



THRILLING TALES

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PULP ARCHETYPES

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PULP ARCHETYPES

By Walt Ciechanowski

INTRODUCTION

Thrilling Tales: Pulp Archetypes is an M&M Superlink supplement that adapts the Thrilling Tales Advanced Classes (developed for the Modern SRD) for use in pulp M&M campaigns. It offers 19 ready-to-use archetypes for PL 6 pulp adventures. While these archetypes can be used as-is, notes for customization follow each archetype description. Players and Gamemasters are encouraged to use these archetypes as basic templates and modify them for their particular needs.

No attempt was made to faithfully adapt every class feature from the source material when converting them to M&M archetypes. This would be impossible given the varying class levels of individual campaigns. Rather, the spirit of each advanced class was kept intact and developed with M&M rules, using the old class features for inspiration. Players and Gamemasters that find a favorite class feature missing are encouraged to recreate it with the M&M rules.

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

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

The following archetypes make their appearance in this supplement:

PULP HEROES

Ace Reporter – on the lookout for a great story
Air Ace – a knight of the skies
Boxer – master of the ring
Fortune Hunter – he knows it's out there, somewhere
G-Man – don't mess with Uncle Sam
Gumshoe – trouble always walks into his office
Noble Savage – lord of the jungle
Man of Mystery – strikes fear in the hearts of criminals
Mesmerist – beware of looking into his eyes
Paragon – two-fisted scientist
Rocket Ranger – flying without wings
Trusted Sidekick – loyal friend and ally

PULP VILLAINS

Big Game Hunter – a tenacious predator
Femme Fatale – what danger lurks behind those beautiful eyes?
Gun Moll – she's fallen in with a dangerous crowd
Hooded Terror – psychopathic killer
Mad Scientist – conquering the world through superscience
Mastermind – the spider of the web
Mobster – ruthless enforcer

PULP HEROES

ACE REPORTER

POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+0	+2	+1	+3	+2	+4	+4/+1	+5	+6	+7
10	14	12	16	14	18				

SKILLS:

Bluff 8 (+12), Craft (visual art) 8 (+11), Diplomacy 10 (+14), Disable Device 5 (+8), Escape Artist 4 (+6), Gather Information 8 (+12), Investigate 8 (+11), Knowledge (choose three at 5 (+8) each), Notice 8 (+10), Profession (reporter) 11 (+13), Search 7 (+10), Sleight of Hand 5 (+7), Stealth 7 (+9).

FEATS:

Connected, Contacts, Defensive Roll 3, Distract 2, Equipment, Fascinate (Bluff, Diplomacy), Fearless, Well-informed.

EQUIPMENT:

Flashlight, Masterwork Camera, Masterwork Lockpick set, Typewriter.

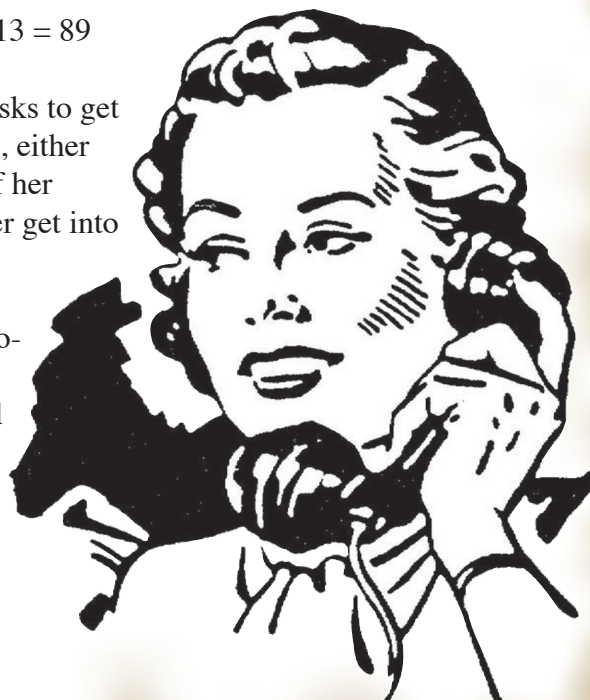
COMBAT:

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

Totals: Abilities 24 + Skills 25 + Feats 12 + Combat 16 + Saves 13 = 89

The Ace Reporter is a “hands-on” journalist who will take great risks to get an exclusive story. She often attaches herself to other Pulp heroes, either working with them directly or following their trails. As a result of her tenacity, the Ace Reporter has learned a variety of skills to help her get into places she shouldn’t and palm items that may later prove useful.

Customization: Some Ace Reporters may actually be on radio programs (in a Pulp setting, radio announcers go out to retrieve their own stories). In this case, pull 8 ranks from Knowledge skills and add 8 ranks of Perform (oratory).



AIR ACE

POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+0	+5	+1	+3	+2	+0	+4*/+3/+1	+4	+8	+4
10	20	12	16	14	10	*leather jacket			

SKILLS:

Bluff 6 (+6), Concentration 8 (+10), Craft (mechanical) 11 (+14), Disable Device 6 (+9), Disguise 4 (+4), Intimidate 6 (+6), Knowledge (tactics) 4 (+7), Knowledge (technology) 6 (+9), Notice 8 (+10), Pilot 11 (+16), Profession (pilot) 6 (+8), Stealth 6 (+11), Survival 4 (+6), Swim 6 (+6)

FEATS:

Combat Pilot 4, Defensive Roll 2, Equipment 13, Improved Aim, Improved Critical (heavy machine gun), Improved Initiative 2

EQUIPMENT:

Custom Prop Fighter (+5 Strength, +2 Toughness, smokescreen, Flight 2), Flight Goggles, Headquarters (Hanger: Tough: 10, Size: M, Features: Concealed, Hanger, Living Space, Workshop), Leather Jacket, Light Pistol

COMBAT:

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

Totals: Abilities 22 + Skills 23 + Feats 23 + Powers 6 + Combat 8 + Saves 8 = 90

The Air Ace should have been born with wings. He is an excellent pilot and mechanic; he understands his personally custom-built airplane better than people. The Air Ace has also learned a number of skills that help him survive in hostile environments, as many aerial missions end up taking him into enemy territory.



Customization: The aircraft often identifies the Air Ace, and no custom-built airplane will look the same. Individual aircraft can be customized with new powers and features.

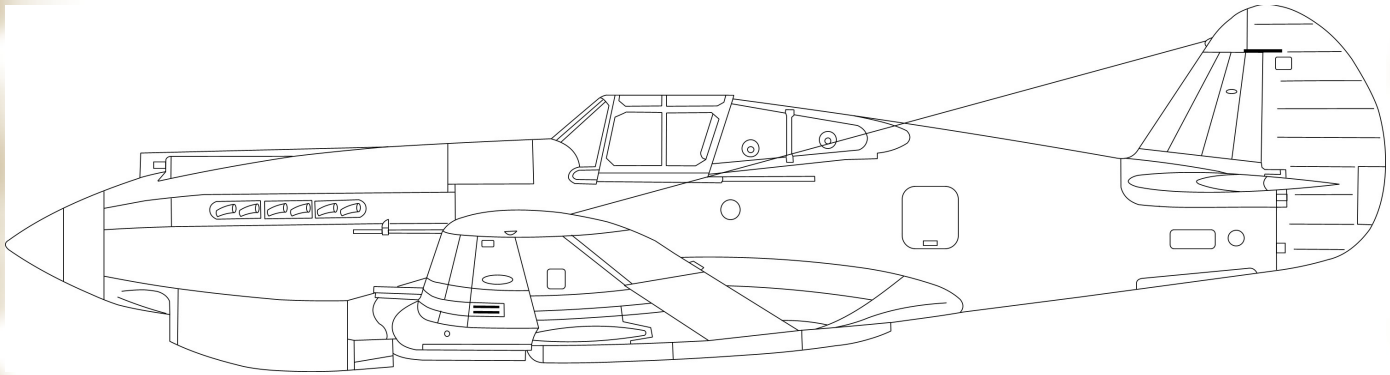
This archetype assumes that the Air Ace builds and maintains his own airplane. If the Air Ace is simply a pilot, drop the Craft and Disable Device skill ranks, redistributing the ranks amongst other skills. Replace Inventor with another rank in Defensive Roll, and drop two points of Intelligence. These points can be used to raise either Strength or Charisma.

CUSTOM PROP FIGHTER:

Str 35, Spd 6, Def 6, Tough 11, Size H

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

Light Bomb (Blast 8 Explosion)



COMBAT PILOT (NEW FEAT):

Combat, Ranked

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

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

BOXER

POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+6	+6	+6	+0	+2	+2	+6/+6	+11	+11	+8
22	22	22	10	12	12				

SKILLS:

Bluff 8 (+10), Concentration 8 (+10), Intimidate 10 (+12), Notice 8 (+10), Profession (boxer) 8 (+10), Sense Motive 10 (+12).

FEATS:

All-out Attack, Assessment, Attack Focus (melee) 4, Defensive Attack, Elusive Target, Fearless, Improved Block 3, Improved Defense 2, Improved Initiative +3, Instant Up, Power Attack, Stunning Attack, Takedown Attack 2, Uncanny Dodge (auditory and visual).

COMBAT:

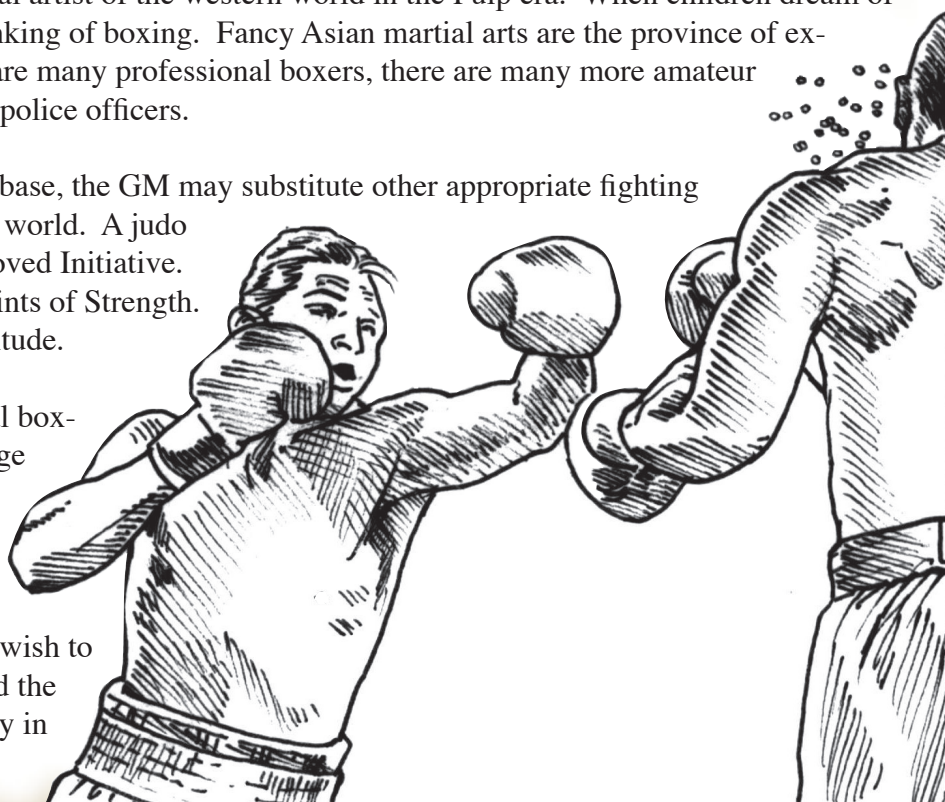
Attack +6 (melee), +2 (ranged), Grapple +12, Damage +6 (unarmed), Defense +6 (+3 flatfooted), Knockback -3, Initiative +17

Totals: Abilities 25 + Skills 13 + Feats 20 + Combat 16 + Saves 16 = 90

The Boxer is the quintessential martial artist of the western world in the Pulp era. When children dream of becoming great fighters, they are thinking of boxing. Fancy Asian martial arts are the province of exotic thugs and villains. While there are many professional boxers, there are many more amateur boxers with day jobs as laborers and police officers.

Customization: Using the boxer as a base, the GM may substitute other appropriate fighting styles for characters from around the world. A judo expert would drop one level of Improved Initiative. A kung-fu expert would drop two points of Strength. A wrestler would add a point of Fortitude.

The archetype assumes a professional boxer. To create an amateur boxer, change the Profession specialty to an appropriate occupation (alternatively, the points could be split). A character with an armed day job, such as a police officer or security guard, may wish to shuffle points in the Attack bonus and the Attack Focus feat to bolster his ability in ranged attacks.



FORTUNE HUNTER

POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+1	+2	+2	+1	+2	+2	+6*/+5/+1	+6	+7	+5
12	14	14	12	14	14	*Leather Jacket			

SKILLS:

Acrobatics 6 (+8), Bluff 5 (+7), Climb 7 (+8), Diplomacy 7 (+9), Disable Device 8 (+9), Escape Artist 6 (+8), Knowledge (arcane lore) 7 (+8), Knowledge (history) 7 (+8), Languages (choose four) 4, Notice 8 (+10), Profession (archaeologist) 6 (+8), Ride 5 (+7), Search 8 (+9), Survival 6 (+8), Swim 6 (+7).

FEATS:

Attack Specialization (whip), Connected, Contacts, Defensive Roll 3, Equipment 3, Evasion, Fearless, Improved Initiative, Second Chance (falling, triggering traps) 2

POWERS:

Super-senses (hearing: danger sense; direction sense) 2

EQUIPMENT:

Knife, Leather Jacket, Light Pistol, Whip

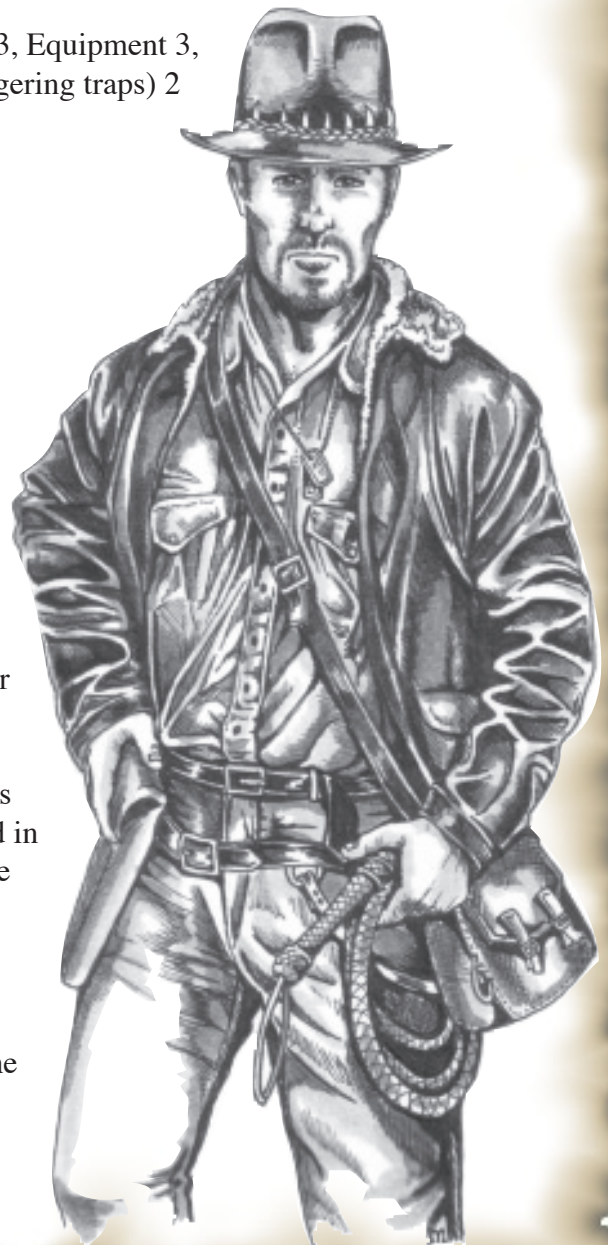
COMBAT:

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

Totals: Abilities 20 + Skills 24 + Feats 14 + Powers 2 + Combat 18 + Saves 12 = 90

Whether bookish archaeologists or unscrupulous treasure hunters (or both), the Fortune Hunter combs the hidden areas of the world for lost treasures. Heroes want to recover these artifacts for the benefit of the world, displaying them in museums. Mercenaries and Villains have more economic motivations. The Fortune Hunter can be found in remote locations, often accompanied by native guides and Big Game Hunters.

Customization: Not all Fortune Hunters are two-fisted adventurers. Some are wealthy academics that hire muscle to accompany them. For an academic Fortune Hunter, drop the Attack bonus to +2 and the Defense Bonus to +3. Drop the Attack Specialization feat. Raise Intelligence to 16 (+3), add the Leadership feat and 5 more ranks of Equipment.



G-MAN

POWER LEVEL 6

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

SKILLS:

Bluff 6 (+8), Diplomacy 7 (+9), Disable Device 6 (+8), Gather Information 8 (+10), Intimidate 10 (+12), Investigate 8 (+10), Knowledge (Civics) 6 (+8), Notice 7 (+10), Profession (federal agent) 8 (+11), Search 8 (+10), Sense Motive 6 (+9).

FEATS:

Attack Focus (ranged) 3, Benefit 4 (federal agent), Defensive Roll 4, Equipment 4, Improved Initiative, Minions 4 (federal agents), Sidekick 4 (junior partner).

EQUIPMENT:

Binoculars, Camera, Flashlight, Handcuffs, Headquarters (Safe House; Diminutive, Toughness 10, Living Space), Heavy Pistol (Colt .45), Sedan.

COMBAT:

Attack +3 (melee), +6 (ranged), Grapple +4, Damage +1 (unarmed) +4 (heavy pistol), Defense +4 (+1 flatfooted), Knockback -2, Initiative +7.

Totals: Abilities 24 + Skills 20 + Feats 24 + Combat 14 + Saves 8 = 90

The federal agent, or G-Man (short for “government man”) is another Pulp staple, especially in the wake of Prohibition. With alcohol legal again, G-Men have turned their attention towards drug-running and enemy agents working within the United States. Many local law enforcement officers resent G-Men, who are immune to many local laws and processes. One can guarantee a jurisdictional debate whenever a G-Man and a local officer find themselves on the same case.

Customization: The G-Man archetype makes a good template for other armed government officers such as the local and state police, prison guards, and bailiffs. In most cases, a simple change of Profession to the appropriate specialty and a clarification of the Benefit feat will be enough.



GUMSHOE

POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+1	+1	+2	+4	+3	+1	+4/+2	+6	+5	+7
12	12	14	18	16	12				

SKILLS:

Bluff 6 (+7), Diplomacy 8 (+9), Gather Information 8 (+9), Intimidate 6 (+7), Investigate 8 (+10), Knowledge (streetwise) 8 (+12), Notice 8 (+11), Profession (Private Investigator) 4 (+7), Search 8 (+12), Sense Motive 8 (+11), Sleight of Hand 6 (+7), Stealth 6 (+7)

FEATS:

Attack Focus (melee) 2, Attack Specialization (pistol) 2, Connected, Contacts, Defensive Roll 2, Dodge Focus 2, Eidetic Memory, Equipment 2, Master Plan, Ultimate Effort 2 (ultimate skills Gather Information, Investigate), Well-Informed

EQUIPMENT:

Binoculars, Camera, Flashlight, Forensic Kit Handcuffs, Headquarters (Office and Home; tiny, toughness 10, living space), Hold-out Pistol.

COMBAT:

Attack +4 (melee) +6 (pistol), Grapple +6, Damage +1 (unarmed) +3 (pistol), Defense +6 (+2 flatfooted), Knockback -3, Initiative +1

Totals: Abilities 24 + Skills 21 + Feats 17 + Combat 16 + Saves 12 = 90

With rumpled trench coat and fedora, the Gumshoe takes cases from clients that either can't get satisfaction from the law or wish to avoid it. He often operates out of a small office in a questionable part of town. The Gumshoe knows the city like the back of his hand and often has a theory before his client walks out the door. Keeping his cards close to his vest, the Gumshoe often rubs police investigators the wrong way as he tries to keep bread on the table by using questionable methods to solve his cases.

Customization: While the stereotype is strong, not all Gumshoes are one client away from office foreclosure. Millionaire dilettantes may do some private investigating on the side, and the Gumshoe archetype also works well for police investigators. In either case, a simple change of Profession specialty is all that is required.



MAN OF MYSTERY

POWER LEVEL 6

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

SKILLS:

Acrobatics 6 (+10), Concentration 6 (+8), Disguise 8 (+8), Gather Information 6 (+6), Intimidate 8 (+8), Investigate 8 (+8), Knowledge (streetwise) 8 (+8), Notice 8 (+10), Sense Motive 8 (+10), Stealth 6 (+10).

FEATS:

Ambidexterity, Blind-fight, Connected, Defensive Roll 3, Equipment 7, Fearless, Fearsome Presence 3, Hide in Plain Sight, Improved Initiative, Master Plan, Well-informed

EQUIPMENT:

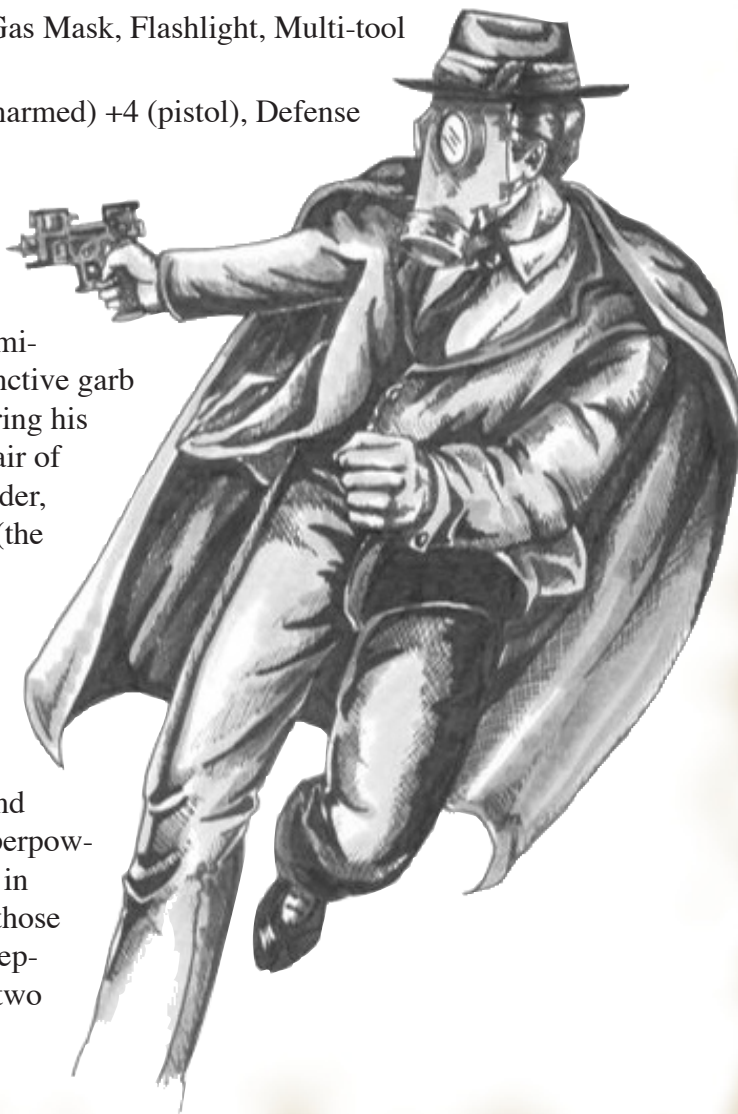
Twin Heavy Pistols, Sanctum Sanctorum, Roadster, Gas Mask, Flashlight, Multi-tool

COMBAT: Attack +6, Grapple +8, Damage +2 (unarmed) +4 (pistol), Defense +6 (+3 flatfooted), Knockback -3, Initiative +8

Totals: Abilities 20 + Skills 18 + Feats 21 + Combat 24 + Saves 7 = 90

The Man of Mystery strikes terror in the hearts of criminals everywhere. He leaps from the shadows in distinctive garb (often a trench coat with the shadow of his hat obscuring his face) and metes out his own brand of justice with a pair of .45 automatics. While most Men of Mystery (the Spider, the Shadow) are found in urban environments, some (the Phantom) have become jungle protectors.

Customization: The Man of Mystery goes through quite an evolution as the Pulp era advances into the 1940s. In the beginning of the Pulp era, most Men of Mystery are as the archetype portrays, normal people that use fear to their best advantage. By the end of the 1930s, Men of Mystery started manifesting superpowers and trying on spandex. To reflect this, drop ranks in the Equipment and Fearsome Presence feats and use those points to purchase appropriate powers. With few exceptions, most “super” Men of Mystery only had one or two powers.



MESMERIST

POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+0	+1	+0	+3	+4	+5	+4/+0	+2	+3	+8
10	12	10	16	18	20				

SKILLS:

Bluff 8 (+13), Concentration 8 (+12), Diplomacy 8 (+13), Gather Information 8 (+13), Intimidate 10 (+15), Knowledge (arcane lore) 10 (+13), Knowledge (behavioral sciences) 10 (+13), Notice 6 (+10), Perform (stage show) 8 (+13), Profession (mentalist) 8 (+12), Sense Motive 6 (+10), Sleight of Hand 6 (+7)

FEATS:

Defensive Roll 4, Distract 2 (bluff, intimidate), Fascinate (perform), Well-Informed

POWERS:

Mind Control 6 (eye contact), Mind Shield 4

COMBAT:

Attack +2 (melee), +2 (ranged), Grapple +0, Damage +0 (unarmed), Defense +6 (+3 flatfooted), Knockback -3, Initiative +3

Totals: Abilities 26 + Skills 24 + Feats 8 + Powers 10 + Combat 14 + Saves 8 = 90

The Mesmerist is a master of hypnotism. Using his powers, the Mesmerist can force people to act against their will, controlling them like programmed machines. Heroic Mesmerists use these powers for good, “influencing” thugs to drop their weapons or coaxing a key witness to recall the events of a crime scene. Villain Mesmerists also exist, using their powers for ill.

Customization: While the Mesmerist is a relatively low-powered Pulp staple, more powerful mentalists exist. A true telepathic Mesmerist would drop Defense to +4, and Defensive Roll to 3. He would then take Telepathy at power rank 5, with Mind Control as an Alternate Power (GMs should be careful in allowing true Telepaths in any campaign in which investigation plays a large role).

A variation on the Mesmerist is the Empath. The Empath is an actor or director that is able to draw out emotions in others. Perform and Profession change to appropriate specialties, while Mind Control is replaced with Emotion Control (with eye contact).

The Mesmerist archetype can also be used for a stage magician with actual magical powers. Replace the listed powers with five ranks of Magic.

NOBLE SAVAGE

POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+3	+4	+3	+0	+2	+2	+4/+1	+5	+6	+4
16	18	16	10	14	14				

SKILLS:

Acrobatics 6 (+10), Climb 8 (+11), Handle Animal 6 (+8), Knowledge (earth sciences) 4 (+4), Notice 5 (+7), Sense Motive 6 (+8), Stealth 6 (+10), Survival 5 (+7), Swim 6 (+9).

FEATS:

Attack Focus (melee) 2, Defensive Roll, Sidekick (lion) 10

POWERS:

Animal Control 3, Animal Mimicry (choose two totem animals) 10

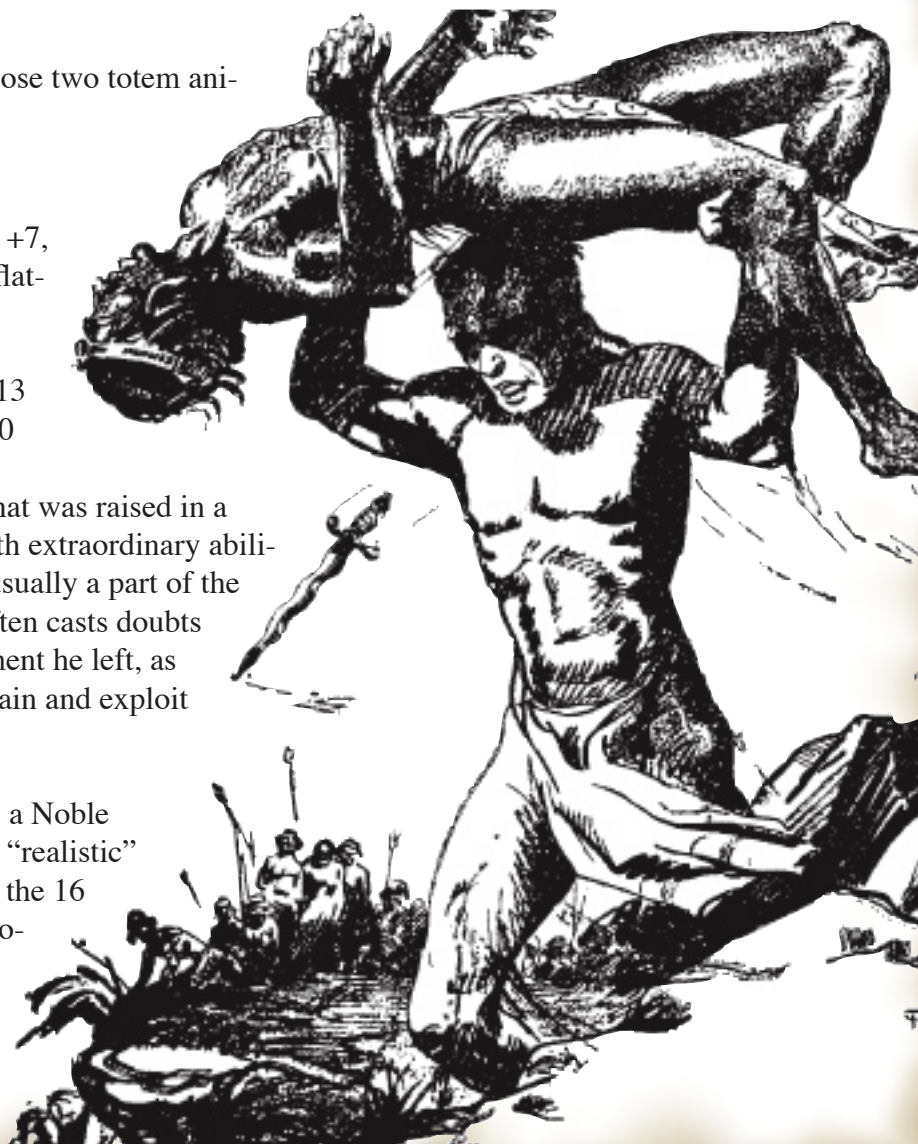
COMBAT:

Attack +6 (melee), +3 (ranged), Grapple +7, Damage +3 (unarmed), Defense +4 (+2 flat-footed), Knockback -2, Initiative +4

Totals: Abilities 28 + Skills 13 + Feats 13 + Powers 16 + Combat 14 + Saves 6 = 90

The Noble Savage is either a foreigner that was raised in a jungle environment or a native gifted with extraordinary abilities. He is the protector of his domain, usually a part of the African continent. The Noble Savage often casts doubts on the “civilized” nature of the environment he left, as Americans and Europeans enter his domain and exploit the people and resources.

Customization: This archetype assumes a Noble Savage with special powers. For a more “realistic” approach, the powers can be deleted and the 16 points can be redistributed to raise the Noble Savage’s abilities and skills. New feats should also be chosen, especially Animal Empathy.



PARAGON

POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+2	+2	+2	+4	+1	+2	+4/+1	+4	+4	+4
14	14	14	18	12	14				

SKILLS:

Acrobatics 6 (+8), Climb 6 (+8), Concentration 6 (+7), Craft (chemical) 8 (+12), Craft (electronic) 8 (+12), Craft (mechanical) 8 (+12), Drive 4 (+6), Escape Artist 6 (+8), Gather Information 8 (+10), Investigate 8 (+12), Knowledge (behavioral sciences) 6 (+10), Knowledge (earth sciences) 6 (+10), Knowledge (life sciences) 6 (+10), Knowledge (physical sciences) 6 (+10), Knowledge (technology) 6 (+10), Language (choose four) 4, Notice 8 (+9), Stealth 6 (+8).

FEATS:

All-out Attack, Ambidexterity, Defensive Attack, Defensive Roll 2, Diehard, Eidetic Memory, Equipment 6, Inventor, Jack-of-all-Trades, Leadership

EQUIPMENT:

Binoculars, Evidence Kit (masterwork), Headquarters (skyscraper), Heavy Pistol, Knife, Multi-tool

COMBAT:

Attack +4, Grapple +6, Damage +2 (unarmed), Defense +3 (+1 flatfooted), Knockback -1, Initiative +2

Totals: Abilities 26 + Skills 29 + Feats 14 + Combat 14 + Saves 7 = 90

A true renaissance man, the Paragon is a two-fisted scientific detective. Not only is he able to reveal the culprit behind the crime, but he is also able to track down the villain and mete out justice. While the Paragon is very educated, he prefers to surround himself with a core group of allies that excel in particular areas. The Paragon makes a great leader to base an entire team around.

Customization: While the archetype represents a scientific detective with moderate combat abilities, other variations do exist. For a more “two-fisted” emphasis, drop Intelligence to 14 (+2), and add two points to Strength and Constitution. Remove four skill ranks from the various Knowledge skills and add another +1 to the Attack bonus.



ROCKET RANGER

POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+1	+4	+1	+4	+1	+0	+6*/+5/+2**	+4	+8	+5
12	18	12	18	12	10	*leather jacket	**flat-footed		

SKILLS:

Acrobatics 8 (+12), Concentration 5 (+6), Craft (mechanical) 8 (+12), Disable Device 5 (+9), Knowledge (technology) 8 (+12), Notice 6 (+7), Pilot 8 (+12), Profession (rocket ranger) 8 (+9)

FEATS:

Acrobatic Bluff, Defensive Roll 3, Equipment 2, Evasion, Favored Environment (air) 2, Improved Initiative 2, Improved Overrun, Inventor

POWERS:

Device 2 (Rocket Pack: hard to lose, Flight 5, Boost 2 (flight, personal))

EQUIPMENT:

Flight goggles or helmet, Heavy Pistol, Leather Jacket

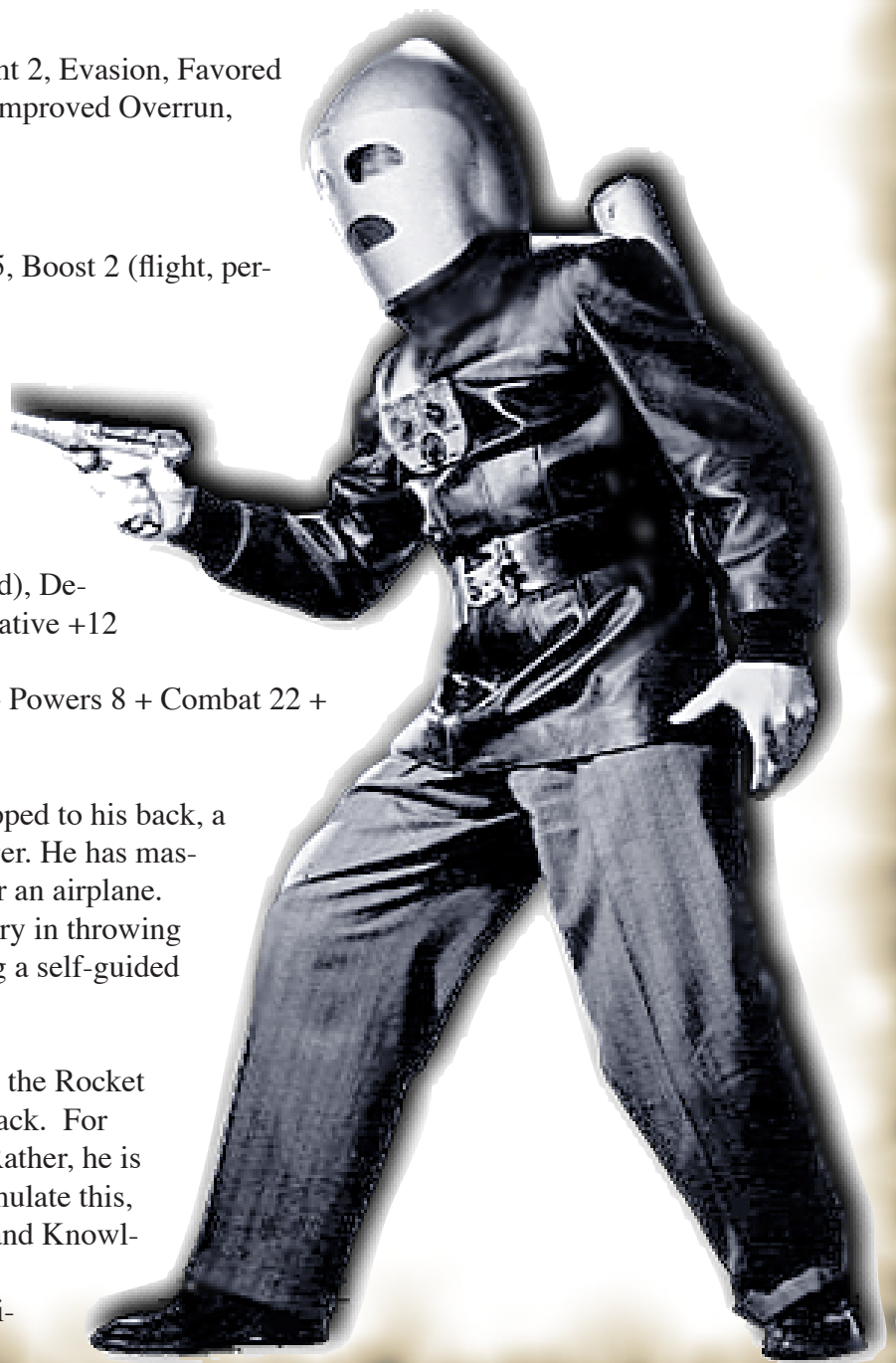
COMBAT:

Attack +5, Grapple +0, Damage +0 (unarmed), Defense +6 (+0 flatfooted), Knockback -3, Initiative +12

Totals: Abilities 22 + Skills 14 + Feats 13 + Powers 8 + Combat 22 + Saves 11 = 89

Streaking through the sky with a rocket strapped to his back, a Rocket Ranger lives a life of speed and danger. He has mastered the ability of flight without the need for an airplane. Rocket Rangers are respected for their bravery in throwing caution to the wind and essentially becoming a self-guided missile.

Customization: This archetype assumes that the Rocket Ranger built and maintains his own rocket pack. For some Rocket Rangers, this is not the case. Rather, he is simply the pilot of the device. In order to emulate this, lower the skill points in Craft (mechanical) and Knowledge (technology) by 2 ranks each. Increase Attack to +6 and add a skill, Profession (mili-pilot) at 4 ranks.



TRUSTED SIDEKICK

POWER LEVEL 6

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

SKILLS:

Acrobatics 8 (+11), Bluff 8 (+10), Diplomacy 8 (+10), Drive 7 (+10), Gather Information 8 (+10), Knowledge (current events) 5 (+6), Knowledge (popular culture) 5 (+6), Notice 8 (+9), Stealth 7 (+10), Pilot 4 (+7), Profession (chauffer) 4 (+5), Sense Motive 8 (+9)

FEATS:

Accurate Attack, Blind-fight, Defensive Attack, Defensive Roll 3, Fearless, Improved Disarm, Improved Grab, Improved Pin, Improved Trip, Set-up, Stunning Attack, Teamwork 3

POWERS:

Super-Senses 6 (Postcognition, Flaw: Limited (only when retracing Designated Hero's steps))

COMBAT:

Attack +5, Grapple +0, Damage +0 (unarmed), Defense +5 (+2 flatfooted), Knockback -2, Initiative +3

Totals: Abilities 20 + Skills 20 + Feats 16 + Powers 6 + Combat 20 + Saves 8 = 90

Many Men of Mystery would be lost without their Trusted Sidekicks. The Trusted Sidekick is a loyal employee, friend, and ally. He lends his partner another set of eyes, ears, and, when necessary, fists. The Trusted Sidekick often acts as a servant or employee to a hero, usually as a butler, chauffer, mechanic, or secretary. In many cases, he alone knows the true identity of his friend.

Customization: The archetype assumes a Trusted Sidekick that is a member of the household staff. A more mechanically-inclined Trusted Sidekick can be created by substituting Craft (mechanical) and Knowledge (technology) for Knowledge (current events) and Knowledge (popular culture).

The archetypal Trusted Sidekick was created using the judo fighting style. Another fighting style can be substituted, deleting or adding feats as necessary.

Postcognition and the Designated Hero:

At creation, the Trusted Sidekick chooses another character to be the "Designated Hero," i.e. the one to whom the Trusted Sidekick pledges loyalty and friendship. Due to their close relationship, the Trusted Sidekick learns how to think like his friend, allowing the Trusted Sidekick to retrace the Designated Hero's steps. This is a very useful ability if the Designated Hero disappears, is captured, or incapacitated. When using this power, the Trusted Sidekick must make a roll at every new juncture (defined as a new clue that gets the Trusted Sidekick closer to his friend).

The Trusted Sidekick can only have one Designated Hero at a time. Should something happen to sever their relationship, the Trusted Sidekick may choose a new Designated Hero at the beginning of the next adventure (it is the GM's option whether the Trusted Sidekick can still use his Postcognition power on a previous Designated Hero). Due to the extreme limitations on this power, it costs only one point per rank. GMs should set the DC at 15 for clear visions of the Designated Hero's actions.

BIG GAME HUNTER

POWER LEVEL 6

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

SKILLS:

Bluff 10 (+12), Climb 6 (+8), Diplomacy 8 (+10), Drive 4 (+7), Handle Animal 4 (+7), Intimidate 9 (+11), Knowledge (earth sciences) 8 (+9), Knowledge (life sciences) 8 (+9), Language (choose three) 3, Medicine 4 (+7), Notice 8 (+11), Ride 4 (+7), Stealth 8 (+9), Survival 11 (+14), Swim 5 (+7).

FEATS:

Accurate Attack, Animal Empathy, Defensive Roll 2, Equipment 7, Improved Aim, Improved Initiative, Track.

EQUIPMENT:

Binoculars, Camo Clothing, Heavy Pistol, Jeep, Knife, Multi-tool, Rope, Sniper Rifle.

COMBAT:

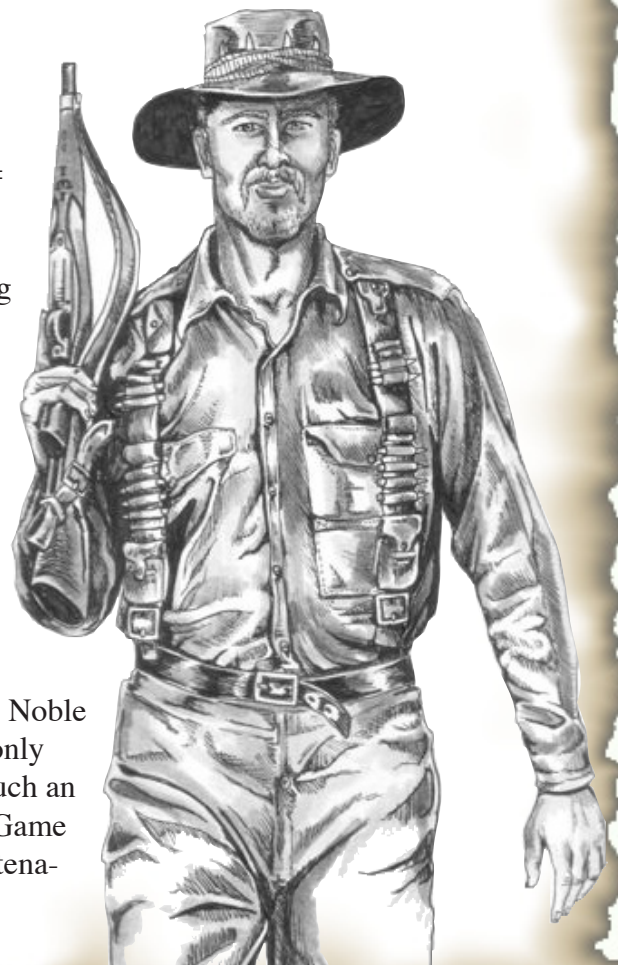
Attack +6, Grapple +0, Damage +0 (unarmed), Defense +4 (+2 flat-footed), Knockback -2, Initiative +7

Totals: Abilities 26 + Skills 24 + Feats 14 + Combat 20 + Saves 6 = 90

The Big Game Hunter travels to exotic locales looking for interesting prey. He can easily be a hero or a villain. As a hero, he is a guide that respects (and often identifies with) the natives of the lands in which he is hunting. As a villain, he is a poacher with no regard for local laws or customs. He can also be a dangerous adversary when he turns his hunting skills against human opponents.

Customization: This archetype can also be differentiated by their weaponry. This can be accomplished by tweaking the Equipment Points to reflect the Big Game Hunter's arsenal.

Capers: The Big Game Hunter makes an excellent adversary for the Noble Savage, especially if there is a rare or sacred animal involved. Not only will the Big Game Hunter disrespect the natives' wishes regarding such an animal, but he may also harm anyone that gets in his way. The Big Game Hunter may also be brought into an urban environment to eliminate tenacious heroes, using methods honed in the wilderness.



FEMME FATALE

POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+0	+3	+1	+1	+1	+4	+3/+1	+4	+8	+6
10	16	12	12	12	18				

SKILLS:

Acrobatics 8 (+11), Bluff 3 (+15), Concentration 8 (+9), Diplomacy 3 (+15), Disguise 8 (+12), Gather Information 9 (+13), Knowledge (behavioral sciences) 8 (+9), Knowledge (streetwise) 8 (+9), Language (select one), Perform (dance) 8 (+12), Perform (singing) 8 (+12), Profession (Torch singer) 7 (+8), Sense Motive 9 (+10)

FEATS:

Attractive 2, Connected, Contacts, Defensive Roll 2, Distract (Bluff), Fascinate (Bluff, Diplomacy, Perform) 3, Improved Defense, Minions (fanatical) 5, Taunt

COMBAT:

Attack +4, Grapple +4, Damage +0 (unarmed), Defense +5 (+2 flatfooted), Knockback -2, Initiative +3

Totals: Abilities 20 + Skills 22 + Feats 17 + Combat 18 + Saves 13 = 90

Melting men with her smile and seducing them with her promises, the Femme Fatale is a dangerous beauty. While she is often the daughter or paramour of a true villain, the Femme Fatale is also often the true villain herself, using her wiles to get what she needs.

Customization: Much of what makes a character a Femme Fatale is roleplay and interpretation of the statistics. A simple change of interpretation can make a Femme Fatale one of the "good girls." Similarly, the Femme Fatale can be an attractive scientist or assistant by replacing the Knowledge and Perform skills with appropriate Craft and Knowledge skills. The Profession specialty should also be changed to reflect this.

Capers: There are many types of Femme Fatale. Some are merely hedonistic mercenaries, more playful than destructive. Some are true master criminals, engaging in insidious plots alongside Mad Scientists and Masterminds. Finally, some Femmes Fatale are rulers of an exotic or alien locale.



GUN MOLL

POWER LEVEL 6

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

SKILLS:

Acrobatics 8 (+11), Bluff 7 (+14), Concentration 8 (+10), Diplomacy 7 (+14), Drive 6 (+9), Gather Information 8 (+11), Knowledge (popular culture) 8 (+10), Knowledge (streetwise) 8 (+10), Notice 8 (+10), Perform (choose one) 8 (+11), Profession (choose one) 4 (+6), Search 8 (+10), Sense Motive 8 (+10), Sleight of Hand 8 (+11).

FEATS:

Attack Focus (ranged) 2, Attractive, Defensive Roll 4, Equipment 4, Fascinate (bluff), Fearless, Inspire 5, Interpose, Set-up, Taunt

COMBAT:

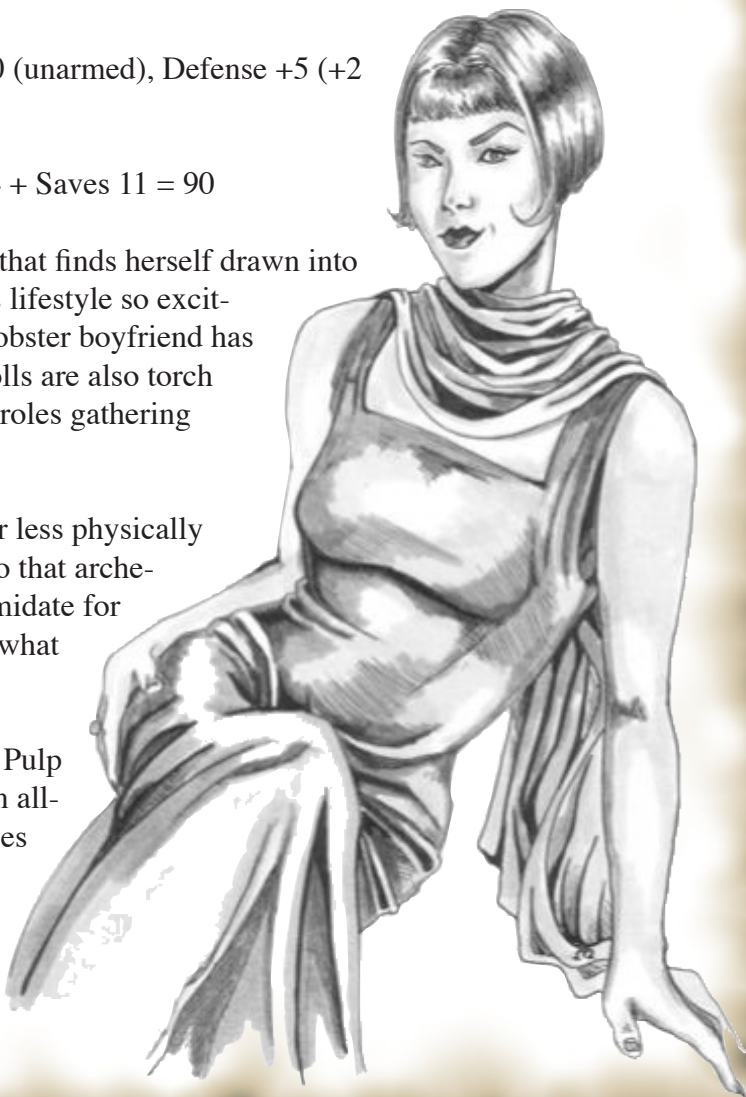
Attack +2 (melee), +4 (ranged), Grapple +2, Damage +0 (unarmed), Defense +5 (+2 flatfooted), Knockback -2, Initiative +3.

Totals: Abilities 20 + Skills 26 + Feats 19 + Combat 14 + Saves 11 = 90

At her core, the Gun Moll is the paramour of a Mobster that finds herself drawn into his criminal activities. Sometimes a Gun Moll finds this lifestyle so exciting that she continues the trade even after her former Mobster boyfriend has jilted her or passed away with prejudice. Some Gun Molls are also torch singers or prostitutes. Gun Molls often provide support roles gathering information, driving getaway cars, and stashing loot.

Customization: The Gun Moll archetype works well for less physically aggressive or more cerebral Mobsters, lending support to that archetype. In order to portray such a Mobster, substitute Intimidate for Perform (as such a character enjoys describing in detail what his friends will do to his victim if he doesn't cooperate).

Capers: Gun Molls work best as part of a gang. In true Pulp tradition, some Gun Molls may even work together as an all-woman gang. Gun Molls also provide hooks to get heroes involved, especially if they meet her moonlighting as a torch singer or other profession.



HOODED TERROR

POWER LEVEL 6

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

SKILLS:

Acrobatics 6 (+8), Climb 6 (+9), Craft (chemical) 6 (+7), Craft (visual) 6 (+7), Disable Device 4 (+5), Disguise 8 (+8), Escape Artist 4 (+6), Intimidate 10 (+10), Knowledge (popular culture) 4 (+6), Knowledge (streetwise) 4 (+6), Notice 8 (+9), Perform (acting) 4 (+4), Search 6 (+7), Sense Motive 8 (+9), Stealth 8 (+10)

FEATS:

All-out Attack, Attack Specialization 2, Defensive Roll 2, Diehard, Equipment 3, Fearless, Fearsome Presence 4, Improved Critical (battle axe) 2, Improved Initiative 1, Minions 4, Power Attack, Sneak Attack 2

POWERS:

Emotion Control 5 (Flaws: Fear only), Regeneration 9 (Resurrection, Flaw: fades, limited; dying only)

EQUIPMENT:

Battleaxe, Handcuffs, Headquarters (abandoned warehouse)

COMBAT:

Attack +5 (melee), +1 (ranged), Grapple +5, Damage +6 (battle axe), Defense +3 (+1 flatfooted), Knockback -1, Initiative +6

Totals: Abilities 18 + Skills 22 + Feats 24 + Powers 8 + Combat 8 + Saves 10 = 90

If the Mastermind is the Man of Mystery's nemesis, then the Hooded Terror is his twisted reflection. Unlike the usual mobsters and masterminds, these scarred (often physically as well as mentally) criminals are truly insane. They don't simply kill their victims; they terrorize and torture them first. Hooded Terrors also enjoy baiting and taunting their opponents, often leaving a trail of



bodies for them to follow.

The Hooded Terror has retained enough of his sanity to rally henchmen to his cause. These loyal followers revel in the creative, terrifying plans of their leader, but they pray that the day never comes when the Hooded Terror decides to dispatch them on a murderous whim.

Customization: The Hooded Terror prefers to use a signature weapon and method of killing. For the Hooded Terror archetype this weapon is an axe. The axe can be substituted for any weapon, along with a corresponding change in the Attack Specialization feat. Extra points can be culled from skills if necessary to accommodate a more expensive weapon.

Not all Hooded Terrors are still sane enough to run a criminal gang. Some have slipped totally into madness. For a truly insane Hooded Terror, drop the Minions and Sidekick feats. Add three ranks of the Rage feat and an extra rank of Fearsome Presence.

Capers: Hooded Terrors enjoy carrying out murderous sprees and then using their reputation to get what they want. Once a Hooded Terror becomes aware of being tracked, he will try to turn the tables on the hero, taunting and toying with him before the final bloody confrontation.

DOWN, BUT NOT OUT:

The Regeneration power represents the Hooded Terror's ability to get up after being dead and have one last try to kill his enemies before he finally expires. The Hooded Terror only has nine rounds to act, after which he does die. This is intended to be a mood-enhancing ability and works best when the heroes believe that the Hooded Terror is dead.

MAD SCIENTIST

POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
-1	+0	+0	+8	+3	-1	+3/+0	+2	+3	+8
9	10	10	26	16	9				

SKILLS:

Craft (chemical) 8 (+16), Craft (electronic) 8 (+16), Craft (mechanical) 8 (+16), Disable Device 8 (+16), Knowledge (behavioral sciences) 4 (+12), Knowledge (physical sciences) 10 (+18), Knowledge (technology) 10 (+18), Profession (scientist) 8 (+11)

FEATS:

Defensive Roll 3, Equipment 18, Improvised Tools, Inventor, Master Plan, Minions 10

EQUIPMENT:

Give the villain up to 90 points in equipment.

COMBAT:

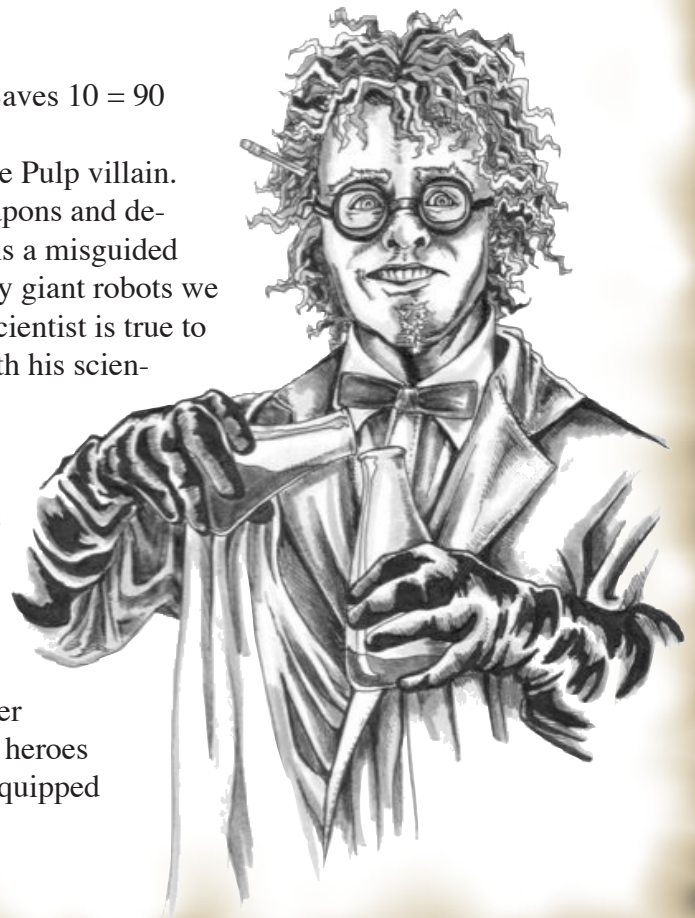
Attack +3, Grapple +2, Damage -1 (unarmed), Defense +3 (+0 flatfooted), Knockback -1, Initiative +0

Totals: Abilities 18 + Skills 16 + Feats 34 + Combat 12 + Saves 10 = 90

Along with the Mastermind, the Mad Scientist is the ultimate Pulp villain. His plans are often grandiose, as he designs exotic superweapons and devices to further his goals. In some cases, the Mad Scientist is a misguided soul that truly wants the world to be a better place (“With my giant robots we shall finally have world peace!”). In other cases, the Mad Scientist is true to his name, a crazed villain that wants to control the world with his scientific genius.

Customization: The Mad Scientist archetype can also be used as a hero, supporting his associates with superscientific gadgetry.

Capers: Mad Scientists usually think big. They will use their creations to hold a city or nation hostage until their demands are met. Sometimes, the Mad Scientist will need other devices or people to complete their schemes. This gives the heroes a trail to follow as the Mad Scientist sends robots or super-equipped henchmen to collect what he needs.



MASTERMIND

POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+0	+1	+1	+6	+2	+4	+5/+1	+4	+5	+5
10	12	12	22	14	18				

SKILLS:

Bluff 8 (+12), Craft (chemical) 8 (+14), Diplomacy 10 (+14), Disable Device 4 (+10), Disguise 8 (+12), Drive 4 (+5), Escape Artist 4 (+5), Gather Information 8 (+12), Intimidate 10 (+14), Knowledge (streetwise) 6 (+12), Sense Motive 8 (+10), Sleight of Hand 4 (+5), Stealth 6 (+7).

FEATS:

Attack Focus (ranged) 2, Connected, Contacts, Defensive Roll 4, Equipment 5, Leadership, Minions 5, Well-informed

EQUIPMENT:

Headquarters (Sea-Base) + 10 equipment points

COMBAT:

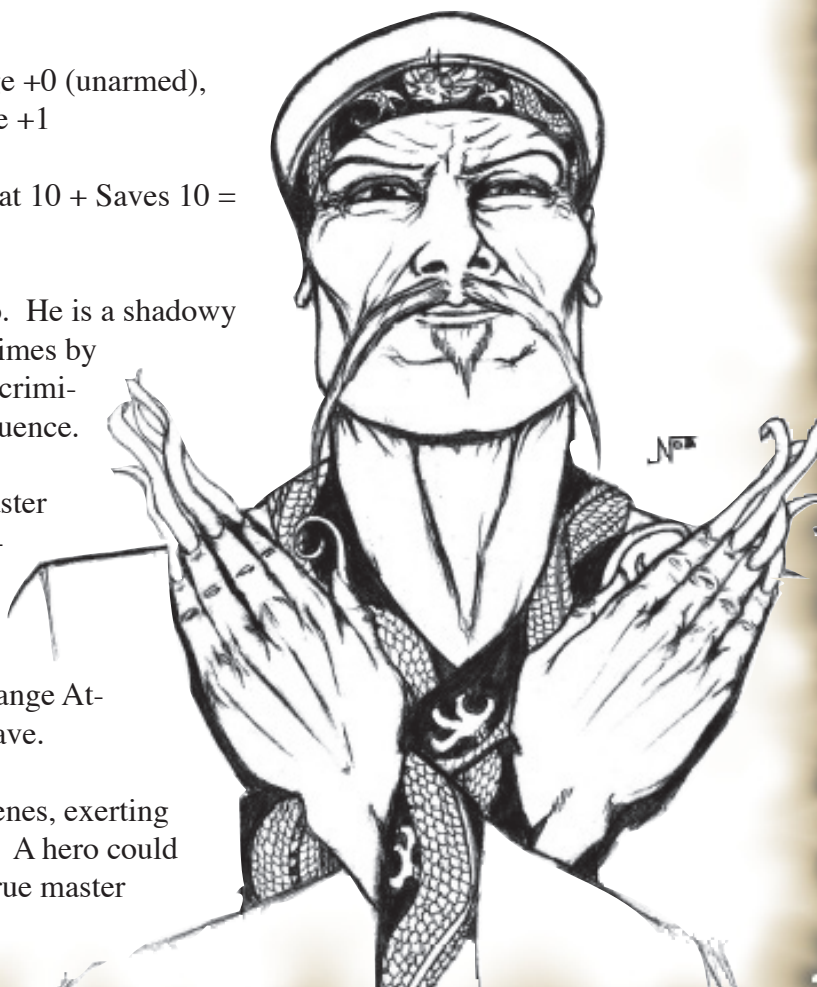
Attack +2 (melee) +4 (ranged), Grapple +0, Damage +0 (unarmed), Defense +3 (+1 flatfooted), Knockback -1, Initiative +1

Totals: Abilities 28 + Skills 22 + Feats 20 + Combat 10 + Saves 10 = 90

The Mastermind is the perfect foil for the Pulp hero. He is a shadowy figure that works behind the scenes, planning his crimes by weaving a web of mysterious actions. He rules his criminal empire from a secret base as he expands his influence.

Customization: The Mastermind archetype is a master schemer, not necessarily a fearsome fighter. To create a more physical Mastermind, add the kung-fu feats. Drop 4 points of Intelligence and 2 points of Charisma. Swap the Sea-Base for an Underground Lair. Drop Craft (chemical) and Drive. Change Attack Focus to melee. Add one point to the Reflex save.

Capers: The Mastermind works best behind the scenes, exerting his influence through minor villains and henchmen. A hero could have several adventures before learning about the true master pulling all of the strings.



MOBSTER

POWER LEVEL 6

STR	DEX	CON	INT	WIS	CHA	TOUGH	FORT	REF	WILL
+2	+3	+3	+1	+0	+2	+6/+1	+7	+7	+4
14	16	16	12	10	14				

SKILLS:

Bluff 8 (+10), Disable Device 8 (+9), Diplomacy 4 (+6), Drive 8 (+11), Gather Information 8 (+10), Intimidate 8 (+10), Knowledge (streetwise) 8 (+9), Notice 8 (+8), Profession (mobster) 8 (+8), Search 8 (+9)

FEATS:

Accurate Attack, All-Out Attack, Connected, Defensive Roll 3, Equipment 5, Improved Aim, Improved Critical (ranged), Improved Initiative 2, Master Plan, Well-informed

EQUIPMENT:

Brass Knuckles, Heavy Pistol, Knife, Submachine gun.

COMBAT:

Attack +6, Grapple +0, Damage +0 (unarmed) +4 (pistol), Defense +4 (+2 flatfooted), Knockback -2, Initiative +11

Totals: Abilities 22 + Skills 19 + Feats 17 + Combat 20 + Saves 12 = 90

The Mobster is the archetypal Pulp thug. He is an enforcer or hit man in the employ of a mob boss. Some Mobsters are independent, offering their services to whomever has the most green. Mobsters not only live on the wrong side of the law, they thrive in it.

Customization: The Mobster archetype also works well for security guards, bodyguards, and even police officers (in pulp noir campaigns, the only difference between a mobster and a police officer is that one carries a badge). Some Mobsters are almost untouchable. These “made men” sacrifice some of their feats or ability scores in order to gain a few ranks of the Benefit (immunity) feat. Not only would other gangs be respectful of a made man, but no jail cell will hold him for long.



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