

RESOLUTE, ADVENTURER & GENIUS



A PULP ROLEPLAYING GAME BY
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SPECIAL THANKS TO

John F. Martin, Ina van der Vegt, Zakharov Sawyer, Jonathan Susara, Jay Steven Uy Anyong, Heli Kinnunen, Mark Meredith, George Lucas, Stephen Spielberg, White Wolf Game Studio, Exile Studios, the action-adventure fiction creators of yore, and everyone in #StargazersWorld on sorcery.net!



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LICENSE

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WHAT IS RESOLUTE, ADVENTURER & GENIUS?

In story terms, RAG is a game of action and adventure in the style of old pulp stories and serials. It is about heroism and exploration, thwarting evil and saving the day. Characters in RAG are extraordinary folk of great determination and skill who often possess extraordinary abilities that place them firmly outside the mold of average men and women.

In game terms, RAG is a Wyrms System roleplaying game, based on the ideas and mechanics first introduced in Michael Wolf's *Warrior, Rogue & Mage*. It uses the Talent mechanic to replicate the strange and wonderful powers displayed by many pulp heroes and villains. WR&M's "fate" points are present but have

been renamed "luck" points, because while pulp characters are often very lucky, they forge their own destinies. The basic resolution mechanic (roll 1d6, add the relevant attribute score and applicable skill modifier) is unchanged, but now skills have multiple ranks of increasing value and a roll of 6 on the die adds 5, not 6, to the total before the bonus roll. Combat is mostly the same, but now attack damage is tied to the total of an attack roll. Character creation is essentially the same, with some tweaks to derived values because of differences in the Attributes.

Dastardly villains scheme. Adventure and glory await. What destiny will you make for yourself?





FOREWORDS

The moment Michael Wolf said that he wanted to do a revision of the original Warrior, Rogue & Mage, I knew I wanted to be a part of it. After working with the Wyrmsystem, I knew I wanted to use it in a game of my own. When Jason said to me that he thought a pulp Wyrmsystem game would be cool, the final domino toppled. What you are reading now is the result.

Working with the Wyrmsystem has been a dream. Everything fell into place. We were able to incorporate new ideas, growing the system in interesting directions. My favorite moment, though, was when Michael showed me the first cover mockup and I knew for sure that this was really happening.

Resolute, Adventurer & Genius is a "complete" game, meaning that you can play with just the contents of this book, but it is by no means "complete" in the sense that it is finished and incapable of expansion. I am eagerly looking forward to seeing how the game will grow.

Most of all, I am proud to be a continuing part of what Michael started — not just the Wyrmsystem, but the gaming philanthropy associated with it. This is what Jason and I did with what Michael has offered to the world. What will you do?

Andrew Modro
Blue Hex

The first movie I remember seeing in the movie theaters was "Indiana Jones and Raiders of the Lost Ark". That movie left me with a love of the pulp genre. This book is a reflection of my love for the genre. I'm just really proud to see that what started as Andrew and I jawing on the internet is now a full blown game.

Jason Cabral
Blue Hex

When I had the idea for Warrior, Rogue & Mage I never would have guessed how well the game was received by the roleplaying community. Even months after the initial release of the core rules interest in the Wyrmsystem is still very strong and people ask me for permission to use it for their own projects.

When Andrew told me about Resolute, Adventurer & Genius I was extremely excited. I am a great fan of the pulp genre and Andrew is probably the person who knows the Wyrmsystem as much as I do, perhaps even better. Without him WR&M would probably never have seen the light of day - at least not in the form it has today.

I am honored to have been part of the development of this great game. And if your gaming sessions are as turbulent as the last months have been for me, you're in for a ride!

Michael Wolf
Stargazer Games



One: CHARACTERS

ATTRIBUTES

Characters in RAG are described with three statistics that rate their competency in broad areas. These attributes are known as Resolute, Adventurer and Genius. Attributes are usually ranked from 0 to 6, but creatures and veteran characters may have higher values. If an attribute is ranked at 0, the character cannot use any skills linked to that attribute.

The Resolute attribute describes a character's strength, toughness and courage. It encompasses the physical and mental fortitude and might of two-fisted, forthright heroes who smash evil and never surrender. A character with Resolute score of 0 is a coward and a weakling, unable to stand up and confront trouble. A Resolute score of 1 represents ordinary people who generally will seek other avenues to dealing with problems than stand-up confrontation, but can stick up for themselves if necessary. A high Resolute score means the character is significantly tougher than average and will probably prefer to deal with foes in a direct hands-on, no-nonsense way.

The Adventurer attribute represents a character's intuition, agility and charisma. It describes the quick thinking and quick action of heroes who rely on their wits, charm and reflexes to carry them through tough times. A character with an Adventurer score of 0 will be rather clumsy and graceless, and lacking in the ability to think laterally. An Adventurer score of 1 represents basic social graces, wits and agility. A high Adventurer score means a character is fast-thinking, fast-talking, fast on the draw and nimble.

The Genius attribute measures a character's creativity, mental acumen and ability to learn and process information. It describes heroes who overcome problems with exploration and application of knowledge and the ability to apply reason and logic. A character with

a Genius of 0 is quite dull, operating mostly on reaction and instinct. A Genius score of 1 represents the creativity, learning capacity and intellect of average folks. A high Genius indicates a character with formidable mental might and adaptability who can examine the aspects of a situation and find a path to success.

When creating a new character, you receive 10 points to freely distribute among the three attributes. No attribute may start higher than 6. Heroes in the pulp genre tend to have both focuses and weaknesses, but a well-rounded hero with no obvious strength or flaw can be customized in other ways.

SKILLS

Each character is further detailed by skills. These are abilities the character has learned through study, practice or observation, like Athletics, Ranged Combat, and the Knowledge skills. Skills have multiple ranks. Depending on the rank of a skill, your character receives an increasing bonus to rolls where that skill applies. The skill ranks are detailed more in the Skills section.

A skill is tied to a particular attribute. This is the attribute that the skill will most always be used with. The gamemaster may call for a skill to be used with another attribute in certain special cases, like Drive with Genius to figure out how a fleeing villain may have pulled off an impossible maneuver, but that will be rare.

When you make a new RAG character, you may make three skill selections. You may apply more than one selection to a particular skill. Each additional selection you place in a skill raises the skill's level one step, increasing the bonus it gives. You may use all three selections on one skill if you wish.

TALENTS

Talents give player characters special abilities that set them apart from average people. They represent the strange and mysterious powers displayed by pulp heroes and villains. Some talents may be taken several times, either increasing the effectiveness of the talent or granting a new version of the talent. New characters start with one talent.

EQUIPMENT

While characters have their own innate abilities and special powers, they still make use of tools, items and weapons. Each character begins with a total money allotment of \$250 times the character's highest Attribute value.

HIT POINTS AND LUCK POINTS

Hit points (HP) are a measure of how much damage a character may sustain before falling incapacitated. A character with zero HP is considered incapacitated

(unable to act meaningfully) and is dying. The Combat section details damage, healing and death.

Luck is an obscure, arcane force that can allow a character to bend the game's reality in certain ways, such as redirecting a killing blow or temporarily giving the player minor narrative control. The use of luck points (LP) and how they are regained is described on p. 14 under "Using and Gaining Luck Points".

A starting character's hit points are equal to 6 plus the character's highest attribute score. A starting character's fate points are equal to 3 plus the character's lowest attribute score. A character with a high, focused attribute will have more HP, but characters with lower, more averaged attribute scores will have more LP.

DEFENSE AND INITIATIVE

A character's base defense score is equal to his or her Resolute score plus the score of his or her highest attribute. This means that if Genius is the character's highest score, then defense is equal to Resolute plus



Genius, and if Resolute is the highest score, then defense is equal to twice the Resolute score.

A character's base initiative score is equal to the average of the Adventurer and Genius scores, rounded down.

CHARACTER CREATION SUMMARY

Step 1: Write down the character's name and concept.

Step 2: Spend 10 points on attributes

Step 3: Make three skill selections

Step 4: Choose a talent

Step 5: Spend $(\$250 \times \text{highest attribute})$ on equipment

Step 6: Record hit points $(6 + \text{highest attribute score})$, luck points $(3 + \text{lowest attribute score})$, defense $(\text{Resolute} + \text{highest attribute score})$ and initiative $([\text{Adventurer} + \text{Genius}] / 2, \text{round down})$



TWO: SKILLS

Skills are measurements of a character's learned and trained abilities. Any character can learn any skill, given enough time and the opportunity. Two of the listed skills, Knowledge and Vehicle, actually represent groups of similar skills that must be taken individually. For example, no character has a rating in Knowledge, but a character may have a rating in Knowledge (Chemistry).

A skill's rating applies a bonus to rolls involving that skill. Skills are rated as Basic (+2 bonus), Advanced (+4), Master (+6) or Peerless (+8). A character may only have a skill rated as Peerless if the character has taken the Peerless Skill talent for that skill. A character may have no more than one skill of Peerless rating.

Rolls involving a skill will usually make use of a particular attribute, which is listed with that skill. The GM may call for a skill to be used with a different attribute, such as Unarmed Combat with Genius to analyze a foe's fighting style for a weakness or its origin. The following list is complete and useable for all RAG games, but GMs are free to add more skills if they desire.

ACROBATICS

Attribute: Adventurer

Description: This skill covers movement that relies upon balance, grace and speed, such as tumbling and walking on narrow surfaces.

Sample Uses: Jumping out a window and rolling to land safely; crossing a rope bridge at high speed; swinging across a gap on a vine.

ATHLETICS

Attribute: Resolute

Description: This skill covers movement that relies upon power and endurance, such as climbing, jumping and extended running.

Sample Uses: Climbing a cliff; jumping from one

rooftop to another; throwing an object, including a weapon in combat.

AWARENESS

Attribute: Genius

Description: This represents a character's ability to use his or her senses to gather information about the surroundings — sight, hearing, touch, taste and smell.

Sample Uses: Hearing a noise; spotting a fleeting movement; detecting a single loose floorboard.

INTERACTION

Attribute: Adventurer

Description: This skill measures the character's social ability, including bluffing, charming, innuendo, bargaining, diplomacy and performance.

Sample Uses: Fast-talking a thug; bluffing your way past a security guard; impressing a tough audience.

KNOWLEDGE

Attribute: Genius

Description: This "skill" is actually a set of individual skills which must be taken one at a time. Each Knowledge skill covers its own area of expertise, which is a single body of related information.

Sample Knowledge Skills: Archaeology, Anthropology, Chemistry, Demolitions, History, Engineering, Finance, Linguistics, Math, Medicine, Physics, Strategy, Technology

MELEE COMBAT

Attribute: Resolute

Description: This represents the character's ability with hand-to-hand combat weapons such as knives, whips, swords, axes and clubs.

Sample Uses: Attacking in combat with a melee weapon.

RANGED COMBAT

Attribute: Adventurer

Description: This skill covers the use of missile weapons such as bows, pistols, rifles, submachine guns

and shotguns.

Sample Uses: Attacking in combat with a ranged weapon.

STEALTH

Attribute: Adventurer

Description: This skill represents the character's ability to hide and to move unseen or unheard by potential witnesses.

Sample Uses: Lurking unseen in a dark shadow; sneaking down a hallway without being heard; signalling for your backup to move in without tipping off your enemy.

UNARMED COMBAT

Attribute: Resolute

Description: This skill measures a character's ability to fight with his or her body alone, either basic brawling or systemized fighting arts.

Sample Uses: Attacking in combat without a weapon.

VEHICLE

Attribute: Adventurer

Description: This is a set of individual skills which must be taken separately, representing skill with maneuvering various types of vehicles in situations beyond average use.

Sample Vehicle Skills: Wheeled, Watercraft, Aircraft



THREE: TALENTS

INVENTION TALENTS

Invention Talents apply to the knowledge and creation of fantastic machines and devices.

Gadgeteering: You receive a +3 bonus to rolls using the Knowledge (Technology) skill whenever you attempt to design a new machine.

Mechanologist: You receive a +3 bonus to rolls using the Knowledge (Technology) skill whenever you attempt to deduce how a machine works through study.

Flesh and Steel: You are able to use the Knowledge (Medicine) and Knowledge (Technology) skills to meld living tissue with machines, allowing for such feats as constructing mechanical limbs and organs.

MESMERISM TALENTS

Mesmerism Talents represent strange powers of the mind, sometimes called 'psychic' ability. The use of all Mesmerism talents requires the expenditure of a luck point.

Misdirection: You can mentally misdirect your foes' attention, raising your Defense and DLs to notice you (or anything you're wearing or holding) by 3.

Telepathy: You can read the thoughts of others or project your thoughts into their minds by rolling Genius at a DL of 6 plus the target's Genius score. The target may choose not to resist.

Domination: You can take control of another person's body by meeting their gaze and defeating them in an opposed Genius roll. While you are in control of another's body, your own body is motionless and vulnerable. You must return to your own body before taking control of yet another.

Clairsentience: By concentrating, you can see and



hear other places with a Genius roll. The DL of this roll is based on distance (next room, 5; across town, 9; hundreds of miles, 13)

Animal Bond: You can understand and speak with one species of animal. You receive a +2 bonus to any Interaction roll you make when dealing with this species. You may take this talent more than once, selecting a different species each time.

Danger Sense: If you are about to be attacked or harmed in some way, you may make a Genius roll at a DL of 7 to receive a warning of danger. This warning gives you a +2 initiative bonus.

ENHANCED ABILITY TALENTS

These talents represent inherent unusual capability or prowess.

Boundless Intellect: You may spend an extra luck point whenever the DL for a non-attack action using the Genius attribute is 11 or above.

Daredevil: You may spend an extra luck point whenever the DL for a non-attack action using the Adventurer attribute is 11 or above.

Unyielding Will: You may spend an extra luck point whenever the DL for a non-attack action using the Resolute attribute is 11 or above.

Body of Steel: Damage you take from each individual attack is reduced by 2

Devilish Charm: You receive a +3 bonus to rolls using the Interaction skill whenever you attempt to charm or seduce.

Rousing Leadership: You receive a +3 bonus to rolls using the Interaction skill whenever you attempt to inspire or command.

Eyes of the Hawk: You receive a +2 bonus to all Awareness rolls based on sight, you have double sight range, and you see clearly in low light (such as starlight).

Ears of the Bat: You receive a +2 bonus to all Awareness rolls based on hearing, you have double hearing range, and you can hear sounds outside normal human hearing range, like a dog or cat.

Nose of the Bloodhound: You receive a +2 bonus to all Awareness rolls based on smell, you can track by scent, and you can detect and understand scents like a predator.

MISCELLANEOUS TALENTS

This is a catch-all category for various special abilities.

Champion: Select a cause. You receive a +2 bonus on attack rolls against enemies of that cause.

Dual Wielding: You may use a weapon in your off hand without penalty. Does not grant an extra attack.

Familiar: You have a pet or animal companion with greater than average intelligence.

Henchman: You have a loyal lackey, lieutenant or follower. May be taken more than once, doubling the number of henchmen each time (two henchmen if taken twice, four henchmen if taken a third time, etc.).

Lucky Devil: You may reroll a failed roll and use the better of the two rolls once per scene or combat without spending a luck point.

Massive Attack: You may treat a successful Melee Combat attack roll as if you had rolled a "6" on the attack once per combat. This means you treat the roll as a total of 5 and roll again.

Fists of Iron: You may treat a successful Unarmed Combat attack roll as if you had rolled a "6" on the attack once per combat. This means you treat the roll as a total of 5 and roll again.

Precise Shot: You may treat a successful Ranged Combat attack roll as if you had rolled a "6" on the attack once per combat. This means you treat the roll as a total of 5 and roll again.

Perfect Throw: You may treat a successful thrown weapon attack roll using Athletics as if you had rolled a "6" on the attack once per combat. This means you treat the roll as a total of 5 and roll again.

Peerless Skill: Your rating and bonus for a skill which you have at Master (+6) rise to Peerless (+8). You may only have one Peerless Skill.

MYSTIC TALENTS

Mystic talents represent arcane magical knowledge and ability. In game terms, these talents allow you to make thematic edits to the story according to their descriptions. They are more powerful, but narrower in scope, than the regular use of luck points for dramatic editing. The GM is the final arbiter of what can be done with a mystic talent, but creativity should be rewarded. The use of all Mystic talents requires the expenditure of a luck point.

Shapechange: You have the ability to change your body into different forms.

Spirit Magic: You can speak with and command the denizens of the spirit realm.

Necromancy: You have the power to speak with, animate and command the dead.

Illusionism: You know how to trick the senses of others into seeing, hearing and feeling things that are not there.

Hexing: You have the knowledge of how to inflict curses on your foes.



FOUR: BASIC RULES

TASK RESOLUTION

Every time a character wants to perform an action which has a chance of failing, the GM may ask the player to roll a die to determine the outcome of said action. The basic task resolution method is the attribute check. The GM picks the appropriate attribute and decides how difficult the task at hand is. Then the player rolls one six-sided die (d6) and adds the relevant attribute's level to the roll's result. If the character knows any skills that might help in that situation, the player may add the bonus from that skill's rating to his result. The final result is then compared to the difficulty level set by the GM. If the result is equal or higher than the DL, the character was successful. If not, the character failed the task.

EXPLODING DIE

Whenever a player rolls a 6 on attribute checks that use an appropriate skill, the die may "explode". This means that the player adds 5 (five, not six) to the total of the attribute and skill bonus, then rolls again and adds the second result as well. If the second die roll is another 6, the player adds 5 more to the total and rolls again, and so on.

AUTOMATIC SUCCESS

When the risk of failure is extremely low, and the task is only of minor importance to the story or the character has an appropriate skill, the GM may decide that no roll is necessary. In this case the character automatically succeeds and the player does not need to roll.

UNOPPOSED CHECKS

If the task at hand is not actively opposed, the player has to beat a difficulty level (DL) determined by the GM.

Example DLs: Easy (5), Routine (7), Challenging (9), Hard (11), Extreme (13)

OPPOSED CHECKS

The opposed check method is used when two characters are in direct competition. This is a contest of rolls. The player of each character makes a roll for the appropriate attribute (and skill, if any). Whoever gets the higher result wins the contest. Opposed checks don't need to be of the same attribute (or skill), so long as the action of one can oppose the other.

Example: A thief wants to sneak past a guard. The guard then rolls a die and adds his Genius attribute to the result, along with a +2 bonus if he has the Awareness skill at Basic rating. The thief will have to beat this total to remain unnoticed.

Optionally, instead of rolling, add 3 to the relevant attribute (and any skill bonus) of one character to get the DL of the roll for the other. This is most useful when a PC is actively opposing a passive NPC. In the above example, the GM could just add 3 to the guard's Genius attribute (and bonus for the Awareness skill if the guard has it) to get a DL for the player's roll.

CIRCUMSTANTIAL MODIFIERS

Circumstances can make tasks harder or easier to perform than usual. A lack of proper tools makes it harder to craft something. A master-crafted weapon can grant a bonus to attack rolls. Bad lighting conditions make it easier to hide in the shadows. A strong headwind could make jumping a gap much more difficult. The modifier can range from +1 or -1 for mild conditions to +3 or -3 for extreme conditions.

USING AND GAINING LUCK POINTS

Luck points represent narrative forces that give heroic and villainous characters an edge over normal people. LP allow players to take control of the game at its most basic level (and can also be spent by the GM for villains to gain a brief advantage). LP can be spent to do any of the following:

- Ignore an attack that would have killed the character, making it just miss instead. The luck point may be spent after damage is rolled.
- Change an immediate detail in the game world through narrative control. Examples: Your character knows the NPC you've just met. There is a shop in the town you just entered with a piece of equipment you need. The hinges on that door are just rusty enough for you to try to break it open.
- Reroll a single die after it is rolled and use the better of the two rolls.
- Add +2 to a single check before the die is rolled.

Luck points do not automatically regenerate. They are received as awards for heroic behavior, exciting

actions and good roleplaying. When characters behave in thematic accordance with the ideas of heroism, optimism and bravery, the forces of luck reward them.

Villains who possess luck points, however, gain more luck points when behaving in dastardly ways. Evil is a quick route to power. Whenever an NPC villain makes a substantial advance of his or her plans, defeats one or more of the heroes (often at the same time as a plot advancement), or becomes the accidental beneficiary of a hero's actions because of unforeseen consequences, that villain will gain one or more luck points.



FIVE: COMBAT

INITIATIVE

Whenever combat occurs, player characters and non-player characters act in turns. At the start of combat, the sequence of action is determined by each player rolling a die and adding the average of their character's Adventurer and Genius scores. The GM rolls a die for each foe, also adding the average of that foe's Adventurer and Genius scores. The highest total goes first, followed by the next highest, and so on. Ties act simultaneously.

Initiative order may remain the same for the entire combat, or may be rerolled at the beginning of every turn, according to the GM and players' preference.

Optionally, the GM may allow any bonus from the Awareness skill to be added to the initiative total.

COMBAT ACTIONS

Combat turns are generally short, about six seconds in duration, so characters can only perform a few actions in a single turn. Running a short distance (equivalent to the Close range band; see Combat Ranges, below), drawing a weapon, attacking a foe, and using a talent ability are reasonable actions that can be performed during one turn.

COMBAT RANGES

Distance is grouped into six narrative range bands. These bands come into play when determining if a weapon can be used to strike an opponent and in chase sequences. The six range bands are:

Self: One's own body and anything being worn or carried.

Melee: Anything that can be hit with a handheld weapon like a club or sword. If you can reach out and touch it, this is the range.

Close: A reasonable shot with a small projectile weapon or a thrown object.

Medium: Beyond the range of thrown objects. Requires skill to hit with a small projectile weapon; easier to hit with a heavier projectile weapon such as a rifle.

Long: Beyond range for small projectile weapons. Requires skill to hit with a larger projectile weapon.

Far: Possible to hit with great skill using a larger projectile weapon, but generally outside shooting range of handheld weapons at all.

A weapon or attack can hit foes at its listed range band or closer. Vehicles may modify the range bands in chase sequences. See the Vehicles section for more details.

COVER

Being behind a solid object makes a character harder to hit. This increases the character's defense by a value that depends on the degree of cover. Partial cover increases defense by +2. Cover of approximately half the character's body increases Defense by +4. Near-total cover increases defense by +6. Concealment — that is, being hidden from view by objects which will not actually resist attack — does not increase defense, but it will increase the DL to spot a character by similar values.

ATTACK ROLL

A roll to hit an opponent is made just like a skill check. The character's player rolls the die and adds the one of the character's attribute scores, depending on the attack, as well as any applicative skill bonus. Environmental factors may apply conditional penalties to the attack roll, such as darkness or heavy fog.

Unarmed Strike: Resolute + Unarmed Combat

Melee Weapon Strike: Resolute + Melee Combat
Thrown Weapon Strike: Resolute + Athletics
Ranged Weapon Strike: Adventurer + Ranged Combat

The attack roll is compared to the target's defense. If the attack roll equals or exceeds the target's defense, the attack hits and damage is dealt (see Damage, below).

DAMAGE

A successful attack inflicts damage. Damage dealt is equal to the attack's base damage rating (usually the weapon's listed damage), plus one for every point by which the attack roll exceeds the target's defense. Unarmed attacks have a base damage of 1.

Example: An attack roll of 9 against a target with a defense of 7 will deal an extra 2 points of damage ($9-7=2$). An attack roll of 7 against the same target will only deal base damage.

Damage is subtracted from the target's hit points. If a character's HP ever drop to 0, that character is incapacitated and could die (see Death, below). HP never drop below 0.

DEATH

If a character (player character or major nonplayer character) is reduced to 0 hit points with an unarmed blow, a strike with a weapon declared to be a "knock-out strike", or an impact the GM declares to be nonlethal, the character is rendered incapacitated — dazed, possibly unconscious, and unable to act. An incapacitated character regains 1 hit point when the GM declares combat to be over, and may get up.

A character reduced to 0 HP by a weapon strike that is not declared to be a knock-out blow or by severe environmental damage (falling, impact of a mas-

sive object, etc.) is dying. The character is treated as incapacitated. In a number of rounds equal to the character's Resolute score, the character will die. A dying character can be stabilized with a Medicine (Genius) check of DL 7. The character is then treated as if he or she had a negative number of hit points equal to the number of rounds that passed after the killing blow. These must be healed before the character can become active again.

HEALING

Characters heal a number of hit points equal to half their highest attribute per day of rest. Only light activities may be undertaken during that time. A character who takes part in a combat, a chase or similar strenuous activity may only heal a single hit point that day. Characters with the Medicine skill may use their abilities to speed up healing. When receiving such treatment, a character heals an extra number hit points per day of rest equal to the attending character's Medicine skill bonus.



SIX: EQUIPMENT

The prices in this list provide a cost base for the 1920s.
Play in different eras will modify these prices.

MEN'S CLOTHING

Item	Cost
Suit	\$10-\$75+
Overcoat	\$20-\$40
Shoes	\$5-\$8
Pants	\$5-\$10
Shirts	\$2-\$7
Hats	\$2-\$18
Ties	\$0.50-\$4

WOMEN'S CLOTHING

Item	Cost
Dresses	\$10-\$90+
Shoes	\$3-\$5
Hats	\$3-\$5
Hose	\$2-\$4
Coats	\$40-\$200
Handbags	\$4-\$7

FOOD AND LODGING

Item	Cost
Breakfast	\$0.40-\$0.50
Lunch	\$0.65-\$0.75
Dinner	\$1.10-\$1.30
Poor Hotel per night	\$0.60-\$0.80

FOOD AND LODGING CONTINUED

Item	Cost
Regular Hotel per night	\$4.00-\$6.00
Regular Hotel per week	\$24-\$40
Good Hotel per night	\$8.50-\$11

TOOLS AND GEAR

Item	Cost
Tool Set	\$11-\$14
Crowbar	\$2-\$3
Hand Saw	\$2-\$4
Blowtorch	\$4-\$6
Padlock	\$0.50-\$1

TRAVEL

Item	Cost
Train (50 miles)	\$2-\$2.50
Train (100 miles)	\$3-\$4
Train (200 miles)	\$6-\$7
Ship 1 st class (1 week)	\$110-\$130
Ship 1 st class (roundtrip)	\$190-\$220
Steerage	\$30-\$40
Streetcar	\$0.10-\$0.15
Bus	\$0.05-\$0.10

WEAPONS

Weapon	Skill	Damage	Range	Cost
Axe	Melee	3	Melee**	\$3 - \$5
Knife	Melee	2	Melee**	\$2 - \$3
Sword	Melee	3	Melee	\$6 - \$10
Whip	Melee	2^	Close	\$5 - \$7
Light Pistol	Ranged	4	Medium	\$12 - \$30
Heavy Pistol	Ranged	5	Close	\$30 - \$75
Light Rifle	Ranged	6	Long	\$13 - \$20
Heavy Rifle	Ranged	7	Long	\$50 - \$400
Submachine Gun	Ranged	5	Medium	\$30 - \$40
Shotgun	Ranged	7	Close	\$35 - \$50
Light Machine Gun	Ranged	9	Long	\$100 - \$800

* Use Athletics to throw.

** Thrown range is Close.

^ May also entangle. Target must make an Athletics (Resolute) check of DL 11 to get free.

HEAVY WEAPONS

These weapons are included for the purposes of action involving vehicles and large objects (including giant death robots and other wonders and terrors) or very scary foes with impossibly big muscles carting around terrifying guns. A hit from one of these devastating weapons will likely kill almost any character. Weapons such as these are not generally available for purchase by individual characters. Some of these items are not available until the late 1930s.

Weapon	Skill	Damage	Range	Cost
Heavy Machine Gun	Ranged	9	Far	n/a
Light Autocannon	Ranged	12	Far	n/a
Mortar	Ranged	15	Far	n/a
Field Gun	Ranged	20	Far	n/a
Anti-Tank Gun	Ranged	20	Far	n/a
Flamethrower	Ranged	15	Close	n/a
16-inch Gun	Ranged	100	Far	n/a

EXPLOSIVES

Weapon	Skill	Damage	Range	Cost
Dynamite	Demolitions	25*	n/a	n/a
Nitroglycerin	Demolitions	25	n/a	n/a
Guncotton	Demolitions	20	n/a	n/a
Thermite	Demolitions	40	n/a	n/a
Molotov Cocktail	Athletics	15	Close	n/a
Fragmentation Grenade	Athletics	12	Close	n/a

* +10 for every additional stick bundled together.





VEHICLES AND COMBAT

Vehicles play an important part in many pulp adventure stories. Cars, trucks, powered boats and airplanes expand the reach of characters far beyond earlier eras and offer the opportunity for thrilling chases and escapes.

A vehicle in Resolute, Adventurer & Genius has four stats:

- **Armor:** the vehicle's ability to resist damage
- **Hit Points:** the vehicle's structural integrity
- **Maneuver:** the vehicle's maneuverability, expressed as a modifier to rolls made to drive or pilot the vehicle
- **Shift:** the number of range bands the vehicle shifts due to its size

VEHICULAR RANGE BANDS

Because of their size, vehicles treat range bands slightly differently from characters. Distances between vehicles are treated normally. However, when characters and vehicles interact (such as characters shooting at villains in another car during a chase),

things become a bit more complicated. This is where a vehicle's Shift number comes in.

When characters are acting over vehicular distances, their personal ranges are related to the ranges of the vehicles. The Shift number changes the range band being used by a number of steps equal to its value. For characters in different vehicles, the Shift number raises the range: if two sedans in a chase are Close, the distance between a character in one car and a villain in the other counted as Medium (as the Shift value of a sedan is 1).

The situation can also be reversed. If a character is at Medium range to a villain and they both climb onto motorcycles to begin a chase, the chase begins at Close range for the bikes (as the Shift value of the motorcycles is 1). The characters still would use the Medium range band to shoot at each other, but the chase is determined from the vehicles themselves.

When vehicles have different Shift values (such as a speedboat and a gunboat), the difference in Shift values is what is applied. Thus, what would be considered Long distance for the speedboat would be Medium for the gunboat, and vice versa.

VEHICLES LIST

Vehicle	Armor	HP	Maneuver	Shift	Cost
Motorcycle	0	10	+2	1	\$700
Sedan	0	20	+1	1	\$1000
Racing Car	0	7	+2	1	\$1200
Light Truck	0	25	+0	1	\$1500
Heavy Truck	5	35	+0	1	\$2000
Jeep	5	25	+1	1	\$1000
Armored Car	10	25	+0	1	\$10,000
Tank	12	40	-3	1	\$25,000
Speedboat	2	15	+1	1	\$7500
Tugboat	10	100	-1	2	\$100,000
Cargo Ship	20	250	-2	2	\$1,000,000

VEHICLES LIST

Vehicle	Armor	HP	Maneuver	Shift	Cost
Gunboat	0	25	+2	2	\$25,000
U-boat	10	60	-2	2	\$250,000
1-Seat Plane	0	40	+1	1	\$15,000
Seaplane	0	40	-1	2	\$17,000
Flying Boat	0	60	-2	2	\$100,000
Dirigible	0	250	-3	3	\$1,000,000

Keep in mind that while very large vehicles (such as dirigibles) have an advantage because of higher Shift values, speed (such as with a single seat plane) can easily overcome that in a chase.

ARMOR AND VEHICLE HIT POINTS

Armor stops damage. It prevents the vehicle's structure from being harmed by an attack. The vehicle's armor score is subtracted from the damage of any successful attack. The remaining damage is then applied to the vehicle's hit points.

If a vehicle is reduced to half its maximum hit points, it is severely damaged and has a -2 penalty applied to its maneuver score (which can make a negative maneuver value even worse). If a vehicle is reduced to 0 hit points, it is destroyed and can only be used again if repaired.

CHASES

One of the most exciting action sequences is the chase. Chases generally involve two participants, the quarry and the pursuer. The quarry is trying to get



away, and the pursuer is trying to catch the quarry, either to capture or cause damage.

Each round of a chase, the quarry and pursuer make rolls appropriate to their current mode of movement: Pilot (Wheeled) for cars and trucks, Pilot (Watercraft) for boats, Pilot (Aircraft) for airplanes, autogyros and derigibles, and Athletics for running. If either the quarry or the pursuer is obviously faster than the other, that participant receives a bonus to the roll (for example, +2 for the difference between a man and a galloping horse, +4 for a man and a speeding car, +6 for a man and an airplane).

Subtract the pursuer's roll from the quarry's roll. This total is applied to the distance between the participants. If the quarry rolls higher the gap will increase, and if the pursuer rolls higher the gap will decrease. Tied rolls, or rolls that are very close, mean that the gap remains the same.

Difference	Change
+7 or more	Quarry immediately escapes
+5 to +6	Gap increases by 2 range bands
+3 to +4	Gap increases by 1 range band
+2 to -2	No change
-3 to -4	Gap decreases by 1 range band
-5 to -6	Gap decreases by 2 range bands
-7 or less	Pursuer immediately catches quarry

Chases begin at a range determined by the starting positions of the participants. Two people or vehicles starting next to each other are at Melee distance. Note that if the quarry flees before the pursuer can react, the range may increase to Close for the first round of the chase (or more, depending on the speed difference!).

If the quarry can extend the range beyond Far, it has escaped. If the pursuer can bring the range to Melee, the quarry has been caught and the pursuer can att-

empt to capture the quarry, such as with grappling. Intermediate ranges permit the use of weapons with the proper ranges — but remember that vehicles shift ranges, so that what the vehicles consider Close range might be Medium for the attacking characters.



FIGHT: THREATS

MINIONS

Villains will often use hordes of nameless, faceless thugs, goons and cronies to do their bidding and impair or hinder heroes who oppose them. Also known as "mooks", these flunkie minions are never a serious threat individually. They can be dangerous in large groups if underestimated, but they are easily whittled down. This is, in fact, their purpose — they are cannon fodder, designed only to slow the heroes and deplete their resources while the villain prepares to fight or flee.

Minions are represented by very simple stat blocks. They have three points to divide among their attributes (commonly dividing these points 2-1-0), no talents and one Basic skill at most (usually none). Minions have standard defense and initiative scores (meaning they are usually quite easy to hit and will lose initiative most of the time), but can only suffer one hit before being eliminated — they do not count hit points.

A truly lucky minion who survives multiple encounters with the heroes may be able to advance and become a lieutenant or henchman with increased capability (including actual hit points).



HENCHMEN

More capable servants and followers are henchmen or lieutenants. These characters are more skilled and dangerous than minions and ordinary folk, but are not individually on the level of a PC or villainous NPC. Henchmen often serve as leaders of groups of minions.

Henchmen have six attribute points (often distributed 3-2-1), two Basic skills or one Advanced skill, no talents, and standard defense, initiative and HP.

Henchmen who survive multiple encounters with heroes may eventually become full-fledged villains in their own right.

VILLAIN ARCHETYPES

These entries detail useful archetypes for villainous NPCs. They are written using the same rules as starting PCs, and can be advanced or modified as necessary by the GM.

MYSTIC CRIMEBOSS

A shadowy master or mistress of the criminal underworld, the Mystic Crimeboss uses magic and superstition to rule the crime world by fear and deception. Typically a Mystic Crimeboss prefers not to engage heroes in direct violence, letting minions do the dirty work while he (or she) uses considerable mystic talents to hinder the heroes.

Resolute 2, Adventurer 3, Genius 5

Skills: Knowledge (Chemistry) (Basic +2), Interaction (Basic +2), Awareness (Basic +2)

Talents: Pick any one Mystic Talent

HP 11, LP 5, Defense 7, Initiative 4

WARLORD

Military might and dreams of conquest fuel the Warlord's ambitions. Exercising a command of both personal combat skills and tactical acumen, the Warlord is not afraid to fight heroes one on one and can prove a canny adversary to the unprepared.

Resolute 3, Adventurer 4, Genius 3

Skills: Knowledge (Tactics) (Basic +2), Awareness (Basic +2), Ranged Combat (Basic +2) or Melee Combat (Basic +2) (change Resolute to 4 and Adventurer to 3 if Melee)

Talent: Rousing Leadership, Precise Shot or Massive Attack

HP: 10, LP: 6, Defense: 7, Initiative: 3



MAD SCIENTIST

Unconstrained by ethics or compassion, the Mad Scientist pushes science beyond limits into dark and unwholesome new realms. Whether testing the grasp of the principles of life, or using superscience to animate mechanic creations, a Mad Scientist is sure to have a rogue's gallery of freaks and abominations to deploy on all sorts of tasks.

Resolute 2, Adventurer 2, Genius 6

Skills: Any three Knowledge skills

Talent: Pick one Invention Talent

HP: 12, LP: 5, Defense: 8, Initiative: 4

FEMME FATALE

Beauty is a weapon as sharp as any knife, and as deadly as any gun — and the Femme Fatale knows it. Typically a spy or saboteur, the Femme Fatale uses her looks, personality and sometimes darker intrigues to gain access to the corridors of power, and delights in manipulating others.

Resolute 2, Adventurer 5, Genius 3

Skills: Awareness (Basic +2), Interaction (Basic +2), any one Knowledge skill (Basic +2)

Talent: Devilish Charm OR any one Mesmerism talent

HP: 11, LP: 5, Defense: 7, Initiative: 4

CRITTERS

Even brave heroes should know to take wild animals seriously. Many dangerous natural beasts (especially predators) are stronger, tougher and faster than humans. Obviously found in the wild, these animals can also be used by villains in traps.

Animals may not attempt most skill-related actions. Their attributes represent natural power, agility and instinct. If an animal has a skill listed, it may make actions related to that skill (such as Athletics or Stealth). This means that animals use Resolute primarily for power and courage, Adventurer primarily for agility and Genius primarily for natural instinct and senses. Animals may have talents related to senses or physical attacks.

Animal HP, defense and initiative scores do not follow the formulas for human characters. Keep in mind that the damage listed for an attack is added to the amount by which the attack roll exceeds the target's defense, meaning that the damage from an animal's attack can still be quite high because of the animal's prodigious strength (represented by a high Resolute score).

ALLIGATOR - CROCODILE

Resolute 6, Adventurer 3, Genius 2
HP 12, Defense 10, Initiative 3
Attack: Bite (Resolute, Damage 4)

APPE

Resolute 6, Adventurer 3, Genius 3
HP 10, Defense 10, Initiative 4
Talent: Fist of Iron
Attack: Smash (Resolute, Damage 2)

BEAR

Resolute 7, Adventurer 2, Genius 3
HP 12, Defense 10, Initiative 2
Attacks: Bite (Resolute, Damage 2), Maul (Resolute, Damage 2)

BULL

Resolute 8, Adventurer 3, Genius 2
HP 12, Defense 8, Initiative 2
Attacks: Gore (Resolute, Damage 2), Trample (Resolute, Damage 3)

CAMEL

Resolute 8, Adventurer 2, Genius 2
HP 10, Defense 7, Initiative 2
Skill: Athletics
Attack: Trample (Resolute, Damage 1)

ELEPHANT

Resolute 10, Adventurer 3, Genius 4
HP 16, Defense 12, Initiative 3
Talents: Body of Steel, Fist of Iron
Attack: Gore (Resolute, Damage 3), Trample (Resolute, Damage 2)

HIPPOPOTAMUS

Resolute 8, Adventurer 2*, Genius 1
HP 13, Defense 9, Initiative 2*
Talent: Body of Steel
Note: * Adventurer 4 and Initiative 4 when swimming.
Attack: Trample (Resolute, Damage 2)

HORSE

Resolute 8, Adventurer 3, Genius 3
HP 10, Defense 7, Initiative 3
Skill: Athletics
Attacks: Trample (Resolute, Damage 1), Kick (Resolute, Damage 2)

LION

Resolute 5, Adventurer 3, Genius 3
HP 10, Defense 11, Initiative 4
Attacks: Bite (Resolute, Damage 2), Claw (Resolute, Damage 1), Shake (Resolute, Damage 3, only after successful Bite attack)

MONKEY

Resolute 2, Adventurer 5, Genius 2
HP 6, Defense 10, Initiative 5
Skill: Acrobatics
Attack: Bite (Resolute, Damage 1), Throw Object (Adventurer, Damage 1)

RHINOCEROS

Resolute 8, Adventurer 2, Genius 1

HP 13, Defense 12, Initiative 2

Talent: Body of Steel

Attack: Gore (Resolute, Damage 2)

SHARK

Resolute 7, Adventurer 5, Genius 4

HP 10, Defense 10, Initiative 4

Attack: Bite (Resolute, Damage 3)

TIGER

Resolute 6, Adventurer 3, Genius 3

HP 12, Defense 12, Initiative 4

Skill: Stealth

Attacks: Bite (Resolute, Damage 2), Claw (Resolute, Damage 1), Shake (Resolute, Damage 3, only after successful Bite attack)

WOLF

Resolute 3, Adventurer 4, Genius 4

HP 9, Defense 10, Initiative 4

Talent: Nose of the Bloodhound

Attack: Bite (Resolute, Damage 2)

Note: Packs of 5 to 10, utilizes pack tactics

PARANORMAL THREATS

AUTOMATON

Resolute 7, Adventurer 3, Genius 2

HP 12, Defense 10, Initiative 3

Talent: Body of Steel

Attacks: Slam (Resolute 2)

GIANT SPIDER

Resolute 4, Adventurer 6, Genius 2

HP 9, Defense 8, Initiative 4

Attacks: Web Tangle (Adventurer, Damage: -2 to Adventurer per hit until disentangled) and Poison Bite (Resolute, Damage: 1 plus 1 poison per round; victim makes a Challenging Resolute roll every round, suc-

cess ends poison)

GIANT VIPER

Resolute 4, Adventurer 6, Genius 2

HP 8, Defense 9, Initiative 4

Attacks: Poison Bite (Resolute, Damage: 2 plus 1 poison damage per round; victim makes a Hard Resolute roll every round, success ends poison)

MUMMY SERVITOR

Resolute 4, Adventurer 2, Genius 2

HP 10, Defense 7, Initiative 3

Talent: Body of Steel

Attacks: By weapon or punch

MUMMY MASTER

Resolute 4, Adventurer 2, Genius 5

HP 10, Defense 7, Initiative 5, Luck 4

Skills: Interaction (Basic +2), Knowledge (Rites) (Advanced +4)

Talent: Necromancy

Attacks: By weapon or punch

SKELETON

Resolute 3, Adventurer 1, Genius 0

HP 7, Defense 6, Initiative 3

Special: non-blunt attacks do 2 less damage

Attacks: By weapon or punch

VAMPIRE

Resolute 5, Adventurer 4, Genius 4

HP 12, Defense 10, Initiative 6

Talents: Domination, Ears of the Bat or Nose of the Bloodhound, Fists of Iron or Devilish Charm

Attacks: Claws (Resolute, Damage 2), Bite (Resolute, Damage 1 plus bleed 1 damage per round for 3 rounds), Blood Drain (Resolute, only after successful bite; Damage 2 plus vampire heals 2 HP)

YETI

Resolute 8, Adventurer 2, Genius 2

HP 12, Defense 9, Initiative 3

Attacks: Slam (Resolute, Damage 2), Bite (Resolute, Damage 1)

ZOMBIE

Resolute 6, Adventurer 1, Genius 1

HP 8, Defense 7, Initiative 2

Talent: Body of Steel

Attacks: Slam (Damage 2)

ENVIRONMENTAL HAZARDS

Hazard	Description
Falling	1 damage per 5 feet fallen
Fire	Damage per round of exposure (Mild 1, bonfire 3, burning house 5)
Mild Poison	2 initial damage, 1 damage per round until successful Routine (7) Resolute check
Strong Poison	3 initial damage, 2 damage per round until successful Hard (11) Resolute check
Suffocation	3 damage per round
Drowning	3 damage per round



Nine: GAMEMASTERING

CHARACTER ADVANCEMENT

Experience represents learning, progress and growth. Characters receive experience points (XP) for reaching the conclusion of an adventure. XP are also gained by facing and overcoming situations that challenge or threaten the character, and for major setbacks or failures that the character can learn from. Good roleplaying, which often is rewarded with XP in other games, earns Luck instead of XP in Resolute, Adventurer & Genius. That Luck can be used to assist the character in successfully completing an adventure, thereby gaining experience.

Experience points can be spent to increase a character's capabilities by raising Attributes, acquiring and increasing Skills and learning new Talents. They can also be spent to raise a character's maximum Hit Points. Note that increasing Attributes will also raise values such as HP, Initiative and Defense. (HP may be gained through spending XP. Initiative and Defense may not; they can only be increased by raising Attributes.)

Awards

- 1 XP per successful adventure
- 1 XP for overcoming a situation or foe that is dangerous to your character
- 1 XP for a major setback or failure

Costs

- 2 XP to gain 1 HP
- 2 XP to gain a skill at Basic +2
- 5 XP to increase Basic skill to Advanced +4
- 8 XP to increase Advanced skill to Master +6
- 10 XP to gain a Talent
- 2x current rating to raise an Attribute

ERAS OF PULP ADVENTURE

The pulp "genre" (in actuality a grouping of multiple

genres presented through the inexpensive pulp medium, somewhat unified by common themes) finds different expressions in different times. While the 1920s and especially the 1930s are the foremost eras of this kind of story, the genre has its roots in the 19th century and is the inspiration for later genre fiction, such as the science fiction of the 1950s.

Each "era" of pulp was informed by the developments of the times, and the history of our world is a rich source of adventure ideas.

PULP ERAS: THE 1910S

This decade was one of sudden and large change, moreso than those around it. The second decade of the 20th century saw the growth and continuing perfection of multiple technologies we take for granted in



the 21st century: automobiles, aircraft, armored vehicles and submarines. The spark that provided much of this advance was the conflict known as the Great War — what we now refer to as the First World War. The story of the war itself can support a lifetime of study.

However, awe-inspiring and terrible as the war was, it was not the only major event of the decade. In 1911, Hiram Bingham discovered the fabled lost city of Machu Picchu high in the Andes Mountains. The digging of the Panama Canal united two oceans and greatly decreased travel times. Jazz, that quintessentially American music, was recorded for the first time. Russia convulsed in internal conflict and became the world's first Communist nation. The decade ended with a horrible influenza pandemic which added to the lingering effects of the Great War.

In this era, there are still vast unexplored regions where ancient civilizations may hide or ruins may lurk. The ambitious and the evil can fade away and strike from these empty spaces on the map. South America, Africa and Asia offer many opportunities for danger and adventure. Early on, aviation is still a new technology, something of a curiosity, which can allow inventive heroes to advance their own ideas; by the end of the decade the principles are fairly well understood, giving heroes much greater access to far-flung parts of the world. Strange events can even carry the heroes away from Earth entirely, in the manner of John Carter.

Stories set during the Great War have a ready-made source for antagonists and possible plots. Though not as thoroughly steeped in a sense of "good versus evil" as the Second World War, the war of 1914-1918 involved nations and battles all across the globe, meaning partisan heroes will have many opportunities to serve the causes of their countries by seeking ancient relics, thwarting enemies and more.

PULP ERAS: THE 1920S

The Roaring Twenties. The Jazz Age. Coming out of the shattering nightmares of the latter half of the previous decade, much of the world entered a time of gleeful prosperity. In the United States, women finally gained the right to vote. Television made its first



appearance, with color broadcasts as early as 1928. Automobiles and aircraft had become everyday technology. Robert Goddard successfully launched a liquid-fueled rocket in 1926.

The 1920s will be remembered in the United States as the era of prohibition and the Chicago gangsters, of Al Capone and Eliot Ness. Movies gained soundtracks, and urban style gained an Art Deco sensibility. Egypt reentered the public consciousness when Tutankhamen's tomb was unearthed, touching off yet another wave of feverish passion for the land of the Pharaohs. Russia became the heart of the new Soviet Union, and the stock market crash of 1929 closed the decade with the beginning of the Great Depression, which would affect the whole world.

With unprecedented access to powerful technology, heroes in the 1920s can go anywhere on Earth. Metal airplanes, autogyros and especially dirigibles — the fabled airships — combine with faster trains and automobiles to make the world a smaller place than ever before. Colonialism has inked in some of those blank places on the map, but revealed dark and terrible dangers along with uplifting wonders.

PULP ERAS: THE 1930S

Amid the Great Depression and the Dust Bowl, the rise of the Nazis and civil wars in Europe and Asia, pulp heroes came to the fore in this decade. The 1930s are in many ways the golden age of pulp stories: action-adventure, mystery and even horror. The most popular and well-known pulp heroes had their stories written in this decade, even if their adventures took place in other times (such as the brilliant flying ace known only as G-8). Everyone has heard of Doc Savage and The Shadow, of Buck Rogers and Flash Gordon. When the world needed their optimism and bravery, they rose to the challenge. Even modern pulp-style heroes pay homage to this era. Everyone's favorite whip-swinging archaeologist had his most

famous adventures in the 1930s.

By the third decade of the 20th century technology was achieving feats undreamed-of just a score of years before. Air mail delivered packages at unprecedented speed. The early development of radar began to make it possible to fly blind and detect incoming objects far off. The tragic end of the dirigible era, in May of 1937 when the Hindenberg exploded, opened up an opportunity for large-scale transport by airplane. Just two years later, Germany's invasion of Poland touched off the Second World War, which changed the face of warfare — and the course of humanity — forever.

The world is fully open to heroes as the last frontiers are pushed back in places like the Arctic. Rumors of expeditions discovering passages to fantastic places fire the public imagination. As the years approach 1939, heroes may find themselves increasingly in conflict with agents of the Third Reich, battling over ancient secrets and awesome new science. It's possible that the actions of heroes could alter the course of history in major ways — either through victory or failure — and change the future events that we know.

PULP ERAS: THE 1940S

This decade was defined in many ways by events on the world stage, more so than individual achievements or local developments. World War II dominated events until the middle of 1945, and in the aftermath the world found itself split between two major spheres of influence locked in a Cold War. Colonialism was broken, piston-engined aircraft gave way to jets, rockets became more practical and atomic fire seared the sky for the first time.

Nations arose — India, Pakistan, Israel and the People's Republic of China — and united into a more powerful forum designed to replace the weak and ineffectual League of Nations. Computers, at first

mammoth undertakings that steadily contracted in size while they increased in power, appeared and were used as part of world events.

The war reaches all around the globe, enmeshing heroes in every theater of conflict, inescapable in a way even its predecessor was not. There is still room for exploration and the search for lost artifacts, but defeat of evil becomes more important than ever before. Fantastic technologies, which evolved from "steampunk" style at the turn of the century to "dieselpunk" and beyond, could easily reach beyond the Earth by this point, if they haven't already.

The end of the 1940s brings a transition to a different age — that of classic science fiction, which owes a great debt to pulp sensibilities but also moves beyond pulp's themes. This decade is also known for the noir genre, a close cousin with a much darker aesthetic.

PULP ERAS: OTHER TIMES

Though the span from the Teens to the Forties is the most obvious home for pulp stories, especially the Thirties, the genre has ties both backward and forward in time that can allow it to expand beyond this home. The works of Jules Verne, for example, resonate down through the years to be felt in many pulp stories, and even further into the science fiction of later decades. The "steampunk" genre can be spun in multiple ways, easily lending itself to a pulp feel with a different visual style.

Going forward, pulp heroes have been shown in recent times to be adaptable to the newer sci-fi concepts of the 1950s and onward. Our favorite fedora-wearing archaeologist came back for more and revealed a rich career in the intervening years since we had last seen him. (He also survived a nuclear explosion in an undeniably spectacular fashion.) Who's to say that the daredevils of previous decades can't face atomic mutants and aliens from far stars?

A FEW CAUTIONARY WORDS

It has been said before, but it bears repeating. Pulp stories take place in a time when social attitudes were what we might consider to be a bit less "enlightened". Racism and sexism were common factors, and colonialism was rarely given much thought. Resolute, Adventurer & Genius does not go out of its way to address these issues. Individual groups are free to determine how and if they wish to model the prevailing attitudes of the times. The authors believe it is fine to let the heroes have more modern sensibilities with regard to such things, while villains can be thoroughly reprehensible (they are, after all, the bad guys).

Lastly, a word about those all-time classic villains: the Nazis. There are many reasons that we modern folks regard the Nazis with fascinated revulsion. The atrocities committed by the Third Reich, especially by the Schutzstaffel (the SS), cannot be denied, ignored or justified. The authors would simply like to remind readers that not every German citizen in those days was a cackling Nazi villain. That said, it's ever so much fun to foil Nazi plots.





CHARACTER NAME _____

PLAYER NAME _____

ORIGIN, NATIONALITY _____

APPEARANCE _____

ATTRIBUTES	
R RESOLUTE	_____
A ADVENTURER	_____
G GENIUS	_____
HP HIT POINTS	_____
I INITIATIVE	_____
DEF DEFENSE	_____

XP T° SPEND	_____
T° TAL XP GAINED	_____
CURRENT LUCK	_____

SKILL	ATTRIBUTE	BASIC	ADVANCED	MASTER
ACROBATICS	A	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
ATHLETICS	R	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
AWARENESS	G	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
INTERACTION	A	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
KNOWLEDGE				
	G	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	G	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	G	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	G	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
MELEE COMBAT	R	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
RANGED COMBAT	A	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
STEALTH	A	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
UNARMED COMBAT	R	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
VEHICLE				
	A	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
	A	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

WEAPON	SKILL	DAMAGE	RANGE	NOTES
UNARMED	UNARMED	1	MELEE	



CHARACTER NAME

PLAYER NAME

TALENTS

EQUIPMENT

WEALTH & NOTES



ONE BOOK

Resolute, Adventurer & Genius is a simple, lightweight roleplaying game of pulp-style action and adventure. Explore lost ancient ruins! Thwart the plans of evildoers and madmen! Face the mysteries of the unknown! This book contains the complete game rules, including character creation, combat, equipment and chase sequences as well as hints for playing pulp-style games in different decades, from the 1910s to the 1940s and beyond.

NO CLASSES

RAG is built on the Wyrms Roleplaying System and uses classic action-adventure fiction archetypes to help describe character capabilities. Players are not restricted to "classes" when designing their characters. By using attributes, skills and special talents, players are free to create whatever character concept they wish.



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wyrms
Roleplaying System



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