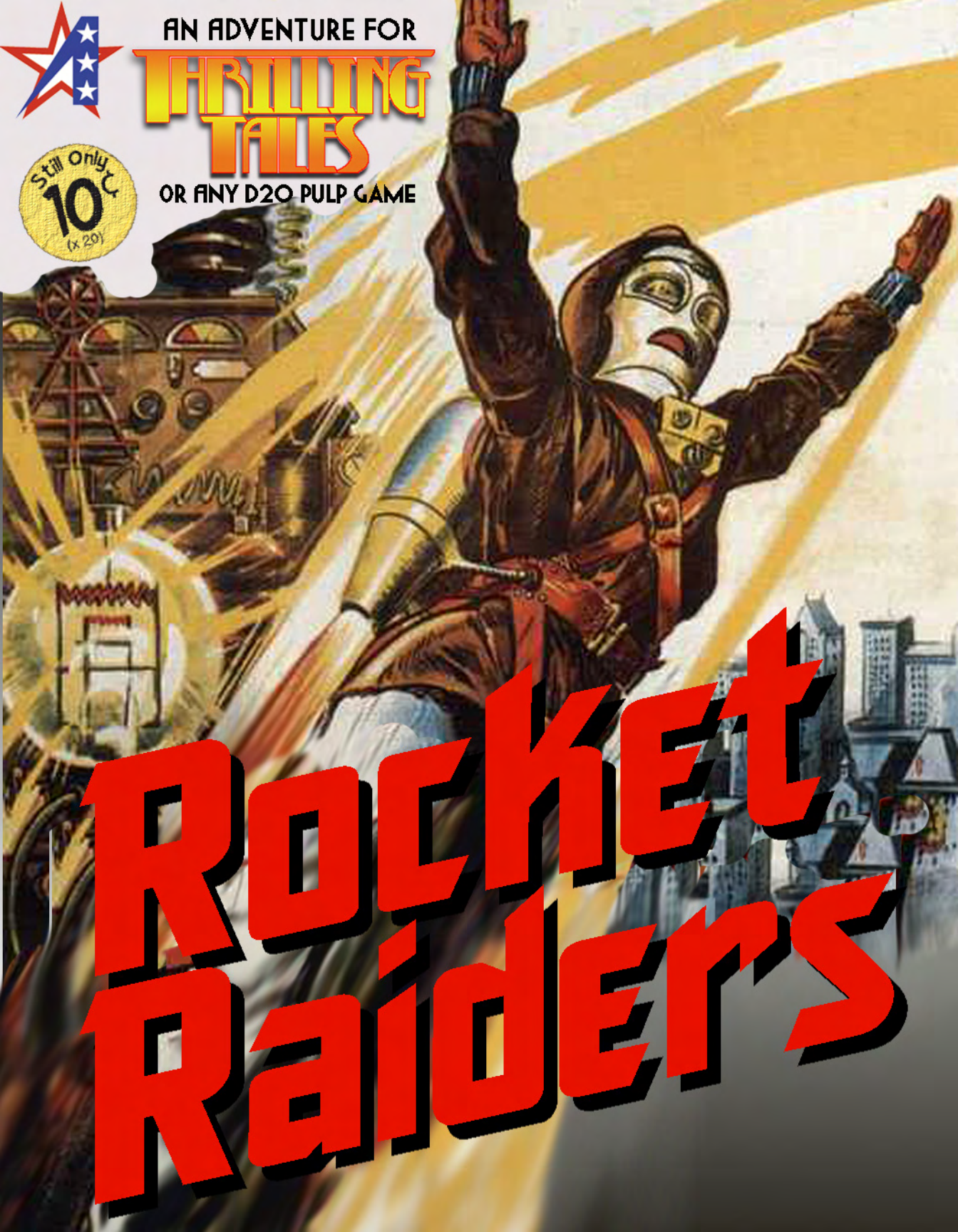




AN ADVENTURE FOR

THRILLING TALES

OR ANY D20 PULP GAME



ROCKET RAIDERS

ROCKET RAIDERS

by
Walt Ciechanowski

INTRODUCTION

The Rocket Raiders is an adventure for characters of 8th to 10th level. It can be dropped into any city that the Game Master feels comfortable with or is already using in an ongoing campaign. This adventure will only refer to the setting as “the City.”

This adventure is designed for city based player characters. Almost any urban investigative character would fit flawlessly. Hooks are given in Chapter One to accommodate different types of characters.

The Rocket Raiders can be scaled upward or downward simply by adjusting the character levels of the NPCs. Given the power level and the subject matter, *The Rocket Raiders* would be an excellent choice to run after *The Steel Legion*, another adventure available in the *Thrilling Tales* series.

SYNOPSIS

The Balkan nation of Turavia is under the iron fist of the mad dictator Karl Yorovic. A resistance movement has sprung up, but they need funds to continue the struggle.

Enter four beautiful Turavian acrobats. These young women have been supplied

rocket packs from a rebellious Turavian scientist, Dr. Yuri Kaminsky, and they use them to commit crimes in America. Dr. Kaminsky travels with them as their manager and chaperone. The women then send the money they gain back overseas (they’ve chosen America because of its vast size and perceived wealth, as well as the fact it did not join the League of Nations).

These women, who have been dubbed by newspapers as “the Rocket Raiders,” typically join traveling circuses. Since they are well skilled in acrobatics, most circus owners will make room for them. They usually hit targets at night or in bad weather, since it makes them harder to track. Unfortunately for them, someone has laid a trap for them.

A crime lord known as “the Sultan” hires the Rocket Raiders to steal Egyptian artifacts for him. While he is interested in the artifacts, the Sultan is more interested in getting the Rocket Raiders to perform a job for him. He has an associate locked up in the city prison. He wants the Rocket Raiders to spring him. As an added incentive, he kidnaps Dr. Kaminsky.

The Rocket Raiders do spring “Chopper”

Charlie, who immediately goes on a violent crime spree. While “Chopper” is defeated by the PCs, one of the Rocket Raiders feels too guilty. She leaves a clue at their next crime scene.

When the PCs encounter the Rocket Raiders, they admit their crimes and motivations. Together, the PCs and the Rocket Raiders defeat the Sultan. It is up to the PCs what to do with the Rocket Raiders afterwards.

Crime Lord

While the Sultan was designed for this campaign, it is very easy for the GM to substitute an existing crime lord from his own campaign. Some of the details, such as the Arabian motif, will have to be adjusted, but the GM can still run this adventure largely unchanged. Any nightclub can be substituted for the Oasis Club, and Abdul can simply use his given name.

Foreshadowing

If the Rocket Raiders is part of an ongoing campaign, the GM may wish to insert a scene at Riley’s Circus in a previous adventure and highlight the beautiful Balkan quartet. The GM could also simply add the scene as a prologue to this adventure, but he should be aware that the PCs are likely to jump to the conclusion before they’ve done their research.

SECRET SQUADRON MEMBERS:

Set your Decoder to Code X-24:

6-1 23-16-1 11-23-17-4!!!

1-3-23-9-12 20-15 5-10-16

5-16-1-1 21-16-10-14-20-17-13!!

If you’re not a Secret Squadron Member, go to

http://adamant.rpgnow.com/product_info.php?products_id=3886

...and join up for 2007!



CHAPTER ONE: TREASURE OF THE PHAROAHs

“Burglars broke into the City Museum last night and stole many items from the Valley of Kings exhibit. A security guard who was injured at the scene claimed that the burglars were the infamous Rocket Raiders! Details will be reported as we receive them!”

The above message plays on the radio one morning. The newsstands also carry a similar message on the front page, along with an artist’s conception of the Rocket Raiders.

There are several ways to get the PCs involved. The most common hooks are listed here, but it should be little trouble for a GM to tailor a hook for specific characters.

Men of Mystery and other nocturnal avengers may witness the end of the crime. They see rockets flying away from the museum and disappear into the low clouds. Unfortunately, they are too far away to follow the rockets. Alternatively, they may hear about it from their street contacts. Police investigators may be sent to

investigate the crime scene. Since the Rocket Raiders are a national nuisance, G-Men may also be sent to investigate the crime scene. Private investigators may be hired by the museum curator to find the artifacts and those responsible for taking them. Ace Reporters may be sent to get a story.

The Crime Scene

The crime scene will be largely untouched from the time the crime was committed to the time the last PCs get there. The curator will close the exhibit, preserving the scene from curious patrons.

The Egyptian wing is largely one great hall, filled with artifacts. Some of the glass cases have been broken and there are a couple of broken wall casings. All in all it appears that about ten artifacts, all of them from Dr. Ryan’s 1905 dig in the Valley of Kings, have been stolen.

It was raining at the time of the attack. The PCs will notice wetness on the ground as well as faint boot prints. An Investigate check will show that the intruders came and went from a balcony on the far side of the entrance to the hall. The GM should modify this check depending on



the time the PCs arrive. Notwithstanding the curator's intent to preserve the site, subsequent investigation by the police as well as natural evaporation will obscure this evidence. Since the curator made a note of it, it is still possible for the PCs to get this information simply by asking him.

A second Investigate check (or a Knowledge (popular culture) check (DC 10)) will reveal that women made the boot prints. A Search check (DC 10) on the balcony will reveal telltale marks of light scorching. Another Investigate check will reveal that 3-5 intruders were involved.

If the PCs arrive just after the attack, they will find Maurice Chumley, museum security guard, unconscious on the floor by the main entrance. His still-lit flashlight illuminates a nearby corner. An Investigate check or Knowledge (earth and life sciences) check (DC 10) will reveal that he suffered a blow to the head. If the PCs revive him, he will give them the information listed under "Interview with a Security Guard."

Interview with a Security Guard

The PCs will have an opportunity to interview Maurice at the hospital if he's already been taken from the crime scene. Regardless of where the PCs interview him, Maurice tells the same story. He was making his rounds on the third floor when he thought he heard glass breaking. He rushed to the Egyptian Hall of Kings and illuminated two men with something strapped on their backs putting some artifacts into small sacks. He didn't get a

better look because he suffered a blow that felt like someone kicked him in the head. That is all he remembers.

If prodded, Maurice will admit that he could be mistaken in assessing them as men. He didn't get the chance for a better look.

Researching the Rocket Raiders

Some PCs may wish to research the past crimes of the Rocket Raiders. This will probably require a trip to the local library, although some character types may have access to a private collection (the Ace Reporter and the Paragon come to mind, although Rocket Rangers and perhaps Mad Scientists would probably collect news articles of other rocket users). Regardless, the PCs will probably spend the better part of the day leafing through newspapers. Luckily, the articles are recent and won't require too much digging in the archives.

With a Research check (DC 15), the PCs can learn the following information:

The Rocket Raiders first appeared about two months ago in a major city (GM's discretion). They robbed an art gallery on a foggy night without breaking through the doors. They were spotted by two policemen walking a beat, but were able to escape by taking off from the roof as the cops banged on the windows. The police were puzzled as to how the burglars gained entrance without picking the locks of the doors, but later discovered that they had come in through the roof.

Since then, the Rocket Raiders have committed roughly one crime per week. There is a pattern to the crimes. All of the crimes have taken place in metropolitan areas (the only pattern here is that each new location is within a few days of the last; the GM should feel free to assign random major cities). The weather at the time of the crimes was usually rainy or foggy (or snowy, if applicable). All of the crimes were burglaries. The only violence accompanying these crimes is the occasional knocking out of a security guard. Most of the crimes have been committed on museums and art galleries. There has been one case of a private mansion being burgled (this is the residence of an unscrupulous Fortune Hunter, should the GM wish to tie him into a future adventure).

With a Research check (DC 20), the PCs can also learn that some small follow-up stories in the newspapers reveal that several of the art objects stolen have reappeared around the world, usually by people or governments claiming to be the rightful owners from whom the objects were stolen in the past.

There is one further piece of information that the PCs can acquire. They can discover this in one of two ways. First, the PCs may ask to leaf through the newspapers in which the articles were printed to see if there are any other correlations. This will require another Research check (DC 20). Second, the PCs may have an advanced class feature (such as an Investigator's Sixth Sense)

that allows them to make an intuitive leap. In either case, the PCs will learn the following:

Each criminal location also had a circus in town at the time. Although the circus owners were not always the same, one act that continually pops up is a Balkan all female acrobatic quartet. They are described in variations of beautiful and graceful.

Should the PCs check, there is a circus in town: Riley's Circus. Unfortunately, the events of Chapter Two occur while the PCs are completing their research.



CHAPTER TWO: PRISON BREAK!

“Chopper” Charlie Myers is a remorseless robber with a penchant for Tommy guns. The law has finally caught up with him and put him away in City Prison. Unfortunately, the Sultan has a soft spot for the incarcerated criminal, and he uses his leverage on the Rocket Raiders to free him.

During a rainy afternoon, the Rocket Raiders quietly drop from the sky. While three of them distract the guards (assuring that no one will be hit by gunfire), the fourth drops into the prison yard, grabs Chopper Charlie, fires up her rocket pack, and safely removes him from the prison.

This jailbreak will immediately make the news. An Ace Reporter might be sent to the scene, but there is little evidence. Prison guards and inmates alike saw the jailbreak, but there was no advance planning.

Investigative PCs may be curious about this crime. Nothing in their research indicated that the Rocket Raiders performed jailbreaks or associated themselves with violent criminals. Yet Chopper Charlie is on the loose, and there’s no doubt it was the Rocket Raiders who sprung him. With this crime, the Rocket Raiders move to the top of the City’s most wanted list.

Riley’s Circus

With no new evidence to follow, the PCs will probably wish to pay a visit to the circus. Riley’s Circus has been in town for almost two weeks. It is a reputable

three-ring circus that has a decade worth of experience, touring throughout the region. The circus will only be in town for another week before moving on to the next city.

Oddly, when the PCs arrive there is a bit of chaos on the circus grounds. Many performers are grumbling about last-minute changes in the schedule and hoping that the audience will remain peaceful. If questioned by the PCs, the performers will simply point out the owner and ringmaster and suggest that they talk to him.

Patrick “Pat” Riley is a short, middle-aged man of Irish descent, with balding red hair that he keeps tucked under his green derby. The rest of his wardrobe is also in various shades of green, giving him the appearance of a stereotypical leprechaun. He appears to be very stressed, jumping from performer to performer and speaking in a rapid fire pace. As the PCs get closer, they will notice his reddened face and sweat matting down his hair. Riley is in no mood to talk, but the flash of a badge or a Diplomacy or Intimidate check will get him to speak.

Riley is upset because his most popular act quit without warning this morning. The Romanov Sisters simply packed their things and left a note tacked on Riley’s door before breakfast. While Riley had hired them on a day-to-day basis, the Romanov Sisters’ manager, Mr. Molotov (Dr. Kaminsky’s pseudonym) promised to inform him personally if the Romanov Sisters would no longer perform. Riley had hoped that they would stay for the remainder of the circus’ City performances.

Many advance tickets had already been sold with the promise of seeing the Romanov Sisters. Now, Riley was trying desperately to put together a new schedule before the evening's performance, which is due to start soon. Riley is especially upset because

Riley can point them to the Romanov Sisters' tent. It is abandoned, and a Search check will reveal no evidence. If the PCs walk around the circus grounds, however, they will (Search check (DC 15)) discover scorch marks not far from the site. An Investigate check (DC 15) will reveal that the Rocket Raiders touched down here and headed to and from the circus site (where they blend in with many others).

While the PCs feel they've hit a dead end, the fruits of the Rocket Raiders' last crime is about to bloom.

CHAPTER THREE: THE DEMON UNLEASHED!

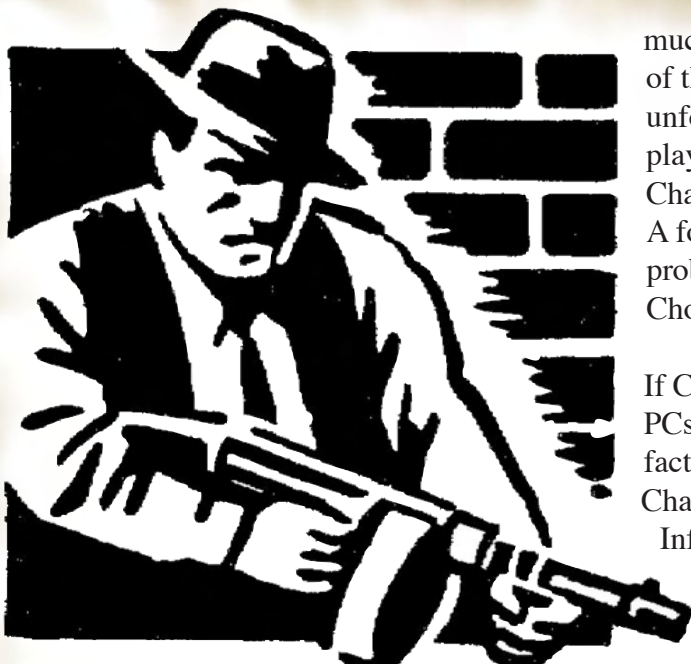
Chopper Charlie has a bone to pick with Judge Joseph Yancey, the one who put him behind bars. While cooling his heels in the slammer, Chopper Charlie fantasized about showing the Judge the business end of his Tommy Gun. Now that he's free, Chopper Charlie has decided to settle the score.

Chopper Charlie has spent the afternoon visiting pool halls and trying to locate old associates. He has managed to convince a few of them to join up, especially with the Sultan's cash filling his pockets. The Sultan wants him to eliminate a rival crime lord.

Unfortunately, Chopper Charlie is no longer just a remorseless killer. He is now mentally unhinged. He asks around about Judge Yancey's whereabouts and learns that he usually takes dinner at the Liberty Restaurant, a greasy spoon near the courthouse.

Chopper Charlie positioned one of his men near the courthouse. As Judge Yancey left, the spotter gave the signal and Chopper Charlie rode down the street on the running board of his car. He wanted to see Yancey's eyes as he mowed him down.

Chopper Charlie cared nothing for collateral damage, and five bystanders were mowed down with him, along with another twelve wounded. Just for good measure, Chopper Charlie also mowed down two



beat cops and a traffic cop as his car sped away.

Chopper Charlie's "hit" makes instant news. Once the Rocket Raiders hear about it, they'll start feeling remorse. In fact, Chopper's sole existence in this adventure is to make the Rocket Raiders regret their actions. Whether or not the PCs choose to hunt Chopper Charlie down is up to them. In his current state, Chopper Charlie is being sloppy enough to be caught by the police sooner rather than later. The Sultan will stay far away from him, realizing that Chopper Charlie is too much of a liability (the Sultan may even decide to eliminate Chopper Charlie himself).

Hunting Down Chopper Charlie

If the GM wishes, some of the PCs may catch Chopper Charlie making his hit. There are many restaurants and coffee shops around the courthouse, so it isn't too

much of a stretch to have one or more of the PCs eating dinner as the scene unfolds. If this is the case, the GM can play out a car chase scene. Chopper Charlie and three thugs are in the sedan. A fourth thug is on the street, but probably won't stick his neck out for Chopper.

If Chopper Charlie gets away or if the PCs have to pick up his trail after the fact, they can learn where Chopper Charlie is hanging out with a Gather Information check (DC 20). They'll simply have to canvas a few pool halls and bars.

Chopper Charlie and five thugs are holed up in an old farmhouse just outside the city. Two sedans will be stowed away in the nearby barn. At least two of the thugs are on the lookout at any given time. The rest sip alcohol and play cards. Once there's any sign of trouble, Chopper Charlie will head for the closest window and let his Tommy Gun rip.

Chopper Charlie's associates aren't as foolhardy. While they will initially attack anyone assaulting the farm, the thugs will start making their way to the barn. They will then try to flee in the cars. Chopper Charlie will simply go down fighting.

How this scene wraps is up to the GM. Chopper Charlie can either be killed or captured and hauled back to prison. There will be no further escape attempts. There are also no more further leads until the heist in Chapter Four.

CHAPTER FOUR: THE SELF-LAID TRAP

The weather is still dark and stormy the next day, so the Rocket Raiders plan another heist. This time, Tatiana decides to leave a clue behind, as she feels overwhelming guilt over springing Chopper Charlie. The Raiders have contacted a buyer in France over a Monet painting that was sold by a German soldier to an American in the early days of the Great War. The painting is being shown as part of a Monet exhibit in the City.

Heads Up?

If the PCs are actively searching for possible targets, they have a chance at predicting the next heist. PCs with Knowledge (art) may make a check at DC 20. If they succeed, they learn that a French gallery owner has been in contact with the American owner of the painting, attempting to negotiate its return. The American owner has not been budging.

The Heist

The Monet exhibit is being showcased in the City Exhibition Hall. If the PCs warn the police, they will increase their patrols around the property, but they can't have cops sitting on the roof all night. If the PCs want to spring a trap themselves, they will have little trouble convincing the exhibition owner to let them hang around (as long as they are respectable character types).

If the PCs aren't around, the heist goes off without a hitch. The Rocket Raiders



land on the rooftop and enter an access hatch. They pluck the painting from its easel, put it in a bag, and return to the roof. The lone security guard reads a paper at the reception desk and is none the wiser. During this heist, Tatiana drops a matchbook from the City Grand Hotel.

If the PCs do spring a trap, the Rocket Raiders are prepared to fight. They do not wish to hurt anyone, but they will attack if threatened. Tatiana has not made the others aware of her deception, so they will do their best to escape. Only if one of them goes down or is threatened will Tatiana break her silence. In this case, the conversation at the hotel will take place here instead.



The Clue

If the PCs come after the heist, a quick Spot check or Search check will reveal similar clues as in Chapter One. More importantly, a Search check at DC 25 will reveal the matchbook. A room number is scrawled inside.

The Hotel Conversation

Obviously, Tatiana is waiting for the PCs to arrive at the hotel. The room number she gave is bogus; a French Canadian couple on holiday is in the room. Tatiana sits in a nearby lounge where she can see the door. Once she is satisfied that the PCs aren't looking for a fight, she approaches them and asks them to come to her room.

The other Rocket Raiders will be startled, but Tatiana quickly explains the situation. After quick introductions, the Rocket Raiders reveal their plight. They will also come clean as to their motives with all of the art heists. Natasha will remind the

group that they are expected to meet the Sultan for another job this evening at the Oasis Club. He has promised them that they will be able to see Dr. Kaminsky at the club as well, so that they can be assured of his good health. The women are expected to wear gowns, so the rocket packs will be staying at home. If the PCs don't help them, they may lose their friend.

Researching the Sultan

If the PCs do a little legwork, they may discover personal information about the Sultan (available in his character write-up in the **Dramatis Personae** section at the end of this adventure.).

They can also learn, with a Gather Information check (DC 20) about his affinity for chess and willingness to play stakes and live up to them, even when he loses. A chess game could buy the Sultan's silence on the Rocket Raider's true identities.

CHAPTER FIVE: SETTLING THE SCORE

Hopefully, the PCs have decided to help the Rocket Raiders in their plight. The Rocket Raiders are desperate for assistance and will accept any plan that sounds like it has a reasonable chance of succeeding. The easiest way for the PCs to gain access is to act as their escorts.

The Oasis Club

The Oasis Club is a hot nightspot in the heart of the city, as the Sultan has impeccable tastes. Patrons usually include the movers and shakers of City government and society. While the Oasis has an Arabic (or, more appropriately, a 1001 Arabian Nights) theme, there are no true Arabs working there. Like the Sultan himself, all of the staff are city natives.

The Sultan sits at his usual table overlooking the stage. He has four seats available for the ladies, while “Abdul,” his bodyguard, impassively stands behind him.

Dr. Kaminsky is locked in a room beneath the club. It is the Sultan’s intent to escort Natasha to his room. He will then ask Natasha, alone, for the price of his continued good health (he intends to take her virtue, the scum). The room itself is guarded by two thugs. Once Natasha accepts his offer (but before the price is paid), he will escort her back to the main floor so that she can dismiss her associates. The Sultan plans on spending the rest of the show with her on his arm; he will

exact the full price after the club is closed. Eventually, the Sultan plans to make all of the Rocket Raiders part of his “harem” of escorts, but he’s being delicate for now.

The PC’s goals are to free Dr. Kaminsky and get the Raiders out alive. Taking down the Sultan is a bonus. The women have no problem helping in any way they can, but they are used to nonlethal combat. The GM should add as many thugs to the battle as necessary to make it challenging. Most of the thugs are disguised as waitstaff.

If the battle goes badly for the Sultan, he will try to escape. There is an escape tunnel built into the basement that leads to the sewers. The Sultan will make his way towards it as soon as the tide starts to turn.

The Chess Option

Those who know the Sultan are aware of his fascination with chess (this can be gleaned from a Gather Information check (DC 20)). If the PCs approach the Sultan with some measure of cordiality, he will allow one of them to engage him in chess.

The opening game is free, the Sultan will grant a wish if he loses, but expects nothing in return if he wins. Because the opening game is free, however, the Sultan is unlikely to agree to a major condition (e.g. the first game might buy his silence over the Rocket Raider’s identity, but he certainly wouldn’t free Dr. Kaminsky).

If he does lose, his attitude will drop from Friendly to Indifferent and the next game will require something from the PC



(usually a favor or service). Subsequent losses will further erode his attitude, and once he becomes Hostile the Sultan will ask Abdul to forcibly remove them.

While the Core Book doesn't offer any rules for playing chess, it isn't really fair for the PCs to be penalized for not having the skill and therefore perform poorly against the Sultan. Two options are provided; the GM should select the one that suits him best.

The first option is to make an opposed Intelligence check, using Knowledge (Tactics) as a synergy bonus. The

following feats would also add +2 per feat to the check: Attentive, Cautious, Meticulous, Studious.

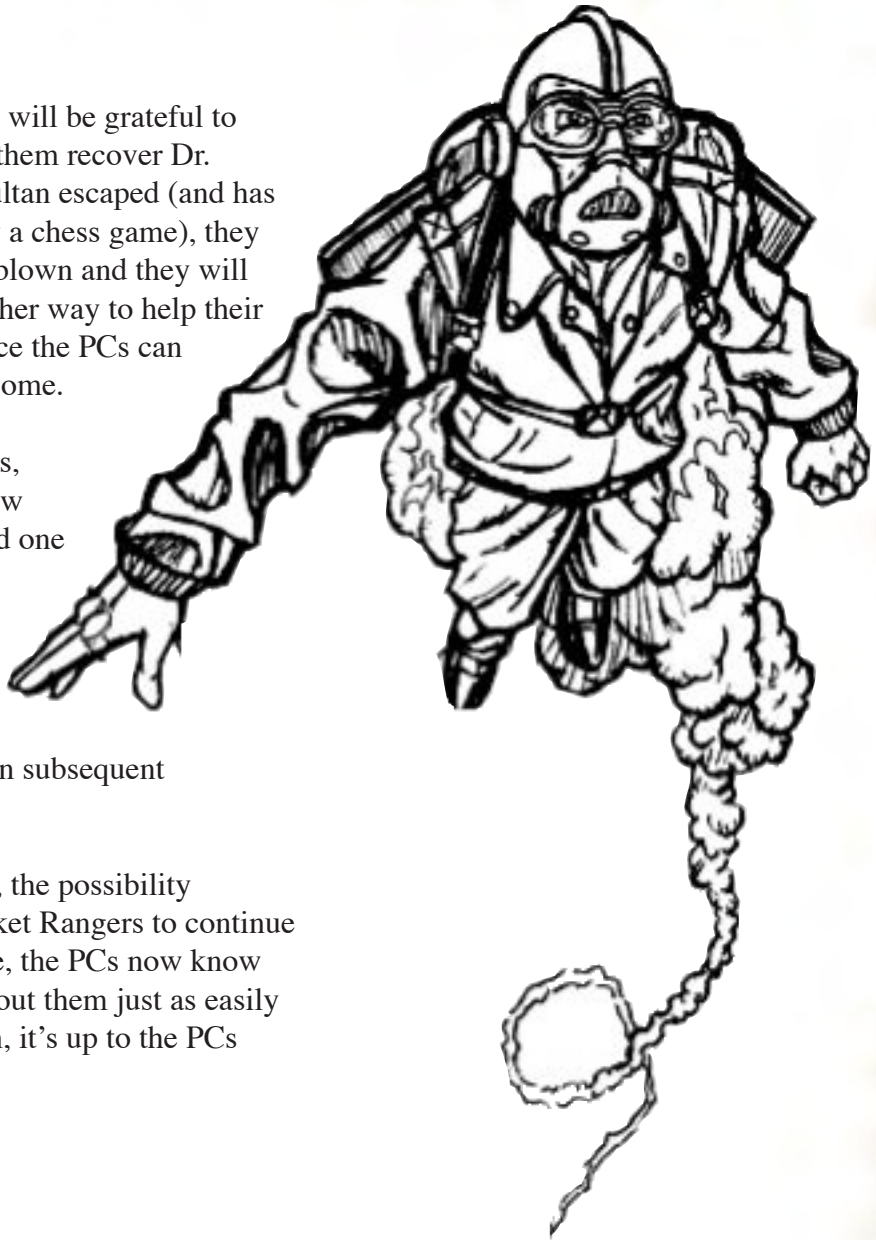
The second option is for the GM and the affected player to actually play a game of chess. This option should only be used if the two participants are evenly matched. If not, allow any two players to play the game, while the GM secretly designates which is the Sultan (this should be determined before the game is played).

EPILOGUE

The Rocket Rangers will be grateful to the PCs for helping them recover Dr. Kaminsky. If the Sultan escaped (and has not been silenced by a chess game), they know their cover is blown and they will have to find some other way to help their cause. Any assistance the PCs can provide will be welcome.

If the Sultan survives, he may become a new recurring villain (and one with a grudge). The Sultan has many connections and can be a behind-the-scenes mastermind in subsequent adventures.

If the Sultan is dead, the possibility remains for the Rocket Rangers to continue as before. Of course, the PCs now know their secret and can out them just as easily as the Sultan. Again, it's up to the PCs how to handle this.



DRAMATIS PERSONÆ

The Rocket Raiders

The Rocket Raiders are four Turavian women who front as the acrobatic quartet “the Romanov Sisters.” Although they aren’t really sisters, all of them use Romanov as their last name. All four are gorgeous, and they know how to use their charms on admiring men. Their first names are Natasha, Katrina, Tatiana, and Sasha, and are usually identified by their hair color (red, brown, blonde, and black, respectively). Natasha generally acts as the leader.

GMs with a copy of *Thrilling Tales: Rocket Ranger* will notice that the Rocket Raiders do not have any levels of that Advanced Class. This is deliberate. While the Rocket Ranger is a master rocket pack pilot, capable of many aerial stunts, the Rocket Raiders primarily use their rocket packs to fly to and from crime scenes, relying on their other skills and abilities once they’ve arrived.

While the Rocket Raiders have different personalities, all of them use the same stat block. The reason for this is two-fold. First, as a group of acrobats that constantly trains together, the Rocket Raiders would have a certain uniformity of skill and technique. Secondly, this uniformity makes it easy for a GM to add or subtract Raiders if he feels he needs to adjust the challenge rating. When adding, all the GM needs to do is come up with another Eastern European name.

The rocket pack and the Exotic Features feat are described below the stat block.

Fast 3/Infiltrator 4/Martial Artist 2:

CR 9; Medium-size human; HD 9d8+9; hp 48; Mas 13; Init +7; Spd 30 ft; Defense 22 (+9 class, +3 dexterity); BAB +6/+1; Grap +7/+2; Atk +7/+2 melee (1d6+1 lethal or nonlethal, unarmed strike); Full Atk +7/+2 melee (1d6+1 lethal or nonlethal, unarmed strike) or +7/+2 (by weapon) or +9/+3 ranged (by weapon); FS 5ft. by 5 ft.; Reach 5 ft; AL Turavian freedom; SV Fort +3, Ref +12, Will +2; AP 73; Rep +3; Str 12, Dex 16, Con 13, Int 12, Wis 10, Cha 15.

Occupation: Athlete (bonus class skills: Balance, Jump, Tumble).

Skills: Balance +9, Climb +9, Disable Device +9, Hide +6, Jump +10, Listen +7, Move Silently +8, Pilot +7, Read/Write English, Search +10, Sense Motive +2, Sleight of Hand +6, Speak English, Spot +8, Tumble +10.

Feats: Acrobatic, Combat Martial Arts, Defensive Martial Arts, Exotic Features, Improved Combat Martial Arts, Improved Initiative, Simple Weapon Proficiency.

Talents: Evasion, Uncanny Dodge 1.

Class Features: Flying Kick, Improved Evasion, Improved Implements, Living Weapon, Sweep.

Possessions: When committing a crime,

the Rocket Raiders wear their backpacks, headgear, and jumpsuits. They also carry common burglar tools (eliminating penalties for any Disable Device checks). The Rocket Raiders generally carry no weapons other than a knife (for burgling).

Rocket Pack: The rocket pack is an ingenious design--a small, yet powerful engine designed to grant the wearer high-speed flight for short periods of time. The rocket pack is a back-mounted engine accented with various gauges, valves and controls, strapped to the user's back with thick, reinforced leather harness, along with a control mechanism built into the gloves. In addition to the rocket pack itself, the wearer must also use a special helmet and goggles designed to aid in maneuvering and hands-free flight. This helmet is usually aerodynamic (bullet-shaped, or finned, etc.).

Once activated, the rocket pack unleashes a controlled high-pressure explosion, which propels the wearer upward at high speed. To control herself during flight, a Rocket Raider must use body positioning and the aerodynamic features of her helmet to modify her trajectory, while using the rocket controls to increase or decrease the thrust of the rocket. There is a 5% non-cumulative chance for the rocket pack to misfire during ignition, stalling the ignition system for 1d4 rounds unless a successful Repair skill check (DC15) is made to clear the flooded ignition valves.

In flight, the wearer has a top speed of 1000ft. per round (200 squares). If the wearer reduces her speed to 50ft or less for two or more rounds, she must land or increase his speed to prevent the loss of momentum necessary to maintain her flight. In routine operation, the wearer of the rocket pack is typically not required to make Pilot checks with every action, however the GM may see fit to institute a brief learning period for the wearer. Maneuvers in combat also require Pilot checks.

The rocket pack has a hardness of 10 and 30 hit points. If the rocket pack suffers enough damage to drop its hit points to 0, it explodes dealing 10d6 points of damage to the wearer.

Exotic Features: Whether it be your unusual accent, physical features, or inability to recall who won the '28 World Series, you are viewed as a foreigner. Men feel overprotective of you and tend to underestimate you.

Prerequisites: Female only, Cha 13+, can only be taken at 1st level.

Benefit: When dealing with a male PC or NPC, you gain a +2 to Bluff, Diplomacy, and Sense Motive checks.

“Chopper” Charlie Myers

Chopper Charlie used to be one of the best hit men in the business, even though he always seemed to have a screw loose. Unfortunately, a lot of screws came loose while he was in prison. Chopper Charlie has lost all sense of rationality. Anyone who offended him in the past is dead, and anyone who gets in the way is dead. Chopper Charlie may be crazy, but he hasn't lost his touch with guns.

Chopper Charlie is a wild-eyed man with close-cropped hair and a scar running down his cheek. He wears an ill-fitting suit.

Fast 3/Gunslinger 7: CR 10; Medium-size human; HD 3d8+7d10+20; hp 80; Mas 14; Init +7; Spd 30 ft; Defense 21 (+8 class, +3 dexterity); BAB +7; Grap +9/+4; Atk +9/+4 melee (1d6+2 nonlethal, unarmed strike); Full Atk +9/+4 melee (1d6+2 nonlethal, unarmed strike) or +9/+4 with weapon or +10/+5 ranged (by weapon); FS 5ft. by 5 ft.; Reach 5 ft; AL Himself; SV Fort +5, Ref +9, Will +4; AP 94; Rep +3; Str 14, Dex 16, Con 14, Int 12, Wis 8, Cha 10.

Occupation: Criminal (bonus class skills: Hide, Knowledge (streetwise)).

Skills: Drive +7, Escape Artist +9, Gamble +5, Gather Information +4, Hide +17, Intimidate +13, Knowledge (streetwise) +8, Sleight of Hand +9, Spot +9, Tumble +9.

Feats: Advanced Firearms Proficiency, Brawl, Combat Reflexes, Far Shot, Improved Initiative, Personal Firearms Proficiency, Quick Reload, Simple Weapon Proficiency, Strafe, Toughness.

Talents: Evasion, Uncanny Dodge 1.

Class Features: Close Combat Shot, Weapon Focus (Tommy Gun), Defensive Position, Lightning Shot, Sharp-shooting.

Possessions: Chopper Charlie is never without his Tommy Gun (GMs using only the core book can substitute the MAC Ingram M10 and substitute a 50 round drum) and a couple extra drums of ammunition. He also carries a Colt .45 pistol.

The Sultan

No one is quite sure who the Sultan is, but he's obviously not Arabian (for one thing, he doesn't speak Arabic). He looks and acts like a European aristocrat, complete with an Anglo-French accent. Rumor has it that he's actually an American, but the Sultan's greatest secret is his own true identity. What is undeniable is the fact that he is a master criminal who runs many black market activities (prostitution being a particular favorite; he often refers to it as his "harem").

In public, the Sultan is an impeccably dressed man. He wears a turban when he is in the Oasis Club. There is always a chessboard at hand in case there's an opportunity to play. The Sultan considers himself one of the best chess players in the world, and he isn't happy to be proven wrong. However, the Sultan always abides by the result of any game. The Sultan considers himself a fencer, and would relish the opportunity to fence an opponent without distraction.

The Sultan was made using *Thrilling Tales: Mastermind*. Notes are made below the stat block for those abilities not covered in the Core Book. Only class features relevant to this adventure are listed.

Charismatic 4/Smart 4/Mastermind

5: CR 13; Medium-size human; HD 8d6+5d10+8; hp 70; Mas 12; Init +1; Spd 30 ft; Defense 18 (+7 class, +1 dexterity); BAB +6; Grap +6/+1; Atk +6/+1 melee (1d6+0 nonlethal, unarmed strike); Full Atk +6/+1 melee (1d6 nonlethal, unarmed strike) or +6/+1 with weapon or +7/+2 ranged (by weapon type); FS 5ft. by 5 ft.; Reach 5 ft; AL Himself; SV Fort +5, Ref +8, Will +9; AP 112; Rep +11; Str 10, Dex 13, Con 12, Int 19, Wis 14, Cha 17.

Occupation: Academic (bonus class skills: Gather Information, Knowledge (business), Knowledge (tactics)).

Skills: Bluff +23, Concentration +3, Diplomacy +28, Disable Device +10, Disguise +5, Forgery +6, Gather Information +20, Intimidate +29, Knowledge (behavioral sciences) +12, Knowledge (business) +17, Knowledge (history) +12, Knowledge (streetwise) +19, Knowledge (tactics) +22, Knowledge (theology) +8, Listen +6, Read/Write French, Read/Write Greek, Read/Write Latin, Search +6, Sense Motive +17, Speak French, Speak Greek, Speak Latin, Spot +11.

Feats: Advanced Firearms Proficiency, Archaic Weapons Proficiency, Brawl, Combat Expertise, Deceptive, Dodge, Infamy, Leadership, Meticulous, Personal Firearms Proficiency, Simple Weapon Proficiency, Studious.

Talents: Charm (females), Coordinate, Savant-business, Savant-tactics.

Class Features: Minions, Ill-gotten Gains, Crime Network, Nefarious Influence, Lair.

Possessions: The Sultan usually carries a pistol. When in his Lair, he also has access to his fencing saber (treat as longsword). He will use a Tommy Gun if necessary (GMs using only the core book can substitute the MAC Ingram M10 and substitute a 50 round drum).

Infamy: You have a particularly bad reputation. (whether deserved or not)
Benefit: You get a +3 bonus on Charisma-based checks whenever the GM determines that your infamy would be a benefit. However, you suffer a -3 modifier on such checks whenever the GM determines that your infamy would work against you.

Leadership: You're a natural leader, good at coordinating and directing the efforts of others.

Prerequisites: Cha 13+

Benefit: If you direct or lead others in combat (taking a free action each round to do so), everyone on your side gets a +1 bonus on all checks (including initiative). However, if you're incapable of taking a free action on any round, your side loses the bonus until you recover. Characters can only be under the direction of one leader at a time, and may choose to change their leader as a free action. Characters under the influence of a leader

must be able to hear and understand that leader's directions.

Nefarious Influence: At 4th level, the Mastermind is capable of extending his power to influence others. He gains a +4 bonus to all Bluff, Diplomacy and Intimidate checks. In addition, opponents with fewer Hit Dice than the Mastermind's total class level suffer a -2 morale penalty to attack rolls against the Mastermind and a -2 morale penalty to all Will saves during the encounter.

Lair: At 5th level, the Mastermind gains the use of a Lair. The Lair is a secure location that acts as the Mastermind's headquarters during that adventure. In this adventure, the Oasis Club is considered the Sultan's Lair.

The Oasis Club features a few secret doors and escape passages. The DC to find those secret doors and passages is 25. It also holds locked rooms for prisoners (such as Dr. Kaminsky). At the GM's option, other prisoners, including potential harem "recruits," can also be held here.

Abdul

Like the Sultan, Abdul is not of Arab descent. His real name is Thomas Lodzski, the son of Polish immigrants. He grew up in a ghetto and learned to “scrap” at an early age. He had potential as a boxer, but unfortunately he opted to be a leg-breaker instead. He’s worked his way through the ranks and is now the Sultan’s chief bodyguard.

Abdul keeps his head shaved and he wears a long mustache. While in the club, he wears a turban and loose-fitting clothes.

Abdul was made using *Thrilling Tales: Boxer*. Notes are made below the stat block for those abilities not covered in the Core Book. Only class features relevant to this adventure are listed.

Tough 3/Bodyguard 4/Boxer 2:

CR 9; Medium-size human; HD 3d10+6d12+24; hp 74; Mas 16; Init +6; Spd 30 ft; Defense 18 (+6 class, +2 dexterity); BAB +6; Grap +9/+3; Atk +12/+6 melee (1d8+1d6+3 nonlethal, unarmed strike); Full Atk +12/+6 melee (1d8+1d6+3 nonlethal, unarmed strike) or +9/+3 with weapon or +8/+2 ranged (by weapon); FS 5ft. by 5 ft.; Reach 5 ft; AL The Sultan; SV Fort +10, Ref +7, Will +3; AP 53; Rep +2; Str 17, Dex 14, Con 16, Int 10, Wis 13, Cha 10.

Occupation: Adventurer (bonus class skills: Intimidate, Spot).

Skills: Concentration +8, Intimidate +11, Search +7, Sense Motive +9, Spot +8.

Feats: Advanced Firearms Proficiency, Brawl, Burst Fire, Improved Brawl, Improved Initiative, Knockout Punch, Mobility, Personal Firearms Proficiency, Simple Weapon Proficiency, Streetfighting.

Talents: Damage Reduction 2.

Class Features: Combat Sense, Hammerhand 1d6, Harm’s Way, Ring Warrior +1, Sudden Action.

Possessions: Abdul keeps a knife and a pistol on himself at all times, and he knows where to grab a Tommy Gun within 1d4 rounds.

Ring Warrior: At 1st level, a Boxer receives a +1 melee attack modifier when making unarmed strikes.

Hammerhand: At 1st level, a Boxer’s blows increase in power, dealing more damage with unarmed strikes. At 1st level, he deals 1d6 points of damage with an unarmed strike. This feature stacks with similar features and feats that increase melee damage.

Thugs

This stat block is for the various thugs (Chopper Charlie's and the Sultan's) in the adventure. The GM should feel free to modify this if he needs to adjust the power level. GMs with the *Thrilling Tales: Gamemaster's Guide to Pulp Adventure* may wish to substitute the Mook rules by ignoring the hit points stat.

Fast Ordinary 2/Tough Ordinary

2: CR 3; Medium-size human; HD 2d8+2d10; hp 26; Mas 11; Init +0; Spd 30 ft; Defense 16 (+6 class); BAB +2; Grap +2; Atk +2 melee (1d6 nonlethal, unarmed strike); Full Atk +2 melee (1d4 knife) or +2 ranged (by weapon); FS 5ft. by 5 ft.; Reach 5 ft; AL Chopper Charlie or the Sultan; SV Fort +2, Ref +2, Will +0; AP 0; Rep 0; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 11.

Occupation: Military (bonus class skills: Knowledge (Tactics), Move Silently).

Skills: Climb +2, Intimidate +5, Knowledge (Tactics) +2, Listen +2, Move Silently +5, Search +3, Sense Motive +2, Spot +4, Survival +2, Tumble +2.

Feats: Advanced Firearms Proficiency, Brawl, Personal Firearms Proficiency, Simple Weapons Proficiency, Toughness.

Possessions: Thugs typically carry a pistol (use the Colt M1911 as a default) and a knife. Some thugs will carry a Tommy Gun (Thompson submachine gun – GMs can either use statistics from another source or simply choose a submachine gun from the core book and add a 50 round drum).



Dr. Yuri Kaminsky

Dr. Yuri Kaminsky is a middle-aged man with a thick Slavic accent. He cares deeply for the Rocket Raiders, but he is an even firmer believer in the Turavian cause. He acts as a father figure for the women, and they would do anything for him in return. It is Dr. Kaminsky who designed the rocket pack. He does not want to see it used by the military, which is why he simply didn't sell it to another government or the black market. He is also a die-hard pacifist, which is why the Rocket Raiders don't carry firearms.

While Dr. Kaminsky was created using *Thrilling Tales: Mad Scientist*, neither of his class features will have any bearing on the adventure, especially since Dr. Kaminsky will only be freed from his prison in the final chapter (and the class feature Scientific Improvisation is in the Core Book). GMs who wish to use Dr. Kaminsky in further adventures should consider purchasing *Thrilling Tales: Mad Scientist*.

Smart 5/Mad Scientist 2: CR 7;
Medium-size human; HD 5d6+2d8; hp 26; Mas 10; Init +2; Spd 30 ft; Defense 15 (+1 class, +2 dexterity); BAB +3; Grap +2; Atk +2 melee (1d3-1 nonlethal, unarmed strike); Full Atk +2 melee (1d3-1 nonlethal, unarmed strike) or +2 with weapon or +5 ranged (by pistol type); FS 5ft. by 5 ft.; Reach 5 ft; AL Turavian Rebellion; SV Fort +6, Ref +5, Will +4; AP 49; Rep +2; Str 8, Dex 14, Con 10, Int 16, Wis 12, Cha 13.

Occupation: Technician (bonus class skills: Craft (Mechanical), Repair, Research).

Skills: Concentration +4, Craft (chemical) +10, Craft (electronic) +10, Craft (mechanical) +12, Craft (pharmaceutical) +7, Demolitions +6, Diplomacy +5, Disable Device +11, Gather Information +3, Knowledge (earth & life sciences) +11, Knowledge (physical sciences) +17, Knowledge (technology) +17, Listen +3, Repair +16, Read/Write English, Research +20, Speak English, Spot +7.

Feats: Builder, Educated, Gearhead, Personal Firearms Proficiency, Simple Weapon Proficiency, Studious, Trustworthy.

Talents: Savant-Knowledge (physical sciences), Savant-Knowledge (technology), Savant-Research.

Class Features: Weird Science, Scientific Improvisation.

Possessions: In this adventure, Dr. Kaminsky is a prisoner, but the Sultan has allowed him to keep his pen and paper.