers)
Vehicle Size: 803' length; 130' diameter
Top Speed: 85 mph
Range: 7,000 miles
Worthiness Rating: 30

Note: The Zeppelin may be fitted with a mount for a light plane.

Heavy Transport Plane
Crew: 2 (+6 Passengers)
Vehicle Weight: 7,500 lbs.
Top Speed: 225 mph
Range: 1200 miles
Worthiness Rating: 50

Note: Heavy transport planes are twin engine monoplanes.

Large Tramp Steamer
Crew: 40+
Displacement: 14,245 tons
Top Speed: 11.5 knots
Range: 23000 nautical miles

Note: The ship can transport over 10,000 metric tons and may be fitted with deck guns and/or depth charges.

Large Truck
Occupants: 3 in cab
Vehicle Weight: 2500 lbs.
Top Speed: 70 mph
Range: 150 miles

Light Utility Plane
Crew: 1 (+3 passengers)
Vehicle Weight: 4,250 lbs.
Top Speed: 212 mph
Range: 670 miles
Worthiness Rating: 30

Note: Light utility planes are stagger winged bi-planes with a cargo capacity of 125 lbs.

Military Tank
Crew: 4
Vehicle Weight: 11 tons
Top Speed: 36 mph
Range: 200 miles

Note: Tanks are tracked vehicles with a turreted cannon and/or flame thrower, as well as several heavy machine guns.

Mini-Submarine
Crew: 2
Displacement: 46 tons
Top Speed: 23 knots
Range: 80 nautical miles

Note: Mini-submarines carry two torpedoes.

Motorcycle
Occupants: 1(2)
Vehicle Weight: 370 lbs.
Top Speed: 70 mph
Range: 200 miles

Motorcycle with Sidecar
Occupants: 2
Vehicle Weight: 700 lbs.
Top Speed: 50 mph
Range: 100 miles

Note: Side car may be mounted with a light machine gun.

Naval Ship (Destroyer)
Crew: 190+
Displacement: 1,850 tons
Top Speed: 35 knots
Range: 6,500 nautical miles

Note: Destroyers have various large guns, torpedo tubes, anti-aircraft guns, and depth charges.

Sailboat
Crew: 3 (+6 passengers)
Vehicle Weight: 37.1 tons
Cruising Speed: 8 knots
Range: 800 nautical miles

Note: Sailboats are 78' long and include a diesel powered engine.

Single Wing Fighter Plane
Crew: 1(2)
Vehicle Weight: 5,650 lbs.
Top Speed: 313 mph
Range: 625 miles
Worthiness Rating: 40

Note: Single wing fighter planes have fixed heavy machine guns on fuselage or wings.

Small Power Boat
Crew: 1 (+3 passengers)
Vehicle Length: 28'
Top Speed: 45 mph
Range: 80 nautical miles

Steam Engine Locomotive
Crew: 4
Vehicle Weight: 400,000 lbs.
Top Speed: 45 mph
Range: 150 miles between water stops

Note: Vehicle weight refers to engine only. Military locomotives would have flat cars with machine guns or even artillery for defense.

Submarine
Crew: 60
Displacement: 1,525 tons
Top Speed: 21 knots (surfaced), 9 knots (submerged)
Range: 11,000 nautical miles

Note: Submarines carry 24 torpedoes, one deck gun.

Trading/Pirate Junk
Crew: 6 (15-20 passengers)
Displacement: 160 tons
Cruising Speed: 4-5 knots under sail
Range: 1600 nautical miles

Note: Trading or pirate junks are 95' long. The ship may be fitted with several small deck guns.

CHAPTER 11
THE TERRORS & HAZARDS OF ADVENTURING

Terror

Many stories from the pulps involve terror or the supernatural. When characters are faced with creatures or situations which no sane person should ever be confronted, the players must make a Mind Roll using the Task Resolution Table to retain their characters' composure.

If a Task Roll succeeds, then the creature or situation (while ghastly) does not affect the character's stats. If a player fails the Mind roll, then all subsequent actions requiring rolls are subject to an additional Penalty die for that player. The Penalty die only applies to all subsequent interactions with the creature or situation that triggered the Mind roll, even if the creature disappears from the game and reappears at a later time.

If the Mind roll initially failed, the terror-struck character may make another attempt to pull his or her senses together if the GM decides a suitable event has taken place (the source of terror has received damage, allies have rallied, comrades become at risk of harm and need the character's help, etc).

Once characters succeed their Mind roll, then subsequent encounters with that particular creature or situation will not require a Penalty die or another Mind Roll.

Various Adventuring Hazards

As if getting shot at by Nazis, stabbed by cultists, or run off the road by gangsters weren't enough, we now have to consider the rules for being poisoned, drowned, or affected by other hazards.

Dicey Tales does not account for every hazardous condition possible in the game. Many hazards of the real world may be applied with the GM determining the effects of the additional hazard. Also, there may be cases in which a character's Career can help minimize the effects of a hazard.

That being said, there are some basic guidelines for common hazards. The GM may still have the option to decide his or her own rules for hazard effects.

Action Difficulty	Modifer to the Task Roll	Missile Fire Range
Very Easy	+2	-
Easy	+1	Point blank
Moderate	0	Close
Hard	-1	Medium
Tough	-2	Long
Demanding	-4	Distant
Formidable	-6	Extreme
Heroic	-8	Utmost

Acid

Acid will eat through regular clothing almost instantaneously. Characters will need to make a moderate Task Roll to remove their clothing before being burned. When splashed with acid, characters suffer 1D6H points of damage per ounce. Also, an additional 1D6 points of damage is received each round until the character's condition is neutralized. Ingesting acid is fatal.

Angled Rooftops

Characters attempting to travel along an angled rooftop at full movement will be required to make a demanding Task Roll while applying their Agility to determine whether they are capable of moving along the angled rooftop without injury. They may move at half speed and roll a tough Task Roll, or they may reduce their movement to one third and make a hard Task Roll. Failure will cause them to lose balance, in which case the player will have to make a hard Task Roll (applying the character's Agility) to establish whether they fall from the roof (see Falling).

Burning

Characters exposed to open flames can remove burning clothing before they are harmed by succeeding in a moderate Task Resolution Roll to discard the burning attire before being harmed. When unprotected flesh is exposed to fire, the character will suffer 1D6L of damage for every round of exposure.

Cave In

Players whose characters are caught in a "cave in" will have to make a Task Resolution Roll (from hard to demanding) and add their Agility to avoid the brunt of a cave in. Being crushed by falling rocks, boulders, and even stalactites will cause damage of 2D6 or more. Successful Task Resolution Rolls will halve the damage while Legendary Successes will negate all damage.

Climbing Around a Car, Bus, or Truck

Characters attempting to climb or hang onto a moving vehicle must make a Task Resolution Rolls using their Strength each round that the vehicle is in motion. The difficulty is determined by the speed of the vehicle, with 10 miles per hour (MPH) signifying a base difficulty of very easy.

For every 10MPH of increased speed, the difficulty increases by one on the Task Resolution Table. In addition, if the driver is actively trying to dislodge the character, an additional increment of difficulty will be added:

The driver sets the penalty to the roll as they wish, but must first succeed with a Task Resolution Roll with that same penalty before it is passed on to their victim. If this Task Roll fails, the driver must reduce their vehicle's speed by one increment.

If the climbing character fails their Task Roll, they will fall, taking 1D6 damage for every 10MPH speed increment above 20MPH that the vehicle was traveling (we are playing a pulp game here, so a 20MPH fall is a skinned knee at best!).

> **Example:** *John catches a gangster escaping in a getaway roadster. He attempts to jump onto the back of the car. In the first round, the car is traveling at 20MPH. An easy Task Resolution Roll (+1) must be made to hang on. In the next round, the car increases speed to 40MPH, and the driver begins weaving to shake John off. The driver sets the penalty at a -1, then makes a Task Resolution roll at -1 and succeeds. A tough Task Roll at -2 (-1 for the speed of the car and a further -1 from the driver's attempt to shake him) must now be made. John's player fails his Task Roll and John falls from the car, hitting the road at 40MPH and taking 2D6 damage.*

Crashing Through Windows

When characters crash through windows or glass doors, they generally take a D3 worth of damage from the glass shards. They must also make a hard Task Roll (adding their Agility) to remain standing.

Disease

Diseases come in many forms and have varied effects. The GM determines the severity of the disease in question and applies a modifier to the Task Resolution Roll based on the afflicted character's Strength Attribute. Most diseases in the pulps are either exotic or alien, and frequently result in muscle weakness, disorientation, disfigurement, and sometimes even

gruesome death. Diseases should debilitate characters that have succumbed to them but not kill them outright. Making death harder to reach will allow for a cure to be discovered and brought to the character to save his or her life. However, in lieu of dying, characters afflicted by disease may lose one Attribute point of their choice (until the player has enough Advancement Points to buy back the lost Attribute point).

Additionally, diseased characters may have their affliction treated by someone with a Physician Career. Otherwise, for every day of exposure to a particular disease, afflicted characters will make a Task Resolution Roll (adding Strength). With each following day, the difficulty of the roll will increase by one. If the character does not succumb to the disease after three days, the GM may rule that the character is immune.

Drowning or Asphyxiation

A Strength Task Resolution Roll should be made for each round in which a character is deprived of air. For each failure, the character takes a D6 worth of damage and the Task Roll difficulty will increase by one level, starting at very easy. If the character can breathe again, lost LB from air deprivation will be gained back during the next round.

Falling

Characters will suffer 1D6 damage to their LB for every 10' they fell before hitting the ground or some other solid surface.

Intoxication

A Task Resolution Roll (while applying their Strength Attribute) should be made for each additional drink after two alcoholic drinks have been imbibed. Failing the Task Roll should result in the player taking a Penalty die for any Mental or Agility based challenges. A Calamitous Failure would result in the character being poisoned (see below).

If characters continue to down drinks, then another Task Resolution Roll may be called for at a higher penalty, with failure temporarily reducing Agility, Mind, and Appeal. Characters have the potential of drinking themselves unconscious as each subsequent Task Resolution Roll receives an increased penalty. The GM determines when characters must begin making Task Resolution Rolls based on the level of alcohol in the consumed drinks (drinking shots of Russian vodka as opposed to beer).

Poisons (Various Strengths)

Poisons deliver debilitating effects, even possibly death, depending on their strength. A weak poison could temporarily disorient or sicken someone. A stronger poison could cause unconsciousness and/ or inflict life threatening damage. The strongest poisons cause instant death. In all cases, a Strength Task Resolution Roll is needed to avoid succumbing to a poison. A successful roll will negate the effects of a poison.

Sample Poisons

Poison Type	Possible type of poison	Modifier to the Task Resolution Roll	Poison effect on a failed roll
1	Sleep gas	0	Unconsciousnes for 1d6 hours
2	Tear gas*	0	Penalty die for all Agility based rolls*
3	Wooly milk-cap toadstool	-1	2d6 LB damage
4	Cobra Venom	-2	2D6H LB damage
5	Cyanide	-4	4D6 LB damage
6	Golden Frog poison	-6	4D6H LB damage

Tear gas is ony effective while the subject is in the immediate area of the exposed gas. The effects of tear gas wear off one round after the subject leaves the gas zone.

Quicksand

Quicksand is hard to spot until you've fallen into it. Avoiding quicksand in the wild will require a Mind Task Resolution Roll (plus any modifiers from Careers such as outdoorsman). If characters fall into quicksand, they will gradually sink over the course of several rounds, during which time characters may attempt to extricate themselves from the quicksand. The number of rounds in which characters sink into quicksand is determined by the GM (typically 2-3 rounds).

If characters fail to extricate themselves after 3 rounds, they need to make a demanding Task Resolution Roll applying their Strength. If they fail the demanding Task Roll, then characters become submerged within the quicksand, at which time the drowning rules will come into play.

Stampede

Stampedes rarely sneak up on you. Therefore, characters usually have time to prepare at least one action before being caught up in a stampede. If they are unable to avoid a stampede, players must make a Task Resolution Roll (applying Agility) for the characters to avoid injury during the stampede. Various factors are figured into the difficulty roll determined by the GM, such as stampeding creature type, size, and number. When players succeed their Task Roll, characters may avoid damage by taking cover behind large boulders, conveniently overturned wagons, or any other lifesaving barrier.

Struck by a Car, Truck, Etc.

A character struck by a moving vehicle will take 2D6 damage for every 10MPH speed increment above 0 MPH that the vehicle is travelling.

Thirst and Starvation

Thirst and starvation are hardly ways for pulp action heroes to meet their demises. However, there may be circumstances where characters will be held prisoner and deprived of food and water for extended periods of time.

When characters suffer from thirst, players must make a Task Resolution Role (applying Strength) for every day their characters are deprived of water. A failed Task Roll causes D6H LB damage for every subsequent day until the character receives water.

> **Example:** *An imprisoned character has been deprived of water for four days.*
>
> *On the second day imprisoned, players must make a moderate Task Resolution Roll.*
>
> *On the third day, players must make a hard Task Roll.*
>
> *Finally on the fourth day, players must make a tough Task Roll. The player succeeds his Task Roll for the second day. However, the player fails his Task Roll on the third day, causing him to roll D6H worth of damage for each day that follows until the imprisoned character receives water.*

> *"Unless we can find a way out of this accursed charnel-house before long, I think that we shall add to its company,"* I said, staring round me.
> —H. Rider Haggard, *Ayesha, Return of She*

NPCs come in three types: Rabble, Toughs, and Villains. These are described in more detail in the following sections, but typical ranges of statistics for NPCs are shown in the following table.

NPC Type	Attributes	Combat	Careers	LB	Damage	Special
Rabble	0	0	0-1	1-3	1 or D3(armed)	Horde
Rabble Horde	0	0	0-1		D6L	+1 to the Attack Roll for each Rabble attacking
Toughs	0-2	0-2	2	5-10	by weapon	
Villains	0-4	0-4	4+	20+	by weapon	Villain Points

Rabble

Rabble are ordinary unnamed masses: saloonkeepers, store clerks, conscript soldiers, school teachers, street kids, etc. They are the crowd in a bar and the audience in a movie theater. They are poorly armed (if armed at all), and individually pose no threat whatsoever to the Heroes. However, they may pose a threat when they act *en masse*.

Rabble have no Attributes or Combat abilities. The more experienced Rabble may have a Career at rank 1. Although some might be described as bearing weapons, they remain weak in comparison to the Heroes. Individually, each Rabble cause D3 worth of damage irrespective of the weapons they are using, and only do one point of damage if unarmed. They have one to three points of LB, which means almost any hit can take them out of a fight.

Hordes

Rabble may attack as a Horde if there is an opportunity to attack the Hero at the same time. In that case, the Horde attacks as one and receives +1 to their combined Attack Roll for each Rabble attacking (+2 if there are 2, +3 if there are 3, and so on). Circumstances and weapons used will dictate how many are able to attack at the same time.

If they manage to hit, the GM rolls D6L for damage as a group.

Large groups of Rabble in combat with each other are broadly unimportant because the story is about Heroes, not about ordinary folks.

If you do have a situation where Rabble are fighting against Rabble, simply determine which side has the highest number and allow them to cause D6L damage to their opponents for each combat round, while the Rabble with the lowest numbers will cause D3 damage. Don't even bother with an Attack Roll; only roll for damage.

Toughs

These are NPCs that are stronger than Rabble but weaker than Heroes or Villains. Toughs may be elite troops, mercenaries, mob enforcers, or adventurers—a cut above the ordinary foot soldiers. These characters may be created by spending a few points on Attributes, combat abilities, and Careers.

Give them 6 LB (plus their Strength) and you'll be good to go.

Villains

Villains are the arch-enemies of Heroes. They are the ones behind the nefarious plots organized against the Heroes. Villains often have huge numbers of Rabble at their disposal and several Toughs as bodyguards and lieutenants. They are created in the same way as Heroes. However, they are not bound to the same character creation rules that Heroes must adhere to. Why would they? They're villains. Rules are for others to follow. Villains aren't meant to be constrained by such silly contrivances as rules.

Would you expect Michelangelo to paint by the numbers? Of course not.

When constructing your Villains, be sure to have a story for them that will explain their particularly amazing skills and powers. However, the Heroes must be capable of defeating whatever evil menace you lay before them. So use your tools wisely when creating your ultimate Villain.

Villain Points

Villains have Villain Points (VP), which are used by the GM in the same way players use Hero Points. When Rabble or Toughs roll two "ones," the GM may elect to make the result a Calamitous Failure and award a VP to the Villain for later use.

In addition, here are several more VP options available exclusively for Villains.

Timely Escape

Villains may escape from Heroes if things are going badly for them. While the Heroes are distracted, Villains slip around corners. As Heroes advance on evil necromancers, they open secret panels in walls and escape. Villains may fall over the edges of cliffs, but when the Heroes look down to see their broken bodies, nothing is there.

However they do it, Villains escape to begin some other nefarious plot. Combined with the Defy Death option, Villains may use Timely Escape even when they appear to be dead to the Heroes. They must have the opportunity to slip away to make use of their VP.

Meat Shield

Villains may use nearby Rabble as "Meat Shields" to absorb all damage caused by a single blow—similar to the Splintered Shield, Shattered Sword option with Hero Points.

Transfer Villain Points

The GM may, at any time, transfer VP to Tough level characters.

Inspire Rabble

Villains may use their VP to inspire their minions to become more efficient. By spending VP, Villains may increase the amount of damage their Rabble followers cause, from 1D3 to 1D6L for individual Rabble and from 1D6L to 1D6 for Rabble hordes.

There are few states, I suppose, which exact so severe a toll from one's nervous system as the anticipation of calamity.
—Sax Rohmer, *The Insidious Dr. Fu-Manchu*

Villains, Toughs, & Rabble

The following examples are meant to give you quick adventure seeds. These Villain characters are built with the same points as beginning Hero characters. However, if you wish to make them more of a challenge, you may increase their Attributes and professional levels, or give them extra Boons. Nationality and specific regional information are left for the GM to decide.

The House of Stewart

Dr. Lavinia Stewart (Villain)

STR: 0	**APP**: 2	**Melee**: 0	**VP**: 5
AGI: 0	**INI**: 0	**Ranged**: 1	**LB**: 20
MND: 2	**Defense**: 1		

DAM: D6 (Derringer pistol)
Careers: Socialite 2, Criminal 3, Physician 1, Scholar 0
Boons: Attractive, Natural Leader, Great Wealth
Flaws: Non-Combatant

Lavinia was raised to believe that those of better breeding and intellect have the right to command those of lesser station. Her education was seen to by her father, an aristocratic and scientific man who provided the best teachers that money could buy. Lavinia showed an aptitude for agile thinking and a moral flexibility that her father used to increase the family's wealth and influence. At the age of 22, Lavinia took over the family holdings from her now departed father, who some say was helped to an early grave by her hand.

Appearance: Lavinia is a beautiful, if cold woman, standing 5' 5" tall with skin as pale as ivory. Her green eyes and delicate features are framed by a cascade of coppery-red hair that is always kept in the most fashionable style. She moves with the grace and authority that only privilege brings. To protect her delicate skin, Lavinia never leaves home without her parasol and gloves, which carefully match her trend-setting attire.

Personality: Lavinia is cold and dictatorial unless it suits her needs to be otherwise. She is a natural leader and can change her disposition to adapt to any situation. Seldom will she lose control of her emotions or let others hold influence over her.

She has inherited a vast network of operatives that feed the family fortunes through various criminal endeavors. She insists that they all dress appropriately while her lieutenant, Mr. Peasley, makes sure her orders are carried out to the letter.

Mr. Peasley (Tough)

STR: 1	**APP**: 0	**Melee**: 1	**LB**: 11
AGI: 1	**INI**: 0	**Ranged**: 1	
MND: 0	**Defense**: 0		

DAM: D6L (small concealable handgun)
Careers: Criminal 1, Mercenary 1

Mr. Peasley has worked for the house of Stewart since he was purchased at the age of thirteen. Naturally strong and athletic, Mr. Peasley showed an ability to manage even the coarsest of the Stewart's helpers. When Mrs. Stewart died giving birth to Lavinia, Mr. Peasley was tasked to protect the young heiress.

Appearance: Mr. Peasley is a bear of a man, standing at 6' 2" tall with broad shoulders, a muscular build, and sun darkened skin. His black hair and mutton chop sideburns are always coiffed to perfection. He takes pride in his tailored suits and expensive walking canes.

Personality: He talks little but listens intently. When he gives a command, he is precise and clear with his expectations, never repeating himself.

Mr. Peasley relays Lavinia's orders to the group of criminals and thugs that do her bidding.

> *These were women you could feel the coldness of a corpse coming off of them.*
> —from the 2009 documentary, "The Rules of Film Noir"

The Dapper Dans (Rabble—at least 6 appearing)

STR: 0 **APP**: 0 **Melee**: 0 **LB**: 3
AGI: 0 **INI**: 0 **Ranged**: 0
MND: 0 **Defense**: 0
DAM: 1D3 (armed with makeshift clubs and small knives)
Special: May attack as a Horde
Careers: Criminal 1

The Dapper Dans come from many walks of life, but to a man they've fallen into the criminal lifestyle. They are either deeply in debt or have some other obligation to the House of Stewart that guarantees their loyalty.

Appearance: Lavinia expects all her Dapper Dans to dress the part of gentlemen. Top hats, coats, and expertly shined shoes are provided by their employer. A reinforced walking stick serves as a makeshift club and weapon of choice when "delivering a message" to those who oppose the House of Stewart.

Personality: These are labor class thugs who take on, as best as they can manage, a semblance of gentlemanly speech and manners.

The Black Veil Society

When murder needs a delicate touch, the Black Veil Society is who you contact. Highly trained in the arts of infiltration, seduction, and manipulation, these are the ladies that get the job done...for a price.

The Black Veil Society is comprised of only the fairer sex, with all members referring to each other as "Sister." Those that are particularly gifted in their craft earn describing names that are added to the "Sister" honorific.

Tabitha Gains (Sister Innocence)—Villain

STR: 0 **APP**: 2 **Melee**: 1 **LB**: 17
AGI: 1 **INI**: 1 **Ranged**: 1
MND: 1 **Defense**: 1
DAM: by weapon, but favors easily concealable knives, often poisoned
Special: None
Careers: Spy 1, Criminal 1, Entertainer 1, Socialite 1
Boons: Attractive, Bluff, Etiquette, Escape Artist
Flaws: Delicate, Greed

Tabitha is but one of the many agents of The Black Veil Society. Each agent has a specialty, and Tabitha specializes in infiltration and subversion. With her charm, good looks, and ability to blend in with any social class, Tabitha can make herself the belle of any ball.

Once she has earned your trust, you will be telling her all of your hidden secrets. She's tall, thin, and seemingly fragile with an innocence that makes you want to protect her from all of life's ills. Her hairstyle, clothing, and manners will all change to suit her target's preferences. When she has to get rough, concealable knives are her preference.

Rebecca Long (Sister Silence)—Villain

STR: 0 **APP**: 0 **Meless**: 0 **LB**: 20
AGI: 3 **INI**: 0 **Ranged**: 3
MND: 1 **Defense**: 1
DAM: by weapon, but favors firearms with long ranges
Special: None
Careers: Criminal 1, Hunter 2, Athlete 1, Mercenary 0
Boons: Trick Shot, Crack Shot, Sneaky, Exceptional Balance
Flaws: Arrogant, Cravings (stimulants)

Rebecca can politely be called sturdy. When hunting dangerous animals became common and undemanding for Rebecca, she turned to hunting the most cunning of beasts man. Her features are plain, with a distinctive scar marring her left cheek. She can make seemingly impossible shots while performing acrobatic feats.

Initiates [Tough]

STR: 0 **APP**: 0 **Melee**: 1 **LB**: 10
AGI: 1 **INI**: 0 **Ranged**: 1
MND: 1 **Defense**: 0
DAM: by weapon; small handguns and easily concealed knives are the usual
Special: None
Careers: Criminal 1, Spy 1

Not all Sisters are created equal. Many spend years as "Initiates," sisters who have not yet earned a name or rank in the society. These initiates are often used to gather information on the targets contracted to the Black Veil Society.

Petitioners [Rabble—6–10 appearing]

STR: 0   **APP**: 0   **Melee**: 0   **LB**: 1
AGI: 0   **INI**: 0   **Ranged**: 0
MND: 0   **Defense**: 0
Defense: 0
DAM: 1 (typically they are not yet trained in the use of weapons)
Special: Horde
Careers: Spy 1

The newest and often youngest members of the Black Veil Society, orphaned female children are often taken in by sisters posing as civil servants or other social welfare workers. These children are well cared for and trained to one day be sisters in their own right. Until that day comes, petitioners often complete small tasks or are used to gather information for the Black Veil Society.

The Genius of Dr. Mechanicus

Doctor Mechanus [Villain]

*this character uses Weird powers

STR: 0   **APP**: 0   **Melee**: 2   **LB**: 20
AGI: 1   **INI**: 0   **Ranged**: 2
MND: 4   **Defense**: 0
DAM: by weapon
Special: Thunder Armor (see page 104)
Careers: Mechanic 2, Scientific Wizard 2, Scientist (Engineer) 0, Scholar (Physics) 0
Boons: Genius, Great Wealth, Excellent Laboratory, Professor
Flaws: Allergies (Cotton), Animal Aversion

A genius whose great intellect is used for personal gain and power, Dr. Mechanus has created an army of thinking machines that follow his every order. The wealth inherited from his family keeps him stocked with the newest devices and provides a comfortable lair in the family mansion. Despite his genius, Dr. Mechanus is new to criminal enterprise and often wastes more resources than he generates. He's not much of a fighter, but his specially designed combat suit evens the odds. His Weird power allows Dr. Mechanus to create new destructive devices, as well as to upgrade his robot army. (See the rules for Device Creation in the appendix.)

Mark 2 [Tough—robotic servant]

STR: 2   **APP**: 0   **Melee**: 2   **LB**: 12
AGI: 0   **INI**: 0   **Ranged**: 0
MND: 0   **Defense**: 0
DAM: 1D6 (robotic pincer)
Special: Medium armor; various upgrades that Dr. Mechanus has created
Careers: Hunter 2

The most current and diverse of Dr. Mechanus' robotic minions. They are often accessorized with additional weapons and armor as the doctor sees fit.

Mark 1 [Rabble—robotic servant 10–20 appearing]

STR: 0   **APP**: 0   **Melee**: 0   **LB**: 3
AGI: 0   **INI**: 0   **Ranged**: 0
MND: 0   **Defense**: 0
DAM: D3 (robotic pincer)
Special: Horde, light armor
Careers: Hunter 1

Dr. Mechanus can quickly create these servants and often has as many as 20 of them active on the grounds of his ancestral home turned laboratory.

Blunt's Army

Cornelius Blunt [Villain]

STR: 0   **APP**: 1   **Melee**: 1   **LB**: 20
AGI: 1   **INI**: 0   **Ranged**: 1
MND: 2   **Defense**: 0
DAM: by weapon
Special: Is the leader of his own island nation
Careers: Aristocrat 3, Scholar (Economics) 1, Science (Psychology) 1, Criminal 1
Boons: Natural Leader, City Slicker, Great Wealth, Fame
Flaws: Compulsive Gambler, Non-Combatant

Fabulous wealth may be one thing, but having a nation under your thumb creates an entirely different playing field. Cornelius used his business acumen and natural talents to launch a successful political coup and gain control of an island nation. Considered a man of the people, his skill and charm uphold his power over the adoring public. He uses the resources of his nation to further his own ambitions, hoping to accumulate enough wealth and power to be a major player on the political stage.

The Guard [Tough]

STR: 1   **APP**: 0   **Melee**: 1   **LB**: 11
AGI: 1   **INI**: 0   **Ranged**: 1
MND: 0   **Defense**: 0
DAM: by weapon; often rifles and bayonets
Special: light body armor is common
Careers: Soldier 2

The Guard are considered the best soldiers in Cornelius' army. A cut above the common enlisted man, they have elite training and are equipped with the best rifles and armor available.

The People's Army [Rabble—virtually unlimited in number]

STR: 0   **APP**: 0   **Melee**: 0   **LB**: 3
AGI: 0   **INI**: 0   **Ranged**: 0
MND: 0   **Defense**: 0
DAM: D3 (they are not very skilled with their rifles)
Special: a nation full of them!
Careers: Soldier 1

Representing the lowest of the enlisted men, the ranks of the People's Army can swell by drafting from the populace when needed.

Generic Villains

Femme Fatale/Homme Fatale

STR: 0   **APP**: 3   **Melee**: 1   **LB**: 18
AGI: 0   **INI**: 0   **Ranged**: 1
MND: 1   **Defense**: 1
DAM: by weapon
Careers: Criminal 1, Socialite 1, Entertainer 1, Spy 1
Boons: Attractive, Bluff, Detect Deception, Well Dressed
Flaws: Delicate, Lecherous

Femme fatales/homme fatales are the type of men and women that mothers warn their children about. Attractive and smart, they hold your attention while stabbing you in the back for their own advantage. Another less Machiavellian version of the femme fatale/homme fatale trope includes an individual who genuinely needs protection from their chosen paramour, but brings a whole lot of baggage and bad luck to the relationship.

The Foreign Mastermind

STR: 0   **APP**: 0   **Melee**: 0   **LB**: 20
AGI: 1   **INI**: 0   **Ranged**: 1
MND: 4   **Defense**: 1
DAM: by weapon
Careers: Criminal 2, Aristocrat 2, Scholar (History) 1, Scholar (Psychology) 1
Boons: Photographic Memory, Natural Leader, Great Wealth, Genius
Flaws: Elderly, Non-Combatant

Foreign masterminds may come from the mysterious Far East or a secluded volcanic island in the middle of the ocean. They may sit upon their throne of volcanic rock ruling over a kingdom of Mole Men deep within the earth, or tyrannically rule a mysterious Red Planet. Regardless of their surroundings, foreign masterminds survey the territory they rule. Ruthless in their cunning and deadly in their machinations, foreign masterminds have raw manpower in the form of countless minions to throw at any problem needing resolution. Don't be afraid to give foreign masterminds extra Boons in the form of Laboratories, Libraries, Contacts, or Animal Buddies. Extreme wealth is a given for foreign masterminds as they can purchase whatever cannot be stolen. (ex: Cornelius.)

The Mighty-Thewed Conqueror

STR: 3   **APP**: 0   **Melee**: 1   **LB**: 21
AGI: 1   **INI**: 1   **Ranged**: 1
MND: 0   **Defense**: 1
DAM: by weapon
Careers: Soldier 2, Smuggler 0, Espionage Agent 1, Athlete 1
Boons: Born Athlete, Crack Shot, Thunderblow
Flaws: Arrogant, Anger Issues

"Might makes right" is the guiding principle for the mighty conqueror's life. Everything they possesses has been taken by force, and every sycophant they lead follows out of fear.

Give the mighty conqueror a big gun, a wicked knife, and a troop of eager killers to unleash upon the players.

The Ninja or Silent Killer

STR: 1   **APP**: -1   **Melee**: 2   **LB**: 21
AGI: 3   **INI**: 2   **Ranged**: -1
MND: 1   **Defense**: 1
DAM: by weapon
Careers: Spy 1, Athlete 2, Hunter 1, Scientist (chemistry) 0
Boons: Weapon Specialist (swords), Weapon Flourish, Trademark Weapon (sword), Sneaky
Flaws: Cravings (insert drug of choice), Prejudiced

Ninjas or silent killers hunt from the shadows. They are sure of their target and masterful in their silence. They dabble in chemistry to create poisons and research toxins to use against their enemies. Ninjas and silent killers likely create their own weapons or inherit weapons passed down through the generations. No matter the provenance, they wield their weapons like an extension of their body. You won't see ninjas or silent killers until they're ready to strike.

CHAPTER 13
CREATURES

In the following pages, you will find creatures to populate your world, from the ordinary but deadly alligator to the extra-ordinary yeti. Naturally, we can't possibly list every creature, but the following list should give you a good selection of creatures for your campaign.

A selection of monsters have been included for GMs whose campaigns incorporate the fantastic.

Creature Attacks & Damage

- As a base rule, creatures only make one Attack Roll, even if they have both teeth and claws with which to attack their prey. A beast will attack a single target once with whatever natural weapons (teeth, claws, horn, trample, etc.) it has. However, there are exceptions in which creatures may attack multiple times (see pg 73). The damage listed is the cumulative effect of the beast's overall attack.

- When using the information in the creature table, note the following:

  - Damage is taken from the number on a single die. "D6L" means you roll two D6 and use the lowest die result. "D6H" means roll two D6 and use the highest die result. Where there is ×2, ×3, or ×4, you multiply the die result by that number to get the final damage.

- The damage is the average for a beast of that size. Some particularly savage or powerful beasts or those that have numerous attacks will do damage for a beast of a larger size. Placid beasts will do damage as if a size or two smaller.

- The creature's Strength is already factored into the damage.

Creature Protection

Creatures often have thick muscle, fur, or hide, which can provide very good protection against attacks. Some creatures have the added bonus of bony plates, shells, or bony ridges. Others are so big that very few weapons will reach their internal organs to cause enough harm to kill them.

Protection ratings are similar to armor ratings. The GM rolls a die to determine how much damage is absorbed and/or deflected. However, there is nothing wrong with using fixed armor values for creatures, even if you use variable protection for man-made armor.

Creatures & Priority

For the purposes of priority and horde rules, tiny and very small creatures are Rabble, small and medium creatures are Toughs with +0 Initiative, and large-sized (and upwards) creatures count as Villains with +0 Initiative.

Creature Traits

Boons

Camouflage

The creature is hard to spot, mostly due to coloration or texture of its skin or fur.

Excellent Hunter

Excellent hunters roll a Bonus die for tracking.

Ferocious Attack

Creatures with ferocious attacks roll a Bonus die for their Attack Roll.

Ferocious Attack (death throes)

When the creature reaches closer to death, they immediately become enraged.

Roll a Bonus die for the beast's Attack Roll once they have lost three-fourths LB.

Multiple Attacks

The beast has two completely different attacks that require separate Attack Rolls (e.g. claws and pincer, many tentacles).

Special Attack

The creature has an unusual method of attack. The nature of the attack is described in the creature description.

Swarm Attack

A swarm of small attacking creatures (such as rodents, insects, birds) call for a Mind Task Resolution Roll. If the roll fails, the character takes a Penalty die to all actions until the creatures cease their attack. The Penalty die is in addition to any other damage the creatures may inflict.

Flaws

Docile Attack

A Penalty die is added for the beast's attack.

Poor Senses

The creature is deficient in scent, hearing, or eyesight, as set out in the description.

Venomous Attack

Poison Type	Possible type of poison	Modifier to the task roll	Poison effect on a failed roll
1	Sleep gas	0	Unconsciousness for 1D6 hours
2	Tear gas*	0	Penalty die for all Agility based rolls*
3	Wooly milk-cap toad stool	-1	2D6 LB damage
4	Cobra Venom	-2	2D6H LB damage
5	Cyanide	-4	4d6 LB damage
6	Golden Frog poison	-6	4d6H LB damage

Tear gas is only effective while the subject is in the immediate area of the exposed gas. The effects of tear gas wear off one round after the subject leaves the gas zone.

The Creature Chart

The statistics given for these creatures are rough approximations from a layman's perspective of each animal's abilities. The combat values for each creature have been figured into the creature's abilities. Some of the creatures have specific Boons and Flaws. The creature table is to help you design your own strange beasts. Simply decide on a size for your creature and the chart will give you its damage and LB. If a particular creature is proving too difficult for an adventurer to deal with, feel free to modify the creature to be more in line with your particular campaign.

Size	Priority	Damage	LB	Strength	Movement	Examples
Tiny	Rabble	1	1	-3	15'	Black Scarab Beetles
Very Small	Rabble	D3	2	-2	20'	Bat, Piranha
Small	Tough	D6L	5	-1	25'	Hawk, Mongoose, Monkey, Venomous serpent
Medium	Tough	D6	10	0	25'	Anaconda, Barracuda, Boar, Hyena, Leopard, Wolf
Large	Villain	D6H	20	4	30'	Alligator, Gorilla, Lion
Very Large	Villain	D6H	30	6	40'	Bison, Camel, Horse
Huge	Villain	D6X2	40	8	35'	Bear, Hippopotamus, Rhinoceros
Massive	Villain	D6HX2	50	10	35'	Elephant, Great white shark
Enormous	Villain	D6HX2	60	12	40'	Tyrannosaurus Rex
Gigantic	Villain	D6HX3	70	14	40'	Giant Gorilla
Immense	Villain	D6HX3	85	16	45'	
Colossal	Villain	D6X4	100	18	45'	Colossal statue

Alligator, Crocodile, Caiman

These huge lizards will inhabit swamps and marshlands, as well as the aquatic death traps of most major villains.

Size: Large **Priority**: Villain **Habitat**: Rivers and Swamps

Traits

Camouflage

Alligators are difficult to detect amongst natural underbrush or their own habitat.

Ferocious Attack (death throes)

When the creature reaches closer to death, they immediately become enraged. Roll a Bonus Die for the beast's Attack Roll once they have lost three-fourths LB.

Attributes	Combat Abilities
Strength: 4	Attack: +2
Agility: 1(-1)	Damage: 1d6H
Mind: -2	Defense: 0
LB: 20	Protection: D3 or 2 [fixed armor]
Movement: 25' (30')	

*Numbers in parenthesis are for when the creature is out of water.

Anaconda, Python

Ready to drop on you from the overhanging branches in just about any mangrove swamp, anacondas squeeze the life out of their victims and then slowly devour them at their leisure.

Size: Medium **Priority**: Tough **Habitat**: Jungle

Traits—None

Attributes	Combat Abilities
Strength: 4	Attack: +2
Agility: 1	Damage: 1d6H [from constricting]
Mind: -2	Defense: 0
LB: 10	
Movement: 25'	

Bats (Swarm of)

A pulp staple, most bats carry diseases, such as rabies. Some bats, at least in the pulps, could be poisonous (GM option). While not extremely deadly, a swarm of attacking bats can be quite the nuisance.

Size: Very Small   **Priority**: Rabble
Habitat: Temperate, Jungle, Mountain

Traits

Swarm Attack
A swarm of small attacking creatures (such as rodents, insects, and birds) requires the player to make a Mind Task Resolution Roll. If the roll fails, the player takes a Penalty Die to all actions until the creatures cease their attack. The Penalty Die is in addition to any other damage the creatures may inflict.

Attributes	Combat Abilities
Strength: -1	Attack: +0
Agility: 3	Damage: 1pt
Mind: -3	Defense: 1
LB: 5	Protection: 0
Movement: 30'	

Barracuda

The lightning-fast barracuda is best used to guard sunken treasure from busty female divers.

Size: Medium   **Priority**: Tough   **Habitat**: Sea

Traits—None

Attributes	Combat Abilities
Strength: 1	Attack: +2
Agility:2	Damage: D6H
Mind: 0	Defense: 0
LB: 15	Protection: 0
Movement: 40'	

Bear (Kodiak, Grizzly, Polar)

In DT, the player characters always encounter only the biggest and meanest of bears. The statistics below may apply to a variety of bears.

Size: Huge   **Priority**: Villain
Habitat: Tundra,Arctic, Mountain, Forest

Traits

Ferocious Attack (death throes)
When the creature reaches closer to death, they immediately become enraged. Roll a Bonus Die for the beast's Attack Roll once they have lost three-fourths LB.

Attributes	Combat Abilities
Strength: 8	Attack: +2
Agility: 0	Damage: D6X2
Mind: -1	Defense: 1
LB: 40	Protection: D3 or 2 [fixed armor]
Movement: 35'	

Bison (Bovine)

Their temperaments will differ significantly. However, bulls will tend to be the most aggressive in all circumstances. The statistics below may be used for most domesticated and wild cattle.

Size: Large   **Priority**: Villain
Habitat: Temperate, Jungle, Savannah, Sub-Arctic

Traits

Docile Attack
A Penalty Die is added for the beast's attack.

Attributes	Combat Abilities
Strength: 5	Attack: +0
Agility: -2	Damage: D6H
Mind: -2	Defense: 0
LB: 20	Protection: D6-3 or 1 [fixed armor]
Movement:30'	

Boar

Size: Medium **Priority**: Tough
Habitat: Forest, Savannah, Jungle

Traits

Ferocious Attack
Roll a Bonus Die for the beast's Attack Roll.

Attributes	Combat Abilities
Strength: 2	Attack: +1
Agility: 0	Damage: 1D6H
Mind: -1	Defense: 0
LB: 20	Protecttion: D3 or 1 [fixed armor]
Movement: 30'	

Camel

Camels are known for their ability to carry heavy burdens, going long periods of time without sustenance, and being damn ornery.

Size: Large **Priority**: Villain **Habitat**: Desert

Traits

Docile Attack
A Penalty Die is added to the beast's attack.

Attributes	Combat Abilities
Strength: 5	Attack: +0
Agility: 0	Damage: 1D6
Mind: -2	Defense: 0
LB: 20	Protection: 0
Movement: 35'	

Elephant

Elephants have been domesticated for centuries and are used for construction and transportation in many parts of the world. They are also found in the wild in herds of five to eight.

Size: Massive **Priority**: Villain
Habitat: Jungle, Savannah

Traits

Ferocious Attack (death throes)
When the creature reaches closer to death, they immediately become enraged. Roll a Bonus Die for the beast's Attack Roll once they have lost three-fourths LB.

Attributes	Combat Abilities
Strength: 10	Attack: +0
Agility: -2	Damage: D6HX2
Mind: -1	Defense: 0
LB: 30	Protection: D6-2 or 2 [fixed armor]
Movement: 35'	

Golden Frog (Poisonous)

These tiny frogs are a useful source for poison, with which indigenous tribes of the area coat their weapons. While highly poisonous if ingested, they themselves are not venomous.

Size: Very Small **Priority**: Rabble **Habitat**: Jungle

Traits

Camouflage
The creature is hard to spot, mostly due to coloration or texture of its skin or fur.

Poisonous
Golden Frogs are Poison Type 6.

Attributes	Combat Abilities
Strength: -3	Attack: +0
Agility: 2	Damage: 0
Mind: -3	Defense: 0
LB: 1	Protection: 0
Movement: 15'	

Gorilla (Carnivorous)

The creature is a pulp version of a highly aggressive and cunning species of gorilla.

Size: Large   **Priority**: Villain

Habitat: Mountain, Jungle

Traits

Ferocious Attack (death throes)

When the creature is close to death, they immediately become enraged. Roll a Bonus Die for the beast's Attack Roll once they have lost three-fourths LB.

Attributes	Combat Abilities
Strength: 4	Attack: +1
Agility: 1	Damage: D6H
Mind: 0	Defense: 1
LB: 15	Protection: 0
Movement: 30'	

Hawk (Raptors)

Raptors make great pulp companions, not only for the inherent "coolness" factor, but also for their ability to strike suddenly from above at just the right time.

Size: Small   **Priority**: Tough

Habitat: Temperate, Jungle, Mountain, Desert

Traits—None

Attributes	Combat Abilities
Strength: -2	Attack: +3
Agility: 2	Damage: 1d3
Mind: -1	Defense: 2
LB: 3	Protection: 0
Movement: 45'	

Hippopotamus

Size: Huge   **Priority**: Villain

Habitat: Desert, Temperate, Tropical Zone (found in lakes, marshes, and rivers)

Traits

Ferocious Attack

Roll a Bonus Die for the beast's Attack Roll.

Attributes	Combat Abilities
Strength: 10	Attack: +2(+1)
Agility: 2(1)	Damage: D6HX2
Mind: -1	Defense: 0
LB: 25	Protection: 3

Movement: 45' (35') *Numbers in parenthesis are for when the creature is out of water.*

Horse (Mule)

Size: Large   **Priority**: Villain   **Habitat**: Plain

Traits

Docile Attack

A Penalty Die is added for the beast's attack.

Attributes	Combat Abilities
Strength: 4	Attack: +0
Agility: 1	Damage: D6
Mind: -1	Defense: 0
LB: 15	Protection: 0
Movement: 40'	

Hyena

Hyenas are found in packs of D6+2.

Size: Medium   **Priority**: Tough   **Habitat**: Savannah

Traits—None

Attributes	Combat Abilities
Strength: 1	Attack: +1
Agility: 0	Damage: 1d6
Mind: -1	Defense: 0
LB: 10	Protection: 0
Movement: 30'	

Leopard (Snow Leopard, Jaguar, Cougar)

Size: Medium   **Priority**: Tough
Habitat: Temperate, Savannah, Mountain, Jungle

Traits

Excellent Hunter
Roll a Bonus Die for tracking.

Ferocious Attack (death throes)
When the creature is close to death, they immediately become enraged. Roll a Bonus Die for the beast's Attack Roll once they have lost three-fourths LB.

Camouflage
The creature is hard to spot, mostly due to coloration or texture of its skin or fur.

Attributes	Combat Abilities
Strength: 1	Attack: +1
Agility: 3	Damage: 1d6
Mind: -1	Defense: 1
LB: 10	Protection: 0
Movement: 35'	

Lion

Size: Large   **Priority**: Villain
Habitat: Mountain, Plain

Traits

Excellent Hunter
Roll a Bonus Die for tracking.

Ferocious Attack (death throes)
When the creature is close to death, they immediately become enraged. Roll a Bonus Die for the beast's Attack Roll once they have lost three-fourths LB.

Attributes	Combat Abilities
Strength: 4	Attack: +3
Agility: 2	Damage: 1D6H
Mind: 0	Defense: 2
LB: 20	Protection: 1D6+3 or 1 [fixed armor]
Movement: 35'	

Mongoose (Ferret)

An ideal companion for a pulp adventure, the ferret can chew through rope, go for help, and bite a gunman's wrist. Dames think they're adorable, and they keep any cobras hiding in the bedroom busy while your hero is trying to get a good night's sleep.

Size: Small   **Priority**: Tough
Habitat: Temperate, Jungle

Traits—None

Attributes	Combat Abilities
Strength: -2	Attack: +3
Agility: 2	Damage: 1D3
Mind: 0	Defense: 3
LB: 3	Protection: 0
Movement: 35'	

Monkey

Monkeys are another common companion among adventurers. A bit more mischievous than other animal companions.

Size: Small   **Priority**: Tough
Habitat: Jungle, Rain Forest

Traits—None

Attributes	Combat Abilities
Strength: -1	Attack: +1 [with bite]
Agility: 4	Damage: D3
Mind: 0	Defense: 3
LB: 3	Protection: 0
Movement: 30'	

Piranha Fish, School of

Another pulp staple, piranhas are found in freshwater rivers and swamps of South American jungles, as well as the lairs of the most sadistic Villains.

Size: Very Small   **Priority**: Rabble
Habitat: Aquatic Warm Freshwater

Traits

Swarm Attack
A swarm of small attacking creatures (rodents, insects, and birds) requires the player to make a Mind Task Resolution Roll. On a failure, a Penalty Die applies to all actions until the creatures cease their attack. The Penalty Die is in addition to any other damage the creatures may inflict.

Attributes	Combat Abilities
Strength: -3	Attack: +2
Agility: 3	Damage: D6H
Mind: -3	Defense: 2
LB: 10	Protection: 0
Movement: 25'	

Rats, Swarm of

While not extremely deadly, a swarm of attacking rats can be quite the nuisance and may carry diseases such as rabies.

Size: Very Small   **Priority**: Rabble
Habitat: Temperate, Jungle, Mountain

Traits

Swarm Attack
A swarm of small attacking creatures (rodents, insects, and birds) requires the player to make a Mind Task Resolution Roll. On a failure, a Penalty Die applies to all actions until the creatures cease their attack. The Penalty Die is in addition to any other damage the creatures may inflict.

Atributes	Combat Abilities
Strength: -1	Attack: +0
Agility: 3	Damage: 1pt
Mind: -2	Defense: 0
LB: 5	Protection: 0
Movement: 25'	

Rhinocerous

Size: Huge   **Priority**: Villain   **Habitat**: Savannah

Traits

Poor Sight
The creature is deficient in eyesight.

Attributes	Combat Abilities
Strength: 8	Attack: +1
Agility: -3	Damage: D6HX2
Mind: -2	Defense: 0
LB: 25	Protection: D3 (1)
Movement: 35'	

Shark, Great White

There are dozens of species of sharks with many different sizes. In DT, adventurers encounter the larger and more aggressive species of man-killers.

Size: Massive   **Priority**: Villain
Habitat: Salt Water Ocean, Sea

Traits

Ferocious Attack
Roll a Bonus Die for the beast's Attack Roll.

Attributes	Combat Abilities
Strength: 8	Attack: +4 [with bite]
Agility: 3	Damage: D6HX2
Mind: -1	Defense: 1
LB: 40	Protection: 2 [tough skin]
Movment: 40'	

Tiger

Size: Large   **Priority**: Villain   **Habitat**: Jungle

Traits

Excellent Hunter
Roll a Bonus Die for tracking.

Ferocious Attack (death throes)
When the creature is close to death, they immediately become enraged. Roll a Bonus Die for the beast's Attack Roll once they have lost three-fourths LB.

Attributes
Strength: 4
Agility: 2
Mind: 0
LB: 25
Movement: 35'

Combat Abilities
Attack: +3
Damage: 1D6H
Defense: 2
Protection: 1D6+3 (1)

Wolf/Large Dog

Size: Medium **Priority**: Tough **Habitat**: Everywhere

Traits—None

Attributes
Strength: 1
Agility: 2
Mind: -1
LB: 10
Movement: 30'

Combat Abilities
Attack: +3
Damage: D6
Defense: 1
Protection: 0

Venemous Serpents

Size: Small   **Priority**: Tough
Habitat: Desert, Jungle, Swamp

Traits

Venomous Bite
Serpents are Poison Type 4

Camouflage
The creature is hard to spot, mostly due to coloration or texture of its skin or fur.

Attributes
Strength: -2
Agility: 2
Mind: -4
LB: 2
Movement: 20'

Combat Abilities
Attack: +3
Damage: D3
Defense: 4
Protection: 0
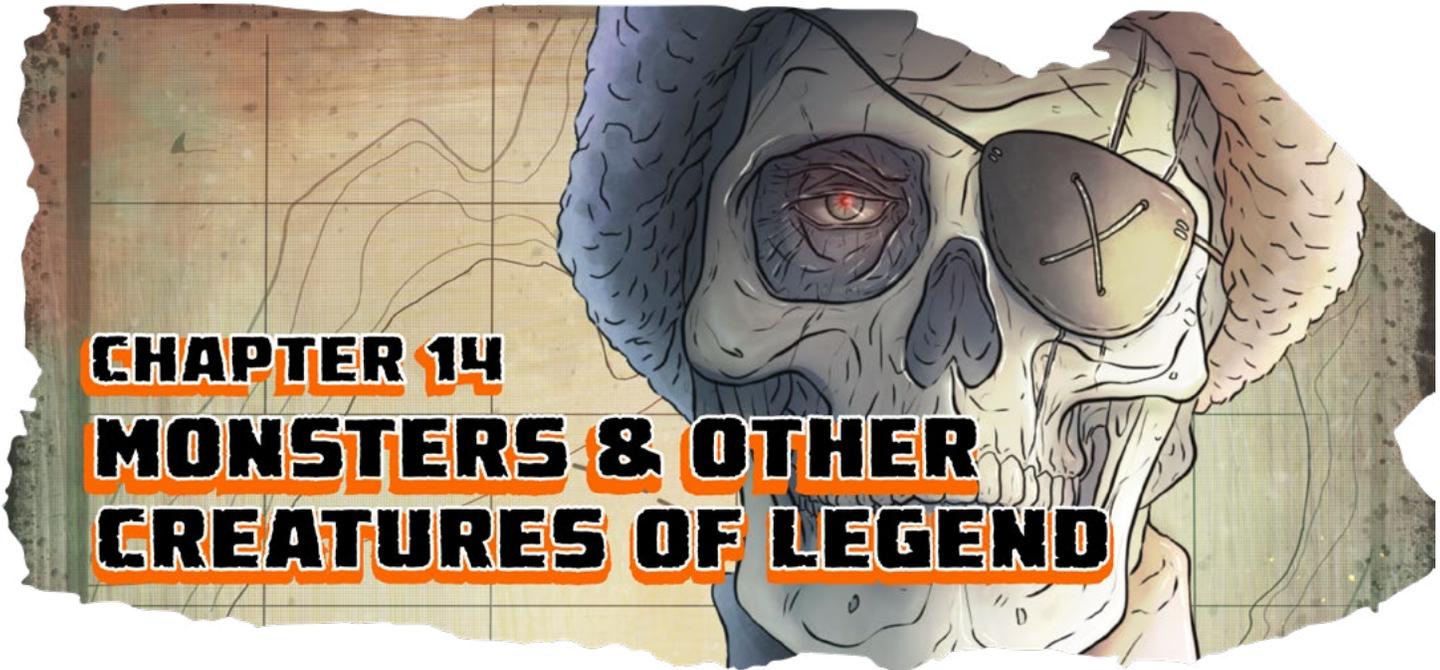
CHAPTER 14
MONSTERS & OTHER CREATURES OF LEGEND

The list below consists of monsters and creatures connected to myth or legend. They are provided for inclusion in games where the GM wants to incorporate the supernatural.

Black Scarab Beetle, Swarm of

These voracious creatures measure about 2" in diameter. They have an unknown lifespan. Living specimens have been discovered infesting ancient tombs that have been sealed for millennia. They're capable of entering a dormant state and surviving indefinitely in great numbers. When they do awaken, they use their strength of numbers to overcome and consume every living thing in their path. Ancient texts tell of Black Scarab Beetles being used by Egyptian sorcerers as weapons in assassinations.

Size: Tiny   **Priority**: Rabble   **Habitat**: Forgotten Tomb

Traits

Swarm Attack

A swarm of small attacking creatures (such as rodents, insects, and birds) requires the player to make a Mind Task Resolution Roll. If the roll fails, the player takes a Penalty Die to all actions until the creatures cease their attack. The Penalty Die is in addition to any other damage the creatures may inflict.

Attributes	Combat Abilities
Strength: -4	Attack: +3
Agility: 4	Damage: D6H
Mind: -4	Defense: 3
LB: 10	Protection: 0
Movement: 20'	

Dinosaur (Large)

These are huge prehistoric reptilian creatures. For simplicity's sake, consider these to be Allosaurus or Tyrannosaurus Rex type dinosaurs. Dinosaurs are generally found in the hidden jungles or "Lost Valleys" of pulp campaign worlds.

Size: Enormous   **Priority**: Villain
Habitat: Forest, Jungle

Traits

Ferocious Attack
Roll a Bonus Die for the beast's Attack Roll.

Attributes	Combat Abilities
Strength: 10	Attack: +3
Agility: 0	Damage: D6HX2
Mind: -1	Defense: 0
LB: 50	Protection: D6-1 (3)
Movement: 40'	

Dinosaur (Small)

These carnivorous dinosaurs are a bit larger than humans. They are patterned after fictitious Velociraptors of popular cinema rather than estimations based on actual specimen, which are reportedly much smaller. These "raptors" are a bit more intelligent than their larger brethren. They use advanced hunting techniques and work in packs to surround, herd, and kill their prey.

Size: Very Large   **Priority**: Villain
Habitat: Forest, Jungle

Traits

Excellent Hunter
Roll a Bonus Die for tracking.

Ferocious Attack
Roll a Bonus Die for the beast's Attack Roll.

Attributes	Combat Abilities
Strength: 6	Attack: +1
Agility: 4	Damage: 1D6H
Mind: 0	Defense: 0
LB: 25	Protection: 3 (tough hide)
Movement: 40'	

Giant Gorilla

This 50' tall "King" of all beasts is supposedly worshipped as a god on his lost island home.

Size: Gigantic   **Priority**: Villain   **Habitat**: Jungle

Traits

Ferocious Attack
Roll a Bonus Die for the beast's Attack Roll.

Attributes	Combat Abilities
Strength: 13	Attack: +3
Agility: 3	Damage: 3D6H+2
Mind: -1	Defense: 3
LB: 60	Protection: 3 (tough hide)
Movement: 40'	

Giant Crab

Giant crabs are found in Lost World or Prehistoric settings, generally on coastal regions or along riverbanks. Giant crabs are usually 3–5' in diameter.

Size: Large   **Priority**: Tough
Habitat: Coastal Region, Lost World

Traits

Multiple Attacks
The beast has two completely different attacks that require separate Attack Rolls (two pincers).

Attributes	Combat Abilities
Strength: 4	Attack: +2
Agility: 1	Damage: 1D6H
Mind: -2	Defense: 0
LB: 15	Protection: 4 (chitin exoskeleton)
Movement: 40'	

Giant Centipede

Size: Large (30' Long)   **Priority**: Villain
Habitat: Jungle, Ruin

Traits

Venomous Bite
Giant centipedes are Poison Type 3.

Attributes	Combat Abilities
Strength: 0	Attack: +1
Agility: 2	Damage: D6
Mind: -3	Defense: 0
LB: 15	Protection: 3 (chitin exoskeleton)
Movement: 30'	

Giant Electric Eel

Size: Large (18' Long)   **Priority**: Villain
Habitat: River, Fresh Water Lake, Swamp

Traits—None

Attributes	Combat Abilities
Strength: 1	Attack: 0
Agility: 3	Damage: 2D6H
Mind: -2	Defense: 0
LB: 15	Protection: 0
Movement: 30' in water	

Giant Sea Nettle

Size: Medium   **Priority**: Tough
Habitat: Tropical Ocean

Traits

Venomous Bite
Poison Type 4.

Attributes	Combat Abilities
Strength: 0	Attack: +1
Agility: 3	Damage: 1D6-1 {stinger}
Mind: -3	Defense: 0
LB: 10	Protection: 0
Movement: 30'	

Giant Snake

A giant snake reaches 40' in length. Some are constrictors, while others have poisonous bites. In rare cases, giant snakes may be both constrictors and have poisonous fangs.

Size: Enormous (40')   **Priority**: Villain
Habitat: Any Land

Traits

Venomous Bite
Their venom is Poison Type 6.

Attributes	Combat Abilities
Strength: 12	Attack: +2
Agility: 0	Damage: D6HX2
Mind: -2	Defense: 0
LB: 60	Protection: 4 (tough hide)
Movement: 40'	

> *"Snakes...why'd it have to be snakes?"*
> —from the 1981 Paramount Pictures film, "Raiders of the Lost Ark"

Giant Spider

Their lairs are massive web mazes consisting of strong strands of sticky webbing. They are more commonly found in forests or large underground caves in desert and badland regions. Characters who find themselves trapped in the webbing of a giant spider will need assistance to free themselves. It is almost impossible for a character to free themselves on their own.

Size: Massive   **Priority**: Villain
Habitat: Ruins, Lost World

Traits

Venomous Bite
Giant spider venom is Poison Type 3.

Attributes	Combat Abilities
Strength: 10	Attack: +1
Agility: 4	Damage: D6HX2
Mind: -1	Defense: 1
LB: 70	Protection: 0
Movement: 35'	

Guardian Statues [Huge]

These statues usually resemble legendary warriors or creatures. They often wield weaponry consisting of the same material as the statue, or they may wield a giant sized version of the weapon. Giant statues can only follow simple commands and are usually restricted to guarding a specific area.

Size: Huge 7 10' Tall   **Priority**: Villain
Habitat: Ruins

Traits—None

Attributes	Combat Abilities
Strength: 8	Attack: +2
Agility: -1	Damage: 2D6X2
Mind: -2	Defense: 0
LB: 40	Protection: 10
Movement: 20'	

Guardian Statues [Colossal]

These large statues are almost exclusively used to defend cities from threats, such as invading armies.

Size: Colossal 100' Tall   **Priority**: Villain
Habitat: Ancient Lost Cities

Traits—None

Attributes	Combat Abilities
Strength: 18	Attack: +2
Agility: -1	Damage: D6X4
Mind: -2	Defense: 0
LB: 100	Protection: 15
Movement: 45'	

Naga

Nagas are legendary magical creatures who act as guardians and sometimes teachers. They are 20' long serpents with the head of a reptilian humanoid (usually a female). They are very intelligent and may cast spells of the first magnitude (see pg 94). In combat, they can constrict with their powerful bodies or bite with their poisonous fangs.

Size: Large (20' Long)   **Priority**: Villain
Habitat: Jungle, Ruins

Traits

Poison
A Naga's bite inflicts Poison Type 5.

Attributes	Combat Abilities
Strength: 2	Attack: +1
Agility: 3	Damage: D6H (constricting)
Mind: 2	Defense: 0
LB: 20	Protection: 1
Movement: 30'	

Troglodytes

Troglodytes are brutal sub-human men found in the furthest recesses of the savage wilderness or subterranean vastness. They are large, heavy creatures.

Size: Large   **Priority**: Villain
Habitat: Cave Dwelling, Wilderness, Lost World

Traits—None

Attributes	Combat Abilities
Strength: 4	Attack: +1
Agility: 0	Damage: D6H
Mind: -1	Defense: 0
LB: 12	Protection: 0
Movement: 30'	

Werecreatures

Werewolves are usually encountered in their hybrid form. Lycanthropy is considered a curse, so werewolves should always be savage and blood-thirsty to the extreme. Werewolves and the larger werebears inhabit large forested areas of North America, Europe, and the Balkans. Were-igers and werejaguars inhabit the Indian subcontinent and the South American jungles.

The curse of lycanthropy is contracted from the bite of an infected person. Once transformed, the person will take on certain behaviors associated with their specific werecreature. They may become pack oriented, territorial, aggressive, or fiercely protective. While in human form, the infected individual will have the Boon Sharpened Senses. Their transformation from human to werecreature is generally ruled by the lunar cycle. However, some of the more powerful specimens can transform at will and without much pain.

Size: Medium–Large **Priority**: Villain **Habitat**: All

Traits

Sharpened Senses [Boon]

Ferocious Attack
Roll a Bonus Die for the beast's Attack Roll.

Excellent Hunter
Roll a Bonus Die for tracking.

Special: *Werecreatures take no damage from normal weaponry. Only silver does permanent damage to them.*

Attributes	Combat Abilities
Strength: 4	Attack: +2
Agility: 3	Damage: 2D6H
Mind: -1	Defense: 0
LB: 30	Protection: 0
Movement: 35–40'	

Yeti

Yetis inhabit the highest peaks of the Himalayas. They often serve as guardians for holy sites and ancient tombs. Their thick furred bodies provide excellent camouflage in the snowy wastes of the Himalayas.

Size: Large 7 10' **Priority**: Villain
Habitat: Mountain – Snowcap Region

Traits

Ferocious Attack
Roll a Bonus Die for the beast's Attack Roll.

Excellent Hunter
Roll a Bonus Die for tracking.

Camouflage
The creature is hard to spot, mostly due to coloration or texture of its skin or fur.

Attributes	Combat Abilities
Strength: 5	Attack: +1
Agility: 1	Damage: 2D6H
Mind: -1	Defense: 1
LB: 30	Protection: 2 (very thick pelt)
Movement: 35'	

The Undead

The undead are corpses that have been reanimated through supernatural forces and/or rituals. Ancient undead are dry, dusty, brittle-boned, and often retain some essence of power they had while still alive.

Other more recently created undead are either skeletal cadavers, often wearing the clothes or armor they were buried in, or rotting corpses, given a semblance of life by dark necromancies. The undead do not have LB and therefore do not suffer from wounds. Rather, they have Life-force, which is a measure of the supernatural forces that give them their reanimated life. When their Life-force reaches zero, they will return to the death they were so rudely brought back from.

Undead, Ghouls

Ghouls are corpses that have been raised from the dead by a necromancer. They can also be created by a vampire biting a human to death with the intent of creating a ghoul to act as its guardian. Ghouls are less decomposed in appearance and they're much faster and more intelligent than zombies. They can follow complicated commands. They have an unhealthy appetite for player character flesh. They are persistent, ravenous, and travel in packs. Ghouls are cunning and often use ambushing tactics when hunting prey.

Size: Medium   **Priority**: Villain
Habitat: Graveyard, Ruins

Traits

Ferocious Attack
Roll a Bonus Die for the beast's Attack Roll.

Excellent Hunter
Roll a Bonus Die for tracking.

Attributes	Combat Abilities
Strength: 3	Attack: +1
Agility: 2	Damage: D6H
Mind: -1	Defense: 2
Life-force: 13	Protection: 0
Movement: 40'	

Undead, Mummies

Mummies are slow moving; however, they're relentless and fear nothing. They are susceptible to fire and electricity, in which case their protection is negated.

Size: Medium   **Priority**: Villain   **Habitat**: Ruins

Traits—None

Attributes	Combat Abilities
Strength: 4	Attack: +1
Agility: -1	Damage: 2D6
Mind: -1	Defense: 0
Life-force: 30	Protection: 4
Movement: 15'	

Undead, Skeletons

Often used by necromancers as troop fodder. Skeletons can follow simple commands and make excellent guardians.

Size: Medium   **Priority**: Rabble   **Habitat**: Ruins

Traits—None

Attributes	Combat Abilities
Strength: 0	Attack: +0
Agility: 0	Damage: D6
Mind: -2	Defense: 0
Life-force: 3	Protection: 0 [or by armor]
Movement: 20'	

Vampires [Undead]

A vampire is a powerful form of undead that is only active at night. Vampires feed off of the Life Blood of the living. They may assume the form of a bat, wolf, or rat at will. Their gaze acts as a hypnosis spell so powerful that those who fall under it obey the vampire's every command to the best of their ability. A vampire's Strength and Agility far exceed the capabilities of the average human.

They almost always appear physically beautiful and charismatic. However, their charm is merely a powerful magical glamour they use to enthrall the humans upon which they feed. If they are suffering from Life-force deprivation or pain, their true form emerges, usually as a bloated, hideous corpse that emits an overpowering stench of decay. If they are reduced to zero Life-force, they assume a mist form and return to their resting place, in which they must wait until the next night to assume their corporeal form again. They are only truly defeated by a wooden stake through the heart, exposure to sunlight, or total immersion in running water.

Some of the older vampires are masters of magic (mystic ranks) and may possess magic spells of the first or second magnitude (see pages 94 and 95). Others could be great warriors and have exceptional skill in the fighting arts (ex: Weapon Specialist Boon).

Sometimes a vampire will bite a human over the course of three nights. On the third night, the human is drained of all their Life Blood and takes a bit of the Life-force of the vampire, after which the human dies. The following night the victim rises to join the ranks of the undead. Vampires may also create Ghouls in a similar fashion (see Undead, Ghouls).

Special: If a vampire bites a mortal, it will drain the Life Blood from the mortal's body at the rate of one LB point per round. Each point drained will either restore the vampire's lost Life-force or, if the vampire is at full Life-force, will add temporary Life-force. If the Vampire is also a mystic, Life Blood drained may be used to replenish Arcane Power instead.

Size: Medium **Priority**: Villain
Habitat: Caverns, in the deepest recesses of Castles or Manors

Traits

Nocturnal
Nocturnal powers only work at night.

Shape Change at Will
May shape shift to a swarm of bats, swarm of rats, or a wolf.

Infatuation Spell
Player may resist with Mind -4 to Task Resolution Roll.

Attributes	Combat Abilities
Strength: 4	Attack: +2
Agility: 4	Damage: 2D6H
Mind: 2	Defense: 4
Life-force: 30	Protection: 0
Movement: 45'	
Arcane Points: 30 [for older vampires only]	

The Human Servant

A human servant's primary mission is to protect his or her vampire during the daylight hours when the vampire is most vulnerable. They serve as a companion to the vampire, as well as handle mundane tasks a regular servant would perform. Only the most trusted and loved human is made a human servant to a vampire. The vampire and human exchange a small amount of blood, opening a mental conduit between them.

The conduit created by blood exchange makes it possible for communication telepathically. Human servants gain longevity far beyond the normal physiology of mundane humans, as well as heightened strength, speed, and rapid healing.

Zombies [Undead]

Zombies, much like ghouls, are corpses that have been raised from the dead by a necromancer or a practitioner of black magic using unholy rites. Since they are slow moving, they are usually summoned in numbers of ten or more in order to be effective in combat. They follow simple commands such as "kill all who enter." They don't require sleep or shelter. They're supernaturally strong and relentless in combat. Zombies cannot speak, but may moan and grunt.

Size: Medium   **Priority**: Rabble
Habitat: Virtually Anywhere

Traits

Swarm Attack
A swarm of small attacking creatures (such as rodents, insects, and birds) requires the player to make a Mind Task Resolution Roll. If the roll fails, the player takes a Penalty die to all actions until the creatures cease their attack. The Penalty die is in addition to any other damage the creatures may inflict.

Attributes

Strength: 4
Agility: -1
Mind: -3
Life-force: 3
Movement: 15'

Combat Abilities

Attack: +0
Damage: D6
Defense: 0
Protection: 0

It is a truth universally acknowledged that a zombie in possession of brains must be in want of more brains.
—Seth Grahame-Smith, *Pride and Predjudice and Zombies*

CHAPTER 15
MYSTERIOUS POWER BOONS
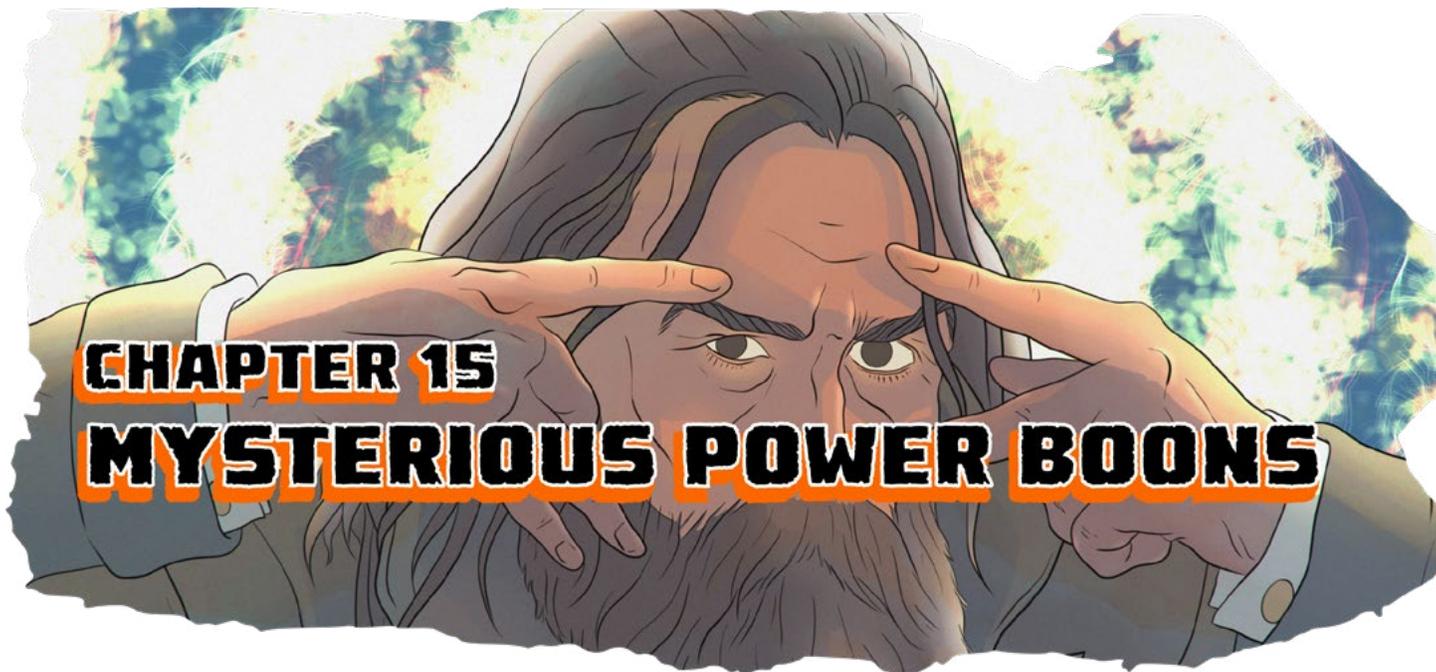
Mysterious Power Boons are completely separate from the regular Boons discussed earlier. You may not buy Mysterious Powers with regular Boons, nor may you pay for Mysterious Power Boons with regular Flaws.

Players with Mysterious Powers will generally only have one such power. As was stated earlier, the pulps tended to have low-key powers when compared to modern day super heroes. If the GM approves the use of more than one power for each character, then it is advised that the character take a Mysterious Power Flaw for each additional Mysterious Power Boon.

Creating Your Own Mysterious Power Boons

If the GM is willing to allow these types of Boons for the campaign, then work with him to come up with a pulp flavored power for your character. Remember to keep the power useful but low-key. The Mysterious Power should have some limitations, such as the number of times it can be called upon or the amount of damage it can inflict.

The duration of the power's effect is determined by the GM and persists as long as needed for each particular situation, a few minutes at most. The point is to be reasonable. The powers are meant to add flavor and fun to the game, not to detract from it.

Some suggested Mysterious Power Boons from the pulps:

Animal Communication
Your character can talk with either all animals or a specific species of animal. The character can make an Appeal Roll using the Task Resolution Table (with a Bonus die) to see if the animal is friendly to the character. The Appeal roll may include modifiers, such as when the character is offering food or the animal is exhibiting a heightened disposition.

Create and Manipulate Shadow
Your character is able to cover an area with impenetrable darkness, or create a shadow form that moves and can perform simple tasks, such as open a door or touch someone on the shoulder (approximately one pound of pressure).

Dark Vision
Your character can see in complete darkness as clearly as on an overcast day.

Electrical Manipulation
Your character can manipulate electrical currents and use them to short out equipment, jam signals, and even deliver a shocking blow for D6H electrical damage to an enemy if your character has an available source of electricity.

Levitation

Characters can slowly levitate a maximum of 20' off the ground. They may also carry up to half their body weight while levitating.

Malleable Face

Characters may have the amazing ability to manipulate their facial structure so they can change facial appearances to look like virtually anyone they wish (even the opposite sex). The power does not affect their skin or eye color, but everything else is altered flawlessly. Players of characters who are close associates of an impersonated victim may make a Mind roll to recognize the difference, but to all others the face should seem natural.

Mesmerize

Characters can briefly fascinate or disorient their enemy, causing them to fixate on the character and nothing else for about 30 seconds. The player must make a Mind or Appeal roll (whichever is higher) while adding a Bonus die. If the Task Roll for the mesmerism is successful, the subject will not remember the passing time and everything will seem normal.

Multiplicity

This mysterious power allows characters to create two identical copies of themselves. The copies have all the skills and Career knowledge of the character using multiplicity without the character's Boons. This mysterious power may be used once a day, and the copies exist for up to one hour. The copies will simply step out of the character's body, clothed identically as the character. The player character will control the other two copies as they look to the hero for guidance. Since they have no initiative on their own, they will just stand around humming a tune or pick up a newspaper and pretend to read if they are not given a command. The controlling character has a sort of psychic connection with the copies and can communicate to either or both via thought.

They however can only communicate via thought with the Hero, not each other. If either of the copies are reduced to zero LB, they fade will away (though they can be summoned again the next day, as good as new). They will also fade away if the player character is reduced to zero LB.

Psychic

By harnessing the power of the mind, your character will be capable of amazing mental abilities. The player is allowed **three** of the following psychic powers for **each** Boon point they spend.

- **Aura Reading:** Every living thing is surrounded by a unique energy signature that your character can see. The signature is as unique as a fingerprint and allows the reader to positively identify a person that they have met before, as well as gauge certain things about them: health, strongest emotion, and level of anxiety. With a successful Task Resolution Roll (Mind + Profession) the reader can tell if the target is speaking truth, falsehood, embellishing the truth, or lying by omission. Further, difficulty modifiers may be assessed by the GM.

- **Clairvoyance:** The character can "psychically see" (albeit hazily and cryptically) glimpses of recent scenes involving other people, places, or objects with which the psychic is familiar or after concentrating on an item belonging to the individual in question. The better the psychic knows the individual or location, or the more personal the item, the better the vision the psychic will have (this is all under the direction of the GM).

- **Detect Life:** The character can detect if a nearby area (such as an adjacent room) contains any sign of life. The character can also discern the number and size of those detected.

- **Dowsing:** The ability to find hidden, lost, or obscured items. Often used to find water or minerals, there really is no limit to what can be found with the dowsing power. If you are dowsing for a person that is actively hiding or an object that is in motion, pinpointing the location becomes a very difficult task. In these circumstances, a Mighty or Legendary Success on a Task Resolution Roll (Mind + Profession) will be needed to find the object. Further, difficulty modifiers may be assessed by the GM.

- **Empathy:** The character can get an overall sense of feelings/emotions emanating from a subject.

- **Move Small Objects:** The character is capable of slowly moving an object up to five pounds in weight up to 30' away. While able to fit and turn a key in a lock, they are unable to perform fine manipulations (such as repairing a pocket watch).

- **Object Reading:** By handling objects, the character can sometimes read impressions left on them by the previous owner. The object must have been of some value to the owner (you can't read a toothpaste tube, for instance), and the information received is vague but may include their age, name, sex, or other similar details.

- **Psychic Surgery:** The power allows the practitioner to perform first aid and complicated surgeries without the need of medical equipment, medications, or training. A successful Task Resolution Roll (Mind + Profession), modified by the injury level of the target, will bring a dying person back to zero LB (stable and unconscious).

- **Puppet:** Practitioners may subtly influence their targets over a distance, but the form of influence is minor. During the target's day-to-day decision-making, if a choice is made and either option is valid according to the target's sensibilities, the practitioner may state which option the target chooses with a successful Task Resolution Roll (Mind + Profession) modified by the target's Mind Score. Practitioners must be able to see the target, or they must have an item that is deeply personal to the target. Mighty or Legendary Successes are needed for players to force their target to make choices that cause harm or choices that are out of character.

- **Remote Viewing:** Practitioners may leave their body and teleport to a location instantly to view and hear what is currently happening at that particular location without being perceived. While the spirit of practitioners may not be seen or heard, they are also prevented from interacting with the location in any way. The body of a practitioner engaged in remote viewing is treated as unconscious with 0 LB. For each hour within remote viewing, the practitioner loses LB and approaches death. At -6 LB, the body and spirit cannot be made whole again. Returning to the body once LB has reached negative numbers will result in unconsciousness for 1D6 hours after returning to the body. However, the body will be fully restored after the practitioner reaches consciousness.

- **Spirit Sight:** Characters may sense and communicate with spirits in their immediate area. A Task Resolution Roll with modifiers using the practitioner's Appeal Attribute must be made to determine if the spirit will communicate with the character. Note: Language barriers may or may not affect communication with the dead. This is a GM call.

As with all Mysterious Powers, players are encouraged to research and discuss using other psychic powers with the GM for possible inclusion.

Psychic abilities work instantaneously and have no extended duration. They are generally in effect as long as characters are concentrating on their ability. Once concentration is lost, the ability's effect will end.

Rider Within

The Rider Within Boon allows your character to temporarily create a special bond with an animal, by which he or she may take control of the creature from within. The Boon allows characters the ability to not only see through the animal hosts' eyes, but also control their movements and actions. The bond may be shared with any type of natural animal as long as the player has had a few moments to connect with the animal. The player does not need to touch the animal; a simple meeting of the eyes will suffice. The player must roll a successful Mind roll using the Task Resolution Table to establish the connection.

Once the connection is established, the character enters a dreamlike trance and will not be able to move nor perform any other action until the connection is broken. The connection lasts for up to an hour, at which time the character loses the connection. The connection is also broken if the animal is killed during the connection (although the character suffers no harm).

If the Mind roll fails, a connection is not possible with that specific animal. On a Calamitous Failure, truly horrific/hilarious results will occur at the GM's discretion, temporarily at least.

If the character also possesses the Animal Companion Boon, then success is automatic when he or she uses the Rider Within Boon using the animal companion.

Shape-Shifter

Your character has the natural ability to assume the form of an animal, from as small as a house cat to as large as a horse. One specific type of animal (monkey, eagle, dolphin, etc.) must be chosen. Each transformation will take no more than a few seconds. Shape-shifted characters will gain all the abilities of their chosen animal but will still retain their personality and identity. However, if characters remain in their form for more than 24 hours straight, they will run the risk of "going wild," forgetting their human form and assuming the beast form permanently (Mind roll with -1 per hour over 24, cumulative). Clothing, weapons, or other possessions are not influenced by the change.

Shroud

Your character has the power to cast a temporary shroud of energy around him or her that enables the character casting shroud (no others) to pass virtually unnoticed by enemies or creatures. The power can be used as needed and lasts for a few minutes each time. The shroud works automatically against enemies not actively seeking the character. Enemies who are pursuing the character must make a Task Resolution Roll with a Penalty die to notice the character. Animals will always require a Task Resolution Roll (with no Penalty die) to notice the character; however, animals will act nervously and unsettled even if the roll fails.

X-Ray Vision

Your character may concentrate to see through clothing, walls, and other obstructions. The GM may put limitations on X-Ray Vision, such as disabling vision through lead or disabling vision past three feet of thickness.

Mysterious Powers Flaws

As was stated earlier, characters who wish to take more than one Mysterious Power Boon will be required to take a Mysterious Power Flaw. The GM will have the final say as to whether the Flaw is appropriate for the power.

The following are some suggested Mysterious Power Flaws:

Difficult

The Mysterious Power is difficult to control. Your character must add a Penalty Die to their Task Resolution Roll to control their power or it will act erratically, in some cases with the possibility of harming others.

Disrupting

Using the Mysterious Power disrupts electrical equipment within 300', causing the equipment to stop intermittently or stop operating completely while the power is in effect.

Diurnal

The Mysterious Power only works during the day.

Focus

Your Mysterious Power is tied to an item that the character uses as a focus (amulet, wand, ring, etc.). If the focus is lost or destroyed, then the power goes with it. If the focus comes into the possession of another, it's useless.

Life Draining

The Mysterious Power requires 5 LB points from the character or another creature to activate.

Nocturnal

The Mysterious Power only works at night.

Obvious

The Mysterious Power has an obvious effect on your character when activated (their eyes glow red, smoke emits from their ears, their skin turns green).

Ritual

Using the Mysterious Power requires a ritual. The character must perform a distinct ritual prior to using the power in order for the ability to work. The GM will determine what type of ritual, the length of the ritual, and if any components are needed to perform the ritual.

Unreliable

The Mysterious Power is unreliable and requires characters to add a Penalty die to their Task Resolution Roll to activate their Mysterious Power. If the roll fails, characters must wait 24 hours before attempting to activate the Mysterious Power again.

Weakness

Using your Mysterious Power results in a temporary reduction of an Attribute:

- Character is exhausted—Strength
- Character is uncoordinated   Agility
- Character is disoriented—Mind
- Character is moody and spiteful—Appeal

The effects of the Flaw last for an hour, during which time the affected Attribute suffers a -1 penalty.

Magery

Your character has learned to summon and control arcane forces to do his or her bidding. The Magery Boon allows characters to utilize the forces of magic in the game and may only be taken if the character has at least one point in the Mystic Career.

Arcane Power

Characters with at least one point in their mystic Career are granted an Arcane Power rating equal to 10 plus their mystic Rank. NPC Rabble mystics (adepts, students, and apprentices) start with 1, 2, or 3 Arcane Power (equivalent to their LB).

Spell Magnitude

All spells fall into one of four classes: cantrips, spells of first magnitude, second magnitude, or third magnitude.

Mind-Affecting Spells

Spells that directly interfere with a person's psyche or perceptions, such as mind control and mind reading, have an additional modifier based on the Mind rating of the spell's victim.

Healing With Arcane Power

Sorcery does not lend itself to healing injuries of any sort. Accordingly, mystics cannot cast spells that repair damage to living things, although they can repair inanimate objects or items using magic.

Sorcery and Armor

Magic is difficult to perform while wearing armor, costing the mystic a greater amount of Arcane Power. For light armor, 1 extra Arcane Power point is used in casting a spell. For each heavier armor type, add 1 point of Arcane Power to the casting cost.

Cantrips

These are very basic spells, allowing the caster to conjure a brief pool of light, the distant sound of laughter, or a spark to start a fire. Cantrips can be used to repair a common object, sour a jug of wine, or make a brief illusion of a common object. Other examples might include making a coin vanish, causing a rope to slither up a prison wall, or distracting a guard with

an imagined sound. Such spells rarely cost more than 1 Arcane Power, and only require a skill roll when directly affecting a sentient target.

Cantrip Suggestions:

- Foul Food or Drink
- Illusory Sounds
- Minor Curse (-1 to the target's next Task Roll)
- Momentary Clumsiness (target drops an item being held, stumbles, etc.)
- Pain (causes a stab of pain but no damage)
- Paralyzing Gaze (paralyzes target for a round)

Cantrips

Cost: 1 or 2 Arcane Power
Requirements: None
Minimum: 1 Arcane Power
Difficulty: Automatic (no roll needed), Very Easy (+2), or Easy (+1)

Spell Magnitude	Difficulty	Modifier to Task Roll	Arcane Cost	Min. Cost
Cantrip	Automatic	-	1 to 2 AP	1 AP
	Very Easy	+2		
	Easy	+1		
First Magnitude	Moderate	0	5 AP	2 AP
	Hard	-1		
Second Magnitude (NPCs only)	Tough	-2	10 AP	6 AP
	Demanding	-4		

Spells of the First Magnitude

These tend to be spells that the mystic can cast during the course of an adventure. They are utility spells, allowing the mystic to perform tasks that anyone with the right training and equipment could perform. For example, such sorcery might allow the caster to glide up the side of a cliff—since a normal person with rope and pitons could achieve the same result (eventually). Damaging spells of the first magnitude would typically cause 1D6 LB of damage to the target. Spells of the first magnitude cost 5 Arcane Power and must meet one casting requirement to be performed at all. For every additional casting requirement that the mystic meets (in full), reduce the Arcane Power cost by one point. The minimum Arcane Power cost of a first magnitude spell is always two.

First Magnitude Spell Suggestions:

- Fear
- Illusion
- Visions of Close or Recent Happenings
- Summoning Minor Elementals (Air Sprite, Mud Man, Water Weird)

Spells of the First Magnitude

Cost: 5
Arcane Power Requirements: -1 Arcane Power per extra requirement taken
Minimum: 2 Arcane Power
Difficulty: Moderate (0) or Hard (-1)

First Magnitude Spell Casting Requirements

- Special Item: An ancient tome, heavy tablet, or delicate scroll may be required but is relatively easy to come by (some bartering, a short journey, or a minor expenditure).

- Line of Sight: The caster must be able to clearly see his or her intended target.

- Casting Time: The spell will take at least 1D6 ×30 minutes of meditation, chanting, dancing, etc. to correctly execute.

- Intimate Materials: A personal item of the intended target (or a tile from the target building, for example) is required.

- Special Knowledge: The caster must conduct lengthy research before he or she has the necessary information to cast the spell.

- Obvious Technique: The caster must gesture, chant, dance, or make strange sounds during the brief casting process.

- Auspicious Hour: The spell may only be cast at a specific hour of the day.

- Ritual Cleansing: The caster must bathe in clean water and essential oils, and must shave all hair from his or her body.

- Wounds: The mystic must suffer D3 LB of damage when the spell is cast.

Spells of the Second Magnitude

(NPCs Only)

These are powerful sorceries indeed and are only possible during the course of an adventure if appropriate research and preparations have been made (see page 54 under the section Advancement). Minds can be controlled, buildings leveled, and mighty men transformed into squealing pigs. These spells are defined as activities that would be impossible for a single person. Destroying a door would be a spell of the first magnitude, but destroying a wall is definitely second magnitude. These spells cost 10 Arcane Power. For every casting requirement met in addition to the primary requirement, you can reduce the cost by 1 point, down to a minimum of 6 Arcane Power.

Second Magnitude Spell Suggestions:

- Extended Suggestion

- Instant Hypnotism

- Visions of Happenings: Across the City, or Within a Lifetime

- Summoning Lesser Demons

Spells of the Second Magnitude
Cost: 10
Arcane Power Requirements: -1 Arcane Power per extra requirement taken
Minimum: 6 Arcane Power
Difficulty: Tough (-2) or Demanding (-4)

> *"I have been accused of being a 'black magician.' No more foolish statement was ever made about me. I despise the thing to such an extent that I can hardly believe in the existence of people so debased and idiotic as to practice it."*
> —Aleister Crowley

Example: *Malaga (High Priestess of the Igala Fire Cult) unleashes a javelin-like bolt of flame at Lex. The GM considers Malaga's ability a first magnitude spell– she has line of sight (appropriate for a bolt of fire) to Lex, and uses obvious technique (she's always putting on a show).*

With the first requirement to cast the spell met and with one additional requirement taken, the Arcane Power cost is reduced to 4. The GM determines the flame is worth 1D6 LB damage to Lex.

Second Magnitude Spell Casting Requirements

- **Special Item:** An ancient tome, heavy tablet, or delicate scroll is required, and the item will prove difficult to obtain. The item should be rare, held in a distant land, or in a hidden tomb guarded by the undead!

- **Rare Ingredients:** An expedition is required to locate the necessary items to perform the spell it will take 1D6 weeks and thousands of dollars to obtain the necessary items (of course, any mystic worth his or her salt would have a stable of fanatical cultists to track down those special items!)

- **Permanent Focus:** The caster must undertake ritual tattooing to permanently inscribe the details of the spell on his or her person.

- **Casting Time:** The spell will take at least D6×2 hours of meditation, chanting, dancing, etc. to correctly execute.

- **Ritual Sacrifice:** An animal (of at least the size of a lamb) must be sacrificed prior to casting.

- **Lunar:** The spell may only be cast during a specific phase of the moon.

- **Personal Ordeal:** The caster must fast for 2D6 days.

- **Wounds:** The mystic suffers D6+1 LB damage when the spell is cast.

Example: *Malaga has managed to capture Lex. It would please her to turn the big Aussie into her lapdog, to pay him back for having the temerity to dare come to her jungle palace to steal from her. While he is languishing in the dungeon cells, she researches a spell. It would normally cost 10 Arcane Power, but she sends some of her skull warriors out to an old tomb to fetch a grimoire she's heard about. She fasts for a week (rolls 2D6, gets 7) and studies the stars for the best time to perform the spell (making a Mind roll, using her Career of mystic). Malaga has Lex brought to her in chains and she sacrifices a small beast. She has now met the first spell requirement plus three additional requirements, reducing the Arcane Power cost to 7. The GM determines the difficulty of the spell requires a tough Task Roll. A successful Task Roll allows her to defeat Lex's mind.*

Spells of the Third Magnitude

(NPCs Only)

These spells are incredibly rare in any game. They bring about natural disasters and terrible curses spanning generations. Such spells cost 15 Arcane Power. For every casting requirement that the caster complies with, reduce the Arcane Power cost by 1. The minimum cost for spells of the third magnitude is 11 Arcane Power.

Third Magnitude Spell Suggestions:

- Causing "Natural" Disasters
- Create an Army of Mental Slaves
- Long-Term Hallucinations/Nightmares
- Visions of Distant Lands and the Ancient Past
- Summoning Greater Demons

Spells of the Third Magnitude
Cost: 15
Arcane Power Requirements: -1 Arcane Power per extra requirement taken
Minimum: 11 Arcane Power
Difficulty: Formidable (-6) or Heroic/Villainous (-8)

Third Magnitude Spell Casting Requirements

- **Personal Ordeal:** The caster must undertake ritual scarring, mutilation, and/or bloodletting to achieve the right frame of mind for casting.

- **Casting Time:** To correctly execute, the spell will take at least 3D6 hours of meditation, chanting, dancing, etc.

- **Ritual Sacrifice:** An innocent must be ritually slaughtered to empower the spell.

- **The Stars *Are* Right:** The spell may only be cast when the necessary stars and planets are correctly aligned.

- **Place of Power:** There is only one place known to man where this spell may be cast, and guess what? It's not close!

- **Demonic Transformation:** Casting the spell will permanently (maybe) transform the caster into some horrible demonic form with an even more clichéd maniacal laugh.

- **Wounds:** The mystic suffers 2D6+1 LB damage when the spell is cast.

Example: *Lord Evgard, high priest of the secret temple of Dagon, is planning to raise a volcano in the middle of London. The GM rightly assesses this spell as being of the third magnitude, and selects "The Stars Are Right" as the first casting requirement and "Ritual Sacrifice" as the second one. Lord Evgard has arranged for young Princess Elizabeth to be kidnapped from the royal palace. These two requirements reduce the Arcane Power cost to 14. The Heroes only have 30 days to stop the evil sorcerer and rescue the princess before the coming eclipse spells their doom!*

Recovering Arcane Power

The caster recovers 4 Arcane Power spent to create first magnitude spells at either noon or midnight (the sorcerer makes the choice, but must live with the choice for the duration of his or her casting life) every day. Arcane Power spent on cantrips is recovered both at noon and at midnight. Arcane Power spent in the creation of second and third magnitude spells are recovered at the rate of four points per lunar month (usually the first night of the full moon, but the sorcerer may choose his or her phase).

Additionally, whenever the sorcerer casts third magnitude magic, a point of Arcane Power is permanently lost. The loss of Arcane Power can be exchanged for the loss of an Attribute point instead (down to negative numbers if necessary)—for example, it could represent aging, and so reduce the mystic's Appeal by 1.

Examples of the types of spells that have a particular "pulp flavor":

- Wasting/withering diseases that cause the victim to slowly die while her loved ones look on hopelessly

- Bewitchment or possession (maybe turning someone into a "living zombie")

- Animation of the dead ("The Bloodless")

- Seeing into other dimensions, or viewing events in far-away places

- Spells that create terrible storms or call lightning

- Summoning spells (particularly demons, etc.)

Hackshaw: "*You don't believe in magic?*"
Lovecraft: "*I believe it, just don't use it.*"
Hackshaw: "*Why?*"
Lovecraft: "*Personal reasons.*"
Hackshaw: "*And they are?*"
Lovecraft: "*Personal.*"
—from the 1991 HBO movie, "Cast a Deadly Spell"

Examples of First Magnitude Spells

Compel

The victim will be compelled to do the mystic's bidding, provided the mystic's instructions are within the bounds of what the target might do if not under control (that is, the target is unlikely to attack his or her friends).

- The target's Mind is always used to modify the difficulty.

Conjure Item

The spell enables the mystic to conjure a small ordinary item—a length of rope, a tool or weapon, clothing, or a canteen of water.

- Line of Sight is not normally a requirement for conjuring items
- Usually requires Casting Time
- Often requires Obvious Technique

Demonic Blade

The spell animates a sword or melee weapon, allowing the weapon to fight foes while the mystic directs the weapon through mental commands. It attacks using the mystic's Mind as opposed to Agility or Strength (the mystic's choice) for the purposes of the Attack Roll and Priority Roll.

- Always requires Line of Sight
- Requires a melee weapon to be available
- Often requires Obvious Technique

Evil Eye

The mystic can cause the target to suffer a curse that affects their ability to perform any normal actions. It gives the target a Flaw on all actions while affected by the curse (that is, they add a Penalty die for all Task Rolls).

- Always requires Line of Sight
- The target's Mind is always used to modify the difficulty

Pass Unnoticed

The spell allows mystics to walk amongst their enemies without being noticed. Mystics do not become invisible. Rather, mystics go by unnoticed or are believed to belong where they are.

- The strongest enemy Mind is usually used as a modifier to the spell

Summon Beast

The mystic can summon a creature found in the local environment. The beast may be any size up to "very large" and, once it appears, will normally do the summoner's bidding until it has completed the task required.

- Usually requires Casting Time

Scale-Skin

The spell causes the recipient's skin to turn tough and scaly, and provides armor protection of 1D6 to the recipient.

- Normal initial requirement is a piece of scaly skin from a reptile

Ward Against Evil

Any undead, lycanthropes, or magically summoned creatures must remain at least ten feet from the caster. The power has no visible effect to the human eye, but the creatures it wards against see the caster bathed in shimmering amber light.

- Often requires Obvious Technique

Examples of Second Magnitude Spells

Beguile

The spell is used by the magician to put victims completely and utterly in the power of the caster. A victim will obey the caster's every command without question, helpless to do anything else.

- The target's Mind is always used to modify the difficulty
- Rare Ingredients are generally needed to perform the spell, including some personal item belonging to the victim

Festering Fog

The spell brings forth a cloud of foul greenish fog which, while the sorcerer concentrates on the spell, will billow and expand quickly to become large enough to envelop a large village. The spell may drift in a direction determined by the summoner. The fog smells foul, causing nausea if inhaled, and also reduces visibility to a radius of 20'.

- Always requires a bowl of swamp or bog water

Summon Mighty Beast

The magician can summon a creature that can be found in the local environment. The beast may be any size up to "colossal" and, once it appears, will normally do the summoner's bidding until it has completed the task required.

- Usually has the Casting Time requirement
- Often has the Rare Ingredient Requirement

Example of a Third Magnitude Spell

Death Plague

The spell brings a plague to a named city that kills one quarter of the inhabitants in a week and affects half the city, making them weak and violently ill during that period.

- First requirement would normally be a Ritual Sacrifice

Scientific Wizardry

In the pulps, there are scientists and then there are scientific wizards. The scientists are men such as Oppenheimer and Salk who, through intellect and dedication, develop the theories and discoveries that change the world. The "Scientific Wizards" are able to go beyond conventional wisdom and reason, transcending those limitations by bending the laws of science and breaking the laws of the universe. They can make the impossible a reality.

Characters wishing to create scientific wonders must have the Professor Boon.

The Professor Boon

Receive a Bonus die to all scientific, construction, and repair Task Rolls. The Boon also allows characters to utilize science and technology in the game to create wondrous inventions and gadgets, which may only be taken if the character has at least 1 point in the scientific wizard Career.

Time and Money

Scientific wizards must pay a price for their science, which includes both time and money. Research is something that cannot normally be performed during an adventure; scientific wizards need time to gather materials, work out the quantities and designs, have engineers build parts, and construct the final project to completion. More time may be required as the finished article is tested and corrected several times until it's ready to use.

Research is pursued between adventures, when you have at least a week of downtime. Before embarking on a new adventure, the scientific wizard should describe completed projects and money spent, as well as preparations for future projects.

The Wealthy Boon

There are wealthy Heroes who may not be scientific wizards but may have them on staff. For these Heroes who use gear created by others, instead of using the Professor Boon, they may use the Wealthy Boon with an engineering or scientific profession to understand how to utilize the devices. Further, they may take on the Flaw Dependent as they provide for the every need of their scientific wizard.

If they take the Excellent Laboratory Boon, their resident scientific wizard will make use of it. Your scientific wizard will get 3 Research Points between sessions to build and repair with, and will have an effective +4 to Task Resolution Rolls. Advancement points may be spent on your scientific wizard if you wish; the GM will let you know what his or her current statistics are. Points spent take the form of providing new research methods, lab equipment, and better materials to increase productivity.

Research Points

Progress with scientific preparations is tracked using Research Points. Between adventures, characters will gain Research Points equal to their Career rank in Scientific Wizard. If you have a Scientific Wizard rank of 3, you will receive 3 Research Points. Some items require you to accumulate your Research Points over several adventures, which are actually necessary to make Mythic-grade devices.

If you only collect 3 Research Points between each adventure, you will need to complete at least three adventures to collect the 8 Research Points needed to make a Mythic device. You cannot spend more than 5 Research Points per adventure, and they cannot be saved between adventures, as they represent time as well as materials. So before each adventure, you need to invest Research Points in a project, even if that project will remain unfinished (see "Stages" below).

Research Costs

- A Common device costs 1 Research Point

- An Uncommon device costs 2 Research Points

- A Legendary device costs 4 Research Points. You may only make one of these devices per adventure

- A Mythic device costs 8 Research Points. You can make no more than one of these per two adventures

A scientific wizard can work on Common, Uncommon and Legendary devices at the same time. A rank 3 Scientific Wizard could produce one elixir of insect repellent (Common) and one enhanced strength pill (Uncommon) between adventures. Multitasking is not possible for completing Mythic devices, as the scientific wizard will be required to devote all of his or her time to the Mythic project.

Research Points and Starting Equipment

The GM may decide to let a scientific wizard spend Research Points before the first adventure. However, these Research Points must be spent on a completed project, and cannot be spent as a stage in an ongoing project. Thus, the GM could let a Hero with a rank 2 Scientific Wizard begin with burning solvent, but cannot let him or her invest 2 Research Points in a Mythic preparation.

Stages

When it takes a scientific wizard more than one period of "downtime" between adventures to prepare a device, the period of time is referred to as a stage. You spend Research Points at each stage of preparation until you have enough Research Points to finish a device. In other words, when producing a Mythic device (8 Research Points), a rank 2 scientific wizard would require four stages to complete his or her work. At the final stage, the player would have to make a successful Task Roll (Mind + Scientific Wizard Career rank). If the roll fails, the scientific wizard's work is ruined and all the Research Points invested are lost. The Task Roll difficulty for Mind + Career when creating devices is shown in the table below.

Note: The table below assumes access to a proper laboratory/shop and having the raw materials present. Otherwise, increase the difficulty by one level.

Preparation Level	Difficulty*	Modifier to Task Roll
Common-	Easy	+1
Common	Moderate	0
Uncommon	Hard	-1
Legendary	Tough	-2
Mythic	Demanding	-4
Mythic+	Formidable	-6

Where the scientific wizard is analyzing a previously unknown object or compound, increase the level of difficulty by one.

Building by Scratch

Not all Research Points have to be invested prior to each game. Characters may save Research Points to use during the adventure for creating quick, one-time use items that may help them out of dire predicaments. Common and (at the GM's discretion) Uncommon items may be "scratch built" if the character has access to a few tools and scrap materials from which to build.

Legendary and Mythic devices are too complicated and require specific tools and components to build in the field. Items built during an adventure are one-time use only and malfunction directly after being used in a scene. If over the course of the adventure the character does not make use of his or her saved Research Points, those points are lost by the end of the adventure and cannot be invested in other ongoing projects.

Repairing and Replicating Devices

When the scientific wizard is simply repairing or replicating a device, reduce the level of difficulty by one for Common and Uncommon Devices. Repairs require half as many Research Points as the original equivalent creation. The same applies for producing more than one elixir. Once you have created an elixir for the first time, you can thereafter replicate the elixir using either half the cost in Research Points (to a minimum of 1 point always) or doubling the number of dosages created.

Upgrading

Characters may make improvements to already created items by investing further Research Points into them. The Research Point cost to raise an item's effective level is the difference between the preparation levels.

Example: *A Common gun that produces a mild shock is upgraded to an Uncommon gun that can render a man unconscious, costing 1 Research Point (Common cost 1, Uncommon cost 2, the difference is 1). If that same gun was raised from Common to Legendary, the cost would be 3 Research Points, or only 2 if you had previously raised it to Uncommon and now to Legendary. Further, you can install completely new features on a previously made device.*

Device Ranks

Common Devices

These are formulas, devices, and creations that can readily be created by other professions without research. They are not common knowledge but rather the result of careful observation and experimenting by knowledgeable scientists and technicians. When you make a Common device, you must spend 1 Research Point whether you succeed or fail.

Uncommon Devices

These devices are simple for scientific wizards but are beyond the normal scientist or technician's ability to produce from commonly found materials. The required materials are normally obtainable at the local marketplace, or from relatively accessible places, and are easily stored. Uncommon devices are complex beyond most craftsmen or the most knowledgeable of chemists. You must spend 2 Research Points when you make your Task Roll, whether you succeed or fail.

Legendary Preparations

These preparations are known by scientific wizards but may only be produced in larger cities or the hidden laboratories of isolated scientific wizards. These miracles are often heard of by tale-tellers or presented as magic. These tend to be temporary effects, except those that heal or restore. Materials for these creations are usually rare, exotic, or volatile. They are not often found in the region the scientific wizard is located in, and will require hired adventurers to obtain material. They could range from near-extinct animals, plants raised under special conditions, or distillates of exotic minerals. They may be restricted to production under starlight, moonlight, or by animals with special diets.

When you attempt to make a Legendary device, you must spend 4 Research Points when you make your Task Roll. For elixirs or medicines, you lose only 2 Research Points after a failed Task Roll. For devices and creations, you lose 4 Research Points if you fail.

Mythic Devices

These devices are only mentioned in science fiction books and in the Saturday afternoon cliffhanger serials. To see one of these in a lifetime is unusual. Once

found, they are guarded and secreted away by jealous governments and large corporations, often never to be seen again. The raw ingredients for these devices may take several years to decant, grow, or infuse. Necessary plants, animal parts, and/or minerals are located in faraway lands or exotic environments (undersea, north slope of a mountaintop, a swamp-drowned tomb, mummy's coffin, etc.).

Once gained, they must be preserved in exotic ways or else they lose some of their potency. When you attempt to make a Mythic device, you must also spend 8 Research Points to complete it. For elixirs, you lose only 4 Research Points from a failed Task Roll. For devices and creations, you lose all 8 Research Points whether you succeed or fail.

Elixirs

Common Elixirs

These concoctions, liquids, and poultices could be prepared by an ordinary apothecary or chemist someone with the knowledge, skill, and expertise to mix and brew a variety of raw materials in the right proportions. Common elixirs tend to be ordinary things that could be found at the drug store, and induce temporary effects, except those that heal or restore:

- Acids (one small vial, does 1D3 damage or burns through an inch of metal or wood)
- Alcoholic Spirits (good quality, three bottles)
- Animal Poison (kills small pests for 1D3)
- Antidotes to Natural Venoms and Herbal Toxins (recovery in one hour, three doses)
- Fever Relief (lasts 2D6 hours, three doses)
- Insect Repellent (lasts 4D6 hours, three doses)
- Invisible Ink (becomes visible when wet or warmed)
- Nitroglycerin Vial (does 3D6H points of damage, and affects a 20' radius)
- Pain-killers (lasts 2D6 hours, three doses)
- Pox Cure (imbiber is cured of the pox)
- Scurvy Cure (imbiber is cured of scurvy)
- Sleep Inducers (ingested, gives 2D6 hours sound sleep, three doses)

Example: *Dr. Forrester feels that the group will need some insect repellent perfume for their journey through the jungles of Belize. He is a rank 1 Scientific Wizard, giving him 1 Research Point, so he can make one common preparation before the adventure begins. He is in a room above a saloon, so he is making do with whatever resources are at hand. Therefore, the difficulty moves from Moderate to Tough (–2). Forrester does have Mind 1, cancelling out the negative Modifier. This means he must roll 9+ to successfully make the perfume.*

Uncommon Elixirs

These are mixtures that imbue the recipients with improvements or reductions to their normal capabilities. These effects tend to be temporary, except those that heal or restore:

- Might (+1 Strength for the scene)
- Quickness (+1 Agility for the scene)
- Clarity (+1 Mind for the scene)
- Beauty (+1 Appeal for the scene)
- Improved Senses (Bonus die in Task Rolls for noticing things within the scene)
- Precision (Bonus die on ranged Attack Rolls for the scene)
- Prowess (Bonus die on melee Attack Rolls for the scene)
- Growing or Shrinking (for the scene)
- Infatuation (imbiber must roll Mind vs. the scientific wizard rank of the potions creator or be infatuated with the first person they see. The effect lasts one day)
- Instant Sleep (imbiber must roll Mind vs. the scientific wizard rank of the potion's creator or fall into a deep sleep for up to 12 hours)
- Antidote to Alchemical Poisons (recovery in one hour, three doses)
- Acid Neutralizer (instantly stops effects of equal amount of acid—makes nine small vials)
- Rust Reversal (enough to clean the rust off a suit of armor)
- Amnesia Elixir (will cause the drinker to lose consciousness, and when awakened they will have no idea of anything that occurred in the past 48 hours)

Legendary Elixirs

Legendary elixirs and their effects would include:

- Love (imbiber must roll Mind vs. your character's Scientific Wizard rank or be in love till the next full moon, one dose)

- Plague Cure (imbiber is cured of any disease, two doses)

- Appearance of Youth (imbiber appears to be no more than 25 years old for a week, one dose)

- Paralysis (imbiber must roll Strength vs. your character's Scientific Wizard rank or be completely paralyzed for 24 hours, one dose)

- Heroism (imbiber gets +1 to all combat abilities for one scene, one dose)

- Resilience (imbiber's skin counts as protection 1D6 armor for one scene, one dose)

- Shape Change (imbiber changes to look like someone else for one hour. Requires some hair, fingernails, blood, etc. from that person to perform, one dose)

- Universal Antidote (can cure any poison, instantly reversing its effects, one dose)

- Water-Breathing Tincture (allows imbiber to breathe underwater for half a day)

- Invisibility Powder (people seem not to notice the wearer unless he or she does something to draw attention to himself or herself, lasts for one scene)

Mythic Elixirs

Such unique elixirs and effects would be things like:

- Immortality (your character will not die naturally, although they might age slowly, becoming more withered the longer they go on—only violence or an accident can kill them)

- Permanent Alteration (+1 to any Attribute permanently, will only ever work once on any given individual)

- Perfect Regeneration (re-grows a lost limb, eye, etc., effectively erasing the Flaw associated with it)

- Invincibility (imbiber's skin counts as if it were armor with D6×2 protection for a scene)

Devices & Creations

Common Devices and Creations

These are finely made items of common use. The scientific wizard provides the formulae and blueprints, but a mechanical and/or electrical engineer might be needed to help put the item together.

Normally these items are lighter and stronger than other items created under unusual conditions.

- Precision body armor

- Precision weapons

- Precision tools

- Locks (ordinary lock of -2 difficulty)

- Traps (ordinary trap of -2 difficulty to find and disarm, and cause D3+1 damage when triggered)

- Perfectly pitched musical instruments (Tools of the Trade)

For precision weapons and armor, reroll any result of 1 when rolling damage or protection (only one re-roll allowed).

Common items that are not weapons or armor but do affect Life Blood cause or cure 1D3 of the recipient's Life Blood. Other elixirs and items would have to be worked out between the player and the GM using the above as guidelines.

Uncommon Devices and Creations

Uncommon devices are items that require detailed research and technical ability normally outside of the skill of a common electrician, the best mechanic, or the most experienced chemist:

- Advanced weaponry (roll a Bonus die when rolling for damage)

> *"This is why alchemy exists," the boy said. "So that everyone will search for his treasure, find it, and then want to be better than he was in his former life. Lead will play its role until the world has no further need for lead; and then lead will have to turn itself into gold.*
> *That's what alchemists do. They show that, when we strive to become better than we are, everything around us becomes better, too."*
> —Paulo Coelho, *The Alchemist*

- Lighter body armor (provides one grade better protection than the actual armor [or D6 for heavy armor], so light armor would provide the same protection as medium armor. Also halves the additional damage caused by Mighty and Legendary successes, where Bloody Slash/ Crushing Blow is selected. The armor can also be fashioned to be wearable as regular clothing)

- Elaborate locks and traps (difficulty is -4 to evade the traps, which cause D6+1 damage when triggered)

- Motorized artificial limbs (with the possibility of augmenting Strength or Movement)

- Gas gun (This slender pistol easily fits inside the sleeves of a shirt and is activated by the upward flick of the wrist. It emits a silent, short-range blast of odorless gas that can render a large human unconscious for several hours)

Uncommon items that are not weapons or armor but do affect Life Blood cause or cure 1D6 of the recipient's Life Blood. Other elixirs and items would have to be worked out between the player and the GM using the above as guidelines.

Legendary Devices and Creations

These devices utilize technologies that government researchers theorize about. Only a few know how to build them, and fewer have the skill to complete them.

- Advanced prototype weapon (roll a Bonus die when rolling for damage. In addition, they are unbreakable and ignore armor, except that created by a scientific wizard. The weapon must be given a name)

- Advanced prototype armor (provides one grade better protection [or D6 for heavy armor]. In addition, you roll a Bonus Die [roll two dice and drop the lowest one]. For example, light armor becomes medium armor with a bonus: D6H-2, rolling two D6 and applying the highest result, then subtracting 2. This armor also halves the additional damage caused by Mighty and Legendary successes, where Bloody Slash/Crushing Blow is selected. The armor may be fashioned to be wearable as regular clothing)

- Lightning gun (D6 ×2 damage, ignoring armor, with a base range increment of 250')

- Ingenious locks or traps (-6 difficulty to evade traps. They cause D6 ×2 damage if triggered)

- Invisibility belts (provides the effect of Invisibility Powder)

- Anti-gravitational belts (allows the wearer to float up and down)

- Breeding plants and animals into deadly life forms

- Advanced robotics (programmed behavior)

- Animal command headband (contains small micro circuitry that allows the character to speak with and control one type of animal [such as birds, reptiles, mammals, sea creatures, etc.], which must be determined at the time of the device's creation)

- Chameleon suit (electrically powered skin-tight suit will allow the user to blend in with any type of terrain or background)

- Thunder armor (provides adequate protection [D6 x 4] versus firearms, but its real advantage comes from its ability to allow the wearer to absorb kinetic energy and transform that energy into raw power, increasing Strength and allowing the wearer to deliver powerful blows, as well as lift and hurl heavy objects such as boulders or cars. For every 2 points of damage absorbed by the armor, there is a +1 Strength increase)

Legendary items that are not weapons or armor but do affect Life Blood cause or cure D6 x 2 of the recipient's Life Blood. Other elixirs and items would have to be worked out between the player and the GM using the above as guidelines.

Mythic Devices and Creations

These are concepts beyond the imagination of humanity, although achievable by those with the vision and genius to make such things a reality.

- Futuristic weapon (an advanced prototype weapon treated as a Trademark Weapon [see Boons]. The weapon must be given a name)

- Futuristic armor (an advanced prototype armor with no Agility penalties, allowing your character to swim while wearing the armor)

- Unique lock or trap (-8 Difficulty to evade traps. They cause D6 ×3 damage if triggered)

- Brain-transfer machines and their victims

- Intelligent dwellings

- Semi-sentient machines

- Creating life from chemical vats

- Vats for cloning individuals

- Create man-beast hybrid life-forms

- Displacing belt (belt shoots out light-bending radiation that gives observers the impression that the wearer is approximately three feet from where they actually are [Penalty die on all attacks]. The wearer appears as a slightly hazy, flickering form to others)

Mythic items that are not weapons or armor but do affect Life Blood cause or cure D6 x 3 of the recipient's Life Blood. Other elixirs and items would have to be worked out between the player and the GM using the above as guidelines.

Example: *Professor Horton (Mind 3, Scientific Wizard 3) decides to create a futuristic ray gun based on alien technology for his friend Steve. It will be called the Cosmic Blaster MKI. Professor Horton knows his work will take three stages to complete, accumulating 3 Research Points each stage and requiring a total of eight.*

In the first stage, he describes how he obtains the rare metal needed to prepare the housing of the ray gun by spending all his money received from the last adventure. He has put 3 Research Points into making the ray gun and has completed stage 1. Next, he tells the GM he needs to find world renowned physicist Dr. Elias Knopf, who was just recently captured by bandits while visiting rural China. Dr. Knopf is vital to the project, as he is the only one who can replicate the alien power cell which powers the ray gun. He gathers his compatriots to assist him. He will be able to attempt stage 2 when he returns with Dr. Knopf in tow.

DICEY TALES PRESENTS

THE PERILS OF BONAGA BAY

Kickstarter SG edition

The Perils of Bonaga Bay is a South Seas treasure hunting adventure featuring Pirates, Native tribesfolk, and undersea peril.

Meeting in Manila

While in Manila concluding business, one of the members of the group has been contacted by Ed Burroughs (Ed can be either an old US Navy buddy or even a relative of one of the PCs). Ed captains an 85' ketch that sails this area doing a bit of "import/export" among the islands.

Ed arranges to meet with the PCs at a popular Manila nightspot that evening for dinner to discuss a business proposition. After a bit of socializing, Ed gets to the main reason for their meeting.

"When I found out you and your pals were here in Manila, I figured Lady Luck was watching out for me."

He continues with a gleam in his eye.

"See now, about four months ago I ran across an old journal in a curio shop in Cebu. The journal was from the 1700s and is written in Dutch. It just so happens that my grandmother was Dutch, so I learned the language at home.

The journal belonged to an old salt named Sabastian Lammers who lived here in the Philippines. In the journal he writes about working as a Second Mate on a Dutch ship named the Otter. He mentions that the captain had received a chest of large pearls that were not registered on the ship's manifest. During that trip, the Otter reportedly ran into a reef and sunk in a storm near New Guinea. Four crewmen survived, including Lammers, though they quickly ran into a tribe of headhunters. Lammers was the only one to escape with his life. He was eventually rescued by a Spanish ship on its way to the Philippines."

Captain Burroughs

Edward Richmond Burroughs has been in the Orient most of his adult life. Born in Galveston, Texas, USA Edward joined the US Navy and was assigned to the Pacific fleet. He later left the US Navy and worked for a Hong Kong shipping firm. In recent years, Captain Burroughs purchased and has skippered his boat, the *Orion*, throughout the Pacific picking up import /export jobs and private charters. He stays in touch with his old US Navy buddies over at Subic Bay and his US Merchant Marine contacts throughout the eastern Pacific.

Captain Ed Burroughs (Tough)

STR: 0 **APP:** 0 **Melee:** 1 **LB:** 15
AGI: 1 **INI:** 2 **Ranged:** 1
MND: 0 **Defense:** 0

DAM: .38 revolver (D6H), ship's knife (D6L)

Careers: Mechanic 1, Sailor 2, Smuggler 2, Soldier 0

Languages: English, Dutch, Tagalog

Equipment: Captain Burroughs carries a .38 revolver (D6H) in a shoulder holster and a ship's knife (D6L) in a belt sheath.

"According to the journal, Lammers went back a few years later, but the wreck was sunk too far down, and he couldn't get to it. He even lost a leg to sharks trying. He eventually went back to Cebu, where he had married a girl and raised a family.

From what I can tell, the only mention of the whereabouts of the Otter is in his journal. I figure maybe he had hopes of getting back to it one day and trying again. But I don't think he ever did."

Ed pauses, assessing the PC's potential interest, and then says,

"I have my ship, the Orion, outfitted and ready to go. I even have a deep-water diving rig and three suits. What I don't have are folks I can trust watching my back.

My First Mate, Sabino, is a solid guy. The crew's okay, all local boys, a superstitious lot even for sailors. I want a couple of friendlies, preferably people I know I can count on. And that's where you come in. I need someone who can help man the hoses for the dive suits and keep a lookout in case anyone gets any funny ideas."

Unless the group has any other business to take care of, Captain Burroughs is ready to sail the next morning. The plan is to head to a refueling station at Gamboa and then to Bonaga Bay where the Otter lies about 100' below the surface of the ocean.

The Orion

The *Orion* is an 85' ketch powered by sail and twin diesel engines (use the Sailboat description in Chapter 10 on page 60 in the vehicle section). It has a crew of five and room for ten passengers.

The *Orion* has several hidden holds, which Burroughs uses to smuggle contraband. The ship's weapons locker holds seven Lee-Enfield rifles, two 12-gauge pump shotguns, and three .38 revolvers, with a sufficient supply of ammunition. There is also a hidden compartment with several unmarked wooden boxes containing eight hand grenades, twenty sticks of dynamite with Visco underwater fuses and a brand-new Lewis light machine gun with four full canister magazines, all cleaned and prepped for instant use. Only Burroughs and First Mate Sabino have the keys to the weapons locker or know of the secret weapons cache.

The Crew

The *Orion* is crewed by Filipino sailors who speak Tagalog, Spanish, and a bit of English. The four young sailors are named Julian, Ling, Catalino, and Bitoy. All are in their late teens to early twenties. The crew and general ship operation is overseen by First Mate and head engineer Sabino.

Sabino, First Mate/Engineer (Tough)

STR: 0	APP: 1	Melee: 1	LB: 5
AGI: 1	INI: 0	Ranged: 0	
MND: 0	Defense: 0		

DAM: Belt knife (D6L), Enfield rifle (D6H+2)

Careers: Mechanic 0, Sailor 1

Languages: English, Spanish, Tagalog

Equipment: Belt knife or Enfield rifle

The First Mate/Engineer, Sabino, is in his thirties and is an experienced sailor.

Julian, Ling, Catalino, and Bitoy (4 Crewmen—Rabble)

STR: 0	APP: 0	Melee: 0	LB: 2
AGI: 0	INI: 0	Ranged: 0	
MND: 0	Defense: 0		

DAM: Belt knife (D3) or Enfield rifle (D3)

Careers: Sailor 0

Languages: English (pidgin), Spanish, Tagalog

Equipment: Belt knives or Enfield rifle (D3)

Special: Horde

For game purposes, the crewmen are listed as rabble. They do their job but should not be expected to do much more. However, they are loyal to Captain Burroughs. Burroughs has taught all of them how to shoot, so if issued rifles, they will defend themselves and the ship if threatened.

Off to Gamboa Station

On the way to Gamboa Station, the PCs will have an opportunity to meet and get to know the crew if they choose to do so.

Ed, the captain, is a friendly but driven personality. He loves his ship and treats his crew well.

Sabino, the First Mate, is a capable sailor and talented guitar player. Sabino is in his thirties and has been with Captain Burroughs for three years now. As a result of Sabino's loyalty in a life-or-death situation in Hong Kong, Ed trusts Sabino fully.

Julian and his brother Catalino have been with Burroughs for a year now. Julian is older and a bit bossy, while Catalino is a quiet young man fond of fishing and a bit shy.

Ling is the newest crewmember, joining two months ago. He's always flashing his balisong butterfly knife and bragging about his female conquests to anyone who will listen.

Bitoy the cook is the joker of the crew who is always ribbing his pals, especially Catalino.

At Gamboa Station

After several days at sea, the *Orion* arrives in the small port without incident. In addition to the *Orion,* there are several tramp steamers, junks, and other smaller craft in port.

On initial arrival to the port area, the ship is boarded by an Australian harbor master official and two local Gamboan constables.

GAMBOA

1. GAMBOA STATION
2. AIRFIELD
3. RADIO STATION
4. MISSIONARY

HERE BE DRAGONS

800m

1 - DOCKS
2 - HARBOUR MASTER
3 - WAREHOUSES
4 - BETTIE'S BAR
5 - TRADERS
6 - GOVERNOR'S HOUSE

The observant PCs see Burroughs slip the official a payoff which insures that only a cursory inspection is made of the *Orion*.

The crew is assembled and papers checked, while the officer makes a point to state that Gamboa Station has strict firearms restrictions in place.

Following the inspection, the officials disembark and move on to the next arrival. As they head off, one of the constable's waves to a local dark-skinned man on a skiff waiting at a respectful distance. When the skiff arrives next to the *Orion*, everyone notices that the man, who is in his mid-twenties, is accompanied by a young girl of about seven years who tosses a line to the crew. The man introduces his services as Solomon's Transport (Solomon is the young man's father) and he offers to ferry the crew to the docks for a reasonable fee.

The PCs are encouraged to blow off a bit of steam since it will be the last port they will see in the next few weeks if their salvage efforts are rewarded.

Burroughs tells the PCs to feel free to go ashore and stretch their legs, as they will be here overnight to top off fuel and provisions. On the way to the docks, the young man driving the skiff tells everyone about Ninong's Billiards, a "full service" entertainment venue, and makes special mention of the fight tonight featuring Tando "The Big Mountain." As the passengers disembark, he proclaims, "Tell them Solomon sent you!"

The crew are given liberty as well (after they complete their duties) and make their way to the various saloons that seem to dominate this tiny port. Burroughs and Sabino are busy with final preparations and testing the diving equipment.

If the PCs make it to a saloon or gambling hall, feel free to make things as lively as you like, short of an all-out gunfight. Brawls and such are usually tolerated in most places, but the discharge of firearms is considered bad business since it forces the local constabulary to act.

All manner of persons can be found in Gamboa—drifters, pirates, gamblers, missionaries, sailors of all stripes, natives, merchants, prostitutes and dockworkers wandering from saloon to gambling house to bordello and back again, looking for a good time.

The following are several local establishments that the PCs may find of interest.

Bettie's Bar

Bettie is a statuesque blonde who was once "the most infamous European courtesan in the Far East" (or at least that's what she tells you). Though she is past her prime, she is still a striking woman. What she is doing in Gamboa Station is anyone's guess. Most people imagine she is escaping the consequences of some misdeed in the past. Far from luxurious, Bettie's is a clean establishment with a nice selection of attractive courtesans to choose from. The establishment's current clientele is mostly off-duty ship's officers on a bit of shore leave, but Bettie's four giant Samoan bouncers make sure everyone behaves themselves (guest weaponry is checked at the door).

Bettie's also offers a parlor room for card games or conversation and a full bar. In fact, there are some very interesting games going on at the moment. One such card game involves an individual by the name of Paul Hawker, an Englishman apparently passing through Gamboa.

Bettie's Bouncers (4 Toughs)

STR: 2	**APP:** 0	**Melee:** 2	**LB:** 7
AGI: 0	**INI:** 2	**Ranged:** 0	
MND: 0	**Defense:** 0		

DAM: .38 revolver (D6H), brass knuckles (D3+2) or truncheon (D6L+2)

Careers: Laborer 0, Sailor 1

Languages: Samoan, English

Equipment: .38 revolver and brass knuckles or a truncheon.

If your PCs are lacking in numbers, you can introduce Hawker as a reliable and fairly honest adventurer who could be recruited for the mission. In fact, Captain Burroughs and Paul, while not personally acquainted, have heard of each other and their respective reputations.

If your Players have a full party of PCs, you can have Hawker be an NPC that the PCs help out as they hear the mugging taking place in an alley they are passing by. He also makes a nice friendly contact in Gamboa in the future.

Paul Hawker [Tough]

STR: 1	**APP:** 0	**Melee:** 1	**LB:** 15
AGI: 2	**INI:** 1	**Ranged:** 2	
MND: 1	**Defense:** 0		

DAM: Webley MK VI revolver (D6H)

Careers: Prospector 2, Scholar (Engineer) 0, Soldier 3, Tracker 2

Equipment: Webley MK VI revolver

Languages: English (native), French, Persian, Spanish

BOONS: Crack Shot (Bonus Die to ranged attack rolls), Demolitions Expert (Bonus Die whenever assembling, setting, or dismantling explosive charges)

After graduating with an engineering degree from the Royal College of London, Hawker served with the 15th Field Company, Corps of Royal Engineers. Hawker has since fought in conflicts ranging from the fields of France to the mountain passes of Afghanistan, to the jungles of Paraguay. Hawker has done a bit of prospecting in between conflicts (diamonds in Africa, silver in Mexico, etc.). He is an expert marksman, speaks several languages and has a talent with explosives.

Paul is apparently having a lucky night at the table, and is in a good mood as he wins again and gathers the pot to his side. If a PC joins the game and begins a conversation with Hawker, they will find him friendly but reserved.

After a couple of hands, Paul's luck begins to turn, and he soon cashes in his chips and invites the PCs to have a drink with him at the bar. If they hit it off, Paul invites the PCs to accompany him for a meal at a dumpling house he discovered earlier in the day.

Those PCs who are actively eyeing the activity in Bettie's may catch the look that is passed between two other observers nursing beers and eyeing the Englishman with interest. One is a small swarthy-looking man smoking French cigarettes. The other is a stocky, fair skinned man with ice-blue eyes. When Paul looks like he's about to leave Bettie's, then "Blue eyes" heads outside in a hurry.

"Swarthy guy" waits for Hawker to head towards the door and then heads out.

Games of Chance

Games of chance are generally a Task Roll—usually involving MIND or AGILITY, adding bonuses for any appropriate Careers—the "luck" factor being any appropriate Boons or Flaws (Bluff, Deduction, Deft Hands, Detect Deception, Observant, Photographic Memory, Steely Gaze, Absent Minded, All Thumbs, Anger Issues, Bad Liar, Bad Reputation, Compulsive Gambler, Drunkard, Greed, Gullible).

Unless the winnings are crucial to the story, the amounts don't need much detail. If your PC is gaming outside of a bus station in Kansas City, the pot will be a few bills, silver dollars, maybe a timepiece and some cufflinks. If they are at a high-end private club in Shanghai, the pot may have house chips, stacks of bills, and promissory notes for property.

The idea is to have the games color the scene, but not take over the scene, though a good GM will likely find a way to make winnings and losses factor or influence situations in the future. Also, be sure to reward players for creative use of Boons and Flaws to add to the story or the PC's story. Actively triggering a Flaw which again benefits the story and characterization (maybe losing because of something you have chosen to do as part of playing your character) could award a Hero Point.

Once the PCs and Hawker are heading for the dumpling house, they are met face to face by "Blue eyes" and a couple of his boys who jump out of the shadows to lay into Hawker and company. Behind is "Swarthy guy" coming at the PCs with a Spanish *navaja* folding knife.

If you choose not to use the Hawker encounter, then any PC who has had an especially lucky night at the tables will be accosted by "Blue eyes," "Swarthy guy," and their boys on a dark street going from point A to point B. If the fight is going badly for the PCs (e.g., they are drunk), then feel free to have Hawker hear the commotion and give the PCs a hand (in this instance he knows that "Blue eyes" is a local mugger who preys on first timers here in Gamboa).

Blue eyes (Tough)

STR: 2	**APP:** 0	**Melee:** 2	**LB:** 8
AGI: 0	**INI:** 1	**Ranged:** 0	
MND: 0	**Defense:** 0		

DAM: Club (D6+2)

Careers: Criminal 1, Sailor 0

Languages: English, Spanish, Tagalog

Equipment: Club

Swarthy guy (Tough)

STR: 0	**APP:** 0	**Melee:** 1	**LB:** 7
AGI: 2	**INI:** 1	**Ranged:** 0	
MND: 0	**Defense:** 0		

DAM: Knife (D6L)

Careers: Criminal 1, Sailor 0

Languages: English, Spanish, Tagalog

Equipment: Knife

Blue-eye's Boys (2 Rabble)

STR: 0	**APP:** 0	**Melee:** 0	**LB:** 1
AGI: 0	**INI:** 0	**Ranged:** 0	
MND: 0	**Defense:** 0		

DAM: Knife (D3)

Careers: Criminal 0

Languages: Tagalog

Equipment: Knife

Special: Horde

Ninong's Billiards

Ninong's Billiards is a large two-story wooden building that caters to mostly pirates, criminals, and other undesirables. In addition to billiards, hooch, and girls, Ninong's has a boxing ring and a cockfighting pit in the back warehouse, both of which see a lot of action. The billiard room has four pool tables and a full bar. One section of the large room is set aside with tables for cards, dominoes, and mahjong. To the side is a kitchen that serves mainly Filipino food (which is actually delicious given the atmosphere) and also Thai-styled skewered meats.

There is a phonograph playing popular music in English, Spanish and Cantonese. The girls sell dances and more. There is a "Mama-san" in charge of the girls and their business is conducted upstairs.

This is a rough crowd, and when disagreements break out among the regulars, fists will fly. If the disagreements involve non-regulars, then the patrons tend to back the side they are familiar with and gang-up on newcomers, generally with fists, knives, and furniture. If anyone starts shooting, everyone makes for the exits and several of the hall's staff will return fire with pistols.

This is where the off-duty crewmen of the *Orion* (Julian, Ling, and Bitoy) can be found. They spend the entire shore leave here—gambling, eating, and drinking themselves into a stupor.

Out back, bareknuckle "boxing" is on the ticket for this evening's entertainment. There is a referee, but he doesn't seem to be there for anything more than counting out a fallen fighter. Kicking, eye-jabs, and biting seem to all be within the rules here. However, no weapons at all are allowed. Anyone pulling a knife or any other weapon, improvised or not, will be booed, cursed, and, most likely, attacked by the patrons.

The star of the ring seems to be a large Māori fellow who goes by the name of Tando. There is a $50 US dollar prize for the challenger who can take him out. The prize money is legit, but caution to the winner: that much cash is a tempting target and attracts a lot of attention amongst the other patrons.

Pool hall staff (4 Toughs)

STR: 0	**APP:** 0	**Melee:** 0	**LB:** 6
AGI: 1	**INI:** 1	**Ranged:** 1	
MND: 0	**Defense:** 0		

DAM: .38 revolver (D6H)

Careers: Criminal 1

Languages: English (pidgin), Tagalog

Equipment: .38 revolver

Tando the Māori (Tough)

STR: 2	**APP:** 0	**Melee:** 1	**LB:** 12
AGI: 0	**INI:** 1	**Ranged:** 0	
MND: 0	**Defense:** 0		

DAM: By weapon

Careers: Criminal 1

Languages: English (pidgin), Māori

Equipment: None

The Zebra Club

Somehow, you find yourselves in this raunchy bar. You are all surrounded by drifters, drunks, and out of work sailors.

There is an active craps game going on in the far corner, where you hear swearing and cursing emanating loudly from the group of sailors, all wearing red scarves. After a few minutes, the door bursts open and a dozen men wearing black headscarves and armed with machetes and prybars enter the club and scan the room. They see the game and start to head that way, their apparent leader yelling "red rags die!"

Suddenly a bar mug flies across the room from behind the PC's general direction and slams one of the newcomers square in the face, knocking him flat. The rest of the group yells curses as some of them turn and head for the PC's table. In the meantime, some of the sailors playing craps yell out warnings and that group heads the PC's way as well, rolling up sleeves and grabbing bottles. They apparently think you are with the newcomers.

BONAGA

HERE BE DRAGONS

HERE BE DRAGONS

200m
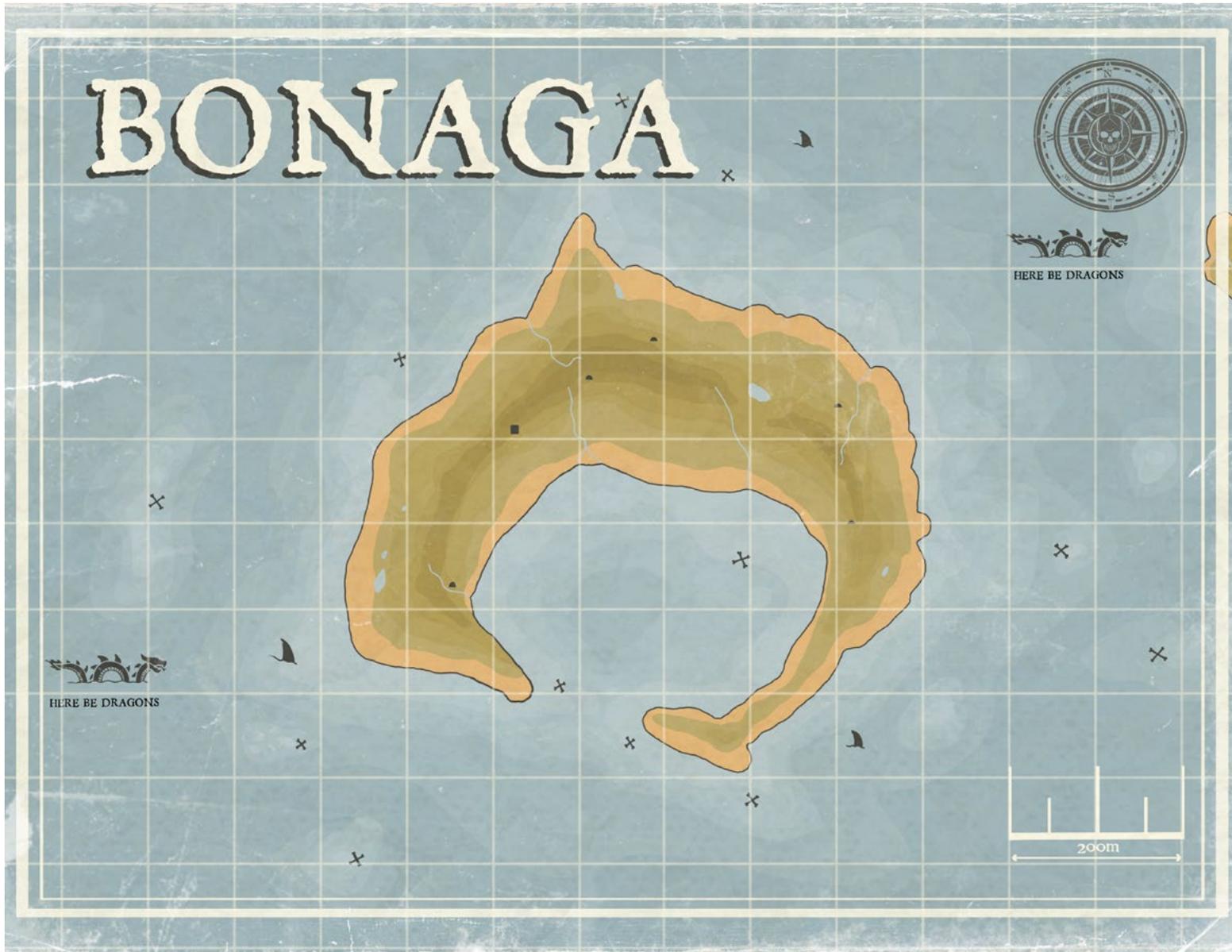
Rival gang members (10 Rabble on each side, "red" and "black")

STR: 2	APP: 0	Melee: 0	LB: 2
AGI: 0	INI: 0	Ranged: 0	
MND: 0	Defense: 0		

DAM: Club (D3), knife (D3), bottle (D3), or prybar (D3)

Careers: Sailor 0

Languages: Catonese, English, Hindi, Marathi, Portugese, Tagalog, Tamil,

Equipment: Clubs, knives, bottles, and prybars

Special: Horde

Rival gang leaders (2 Toughs, one "red" and one "black")

STR: 1	APP: 0	Melee: 2	LB: 7
AGI: 1	INI: 0	Ranged: 0	
MND: 0	Defense: 0		

DAM: Clubs (D6+1), knives (D6L+1), bottles (D3+1), and prybars (D6L+1)

Careers: Criminal 1, Sailor 1

Languages: English (pidgin), Tagalog

Equipment: Clubs, knives, bottles, and prybars

Overall, there should be no real death risks in the previous encounters (don't tell your players though), just possibly a good beating.

The next morning, the *Orion* heads out to sea on the final leg of the journey.

At Bonaga Bay

After a week or so at sea, the *Orion* arrives at the small volcanic island of Bonaga Bay. The plan is to use the three deep-sea diving suits to help search the sunken wreckage of the *Otter* and recover the pearls.

As the crew and PCs prepare to begin their search for the sunken treasure, they soon see people watching them quietly from the shore. The people are obviously natives and Captain Burroughs expresses as much to everyone. He sends Sabino to the weapons locker and the First Mate soon returns with one of the 12-gauge pump shotguns. He gives the shotgun to Ling and orders the crewman to keep watch on the shoreline and warn of any approaching canoes. Eventually, a group of people on shore begin to roast a pig. The women also begin a sing-song chant directed at the *Orion*.

This is a local way of inviting a bit of trading. Captain Burroughs informs the PCs of this tradition and feels that trading with the Bonaga tribesfolk may be a good idea since their friendship would make for an easier stay.

Bonaga Bay is the name that the tiny island bears on maritime charts the world over, mostly because it offers a large natural bay with protective arms of land encircling deep water, and the one village of inhabitants call themselves the Bonaga. Its jungle foliage stretching from the highlands to the sea is similar to that of a hundred other small islands in its proximity and so it has avoided the colonial gaze of the modern world.

The Bonaga tribesfolk are your typical pulp-style South Sea native tribesfolk (with more than a few showing signs of mixed parentage). They are of average height and in excellent physical condition. Their weapons are primitive (spears, machetes, knives), though the chief, a mountain of a man named Koagoa, has a Mauser K98 rifle and several belts of ammunition for it, which was given to him in his youth by a German captain whose ship and crew landed in the bay to rest and refit after a storm.

Bonaga Warriors (40 Rabble)

STR: 0	APP: 0	Melee: 0	LB: 3
AGI: 0	INI: 0	Ranged: 0	
MND: 0	Defense: 0		

DAM: Knife (D3), machete (D3), or spear (D3)

Careers: Primitive 0

Languages: Bonaga

Equipment: Knife, machete, or spear

Special: Horde

Koagoa, Chief of the Bonaga (Tough)

STR: 3	APP: 2	Melee: 1	LB: 13
AGI: 2	INI: 0	Ranged: 0	
MND: 1	Defense: 1		

DAM: Mauser K98 rifle (D6H+2), machete (D6+3)

Careers: Primitive 3, Warrior 1

Languages: Bonaga, German

Equipment: Mauser K98 rifle, machete

Boons: Feats of Strength (Bonus Die whenever breaking, lifting, pulling, or pushing. Does not add to damage in combat)

Koagoa attended a Lutheran missionary school briefly as a child and learned to speak German. He has a Mauser K98 rifle and a machete.
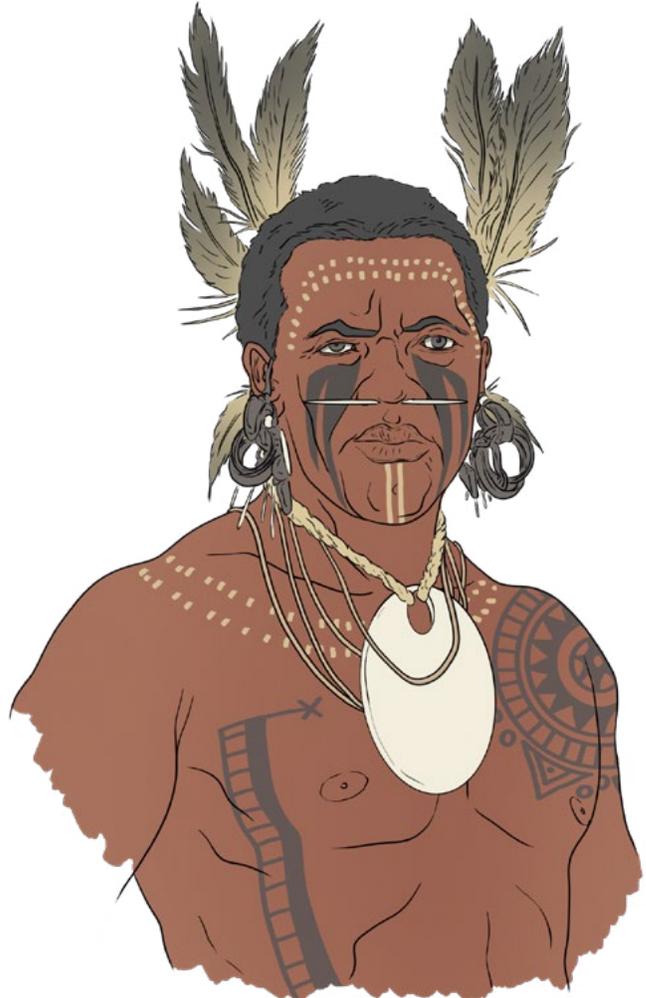
Captain Burroughs has a trunk full of trade goods to use as "gifts" (metal tools and machetes, cheap cigars, cooking pots, mirrors, small toys, canned foods, and hard candies). He is strictly against trading guns, ammunition, or liquor.

Basically, the mission is to buy goodwill for the duration of their stay here. Burroughs has his hands full getting all the gear ready for the dive, so he asks the PCs to go speak to the chief and give gifts.

Side arms are issued for protection, but no rifles, as this is intended to be a peaceful negotiation. Firearms will be issued to the crew but kept out of sight while the negotiations on the beach are taking place, but unless the PCs make some horrible blunder, the negotiations should go smoothly.

The Bonaga seem to be a friendly enough group and the PCs can trade for fresh fruits, woodcrafts, shell jewelry, and Tapa rugs. The young women are pleasant and welcoming, and Captain Burroughs had earlier informed the PCs that private liaisons are encouraged amongst the young women to help keep the bloodlines fresh.

Willing maidens will make their intentions clear to any prospective partners. He warns the PCs not to initiate anything though, so as not mistakenly to offend a woman who is spoken for.

Of special note is Princess Naima, also called Pei-Pei by the villagers, the beautiful daughter of Chief Koagoa. Her delicate features are absolutely stunning, and any character swayed by beauty should be easily smitten with her. But be warned, she is no gentle flower.

As the daughter of the chief, she is opinionated, respected and listened to, especially by her father. She once used her father's rifle to kill a boar, thereby saving several children. She has since been given the honor of carrying her father's rifle for him during ceremonies.

Naima is also an experienced healer and midwife. She has learned a bit of German from her father and practices her language skills on visitors whenever the opportunity presents itself. She carries a knife on her person, and if ever threatened, she will grab a spear or even her father's Mauser to defend herself or her people.

Princess Naima (Pei-Pei) (Tough)

STR: 0	**APP:** 3	**Melee:** 1	**LB:** 10
AGI: 1	**INI:** 0	**Ranged:** 1	
MND: 1	**Defense:** 1		

DAM: Knife (D6L), Mauser K98 rifle (D6H+2), spear (D6)

Careers: Healer 1, Primitive 2

Languages: Bonaga, German (pidgin)

Equipment: Knife, Mauser K98 rifle (father's), spear

Boons: Attractive (Bonus Die in situations where good looks are important)

If friendships are struck with the Bonaga, the islanders tell the PCs of two other ships outside of the bay. The Bonaga have been raided enough in the past to know slavers and pirates when they see them. The chief believes that the pirates are lying in wait to ambush his new friends. If asked, he will take the group to a place where they can see the ships for themselves. The Bonaga will take the PCs to a promontory, where they will see two junks at anchor just outside the mouth of the bay.

If the PCs have made a positive impression on the Bonaga, there is a chance here to recruit Chief Koagoa and his tribesfolk to supplement the PC's forces.

In fact, the chief has first-hand knowledge of Mu-Tan and his crew. The pirates took shelter in the very waters in which the *Orion* is anchored, during a powerful storm.

Prior to any engagement by the PCs and their forces, Koagoa has the foresight to have his daughter take the children and young women inland. The Bonaga warriors could prove invaluable in a confrontation with the pirates.

Mu-Tan the Pirate and Crew

When the crew of the *Orion* learns about the pirates, they get visibly upset with one of their fellow crewmen (Bitoy, the cook). According to First Mate Sabino, Bitoy was being a drunken loud mouth while playing pool at Ninong's Billiard's Hall back in Gamboa Station. The talkative sailor kept bragging about his captain finding a treasure map and all of them becoming rich men very soon. Julian heard Bitoy's boasting and he and Ling got the drunken loudmouth out of there fast, but apparently not fast enough.

One of the men that Bitoy was playing pool with was a ship's officer under the command of a South Seas pirate named Mu-Tan. The officer quickly informed his captain. Knowing that foreigners like the PCs are only around when there is money to be made, Mu-Tan gathered his crews and headed out to shadow the *Orion* shortly after the ketch left port.

Mu-Tan commands a pair of ships, the *Kuala* and the *Bakunawa* (use the Pirate Junk description in Chapter 10 on page 60 in the vehicle section). Mu-Tan's command ship, the *Kuala,* has an old French field cannon (Canon de 75mle 1897) mounted on deck and kept hidden while in port or when warships are encountered.

Due to not being mounted or calibrated properly, the cannon has an Action Difficulty Rating of Tough (-2 to hit) and does 3D6HX3 damage. His other ship, the *Bakunawa,* is unarmed. His pirate crews are considered Rabble and are armed with a collection of assorted rifles, pistols, and blades. There are 20 pirate crew and three pirate officers on each junk.

> **Note:** *Mu-Tan has no intention of sinking the Orion; his desire is to capture the ship intact, in addition to the treasure of which he was told.*

The pirates plan to send a group of five men under an officer ashore to stay hidden and keep watch on the PCs until they find the treasure and then signal the waiting ships with flares. Then, after all the hard work is done, the pirates will sail up, firing the deck gun as a warning and then board the *Orion* and take the ship and the treasure for themselves.

Showdown with Mu-Tan

If the PCs haven't attempted a preemptive raid on Mu-Tan and his pirates (to eliminate any threat they may represent) prior to searching for the wreckage of the *Otter*, when the *Orion* leaves the bay, she will be attacked—possibly leading to a running ship battle (review the rules for vehicle chases in chapter 10, page 56). The *Kuala* will fire its cannon in an attempt to cripple the *Orion*. Then the *Bakunawa* heaves to and tries to forcibly board the *Orion,* leading to a pitched battle on deck.

Mu-Tan, Pirate Leader (Villain)

STR: 0	**APP:** 1	**Melee:** 0	**LB:** 10
AGI: 2	**INI:** 0	**Ranged:** 2	
MND: 1	**Defense:** 2		

DAM: Katana (D6), dagger (D6L), Webley MK VI revolver (D6H)

Careers: Criminal 3, Sailor 1, Smuggler 2, Soldier 1

Languages: Cantonese, English, Thai

Equipment: Dagger, katana, Webley MK VI Revolver

Boons: Natural Leader (Bonus Die to inspire his men)

Flaws: Greed (Penalty Die when monetary gain is the issue), Missing leg (slower movement, Penalty Die in appropriate situations)

Villain Points: 1

Pirate officers (3 Toughs per pirate junk)

STR: 1	**APP:** 0	**Melee:** 2	**LB:** 7
AGI: 1	**INI:** 0	**Ranged:** 0	
MND: 0	**Defense:** 0		

DAM: Pistol (D6H), rifle (D6H+2), sword (D6+1)

Careers: Criminal 1, Sailor 1

Languages: Cantonese, Thai

Equipment: Pistol, rifle, sword

Pirate crew (40 Rabble, 20 per pirate junk)

STR: 0	**APP:** 0	**Melee:** 0	**LB:** 3
AGI: 0	**INI:** 0	**Ranged:** 0	
MND: 0	**Defense:** 0		
Sailor: 0	**LB:** 3		

DAM: Hatchet (D3), pistol (D3), rifle (D3), or sword (D3)

Careers: Sailor 0

Languages: Cantonese, Thai

Equipment: Hatchet, pistol, rifle, or sword

Special: Horde

Defeating the Pirates

There are a variety of ways that the PCs can deal with the pirate threat. One very positive advantage is that in addition to the PCs personal hardware, Burroughs has enough ordinance onboard to defend the *Orion* and tackle the threat of Mu-Tan.

- Seven Lee-Enfield rifles

- Two 12-gauge shotguns

- Three .38 revolvers

- One Lewis light machine gun with four full-canister magazines

- Several boxes of grenades (8 grenades total)

- One box of dynamite (20 sticks with Visco underwater fuses)

They could try to negotiate a way around the pirates, but Mu-Tan's greed will keep him from settling for anything less than everything: the treasure and the *Orion*.

The group could bring the fight to the pirates by conducting a night raid on the pirate junks (possibly with the help of the Bonaga natives).

The junks could be sunk using the dynamite and underwater fuses.

They could attempt to outrun the pirates once they have secured the treasure.

Treasure Hunting

Hopefully, after establishing good relations with the Bonaga, the crew of the *Orion* begins to search the bay for the most likely area where the *Otter* may have sunk. Burroughs and Sabino are both experienced deep-sea divers; however, one of them must always stay on board to monitor the pressure gauges and air pumps. For simplicity's sake, it is assumed that Burroughs has been working with the PCs during the journey, giving them a "crash course" on deep water diving.

Two divers, suited up in the dive gear, will submerge at a time with one dive suit in reserve.

Remember to express the beauty of the undersea world to the Players: crystal clear waters, brightly colored coral forests, huge schools of exotic colored fish and other marine life. The PCs should also experience close calls with sharks and minor incidents of equipment failure with the well-used diving suits. Have the PCs manning or wearing the equipment make Task Rolls to foil breakdowns, twisted lines, etc.

After a few days of false starts, Burroughs says he believes that they have located the wreck of the *Otter*. The reason for its elusiveness is because, not only is the wreck lying in a particularly deep part of the bay, but also because it's lying amidst a large bed of coral that had camouflaged most of the ill-fated ship.

When the ideal spot for anchorage is located, Sabino and a PC will have their turn at the dive. This dive finds the treasure hunters pushing the limits of their gear at a depth of almost 100' underwater. The pressure at that depth is particularly uncomfortable.
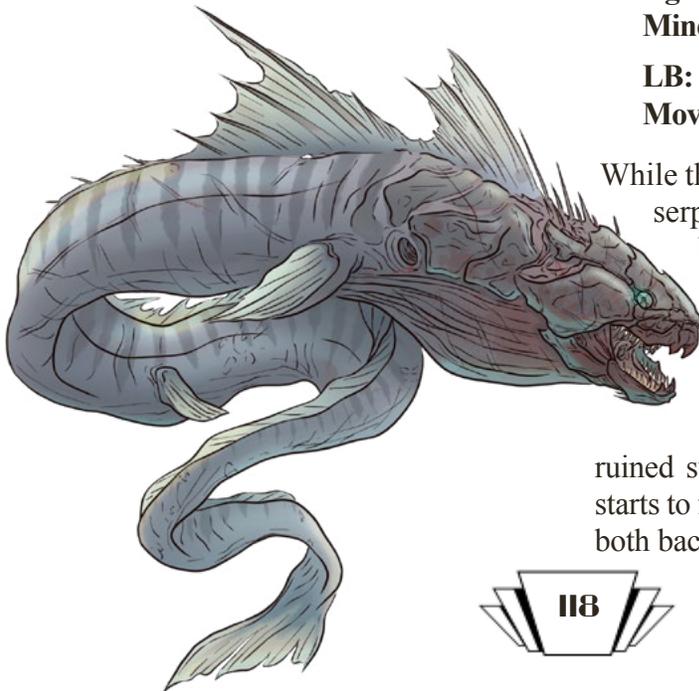
Then suddenly, the wreck of the *Otter* is found. But there is something else.

At the extreme edge of visibility provided by the PC's underwater lantern, they see what appears to be some type of stone ruin, including remnants of a worked stone wall with some type of hieroglyphics on it. Before the PC can make any further investigation, they feel the tug of Sabino. The First Mate is gesturing towards the wreck of the *Otter*; he appears excited and is gesturing for the PC to follow. As they near the *Otter,* he points to a hatchway that leads to what Burroughs described as the likely location of the captain's quarters.

Suddenly, a huge snake-like shape darts out of the coral, bumping both divers and disappears into the darkness.

The Creature of Bonaga Bay

The Creature of Bonaga Bay is a massive cross between an eel and a barracuda. Despite its size, it is amazingly fast and strikes with powerful razor-sharp teeth. It hunts primarily in the bay and surrounding waters and makes its lair in the wreckage of the *Otter* and the surrounding coral forest. Because it lives in the dark waters, it finds bright light painful and will avoid it if possible.

Size: Massive   **Priority:** villain
Habitat: Sea

Traits

Ferocious Attack
Creatures with ferocious attacks roll a Bonus Die for their Attack Roll.

Attributes	Combat Abilities
Strength: 10	**Attack:** +2
Agility: 6	**Damage:** D6HX2
Mind: -1	**Defense:** 4
LB: 30	**Protection:** 0
Movement: 40'	

While the divers search the area around them, the giant serpentine monster attacks Sabino, and, with one bite of its razor-sharp teeth, severs the hoses that regulate the pressure in Sabino's suit. As Sabino frantically grabs for the PC, the pressure in his suit crushes him to a bloody pulp. As blood and gore bubble out of the severed tubing, Sabino's lifeless remains and ruined suit float lazily in the dark water. The PC then starts to feel a tugging as the crew up top try to haul them both back on board.

Once topside, the crew is distraught over the loss of Sabino and horrified at his manner of death. Despite the loss, Burroughs is more determined than ever, especially if the information about The *Otter* is relayed to him. The most immediate obstacle, however, is the giant eel/barracuda, or whatever the devil it was down there. The crewmen suggest shooting it with spear-guns or poisoning the water, or just abandoning the wreck.

If the players are at a dead-end with a solution for taking out the monster, Burroughs could suggest using the dynamite. Taking that concept a bit further, he or Hawker (if he is accompanying the team) could come up with the idea of fashioning Bangalore torpedoes from the dynamite and some bamboo poles (long hollow tubes stuffed with explosives that are slid under barbed-wire or other fortifications and detonated. The explosion clears the way and allows the soldiers to breach the enemy's defenses).

In any event, the GM must remember that the handling of explosives is a dangerous business even in the most ideal conditions. Fashioning bamboo Bangalore's for use underwater should be feasible (Tough (-2) Task Roll). On a failure, the explosive is a dud and fails to go off when used. On a Calamitous Failure, the explosive fuse length was miscalculated and the Bangalore explodes immediately as the fuse is lit, likely wounding or possibly killing any in the vicinity.

If the players either destroy or drive off the creature, they can continue to explore the wreck of the *Otter*. After mapping the wreckage, they can search in earnest. The search should take several days, but eventually the pearls are discovered. The group should manage to recover at least 300 pearls with a total potential value of $3 million US dollars.

Bonaga Bay and Beyond

As all experienced GMs will attest, no adventure survives first contact with the PCs.

Though there is a bit of structure, *The Perils of Bonaga Bay* is sufficiently open-ended to allow your players and their PCs quite a few opportunities to further their adventures past these pages.

- Captain Burroughs and the crew of the *Orion* provide excellent South Seas contacts and they might even make a fortuitous appearance in a time of need for a PC with the Contacts Boon.

- The nest of thieves and ne'er-do-wells that is Gamboa Station can be fleshed out and serve as a launching place for other adventures in the region. Several criminal enterprises and foreign espionage rings have contacts in the seedy port.

- The natives of Bonaga Bay, especially the beautiful island princess Naima, could involve the PCs in more adventures on their volcanic island paradise.

- If Mu-Tan happens to survive his encounter with the PCs, he could prove a thorn in their sides in future adventures in the area.

If so inclined, the PCs may decide to explore the submerged stone ruins that were discovered during the encounter with the creature. It could lead to an underground complex beneath the volcanic island. Or perhaps the ruins lead to a "gate" of some sort, which could cross over to another location on Earth, or perhaps another world altogether.

Dicey Tales

LIFEBLOOD · **DEFENSE** · **HERO** · **RANGED** · **INITIATIVE** · **MELEE**

PICTURE/NOTES

LANGUAGES

ARCANE POINTS · **RESEARCH POINTS** · **ADVANCE POINTS**

EQUIPMENT

WEAPONS

d / · d / · d / · d /

NAME · **NATIONALITY** · **HEIGHT** · **WEIGHT** · **AGE** · **GENDER**

BOONS

FLAWS

STRENGTH · **AGILITY** · **MIND** · **APPEAL**

CAREERS

LIFEBLOOD

DEFENSE

MELEE

HERO

INITIATIVE

RANGED

PICTURE/NOTES

LANGUAGES

ARCANE POINTS

RESEARCH POINTS

ADVANCE POINTS

Dicey Tales

BOONS

FLAWS

EQUIPMENT

WEAPONS

d / | d | d | d

NAME
NATIONALITY
HEIGHT
WEIGHT
AGE
GENDER

STRENGTH
AGILITY
MIND
APPEAL

CAREERS

Afterwords

My love of the pulps goes way back to watching movies with my grandfather on Saturday afternoons and reading through his collection of Thor, Conan, Kaliman, and DC horror comics. I transposed the battles I saw on TV to my Airfix HO/00 scale soldiers and the manly deeds to my G.I. Joe, Mego, and Johnny West figures. As I grew up, I was glued to the TV, watching local independent programming like Rat Patrol, Danger Island, and The Avengers alongside heavy doses of Sinbad and Greek myth stories at bedtime; such was my childhood.

This was all capped off by two events that shaped the rest of my life. In sixth grade, my teacher, Mr. Brown, spent the last 15 minutes of class keeping me fascinated with his reading of *The Hobbit*. The other was in nineth grade English class where I heard two of my friends discuss fighting a vampire the night before. I asked them what they were talking about, and one of them turned to me and said "You never played D&D?" After that I went full speed ahead. I became an RPG nut   spending many days and nights playing and tinkering with all the systems I could get my hands on to try and create my own gaming Nirvana. And as much as I loved high fantasy and starfaring science fiction, my head and heart always ran hot for pulp adventures. From the original Crime Fighters game in Dragon Magazine, to classics like *Mercenaries, Spies, and Private Eyes*, and *Justice Inc*. I loved it all—the gunfights that became fistfights, chasing the villain on the top of a train speeding through the Alps, or a dark figure breaking a tough goon using the power of shadow—***all*** of it.

And finally, I'm here with the help of Simon Washbourne's *Barbarians of Lemuria* game system. I have created the type of pulp adventure I love. Whether it's clashing swords with a bandit chief, traversing a desert plain, or moving captured villagers to freedom in a South Sea's jungle, to fighting the legions of hell itself with a .45 and a machete—you and I can now do it with *Dicey Tales*! It's my wish for you all to have the best times ever playing *Dicey Tales*!

Jeff Mejia 2021

INDEX

DICEY TALES

A pulp action roleplaying game using the vibrant Barbarians of Lemuria game engine!

Dicey Tales allows you to create characters from every genre of pulp, from the ancient world to the two-fisted era of 1930's adventure!

Dicey Tales offers players and gamemasters a background of the pulps and how they crossed over into radio, film, and television.

We also provide hints and suggestions for running a game and playing a character in a genre where good fights evil, and a team of talented adventurers can stand up against any peril with just grit, teamwork, and fighting spirit.

Using the fast-paced and highly fluid Barbarians of Lemuria rules engine, Dicey Tales will bring you hours of fun and the ability to experience pulp-style adventure in just about every cultural and historical setting using the same great rules system.

DICEY TALES INCLUDES:

- 20+ CHARACTER BACKGROUNDS
- 100+ BOONS AND FLAWS
- HERO POINTS SYSTEM
- WEAPONS AND FIREARMS
- VEHICLES AND CHASE RULES
- HAZARDS AND VILLAINS
- CREATURES AND MONSTERS
- MYSTERIOUS POWERS