



LPJ9821

## REINCARNATED WARRIOR

Reincarnation was a common theme in pulp adventures because it allowed ordinary men and women to become the modern incarnation of legendary heroes overnight. A two fisted archeologist might discover a lost Egyptian temple, and suddenly

remember his life and loves as a warrior pharaoh during the 15th Dynasty, while the Femme Fatale that accompanies him on his adventures suddenly remembers her role as Queen, and betrayer, of that same Dynasty. Likewise, a villain might be impossible to permanently stop; at his death, his consciousness takes root in a newborn, and within a few years, the immortal threat is free to scheme and plan once again.

Reincarnation across species was common. An Earthman transported to Mars (*or some more exotic world*) might suffer inexplicable flashbacks to a previous life lived as a native of this strange new world. Heroes might trace their spiritual origins to ancient Atlantis, or even farther back, remembering deeds of valor performed during the Hyborean Age. A few especially blessed (*or cursed*) pulp heroes can recall their exploits at the dawn of humanity, helping homo sapeins triumph against the vile Yaun-ti serpent folk. Many warriors have



# Pulp Templates

Requires the use of the d20 Modern Roleplaying Game, published by Wizards of the Coast, Inc.

been resurrected more than once, battling evil across the centuries, living dozens of lives.

Reincarnation brings power, skill and courage, but it also has its downsides. Traumatic memories, including memories of their past-self's brutal death, can leak through the hero's subconscious, distracting and unnerving even the strongest willed hero. No reincarnated warrior has ever died a natural, peaceful death; fate only selects the strongest willed and most heroic to be her eternal champions, and people like that rarely die in bed. Usually, a reincarnated champion dies at the hand of his eternal nemesis, only to renew the cycle of hatred when they are both reborn again.

## TEMPLATE TRAIT

Reincarnated Warrior is an acquired template that can be added to any human or humanoid who has at least 12 Wisdom and 12 Charisma. The base creature retains its original type and subtype (*if any*). It uses all the base creature's statistics and special abilities except as noted here.

**Challenge Rating:** +1

**Level Adjustment:** +2

**Speed:** Same as the base creature.

**Hit Dice:** If lower, increase the Base Creature's HD to D10. Reincarnated Warriors are tough, battle hardened, and nearly impossible to send back to the grave.

## SPECIAL QUALITIES

**The Inspiration of History (EX):** The Reincarnated Warrior has fought in every major battle known to history, and quite a few more which have been forgotten by all but those who fought and died there. The Reincarnated Warrior's presence on the battlefield is a comfort to the rookie troops under his command, and compared to the eternal champion, everyone is a rookie.

By spending an action point, and spending at least a full round action to make a dramatic, inspiring speech, the Reincarnated Warrior can help his allies fight more effectively, courageous fighters. All allies who can hear and understand the Reincarnated Warrior receive a +4 morale bonus on WILL Saves and a +1 morale bonus to either armor class or attacks (recipient's choice). The effects of this inspiring speech last for a number of minutes equal to the Reincarnated Warrior's total character level.

**Memories of Pain (EX):** Occasionally, the memories of a hundred lifetimes can overwhelm the otherwise strong willed warrior, plunging the immortal into melancholy or even crippling terror. At any time the Game Master may decide that some aspect of the current situation reminds the Reincarnated Warrior of a particularly painful memory- the death of a love, defeat and humiliation at an enemy's hand,

a particularly gruesome death. Overcome by his memories, the Reincarnated Warrior must make a DC 25 WILL save. Success indicates the Warrior is only shaken for the next 1d6 rounds; failure indicates that the warrior is panicked for 1d6 rounds. Each time the Game master chooses to activate this template feature, the Reincarnated Warrior gains a temporary action point, which must be spent by the end of the adventure.

## SPECIAL ATTACKS

**Allegiances:** Same as the base creature. No allegiance change is required when the character takes this template, but a player can choose to have the experience shake the Reincarnated Warrior's faith enough to justify a change in allegiance or personality.

**Saves:** Increase the Reincarnated Warrior's base WILL save by +2, due to the warrior's newfound confidence, and centuries of battle experience.

**Ability Scores:** Increase the Reincarnated Warrior's Intelligence and Constitution scores by +2. The Reincarnated Warrior is tougher than most men, and centuries of hard won experience give the Warrior an amazing store of knowledge to draw upon.

**Skills:** In addition to any possible bonuses from their increased ability scores, the Reincarnated Warrior receives bonuses on certain skills due to his wide experiences across the centuries. The Reincarnated Warrior receives a +4 species bonus on the following skills: Craft (*visual art or writing*), Diplomacy, Intimidate, Knowledge (*any, except technology and current events*), Profession and Research. The Reincarnated Warrior may speak, read and write 1d4+1 languages of choice fluently, as 'free' skills.

**Feats:** The Reincarnated Warrior gains proficiency with Light, Medium and Heavy armor, with shields, with all simple and 1d6 archaic or exotic melee weapons of choice. The Reincarnated Warrior knows how to use every weapon ever designed to kill men. From the battle of Thermopylae to the Battle of Agincourt, to the trenches of WWI, the warrior has fought and died for centuries.

## HIDDEN HERITAGE: PULP PLAYER RACES

In most D20 Modern games, all the player characters are human. That's not necessarily true in pulp gaming. Heroes and villains can be enigmatic survivors of fabled Atlantis, drawn to the surface love by love or vengeance. They can hail from a hidden civilization that lives in the ice under the Arctic Circle, in vast underground cities powered by psi-crystals. Other characters might be the product of secret Nazi eugenics experiments, while the worst villains in the

campaigns might be tainted with the blood of serpentine monsters or Lovecraftian abominations from beyond space and time.

Because the benefits of being human (*an additional feat at first level, and additional skill points*) are so ingrained into the D20 Modern character creation process, characters from these unusual races don't lose that benefit. Instead, characters who choose to come from one of these exotic races will find their unique abilities are balanced by equally unique disadvantages. These exotic races are presented as templates, which can be added to any player character or NPC.

Since discovering a hidden heritage was also a staple of the pulps, player characters can choose to 'change' their race at any time after the game begins, based upon dramatic 'new' revelations of their origin. Doing so can only be done once per character, and if done in-game to save the character from some immediate danger, requires the character to spend 1 action point.

### HOLLOW EARTHER (PULP HERITAGE TEMPLATE)

There is an entire world under the one we know. A hidden system of caverns, lit by a bizarre inner sun is home to the forgotten races of the world. Dinosaurs coexist with exiled utopias, protected by the strong right arms of sword-swinging warriors and the super-scientific weapons devised by a caste of techno-priests.

Hollow Earthers are muscular, physically robust and handsome, but tend towards superstition and traditionalism. Most Hollow Earthers are fairly conservative, doing things in the same ways they have been done for generations, and the stubborn subterranean will always cling to tradition in the face of progress. Most Hollow Earthers are pale, and many are full albinos, accustomed to the dimmer light of the inner world. Nudity is acceptable in Hollow Earther culture, thanks the mild climate of the world within, and Hollow Earther heroes rarely wear clothes more constricting than a loin cloth or lightly armored breastplate. However, for all their strength, Hollow Earthers are unaccustomed to the noise and filth of the modern, industrialized world, and sicken quickly when exposed to pollution and disease.

**Challenge Rating:** +1

**Level Adjustment:** 0

**Hit Dice:** As the base creature.

**Allegiances:** Hollow Earthers can have any allegiance, but most choose 'law' as one of their allegiances. Hollow Earthers are traditionalists with great respect for laws, rituals and manners.

**Ability Scores:** +2 Str, -2 Int. Hollow Earthers are physically adept, but prefer to let others (particularly their priestly caste) do the thinking for them.

**Saves:** The Hollow Earther receives a -2 species penalty on Fortitude saves made to resist the effects of disease, poison, or pollutants as a result of their biologically sheltered life below the Earth's crust.

**Speed:** As the base creature.

**Skills:** The Hollow Earther receives a +2 species bonus on the following skills: Climb, Handle Animal, Hide, Survival and Swim. The world within is a savage place, and the Hollow Earther has mastered the skills necessary to survive there.

**Feats:** Hollow Earthers gain the Track feat for free, because the tribes of the world within have to hunt for their food.

**Disadvantages:** Hollow Earthers distrust outsiders and their strange technology. Hollow Earthers suffer a -4 species penalty on diplomacy made against outsiders. No Hollow Earther may take the following feats: Aircraft Operation, Gearhead, Personal Firearms Proficiency, Surface Vehicle Operation or Vehicle Expert. No Hollow Earther may select the following skills: Computer Use, Craft (*Mechanical or Electronic*) or Knowledge: Technology. If the character had any of these skills or feats before 'discovering' their heritage, they lose these feats and skills when they accept this race.

### TRUE ATLANTIAN (PULP HERITAGE TEMPLATE)

The hero's bloodline began in Atlantis, and as a result the hero is as at home in the water as she is on land, if not more so. In the pulps, many Atlanteans tend to be arrogant, prideful, and seductive, very proud of their advanced technology, command of ancient magic and of their ability to unlock the secrets of the mind. Some have embraced evil, worshipping the depraved gods whose interference caused the Cataclysm, while others fight against that same evil. All Atlanteans tend to be wise, and all are physically superior to humanity. The Atlanteans are perfectly adapted to life underwater, and most have great physical strength in addition to strong, disciplined minds.

**Challenge Rating:** +1

**Level Adjustment:** +1

**Hit Dice:** Increase HD to D10 if lower. Atlanteans have been tempered by the cold and crushing pressure of the ocean depths, and are phenomenally hard to kill.

**Allegiances:** Atlanteans have the same motivations and drives as all humans; some are great heroes, while others are indescribably evil. Many Atlanteans chose their own race as



an allegiance, or dedicate themselves to the study of magic or the mind.

### SPECIAL QUALITIES:

**Amphibious (EX):** The Atlantean breathes underwater by means of gills, and can stay submerged indefinitely. Depending on the Atlantean's 'race' the gills might be located on his neck, chest, back or underarms; different Atlantean clans can recognize one another by gill placement.

**Cold Resistance (EX):** Atlanteans are adapted for the chill of deep ocean trenches, and as a result have cold resistance 10.

**Darkvision (EX):** Atlanteans have darkvision out to 90 ft. Unlike most darkvision (*which is black and white*) Atlanteans see in shades of green and blue. Atlantean pupils can expand to fill the entire eye; when an Atlantean uses darkvision, his pupil dilates to the point his entire eye seems to be jet black.

**Ability Scores:** +2 Str, +2 Wis. Atlanteans are strong, clever and strong minded; rightly or wrongly, they consider themselves the highest form of life on the planet.

**Saves:** Normal, enhanced by attributes.

**Speed:** Atlanteans gain a Swim speed equal to 1.5 times their base land speed. Thus an Atlantean that can move at 30 ft/round on land can move 45 ft per round under water. The Atlantean can always take 10 or 20 on a Swim check, even when threatened, and may use the charge action while swimming provided he or she swims in a straight line.

**Skills:** Atlanteans receive a +8 species bonus on Swim checks, and +2 racial bonus on Spot, Spellcraft and Knowledge: Arcane Lore checks.

**Feats:** The Atlantean gains the following exotic weapon proficiencies: trident and net.

**Disadvantages:** Atlanteans are weakened by extreme heat, and are much more vulnerable to dehydration than ordinary humans. Atlanteans suffer a -8 racial penalty on Fortitude saves made to avoid the ill effects of hot environments, and suffer double damage from heat or firebased attacks on a failed save. If an Atlantean saves against a fire attack, he does not take any more damage than normal.

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