**Pulp Nocturne 1930**

**Character Archetypes**

The following is a collection of the various archetypes fondly known as belonging to the era of Pulp adventures. This imaginative collection is neither comprehensive nor definitive. Bob Bretz created many of these descriptions. They are gleaned from many unique worthy sources.

Bob Bretz presents the following: In the 1920’s and 30’s, a nickel could buy you a magazine made of cheap, pulpy paper with a garish and often risqué cover that was capable of transporting you to worlds of adventure where all men were brave and all women beautiful.

Labeled “pulps”, after the paper they were printed on, they told epic tales of heroic adventure and fantastic vision. Living in this wondrous world were a number of iconic character types that lent themselves to high adventure and tales of daring-do.

Private eyes, intrepid reporters, brilliant inventors, and other men and women of adventure were called upon to battle the evil machinations of gangsters, corrupt politicians, mad scientists, criminal masterminds, Nazis and even advanced scouts from alien races.

The heroes of pulp battled evil head-on with a clenched fist or a trusty .38 snub-nose revolver with little regard to the danger involved. They were, and still are, the stuff of imagination and dreams.

These archetypes are not meant to be taken at face value and can be easily altered to best fit the style of your individual campaign. It’s also possible for a player to use a given archetype as a starting point, modifying the template in order to create a unique character. So while these archetypes were designed to represent the iconic nature of the pulps, they are ultimately yours to use as you see fit.
ADVENTURER— Rich playboys, bored athletes, grizzled Teamsters, The All-American Joe, and dozens of other types; The Adventurer is a catch-all archetype for all those pulp heroes that don’t fit neatly within any of the other archetypes. Included in this class are characters with limited or defined occupations, such as sidekicks and the many non-femme fatale female characters of pulp literature.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving d6, Fighting d6, Guts d8, Notice d8, Riding d6, Shooting d6, Stealth d6
Charisma: 0; Pace: 6; Parry: 5; Toughness: 5; Sanity: 5
Gear: $100 (Annual Income $1,368), .38 snub-nose revolver (Range: 12/24/48; Shots: 6; Damage: 2d6; AP 1), set of normal clothes
Hindrances: Enemy (Minor: Mob Boss, Business Rival, Romantic Foil, etc.), Heroic
Edges: Luck

ANTIQUARIAN— The antiquarian revels in the timeless excellence of design and execution, and in the power of ancient lore, the most Lovecraft-like occupation. The antiquarian rarely deals in what he loves. More often, an independent income allows him to sharpen and define his pleasure in things old and obscure. He has an appreciative eye and a swift mind, and frequently finds mordant or contemptuous humor in the foolishness of the ignorant, the pompous, and the greedy—or are those perceptions clues to his own mental instability? Occasionally female, though usually too obsessive and voyeuristic to be of that sex.

ARCHAEOLOGIST— While the more academically-inclined Archaeologists are to be found in a library, laboratory, or behind a large desk in the museum, this archetype is more likely to be found in the jungles of Africa looking for King Solomon’s Mine. In this dangerous role, they may have to use their brawn as well as their guile to advance their studies. Unfortunately, the local authorities in most countries don’t see them as heroes rescuing lost artifacts, but rather consider them grave robbers and rabble-rousers.
Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Guts d6, Investigation d6, Knowledge (Archaeology) d8, Notice d6, Shooting d6, Streetwise d6, Survival d6
Charisma: 0; Pace: 6; Parry: 5; Toughness: 5; Sanity: 5
Gear: $100 ($3,111), bull whip (Damage: Str+1; Reach 2; grants +1 to Tricks; – 1 Parry), Webley Revolver (Range: 12/24/48; Shots: 6; Damage: 2d6+1; AP 1), leather jacket, Stetson hat, set of travel clothes
Hindrances: Curious, Phobia (Minor: Pick One), Wanted (Minor: Local Authorities)
Edges: Luck

ARISTOCRAT— The aristocrat is a scion of a wealthy household, a self-made millionaire, or some other beneficiary of affluence. He travels in high society and hobnobs with wielders of power throughout the world. Heroic aristocrats use their power and wealth to further causes like democracy and fighting hunger; villainous ones use their millions to increase their personal power.
Young (low-level) aristocrats are often dilettantes, enjoying enormous wealth but lacking direction; they may be rakes, society types or aimless travelers. Older (high-level) aristocrats are captains of industry, diplomats, philanthropists or greedy madmen.

ARTIST— They are self-absorbed with his own visions, but is blessed with a talent that lets him express himself. Often he also has a crafty entrepreneurial streak. Usually a painter or sculptor but, by the present day, academic infusions have so enwrapped the fine arts that technique has become less important than concept or the ability to write a grant proposal. Talented or not, the artist’s ego must be hardy and strong to surmount initial obstacles and to keep him working if success arrives. This occupation is equally available to males and females.
AUTHOR— As distinct from the journalist, the author uses words to define and explore the conditions of human life, and especially the range of human emotions. It is said that an author does not so much write as rewrite; his labors are solitary and his rewards solipsistic: only a relative handful make much money in the present day, though in previous eras the trade once provided livable wages. The work habits of authors vary widely. Typically an author withdraws during periods of intense creation. The author who is constantly expansive and sociable is written-out, or perhaps had no talent to start with. Authors can be male or female.

THE AVENGER— A mysterious stalker of the night, the Avenger is a shadowy figure that is dedicated to fighting criminals in the “Big City”. They assume an alternate identity to help spread fear within the criminal community; they nonetheless make only a small effort to hide their true identity, perhaps only covering their face with a simple scarf. Their motivations are often unknown, but their effectiveness is apparent by the lack of criminal activity within their sphere of influence. The Avenger is the progenitor of the Golden Age superhero...

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Driving d6, Fighting d8, Intimidation d8, Notice d6, Shooting d8, Stealth d8, Streetwise d6
Charisma: 0; Pace: 6; Parry: 6; Toughness: 5; Sanity: 5
Gear: $100 ($1,368), Mauser pistol (Range: 12/24/48; Shots: 6; Damage: 2d6; AP 1), an appropriate “costume”
Hindrances: Enemy (Minor: Mob Boss), Heroic, Quirk (Minor: Always leaves a “calling card”)
Edges: None
AVIATOR— During the so-called Pulp Era, airplanes were still a fairly new concept. Most people had never actually seen one. Many adventurers raised some money, built a plane and put on shows to exhibit their skills. Some raced their planes, while others did stunt shows such as the famous Barnstormers of the 1920's. Industrialist Howard Hughes made much of his fortune in the burgeoning aviation industry. These daring men, more at home in the wild blue yonder than on the ground, were always on the lookout for adventure and the opportunity to make a few bucks.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Guts d6, Notice d6, Piloting d10, Repair d6, Shooting d8, Taunt d4
Charisma: 0; Pace: 6; Parry: 5; Toughness: 5; Sanity: 5
Gear: $100 ($1,368), .38 snub-nose revolver (Range: 12/24/48; Shots: 6; Damage: 2d6; AP 1), leather flight jacket, set of typical clothes
Hindrances: Enemy (Minor, Rival aviator), Loyal, Overconfident
Edges: Ace

BARBARIAN LORD— The barbarian lord rules over a tribe in wild, distant lands. He is the undisputed master of his tribe’s domain, and is as comfortable in that environment as a Nebraska ranch hand is on the farm. A barbarian lord might have been raised as the heir to the rule of his tribe; he might be an orphan of civilization raised by barbarians; or he might be a relative newcomer to the wilderness who has made a home in these untamed lands.

CONSULTING DETECTIVE— The consulting detective, as opposed to the ordinary Call of Cthulhu® detective, relies more on deductive reasoning and a powerful intellect. Sir Arthur Conan Doyle’s Sherlock Holmes is the quintessential example of this profession.
DAREDEVIL— Daredevils live for adventure and the exhilarating feeling that comes from “cheating death.” They may travel constantly, performing death-defying stunts for county fairs or holiday celebrations. These feats might include barnstorming, wing-walking, high diving, parachute jumping (from planes, balloons, cliffs, or anything else high enough), and escaping from a straitjacket while suspended head-first above something deadly. Some daredevils scale vertical walls, especially those of skyscrapers, without equipment. Daredevils go almost anywhere an audience can be found, even into other countries; they are naturally drawn into anything that smacks of adventure or challenge. Most are usually broke, making just enough at one show to repair their equipment (and often, themselves) before moving on to another audience. Some are loners, but most have at least one sidekick, such as an aircraft mechanic.

DILETTANTE— The dilettante has so much money that specialists are needed to take care of it. He or she is well educated, though not systematically educated or necessarily accomplished in anything. Money frees the dilettante to be eccentric and outspoken. He or she has had plenty of time to learn how to be charming and sophisticated; what else has been done with that time betrays the dilettante’s true character. Lacking financial compulsion, his or her family relations are sometimes very odd. They can be male or female.

DISCIPLE— The disciple strives for the perfection of physical action. This can take any number of forms — an acolyte who works to master kung fu; an assassin who studies the perfect killing method; a boxer who hopes to become the greatest pugilist in the world; a street tough who seeks to be the toughest bastard around. Their motives and styles of fighting may vary widely, but all disciples have one thing in common: their bodies become weapons as dangerous as any blade or gun.
DOCTOR OF MEDICINE— Perhaps a general practitioner, a surgeon or other specialist, a psychiatrist, or (especially in the 1890s and 1920s) an independent medical researcher. Apart from personal goals, three aims—helping patients, gaining money and prestige, and promoting a more rational and wiser society—are common to the occupation. Doctors tend to be self-sufficient sorts for whom families become adjuncts to respectability. A successful practice requires dedication and much time. May be male or female. By the present day female physicians are no longer unusual.

DRIFTER— As opposed to someone who is poverty-stricken, the drifter’s wandering life is chosen, perhaps compensating for social, philosophical, sexual, or economic lacks. The drifter takes jobs, sometimes for months, but he is disposed to solve problems with the answer of mobility and isolation, not comfort and intimacy. The life of the road might seem especially American, but the same sort of life is chosen wherever travel itself is not systematically dangerous. Because the road can be perilous and is without organized protection, the drifter is often male.

EASTERN MYSTIC— Hailing from the more remote areas of Asia (such as Tibet), the Eastern Mystic is an individual on a quest to uncover the great secrets of the world. Through meditation and study they have unlocked the secrets of the mind and are able to tap into their psychic potential. When they travel to Western countries, such as America, they often are subjected to racism and treated as second-class citizens. The Mystic believes he can change the hearts of men by sharing his great wisdom; and if that doesn’t work they can always fall back on their extensive knowledge of the martial arts (which, by the way, are nearly unknown in the West during this period).
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d8, Guts d6, Knowledge (Philosophy) d6, Notice d4, Psionics d8, Stealth d8, Throwing d6
Charisma: 0; Pace: 6; Parry: 6; Toughness: 5; Sanity: 5
Gear: $50 (Varies), walking staff (Damage: Str+1), suitable “Eastern” clothes
Hindrances: Code of Honor, Pacifist (Minor), Poverty
Edges: Arcane Background (Psionics)

ENTERTAINER— This occupation might include dancer, singer, juggler, athlete, musician, or anyone else who earns a living in front of an audience. These people love to be seen, love to show what they do best, and love the consequent applause. These proclivities can be observed in children as young as age three or four, but the talent that reaps success may lie fallow for years. Show-business families make excellent incubators. May be male or female. This profession is not often respectable in the 1890s, but the money which Hollywood stars make in the 1920s changes most minds, and by the present day such a background is generally felt to be an advantage.

EXPLORER— The explorer braves the unknown. Whether searching for treasure, seeking ancient knowledge or questing to see what lies over the horizon, the explorer searches for that which is new and exciting. He is the one others turn to when they find themselves lost or in search of new wonders — whether on the plain of the Serengeti, high in the Andes, deep beneath the surface of the Earth, or places more remote still.

FEMME FATALE— An irresistibly attractive woman, who leads men into danger for her own needs, is the standard definition of a Femme Fatale. A classic situation involving a Femme Fatale is the mysterious woman who hires a detective to find an item, only to find that she was using him to locate and kill the person who stole the item from her. They are the perfect foils for a trusting, heroic adventurer who is often unfamiliar with the wily ways of these wicked women. They are dangerous and willing to use their beauty or anything else, in order to attain their goals. They are included with these heroic archetypes because of they often portray themselves as heroic, possibly for several months or even years, until they spring their trap and reveal their true nature.
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Driving d6, Fighting d6, Notice d8, Persuasion d8, Riding d6, Shooting d6, Taunt d6
Charisma: -2; Pace: 6; Parry: 5; Toughness: 5; Sanity: 6
Gear: $100 ($1,368), stiletto (Damage: Str+1), sexy dress
Hindrances: Bloodthirsty, Greedy (Minor), Stubborn
Edges: Attractive, Connections

FORMER GANGSTER— The pulp era was highly conscious of crime. The “Ten Most Wanted” list turned bank robbers into national heroes of a sort. Prohibition made bootleggers rich, and gang wars with tommy guns created legends. Playing a 1930s criminal can be fun. In most cases, players should create an ex-gangster that would be willing to cooperate with the forces of law and order (or at least refrain from too many overt acts of crime). Such characters may have Enemies on both sides of the law. Stereotypical pulp-era gangsters include Mafiosi, tough Irishmen, sinister Chinese, and “all-American” Brooklyn or Chicago thugs (“Hey, youse guys, over dere!”)

GREASE MONKEY— The rough and ready mechanic, an ace at repairing automotives or aircraft. These workers are often found tending trains, steamships or airships and are specialist tradesmen who frequently do more than those with an extensive and technical education. Also included among their number are electricians dealing with ever more complicated electrical devices.

GREAT WHITE HUNTER— Whether they are tracking down elephants for their ivory or riding shotgun on an archaeological expedition, there will always be a need for the Great White Hunter. An explorer of unknown lands such as Africa, South America, or the Arctic may do so on his own, or he may be hired to lead an exploratory expedition. Outfitting your own expedition can be very expensive, and those intending to do so should have some level of Wealth or a wealthy Patron.
GUMSHOE DETECTIVE— Often a washed up former police detective, the Gumshoe Detective hires out his services to anyone willing to pay his fees. More often than not, the client turns out to be less than honorable and frequently doesn’t pay up even after the detective puts in many hours of hard work. Usually broke, they are always on the lookout for a new client, in part to support the ever-faithful secretary who keeps his office running from day to day. Such is the life of the detective; often the only honorable man in a world of intrigue and mystery.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d8
Skills: Fighting d6, Guts d6, Investigation d8, Notice d8, Shooting d6, Streetwise d8
Charisma: 0; Pace: 6; Parry: 5; Toughness: 6; Sanity: 5
Gear: $50 ($684), .38 snub-nose revolver (Range: 12/24/48, Shots: 6, Damage: 2d6, AP 1), ratty trench coat, out-of-style suit
Hindrances: Enemy (Major: Mob Boss), Poverty, Vow (Minor: Solve the case at all costs)
Edges: Investigator

INVENTOR— Master of gizmos, the Inventor is intrigued by the complexities of metal and electricity. He is a master of “Weird Science”, an advanced level of mechanics and electronics that allows the Inventor to create devices well beyond the everyday capacities of the Pulp Era. Not happy just being in the workshop, Inventors want to get out and field-test their inventions under real world conditions. Somewhat unkempt in appearance and too busy to worry about unimportant things, they more than make up for their lack of social decorum through the brilliance of their inventions.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6
Skills: Driving d6, Fighting d4, Investigation d8, Knowledge (science) d8, Repair d8, Shooting d6, Weird Science d10
Charisma: 0; Pace: 6; Parry: 4; Toughness: 5; Sanity: 5
Gear: $100, Portable Tool Kit, Unkempt Clothes, Annual Income: $2,520
Hindrances: Cautious, Curious, Quirk (Minor: Bathes infrequently)
Edges: Arcane Background (Weird Science)
JOURNALIST— Uses words to report and comment upon topics and incidents of the day, writing as many words in a day as an author may in a week. Journalists work for newspapers, magazines, and radio and television news services. The best report, but keep themselves independent of the corruption and self-serving they witness. That reality overwhelms the worst, who eventually forfeit any sensibility except the power of their words. Usually male in earlier eras, or interchangeably male or female by the present day.

THE KID— Adventure-seeking young kids who try to help out sometimes accompany the heroes of the pulps. At first, the Kid appears to be more of a nuisance than helping, but in the end they find a way to bring the hero an important piece of information or warn him of approaching danger, saving his life and revealing their true worth. Remarkably, the Kid puts himself into danger all the time, but always seems to come out of it all unscratched and ready to do it all over again!

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d6
Skills: Fighting d4, Guts d6, Notice d6, Stealth d4, Taunt d6, Throwing d6
Charisma: 0; Pace: 6; Parry: 4; Toughness: 5; Sanity: 5
Gear: $50 ($0), normal clothes
Hindrances: Big Mouth, Poverty, Young
Edges: Luck, Great Luck

LAB RAT— In a world in which widespread knowledge of radiation, genetics, and the mysteries of outer space are unknown; the Lab Rat seeks to understand the natural mysteries of the world around him. In the Pulp Age creatures once thought extinct, evidence of aliens from outer space, and emerging powers of the mind strive to keep the Lab Rat on the path to discovering the ultimate truths of the universe. As far as he’s concerned, there must be a rational explanation to these and the myriad other mysteries that confound him on a daily basis. Lab Rats may travel the world to uncover the secrets to these mysteries and try to understand them; however, their studies just as often lead them into unwanted adventures for which they are not at all ready!
Attributes: Agility d6, Smarts d8, Spirit d4, Strength d6, Vigor d6
Skills: Driving d6, Fighting d6, Investigation d8, Knowledge (Choose Specialty) d8, Knowledge (Choose Another Specialty) d8, Notice d6, Repair d6, Shooting d6
Charisma: 0; Pace: 6; Parry: 5; Toughness: 5; Sanity: 4
Gear: $100 ($2,520), portable lab kit, lab coat, ordinary clothes
Hindrances: Curious, Doubting Thomas, Vow (Minor: Uncover hidden truths)
Edges: Scholar

MASTERMIND— The mastermind is a spider sitting at the center of a web of crime. He sponsors criminal or violent activities all in the name of his own personal goals, or perhaps in the name of a great philosophy. Most masterminds really are geniuses, and they have plans within plans — the failure of a single scheme is never enough to throw a true mastermind off course. The greatest masterminds design their plans such that success and failure both advance their overall schemes. While all classes are available to characters of either heroic or villainous bent, only a very rare hero qualifies for the mastermind’s prerequisites. The mastermind is truly intended as a villainous class, and its abilities help a GM to provide a good foil for his PCs.

MERCENARY— A mercenary is a warrior for hire; he owes his allegiance to no country and no man, but only to the wealth of his employer. Mercenaries are pragmatic; they will not fight to the death for a cause, but rather surrender where necessary — live today to fight again tomorrow. A mercenary prides himself on his professional attitude and his military abilities; an experienced mercenary cannot be matched on the battlefield.
MISSIONARY—Has accepted the call to spread the word of God. May be independent of all except his or her own vision, or may be backed by some organization to do just that—and in that case has demonstrated some ability to perform such duties. The clear-sighted missionary is able to focus on the humanity of converts and does not confuse alien customs with human souls, so that questions of dress, behavior, or diet do not become paramount. Where morality leaves off and religion begins is by no means clear. This occupation requires settled emotions and a sense of humor. The successful missionary remains personally humble and exalts god. Christian and Islamic proselytizers are encountered worldwide in all the eras, as are certain other sects, and as are Buddhist and Hindu teachers in the 1920s and the present. The missionary is of either sex.

OCCULTIST—The occultist dedicates herself to the study of the unexplained—and there’s quite a bit of that sort of thing since the Hammersmith incident. Occultists may be avowed mystics who seek supernatural truths, or champions of scientific theory who seek to debunk the paranormal. Indeed, proponents of both theories often come into conflict, with neither emerging the clear victor. An occultist’s style of dress often suggests which discipline she follows. Those of a scientific temperament often wear conventional (even formal) clothing; those of a mystical bent may don anything from a turban to full ancient Egyptian garb to Merlin-esque cliché robes.

PARAPSYCHOLOGIST—Prestigious universities grant no degrees for parapsychology. Standards in the field are based entirely upon personal reputation, and so the most acceptable representatives tend to hold degrees in related areas—physics, psychology, or medicine. Who chooses this study is unusually sympathetic to the notion of invisible mystical powers, and in validating that belief to the satisfaction of physical scientists. This would represent an unusual cohabitation of faith and doubt—the parapsychologist may have difficulty separating the conflicting desires. A person uninterested in observation, experiment, and proof is not a scientist, though he or she may be an occultist.
POLICE DETECTIVE—Police detectives of the Pulp era are grounded in their experiences as junior officers and ordinary patrolmen. Police routine and discipline becomes vital to self-identification as well as an ongoing source of frustration as the detective is tempted by extralegal shortcuts to successful arrests. The police detective may be a manager who coordinates staff in some important investigation, but rarely has the luxury of concentrating on a single case. In the United States, his responsibilities at any one time may number in the dozens or hundreds of open cases. The detective’s crucial function is to marshal enough evidence to allow an arrest, in turn leading to a successful criminal prosecution. Detectives everywhere sort truth from lies by evidence and reconstruction. The offices of detective and prosecutor are everywhere separate, so that the evidence may be weighed independently before trial. More recently in the United States, women have become detectives, but the profession before then was almost exclusively male.

PRIVATE EYE—In most places the private investigator is licensed by the police and must be privately bonded as well, guarantees of minimal honesty. Proven malfeasance costs him his license and puts him out of business. The private eye usually acts in non-police situations: he gathers information and evidence for private clients in impending civil cases, tracks down fleeing spouses or business partners, or acts as an agent for private defense attorneys in criminal cases. In detective classics, the private eye is hired to handle some ordinary civil or private matter (such as a cheating spouse), and then is drawn into the investigation of a murder or series of murders as the case unfolds. Like any professional, the private eye separates his personal feelings from the job at hand, and cheerfully works for the guilty and innocent alike, as long as his fee is paid. The private investigator is usually shown to have been a member of a police force in the past, using those connections to his advantage in the present. Usually he is not prosperous and never has known much money, but his private code and keen awareness purify his manners. Depending on state or on local law, police experience may not be necessary. A higher proportion of women act as private eyes than as police detectives.
**PROFESSOR**— For the most part the occupation indicates a Ph.D. That rank can earn tenure at universities around the world. He is qualified to teach and to perform competent research, and has a discernible academic reputation in his area of expertise. He may be an absolute idiot in other fields, of course, and such contradictory investigators are fun to play. Unless they are of independent means, and have taken leave of their universities, professor-investigators tend to be tethered close to home by their ongoing responsibilities to school and students. Indiana Jones was lucky to have a department head who would allow extended absences—your investigator may not have such an understanding boss. A small minority of female scholars existed in each era, but even in the present day male bastions such as Engineering exist in which female academics are rare.

**PSYCHIATRIST**— A doctor of medicine can be a psychiatrist. Calculate his or her value as a therapist as 1/2 of Medicine plus 1/2 of Psychoanalysis. Unlike a psychoanalyst, the psychiatrist prescribes drugs and has hospital standing. The psychiatrist diagnoses mental disorders and administers treatment. He or she also can diagnose medical conditions by patient behavior.

**REPORTER**— This differs from the Journalist in that they are usually attached to a specific newspaper and/or radio station and are a step down in prestige to a journalist. The Reporter is the eyes and ears of the city. Investigating gangsters, corrupt politicians and other juicy leads to expose the rotten underbelly of the Big City is what keeps this character going. Their self-imposed crusades often cause the Reporter to become embroiled in dangerous and deadly adventures. Constantly on the hunt for that next big story, they will uncover the secrets that others would rather not be told.
Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Driving d6, Fighting d6, Guts d6, Investigation d8, Notice d8, Shooting d6, Streetwise d8
Charisma: 0; Pace: 6; Parry: 5; Toughness: 5; Sanity: 5
Gear: $100 ($1,368), camera, normal clothes
Hindrances: Curious, Enemy (Minor: Mob Boss), Vow (Minor: Meeting deadlines)
Edges: Investigator

SAVAGE LORD— Many of the worlds’ more remote areas are still unexplored during the Pulp Era. Dense jungles, vast deserts, and deep oceans hide lost civilizations and monstrous creatures long thought extinct. The master of these realms is the Savage Lord. Sometimes they were abandoned as children and raised by local populations, sometimes they are city dwellers who have grown tired of the hustle and bustle and seek an escape from the daily grind of life in an industrial society. Whatever the reason, they defend their savage world from outside interference, but will help those who enter their wild kingdom unprepared for its danger or those who come with open arms and an honest heart.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d8, Vigor d6
Skills: Climbing d6, Fighting d8, Intimidation d6, Riding d6, Survival d6, Swimming d6, Throwing d6
Charisma: 0; Pace: 6; Parry: 6; Toughness: 5; Sanity: 6
Gear: Dagger, spear, loincloth
Hindrances: All Thumbs, Loyal, Vow (Major: Defend the wilds from intruders)
Edges: Beast Master
SCHOLAR— Bookish, insular and perhaps even unschooled in social graces, the scholar may not seem the adventuring type. In fact, scholars are responsible for more trips to faraway lands than nearly any other character class. While some may seem too focused on book learning and a proper education, they all know the value of field work. Real scientists get their hands dirty — they explore, they discover, they talk to locals and natives about important mysteries that lie outside the everyday realm. Scholars may be university professors, librarians, intrepid archaeologists, inventors, mechanics — anyone with a flair for advanced learning or high technology. In fact, given their natural brilliance and the interconnection of things scientific in the modern world, many scholars are polymaths — familiar with multiple proper fields of study.
Young (low-level) scholars are often intrepid and curious, trekking into the wilderness to test a theory or discover a hitherto unknown fact about a lost race. Older (high-level) scholars tend to be less adventurous. Though they never lose the desire to learn, more seasoned scholars tend to keep to their libraries and studies until a truly important discovery pulls them back into the world.

SCOUNDREL— A scoundrel’s abilities are well-suited to a hard life on the street; in all likelihood a character with levels in scoundrel got them the hard way. A scoundrel excels at making her way around the law — she may not burgle and thief actively, but she knows how to sneak, break and enter, and cover her tracks. Police investigators and private detectives often pick up the skills of a scoundrel through exposure and experience, and more than one military scout has learned the same abilities (though perhaps in different proportions than a sneak-thief who grew up on the streets). Young (low-level) scoundrels are typically thugs, con men or simple vandals. Older (high-level) scoundrels are diamond-theft-caliber cat burglars, or criminal masterminds who oversee whole empires of crime.
SPY— The spy is a manipulator, charmer and infiltrator who pursues a life of intrigue, politics and diplomacy throughout the world. The spy traffics in information; her keen senses and insight into human motivations allow her to notice facts and behaviors that most others miss. Most spies are master infiltrators, and can ease their way into any group. Good spies have connections across the globe, and maintain numerous cover identities. Along with those cover identities go contingency plans and escape routes — a spy is never entirely surprised when plans go to hell.

STAGE MAGICIAN— Acolytes of the ancient arts and keeper of mystical secrets—at least that’s how they like to portray themselves. The Stage Magician is just one of the many flavors of stage performers popular before the age of television. They frequently find themselves involved in adventures through what often appears as nothing more than fate. They are often called upon to perform their skills (sleight of hand, hypnosis, and illusion) for pay; however, they just as often research ancient mysteries and dusty tomes in search of true mystical power. More often than not they seem to fall into situations they are just not prepared for!

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d6, Investigation d6, Knowledge (Stage magic) d8, Lockpicking d6, Notice d6, Persuasion d8, Shooting d6
Charisma: +2; Pace: 6; Parry: 5; Toughness: 5; Sanity: 6
Gear: $100 ($2,500), portable magic tricks, tuxedo and cape
Hindrances: Curious, Doubting Thomas, Quirk (Minor: Performs magic tricks to distract foes)
Edges: Charismatic

STREET ARAB— Also known as street urchins, these homeless and quite commonly orphaned lads manage to survive day to day and from hand to mouth in London’s poverty stricken East End. The Baker Street Irregulars from Sir Arthur Conan Doyle’s Sherlock Holmes stories are examples of this profession.
TRIBAL MEMBER— In the sense of family allegiance, at least, tribalism is everywhere. In a tribe the primacy of kinship and custom is self-evident. A tribal group is relatively small. In place of a blanket of law and general individual rights, the tribal personality defers to personal honor. Allegiance to the group shines from within. Praise, vengeance, gifts, and glory—all must be personal to him or her, and if leaders or enemies are to be treated as men of honor, they too must be personally known in some way. The notion of “exile” has real power in such a setting. In the United States, the concept of the tribe as a mutual frame of mind developed during the 1960s, and the notion of the urban tribe or even a tribal nation has become more and more synonymous with the sullen friction between the new paganism and active Christian fundamentalism.

UNDERTAKER— At the time of their grief, family members of the deceased rely on you to spare them to humiliation and horror of watching their loved one rot before their very eyes. Armed with surgical tools, vats of very strong chemicals, and cotton balls to stuff up your nostrils, you remove any offending entrails and sew the body up nice and pretty. You work long hours in a deserted room in the funeral home’s basement, with a corpse for company. The flesh feels icy cold to the touch, and late rigor mortis makes it possible for a leg to suddenly shoot up just as you’re performing a very delicate disembowelment procedure. The good news is that you mess up, nobody would know. The bad news is that’s the only good news. It’s a quiet job, clients never complain, work hours are pretty set, and given the steady mortality rate, business never really slackens.
VIVISECTIONIST— The Vivisectionist is the quintessential insane scientist, whose pursuit of knowledge and power has blinded him to the concepts of mercy and basic human decency. They gladly experiment on the living and dead alike, using brutal tortures to break the wills of even the strongest willed victims, and conducting breeding experiments to produce new species. These devotees of Charles Darwin and Doctor Moreau fill their island sanctuaries with animal / human hybrids, with clones of long dead tyrant reptiles, with strange conglomerations of flesh and metal. Some even transgress farther, enjoying sexual congress with savage beasts and demi-human mutants, creating huge monster clans they rule as abusive mother or sadistic father.

WARRIOR— The warrior is at the forefront of battle — whether on the side of justice and heroism or in the service of selfishness, wickedness or mad schemes to rule the world. Warriors are skilled in the use of most modern weaponry, as well as basic hand-to-hand fighting techniques; over time they gain expertise in a wide variety of weapons and become truly terrifying on the battlefield.
Warriors range from primitive backwater pit fighters to Army sharpshooters, and nearly everything in between. Most warriors specialize in particular styles of fighting, though it is not uncommon for them to branch out as they gain experience. Young (low-level) warriors are often thugs or grunt soldiers, while older (high-level) warriors bear out the saying “there are old soldiers, and bold soldiers, but there are no old, bold soldiers.” The more experienced a warrior gets, the greater sense he gains of the battlefield, and the better idea he has of how to direct others to accomplish his overall goals.
ZEALOT— Intense and vision-driven, scorning an easy life, the zealot agitates for a better life for humanity or for some advantage for the group imagined to be the most worthwhile part of humanity. Some promote their beliefs through violence, but the peaceable majority will be just as implacable. All dream of the vindication of their beliefs. The zealot is not typically young or old, and a good chance exists for a female counterpart to the male.

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**Pulp Style Occupations**

KTR = KNIGHTS OF TORQUE AND RECOIL (web)
2FT = TWO FISTED TALES (on web)
CoC = CALL OF CTHULHU 1920s (Chaosium)
DD = DAREDEVILS (FGU)
JI = JUSTICE, INC. (HERO)
LoM = LAND OF MYSTERY (HERO)
NR = NOIR (Archon)
PA = PULP ADVENTURES (I.C.E.)
PE = PULP ERA (web)
HR = HEROES NOW (Task Force Games)

<table>
<thead>
<tr>
<th>Academic (DD)</th>
<th>Bored Civil Servant (HN)</th>
<th>Crook on the Lam (LoM)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Accountant (CoC)</td>
<td>Bounty Hunter (CoC, HN)</td>
<td>Crusading Journalist (LoM)</td>
</tr>
<tr>
<td>Ace Reporter (PE)</td>
<td>Boxer (CoC)</td>
<td>Cynical Pianist (LoM)</td>
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<td>Acrobat (CoC)</td>
<td>Buccaneer (2FT)</td>
<td>Deacon/Elder (CoC)</td>
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<td>Agency Detective (CoC)</td>
<td>Burglar (CoC)</td>
<td>Dedicated Physician (PE)</td>
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<td>Aging Friend/Servant (LoM)</td>
<td>Burly Swede (LoM)</td>
<td>Deep-Sea Diver (CoC)</td>
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<td>All-American (PE)</td>
<td>Bussinessman (DD)</td>
<td>Dentist (CoC)</td>
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<td>Amatuer Detective (2FT)</td>
<td>Callow Youth (LoM)</td>
<td>Designer (CoC)</td>
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<tr>
<td>Ambassador (CoC)</td>
<td>Career Criminal (HN)</td>
<td>Dilletante Playboy (PE, CoC)</td>
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<td>Catholic Priest (CoC)</td>
<td>Driver (2FT)</td>
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<td>Antique Dealer (CoC)</td>
<td>Charter Boat Captain (CoC)</td>
<td>Editor (CoC)</td>
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<td>Archeologist (LoM)</td>
<td>Child Prodigy (PE)</td>
<td>Eghead Researcher (PE)</td>
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<td>Architect (CoC)</td>
<td>Chinese Cook (LoM)</td>
<td>Entertainer (CoC, NR)</td>
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<td>Athlete (2FT, DD, NR)</td>
<td>Clergyman (HN, NR)</td>
<td>Ethnic Sidekick (2FT)</td>
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<td>Clerk (CoC)</td>
<td>Executive (CoC)</td>
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<td>Cocktail Waitress (CoC)</td>
<td>Explorer (2FT, CoC, DD, HN)</td>
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<td>College Student (DD)</td>
<td>Farm Hand (CoC)</td>
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<td>Columnist (CoC)</td>
<td>Farmer (CoC)</td>
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<td>ConMan (CoC)</td>
<td>Femme Fatale (PE, LoM, NR)</td>
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<td>Coot (HN)</td>
<td>Fence (CoC)</td>
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<td>Cop (NR)</td>
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<td>Copywriter (CoC)</td>
<td>Fiesty Heroine (2FT)</td>
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<td>Film Crew (CoC)</td>
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<td>Film Star (CoC)</td>
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<td>Cowboy (2FT, CoC)</td>
<td>Flying Ace (PE, 2FT)</td>
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<td>Crackpot Inventor (PE)</td>
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<td>Bootlegger (CoC)</td>
<td>Criminal (DD)</td>
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Foreign Correspondent (CoC)
Foreign Legionnaire (LoM)
Forensic Specialist (CoC)
Forger (CoC)
Fortune Hunter (PE)
Gambler (CoC)
Gangster (2FT, CoC, NR)
Gardner (CoC)
Gentleman Spy (PE)
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Gladiator (LoM)
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Writer/Journalist (CoC, DD)
Zookeeper (CoC)

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