**Pulp Adventure**

*For Fantastic Heroes & Witchery*

**Classes**

- Acrobat
- Assassin
- Athlete
- Aviator
- Boxer
- Bounty Hunter
- Burglar
- Clergyman
- Cultist
- Detective
- Doctor
- Exorcist
- Fighting-Man
- Gadgeteer
- Hunter
- Missionary
- Occultist
- Policeman
- Professor
- Psychic
- Sailor
- Scoundrel
- Soldier
- Spy
- Thug

**Misc Rules**

**Rolling Ability Scores**

Roll 5d6 and discard the lowest two dice. Repeat five times and assign as desired.

**Armor Class**

A character's base Armor Class is equal to his Dexterity rating.

**Luck**

Characters have a number of Luck Points equal to 1d4 + Charisma bonus.

A character can spend a Luck Point to re-roll any dice roll, to gain a bonus of +1d6 to any roll, or to make a Saving Throw to avoid otherwise certain death.

A character's Luck Points are replenished (and re-rolled) after a full night's rest (at least six hours).

**Acrobat**

Requirements: Strength 9+, Dexterity 12+

see page 35

**Assassin**

Requirements: Dexterity 12+, Intelligence 9+

see page 35

**Athlete**

Requirements: Strength 12+, Dexterity 12+, Constitution 12+

(as Fighting-Man) see page 130 with the following modifications:

- **Saving Throws**: +2 to Strength, Dexterity and Constitution saves.
- **Agile Dodging**: Athletes gain a +1 bonus to their AC when unarmored, and lightly or unencumbered. This bonus increases to +2 at 4th level, +3 at 8th level, and finally to +4 at 12th level.
- **Athletic Prowess**: Athletes add their level +2 to all checks involving the following tasks:
  - **Athletics (Str)**. Physical activities such as jumping, running, swimming, etc, and feats of strength such as breaking doors open.
  - **Climbing (Dex)**. Scaling sheer surfaces, including walls and cliffs. If a rope and grappling hook are available and no immediate danger threatens, normally no die roll is needed in order to climb.
  - **Stealth (Dex)**. Attempts to remain unnoticed, including hiding and/or moving silently.
- **Fast Movement**: Athletes are exceptionally quick on their feet, gaining a +4"/10 ft. (to 16"/40 ft. instead of 12"/30 ft.).
**Aviator**
Requirements: Dexterity 12+, Intelligence 12+
(as Sky-Lord) see page 57

**Boxer**
Requirements: Strength 12+, Dexterity 12+, Constitution 12+
(as Thick Brute) see page 402 with the following modifications:
- **Agile Dodging**: Boxers gain a +1 bonus to their AC when unarmored, and lightly or unencumbered. This bonus increases to +2 at 4th level, +3 at 8th level, and finally to +4 at 12th level.

**Bounty Hunter**
Requirements: Dexterity 9+, Intelligence 9+
(as Versatile Thug - Stalker) see "Multi-Class Characters" Supplement, page 7

**Burglar**
Requirements: Dexterity 12+
(as Thief) see page 34 with the following modifications:
- **Backstab**: Burglars do not have this ability.
- **Scroll Use**: Burglars do not have this ability.

**Clergyman**
Requirements: Wisdom 9+
see page 130

**Detective**
Requirements: Strength 9+, Dexterity 9+, Intelligence 9+, Charisma 9+
(as Fighting-Man) see page 130 with the following modifications:
- **Agile Dodging**: At 4th level, detectives gain a +1 bonus to their AC when unarmored, and lightly or unencumbered. This bonus increases to +2 at 8th level, and finally to +3 at 12th level.
- **Investigation**: Detectives are skilled in many domains useful to their investigative activities. They add their level +2 to all checks involving the following tasks:
  - **Detection (Wis)**. Attempts to hear conversations behind doors, notice concealed or hidden objects, find secret doors or traps, or spot creatures waiting in ambush, etc.
  - **Escape Bonds (Dex)**. Getting free from manacles, tied ropes, etc.
  - **Gaining Information (Int)**. Gather rumors, question tavern-goers, etc.
  - **Open Locks (Dex)**. Picking the locks of chests, doors, etc.
  - **Stealth (Dex)**. Attempts to remain unnoticed, including hiding and/or moving silently.

**Doctor**
Requirements: Dexterity 9+, Intelligence 12+, Wisdom 9+
(as Professional) see page 131 with the following modifications:
- **Medical Expertise**: Doctors are knowledgeable in all matters relating to medicine. They add their level +2 to all checks involving the following tasks:
  - **Healing (Wis)**. First aid, treating a patient, diagnosing a disease, etc.
  - **Knowledge (Int)**. Knowledge relating to biology, biochemistry and physiology.
  - **Poisons (Int/Dex)**. Identify, brew or use poisons without risking poisoning. Recognize when a creature is poisoned, and know about possible antidotes.

**Exorcist**
Requirements: Intelligence 12+, Wisdom 9+
(Religious Mage) see "Multi-Class Characters" Supplement, page 7

**Fighting-Man**
Requirements: Strength 9+
(as Fighting-Man) see page 130 with the following modifications:
HD - 1d10

**Gadgeteer**
Requirements: Dexterity 9+, Intelligence 12+
(as Savant) see page 56 with the following modifications: HD - 1d6
**Hunter**
Requirements: Strength 9+, Dexterity +9, Constitution 9+, Intelligence 9+  
(as Ranger) see page 30 with the following modifications:
- Animal Empathy: Hunters do not have this ability.
- Combat Marauders: Hunters do not have this ability.
- Expert Marksman: Hunters are excellent riflemen, gaining a +1 bonus to attack rolls and a +2 bonus to damage with rifles.
- Hunting Skills: Hunters add their level +2 to skill checks related to the following tasks:
  - Climbing (Dex). Scaling sheer surfaces, including walls and cliffs. If a rope and grappling hook are available and no immediate danger threatens, normally no die roll is needed in order to climb.
  - Knowledge (Int). Knowledge relating to nature - animals, plants and the weather.
  - Navigate (Int). Finding the fastest and safest route from one location to another.
  - Stealth (Dex). Attempts to remain unnoticed, including hiding and/or moving silently.
  - Survival (Wis). Finding food and shelter in the wilderness.
  - Tracking (Wis). Following a person's or animal's tracks overland.
  - Traps (Int/Dex). Setting and disabling traps and snares to catch small animals.

**Missionary**
Requirements: Intelligence 9+, Wisdom 9+, Charisma 9+  
(Versatile Clergyman) see "Multi-Class Characters" Supplement, page 5

**Occultist**
Requirements: Intelligence 12+, Wisdom 12+  
see page 52

**Policeman**
Requirements: Strength 9+, Dexterity 9+, Intelligence 9+  
(as Fighting-Man - Guard) see "Multi-Class Characters" Supplement, page 1

**Professor**
Requirements: Intelligence 12+, Charisma 9+  
(as Professional) see page 131 with the following modifications:
- Academics: Professors are exceptionally well educated. They add their level +2 to all checks involving the following tasks:
  - Knowledge (Int). A number of fields of knowledge chosen by the player equal to the character's level.
  - Linguistics (Int). Decipher obscure scripts and coded writings, recognize foreign languages, and ability to learn a new language at every odd level.
- Legend-Lore: Professors can make an Intelligence check (adding their level) to know the general history surrounding an ancient artifact, legendary place, or important individual (a mighty hero from the past, a king, etc). If the check is failed, professors must wait the next level to try again about the same subject.

**Psychic**
Requirements: Intelligence 9+, Wisdom 12+, Charisma 9+  
see page 54

**Sailor**
Requirements: Strength 9+, Dexterity 9+, Constitution 12+  
(as Sea-Dog) see page 398

**Scientist**
Requirements: Intelligence 12+  
(as Professional) see page 131 with the following modifications:
- Science: Scientists exceptionally knowledgeable of all aspects of science. They add their level +2 to all checks involving the following tasks:
  - Astronomy (Int). Knowledge relating to the stars and the cosmos.
  - Knowledge (Int). Knowledge relating to biology, chemistry, electronics, mathematics and physics.
  - Tech-Use (Int). Use and repair of simple and complex technology.
- Scientific Improvisation: At 2nd level, scientists gain the ability to improvise solutions using common objects and scientific know-how. This ability lets them create technological items in a dramatic situation quickly and cheaply. By combining common objects and various spare parts with a successful Tech-Use skill check, scientists can build a tool or device to deal with any situation (within reason). All sorts of temporary tools, weapons, mechanical or electronic devices, and more can be built with this ability.

**Scoundrel**
Requirements: Dexterity 9+, Intelligence 9+, Charisma 9+  
(as Versatile Thug - Knave) see "Multi-Class Characters" Supplement, page 7
**SOLDIER**
Requirements: Strength 9+, Dexterity 9+, Constitution 12+ (as Rifleman) see page 55 with the following modifications:

- **Expert Marksman**: Soldiers are excellent riflemen, gaining a +1 bonus to attack rolls and a +2 bonus to damage with rifles.

- **Outdoor Skills**: Soldiers add their level to skill checks related to the following tasks:
  - **Climbing (Dex)**. Scaling sheer surfaces, including walls and cliffs. If a rope and grappling hook are available and no immediate danger threatens, normally no die roll is needed in order to climb.
  - **Navigate (Int)**. Finding the fastest and safest route from one location to another.
  - **Stealth (Dex)**. Attempts to remain unnoticed, including hiding and/or moving silently.
  - **Survival (Wis)**. Finding food and shelter in the wilderness.

- **Tech-Use**: Soldiers do not have this ability.

**SPY**
Requirements: Dexterity 9+, Intelligence 12+, Charisma 12+ (as Thief) see page 34 with the following modifications:

- **Backstab**: Spies do not have this ability.

- **Espionage**: Spies add their level +2 to skill checks related to the following tasks:
  - **Detection (Wis)**. Attempts to hear conversations behind doors, notice concealed or hidden objects, find secret doors or traps, or spot creatures waiting in ambush, etc.
  - **Escape Bonds (Dex)**. Getting free from manacles, tied ropes, etc.
  - **Gaining Information (Int)**. Gather rumors, question tavern-goers, etc.
  - **Persuasion (Int)**. Influencing others through argumentation, attempts at diplomacy, seduction, bartering, ingratiating, as well as calming, amusing, angering or swaying the immediate reactions of other people.

- **Scroll Use**: Spies do not have this ability.

- **Thievery**: Spies do not have the following abilities - Poisons or Traps

**THUG**
Requirements: Strength 9+, Dexterity 9+ see page 131