

modern dispatch #86

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RPG
OBJECTS

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d20
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ADAMANT
ENTERTAINMENT

12 to Midnight, Inc.
tell yourself it's just a game

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Pulp Feats

Introduction

This issue of the *Modern Dispatch* features a list of feats suitable for pulp gaming. They help to engender the sort of seat-of-your-pants, over-the-top plot elements of the pulp fiction created during the 1930s and 40s, as well as the modern pulp homages released in comics, games, television and film.

So grab your bullwhip and your Tommy-gun and hop into your Terraplane! Watch out for that Fokker bearing down on you as you head into the ancient Mayan ruins! The pulp era just got a little pulpier!

About THRILLING TALES

Thrilling Tales is Adamant Entertainment's line of pulp-genre gaming products for using with d20 Modern. The line features Advanced Classes representing the major pulp hero archetypes, a Gamemaster's Guide (including a random pulp adventure generator), Villain supplements (including the Nazis & the Thuggee), and Adventures. At least two *Thrilling Tales* products are released every month.

This issue of the *Modern Dispatch* is a preview excerpt from the forthcoming *Thrilling Tales Companion*, which will be released in May.

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Ambidexterity

You are equally adept with either hand

Prerequisites: Dex 15+

Normal: Without this feat, characters suffer a -4 penalty to attack rolls, ability checks, and skill checks for using their off-hand

Special: This feat includes the abilities of the feat “Two-weapon Fighting.”

Assessment

You’re quickly able to size up someone’s abilities.

Prerequisites: Wis 13+

Benefit: As a half action, you can choose a target within 30 feet of you. Choose three attributes (three ability scores or three skills) and the GM must tell you the target’s ability in each relative to the other two. For example, if you choose Bluff, Hide, and Acrobatics, the GM might tell you “the target is best in Acrobatics, then Hide, then Bluff.” You don’t know the target’s ranks or ratings, only a rough estimate of the target relative ability in the assigned attributes.

Could Have Been A Contender

You took a dive and threw a fight, race, or other sporting event in exchange for a payoff.

Benefit: You get +2 Wealth and -1 Reputation.

Special: Others in the same sport may know that the character took the dive if they succeed on a DC 20 Gather Information check.

Exotic Features

Whether it be your unusual accent, physical features, or inability to recall who won the ‘28 World Series, you are viewed as an exotic, mysterious foreigner. Men feel overprotective of you and tend to underestimate you.

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

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

Extensive Library

You have personal access to a large library and a number of related contacts.

Benefit: You gain a +2 to all Gather Information and Research checks.

Gone Native

You’ve spent so much time in a particular exotic locale that you’ve started to understand and emulate their ways. This has given you greater expertise in this particular culture, but has a negative impact on those who feel you’ve turned your back on their ways.

Prerequisite: Speak Language in the culture you’re adopting.

Benefit: You gain a +2 to all Diplomacy, Gather Information, and Knowledge checks that involve the culture you’ve adopted. In addition, you suffer no Attitude penalties that would normally

be given to someone from your original culture. Unfortunately, members of your original culture treat you as one Attitude level lower than they normally would.



Improved Critical

You know how to hit where it hurts with an attack.

Prerequisites: Base Attack Bonus 8+

Benefit: Choose an attack. When using that attack, your threat range is doubled; you threaten a critical hit on a roll of 19 or 20.

Special: You can take this feat multiple times. Each time it applies to a different attack.

Infamy

You have a particularly bad reputation. (whether deserved or not)

Benefit: You get a +3 bonus on Charisma-based checks whenever the GM determines that your infamy would be a benefit. However, you suffer a -3 modifier on such checks whenever the GM determines that your infamy would work against you.

Leadership

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

Prerequisites: Cha 13+

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



one leader at a time, and may choose to change their leader as a free action. Characters under the influence of a leader must be able to hear and understand that leader's directions.

Looker

You are naturally attractive.

Prerequisites: Can only be taken at 1st level.

Benefit: You get a +3 bonus on Charisma-based checks whenever the GM determines that your attractiveness would be a benefit. However, you suffer a -3 modifier on such checks whenever the GM determines that your beauty would work against you (such as a rival for attention).

Photographic Memory

You have perfect recall of everything you've experienced.

Prerequisites: Int 16+

Benefit: You can recall everything you've seen, read or experienced perfectly. If you forget some detail your character should remember, you can ask the GM to remind you. You get a +2 bonus on any skill rolls for which rote memorization is useful (at the GM's judgment).

Sidekick

You have an assistant, follower or partner of some ability.

Prerequisites: 6th level (total)

Benefit: You have a single NPC follower who helps you out. Your Sidekick's level is determined by a combination of your total level + your Charisma modifier, modified by your abilities as follows:

Renown Feat: +3

Leadership Feat: +1

Provides room, board, equipment +2

Wealthy (16+ on Wealth): +1

Check your total against the chart on the following page.

A sidekick must be at least one level below your own, regardless of the results of the table. You create your sidekick as a character, subject to your GM's approval. Sidekicks are loyal,



perhaps even willing to sacrifice themselves for you. It takes approximately three adventures to replace a lost sidekick (more or less at the GM's discretion).

Special: You can take this feat multiple times. Each time, you acquire an additional sidekick.

Level +Cha Mod (+ modifiers)	Sidekick Level
6	4th
7-8	5th
10-11	7th
13	9th
16	11th
19	13th
21-22	15th
24	17th
26+	19th

Sidestep

In combat, you have the ability to anticipate your opponent's moves and move in his wake.

Prerequisites: Dex 13+, Dodge, Mobility

Benefit: When an opponent in an adjacent square takes a single 5-foot step to a square that you do not threaten, you may spend 1 action point to move into the square the opponent just left.

Silver Tongue

You are a skilled negotiator, able to drive hard bargains.

Benefit: You get a +2 bonus on Bargain and Bluff checks.

Stowaway

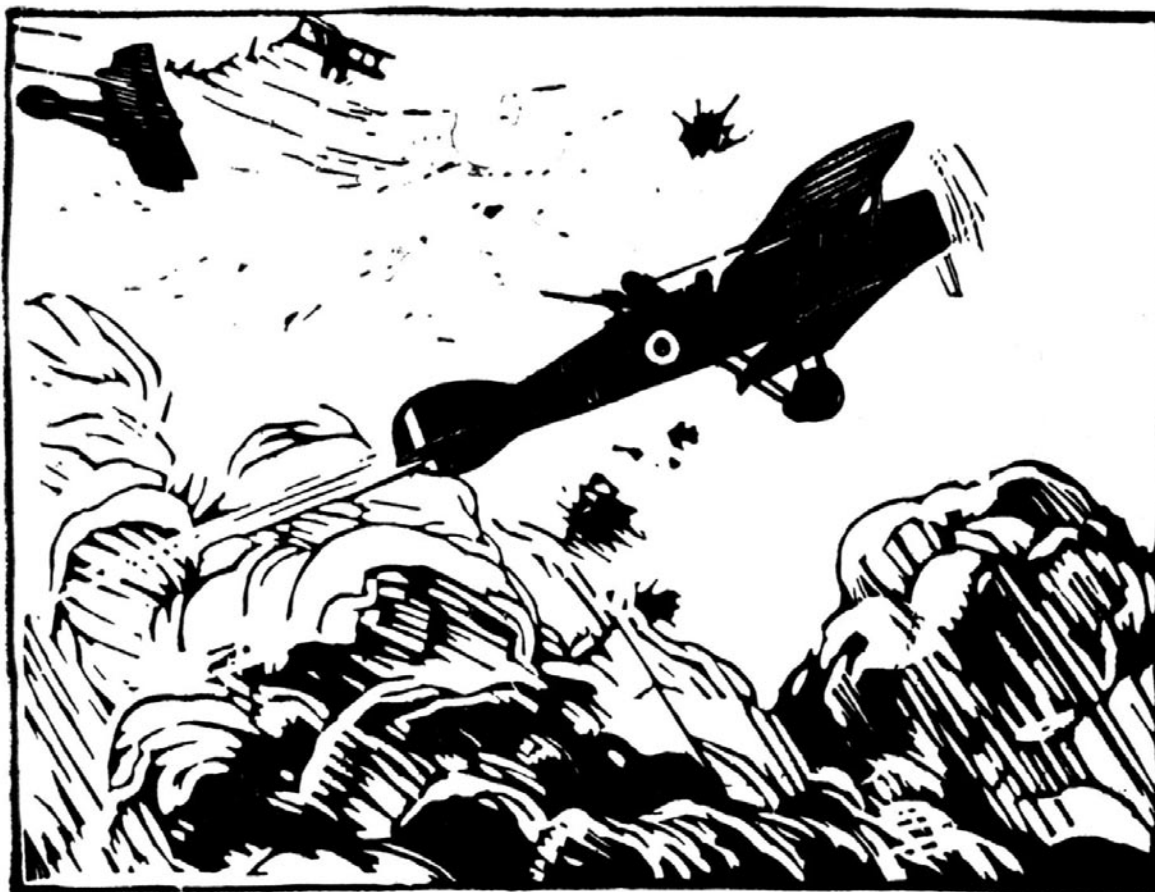
You are adept at secretly hitching a ride. This is useful when the villain is departing in anything larger than a motorcycle-- say, a car, train, airplane, submarine, or dirigible, for example.

Prerequisites: 1 rank of Hide and 1 rank of Escape Artist

Benefit: If you are not currently being watched, make a Hide roll against a DC of 10. If you succeed, you have successfully stowed away somewhere on the villain's vehicle undetected.

Failure means your attempt to stow away is noticed by the villain or a henchmen while you were awkwardly trying to hide away, and they have the advantage of Surprise on you.

Upon arriving at the destination, make an Escape Artist roll against a DC of 20. Success means you are able to leave the vehicle and get a short distance away undetected. Failure means you are discovered by the villain or a henchmen while disembarking, and they have the advantage of Surprise on you. You may take one ally with you when stowing away, but you must add +5 to the DC for both stowing away, and escaping upon arrival in that case.



Stunt Pilot

Your experience as a pilot during the Great War (or at any of the civilian “Air Circuses” that can be found throughout the country) makes you extremely adept at performing aerial maneuvers.

Prerequisites: Dex 13+, Pilot 6 ranks

Benefit: You can subtract 4 from any DCs necessary to perform stunts.

Trance

You can enter a deep, death-like trance state

Prerequisites: Wis 13+

Benefit: Through breathing and bodily control, you can slip into a trance state nearly indistinguishable from death, for up to a number of hours equal to your Wisdom bonus. It takes a minute of uninterrupted concentration for you to enter the trance. While in the trance you are

still aware, but you are immune to suffocation. Poison effects are suspended for the duration of the trance. It requires a Spot check (DC 15+ Wis bonus) to determine that you’re not dead.

Unassuming

For some reason, people tend to underestimate you. Reasons could include a thick accent, foreign appearance, profession, shyness, or extreme politeness. As a result, people tend not to question your assertions or motives.

Benefit: You get a +2 to Bluff and Diplomacy checks

Well-Informed

You are exceptionally well-informed

Benefit: When encountering an individual, group or organization for the first time, you can make an immediate Gather Information check as a reaction to see if your character has heard something about the subject.

This takes the place of a normal Knowledge check (if any). You receive only one check per subject, although the GM may allow another upon encountering the subject again once significant time has passed.

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