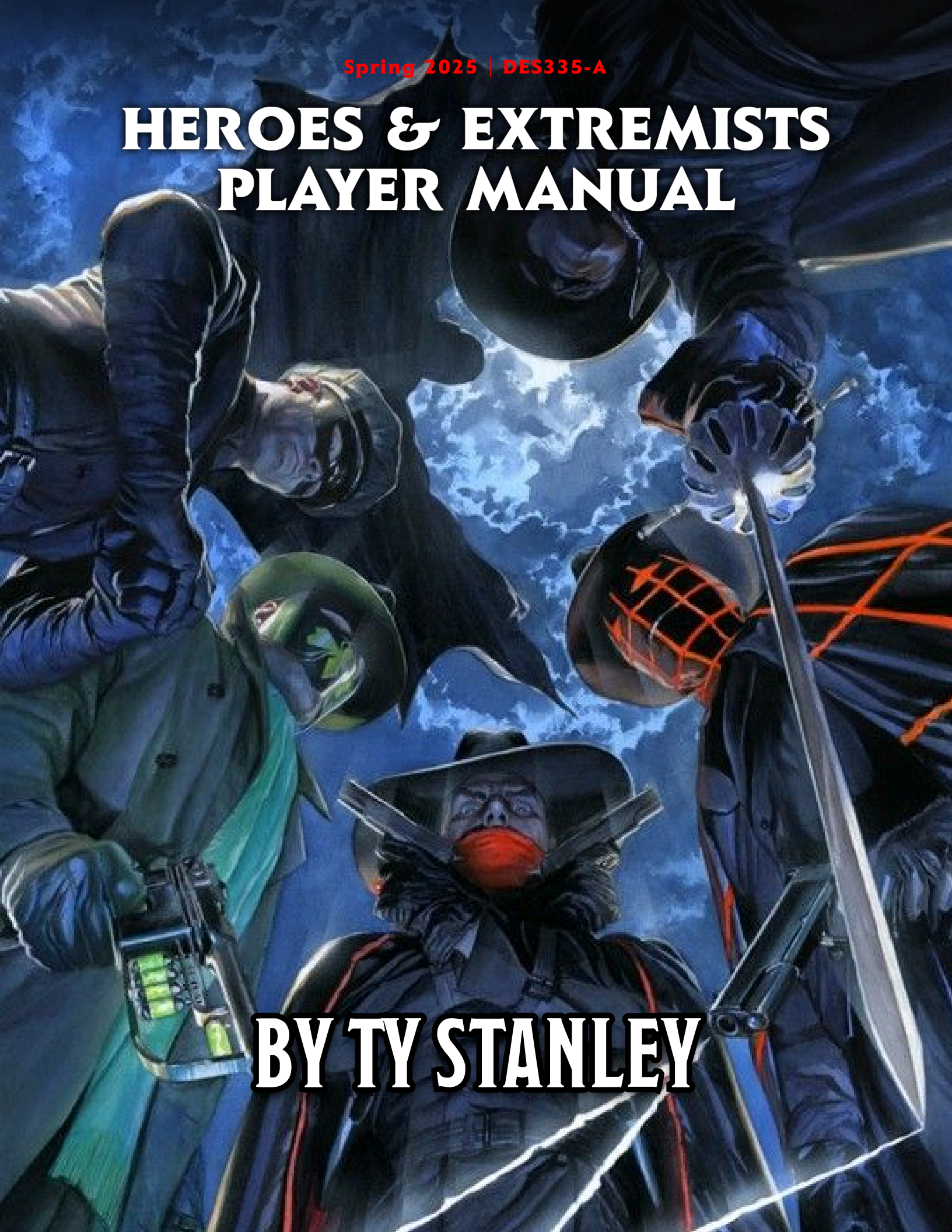


Spring 2025 | DES335-A

HEROES & EXTREMISTS PLAYER MANUAL

BY TY STANLEY



CREDITS

Designer: Ty Stanley

Instructor: Eric Cagle

DigiPen: President: Claude Comair

Teaching Assistants: Caleb Starr-Criss, Alex Koo,
Gabriel Hoefler

ARTIST CREDITS

Front Cover: [Credit URL](#), @Pinterest

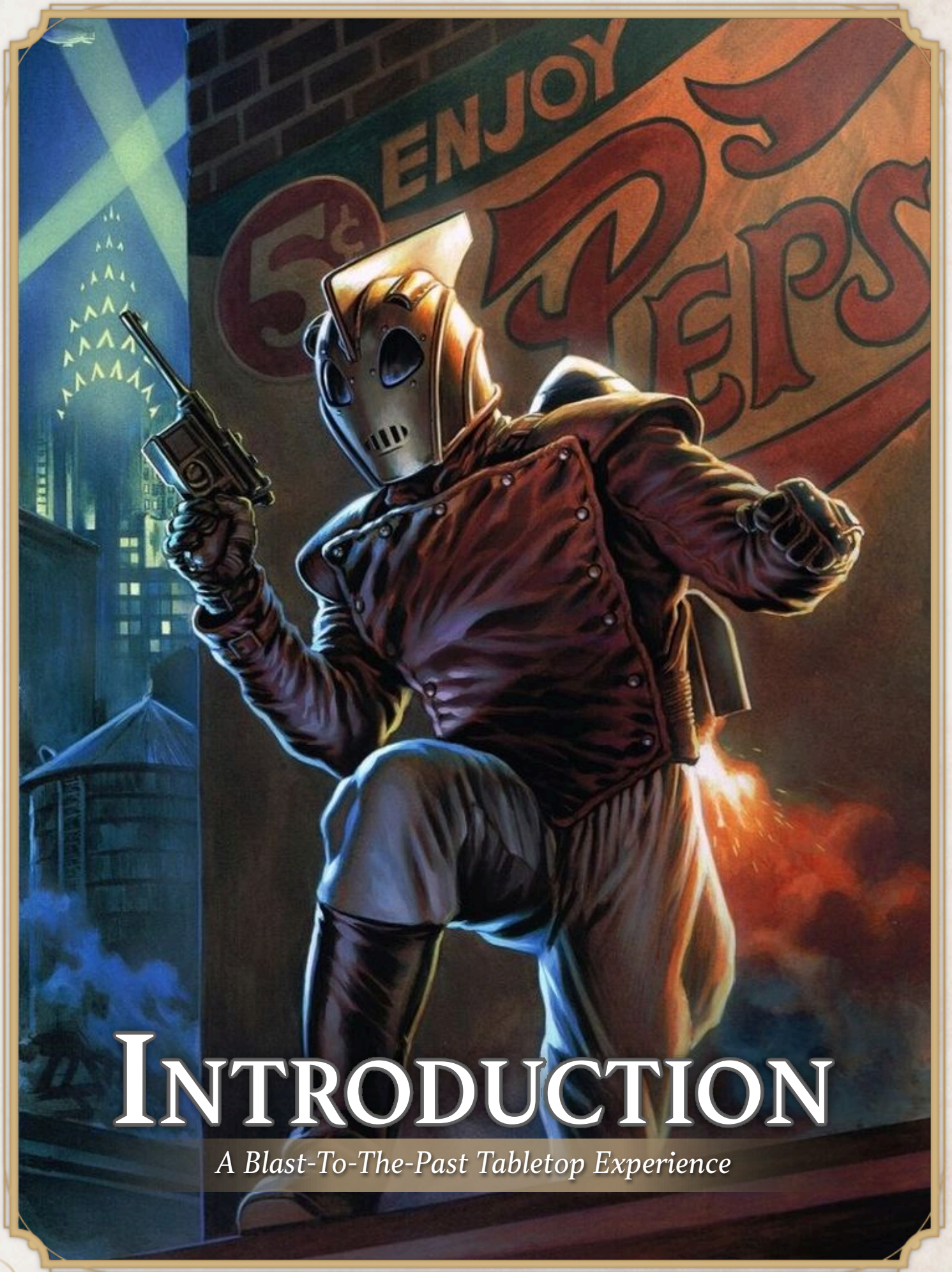
Back Cover: [Credit URL](#), @Pinterest



There are CREDIT URL's on every page that has an art asset.

CONTENTS

Credits	2	Chapter 5: The Gadget-Goo	13	Social Encounters	22
Introduction	4	Origins	13	Exploration	22
Chapter 1: What Is H&E?	5	Marked One	13	Roleplaying	22
What is Pulp-Heroism?	5	Chau-Fu!	13	Additional Mechanics	23
Game Set-Up:	5	Gadget-Goo Abilities:	14	Combat-Related Mechanics ...	23
Core Rules	5	Chapter 6: The Spectre	15	Impairments	23
Example of Play	6	Origins	15	Environmental Effects	23
Chapter 2: The C.H.A.M.P. System	7	Armed And Treacherous	15	The World	24
Attributes	7	Castout	15	Chapter 10: History & Factions	25
Clever	7	Spectre Abilities:	16	History	25
Handy	7	Chapter 7: The Socialite	17	The Past	25
Attractive	7	Origins	17	Arrival Of The Champions	25
Muscles	7	Babe In Arms	17	The Rise Of C.A.G.E.	25
Paranormal	7	Old Sport	17	The Great Decimation	25
Skills	7	Socialite Abilities:	18	The Present	25
The Makings Of A Hero	8	How To Play	19	Important People	26
Chapter 3: Character Creation	9	Chapter 8: Combat	20	The Matriarch	26
Pick A Hero Class	9	The Card Deck	20	Odon	26
The Slugger	9	Beginning Combat (Upper		Locations	27
The Gadget-Goo	9	Hand)	20	Arroyo	27
The Spectre	9	Performing Actions (Card		Xurow	27
The Socialite	9	Suits)	20	Kubord	28
Allocate Attributes	9	Action Cards	20	Factions	28
Pick An Origin	10	Attack Card (Hearts)	20	The Champions	28
Add Origin Changes	10	Movement Card (Diamonds) ..	21	C.A.G.E.	29
Choosing Equipment	10	Ability Card (Spades)	21	Appendix	30
Hero Advancement	10	Defense Card (Clubs)	21	World Map Of Pulpea	31
Chapter 4: The Slugger	11	Ultimate Actions	21	Traxia	31
Origins	11	Misc. Combat Mechanics	21	Convergency	31
Whip & Whits!	11	Chapter 9: Social Encounters &		ENEMY SAMPLES	32
The Escalateer	11	Other Mechanics	22	Pre-Made Character Sheets	35
Slugger Abilities:	12	Skill Checks	22		
		Difficulty Threshold (DT)	22		



CREDIT URL

INTRODUCTION

A Blast-To-The-Past Tabletop Experience

WHAT IS H&E?

HEROES & EXTREMISTS IS A TABLE-TOP PULP-Adventure that takes players through all kinds of different adventures in Pulp-Heroism settings such as the iconic “Pre-WWII”, Noir, Sword and Sorcery, all the way to the “Weird Sci-Fi” genres.

Players will become the heroes of these settings or “genres” and must travel through the different settings to stop the largest force of evil: the Confederacy of Autocrats, Gangsters, and Extremists (C.A.G.E.).

WHAT IS PULP-HEROISM?

Before we can start, we need to start with an important question: “What exactly is Pulp-Heroism?” To put it simply, Pulp-Heroism or “Pulp Heroes” is a type of fictional hero that came to life during the early 20th century through what were called, “Pulp Magazines”. The word “pulp” commonly refers to “inexpensive” or “mass-produced” comic books that lacked quality literature, hence why they were able to be mass-produced to the public.

In the present day, “pulp” is commonly defined as high-action/adventure, larger-than-life heroes, villains who are dramatically evil, and countless, nameless goons. Some examples of these “pulp heroes” would include *Indiana Jones*, *The Rocketeer*, *Zorro*, *The Green Hornet*, *Conan the Barbarian*, *John Carter of Mars*, and *The Shadow*. Some of these heroes are considered pulp because they in fact, originated from pulp magazines like *The Shadow* or *The Green Hornet*, while others are more loosely connected to pulp fiction because “you could see the hero and their story come from a pulp magazine” like *Indiana Jones* or *Darkman*.

GAME SET-UP:

To play H&E, you need one person to be the Game Master and other players (two to four is best) to play the heroes of the story. Which will you be?

CORE RULES

Heroes & Extremists requires every player (and GM) to have a deck of standard playing cards. The deck can be a standard cheap one found at local retailers or an expensive custom deck, it doesn’t matter, as long as the deck has the standard suits of Hearts, Diamonds, Spades, and Clubs on the cards. This is because the suits of the cards will determine the actions the players and GM can and will take.

In combat, players will lay out a set number of cards representing their hand for the round; the number of cards in a player’s hand is determined by their hero class’s “Upper Hand” modifier. Based on the suits, players can take actions such as attacking an enemy, moving around, using an ability, and defending against an oncoming attack.

Skill checks will also be determined using cards, except it will work differently where the GM requests a threshold to meet such as “must have at least 1 red card” or “must draw a diamond card” based on how difficult the check is. The player then draws several cards that are based on their character’s skill modifier which represents the number of cards drawn for that type of check.



EXAMPLE OF PLAY

THE BEST WAY TO SHOW A GLIMPSE OF WHAT *Heroes & Extremists* can play like is through an example scenario! H&E is a game meant to be full of imagination and collaborative storytelling where you, the player, can go on countless adventures like scaling the plateaus of Traxia in Xurow, to flying high above the plains of Horizon in a jetpack! Written below is a fabricated adventure that showcases the major aspects of playing this TTRPG like social encounters, character expression, and combat!

Game Master (GM): Alright team! You've managed to get past the C.A.G.E. quadrant wall and you have now made it to the borders of Xurow!

Todd (Playing Kadence): Awesome! How far away is Traxia from us?

GM: Let's see...hmm so it's gonna take at least a day or two to make it there by foot. You may have to make a stop at a town along the way.

Lucas (Playing Bettie): What about my Slugger's jet pack? I have maximum distance because of it. Could I reach Traxia?

GM: You technically could! But...you'd have to leave everyone else behind.

Lucas: Drat...let's not do that then.

Olivia (Playing Bruce): Then it's decided: GM? Where's the closest town on our way to Traxia?

GM: The town of Xuno is close enough for ya'll to stop and rest at, and make it to Traxia by the end of tomorrow!

Olivia: Sounds good. Let's head there, then.

Fast forwarding, our heroes, Todd, Lucas, and Olivia arrive at the small town of Xuno. A resting stop on the long journey towards Traxia, the capital of Xurow. Upon their arrival, the party decides to head to a local cantina to socialize or find any stirrings happening. Here's an example of what players might do during skill checks or social encounters!

GM: Alright team, you're in the local cantina of Xuno, what do ya'll want to do?

Todd: I think I'll go grab a drink...

Lucas: I'd like to try to *flatter* some of the guests for information!

GM: Okay! For a flatter check in a cantina...assume some guests are inebriated...we'll say it's an *Easy* check! What's your flatter skill at?

Lucas: It's a...3!

GM: Alright, so three cards...let's say you need to draw at least a red card to succeed!

- Lucas then draws three cards:

Lucas: A club, a club, and...a spade...darn.

GM: You attempt to flatter the inebriated guests around the cantina, but it instead leads to more unwanted stares from the men than information. Better luck next time!

Olivia: How about this: let me see if my *fame* has reached these parts of Xurow yet! I'd like to test my fame to see if I could extract any information from the guests. My fame is a 6!

GM: Sure, I'll allow that! However, the guests are inebriated so they will have difficulty recognizing you, which means it's gonna be a tough check! We'll say you need to draw a...diamond card!

Olivia (Draws 6 cards): Diamond! Diamond...Dia—okay yeah, I think I passed the check.

GM: Okay yes, definitely. You approach the guests and despite their drunkenness, they know your name in an instant! One crawls to your feet, pleading that you help them with local trouble: some C.A.G.E. autocrats that hail from Horizon are abusing the person and his family's farm for sport. No compensation can be given for doing this, but perhaps some *adventure points*?

Lucas: Awesome! Let's go team!

The party then heads to the farm just outside the main strip of Xuno. Here, they initiate a fight with the autocrats! By this point, most of the autocrats have been taken out, leaving only one to two more rounds before the party stands victorious! Here's a glimpse at what combat might look like!

GM: Alright! The autocrats have been shaved down to their last men, meaning their upper hand has gotten lower since. Let's all draw for the round: My first card is a 5 of spades.

Todd: Mine's a 2 of hearts, drat.

Lucas: Nice! Mine's a Jack of Clubs!

Olivia: Ha! Mine is an ace of hearts!

GM: Okay, that means you get to go first, Olivia! Gonna try to take my autocrat out?

Olivia: Yes, I will! I will use my ace of hearts and my 4 of hearts I reserved to perform an *ultimate* attack with my *spectre's* dual-wielded pistols! I raised the damage of them from my last level up so it's gonna be a 8/7/10 *Overflow*!

GM: Wowza! That'll do it! The autocrat slumps to the floor and the party is victorious! You all are rewarded 3 AP for your efforts in helping the local town of Xuno!

Todd: Awesome! Off to Traxia, we go!

THE C.H.A.M.P. SYSTEM

EVERY HERO IN *HEROES & EXTREMISTS* WILL have a set number of attributes and skills that correlate to those attributes. The attributes determine a character's initial proficiency to the skills that relate to the attribute. The skills and their correlating modifiers determine how well a player will perform during a skill check. The attributes collectively form what is called the "**C.H.A.M.P. System**". The C.H.A.M.P. System consists of five core attributes for every character made: **C**lever, **H**andy, **A**tttractive, **M**uscles, and **P**aranormal.

ATTRIBUTES

The Attributes form the core statistics of a player's hero in the game. They decide how many cards does each skill have when a player initially creates their character and serve as a stat to increase in order to acquire better perks as the player levels up. The Attributes included on every hero sheet are listed below:

CLEVER

Determines how witty a character is towards situations or how deceptive towards people.

Skills: Survey, Trick, and Wits.

HANDY

Determines a character's ability to blend in or their talent to handle technology such as gadgets or vehicles.

Skills: Disguise, Gizmo, and Vehicle.

ATTRACTIVE

Determines how the characters are perceived by others and how charismatic they are in conversations.

Skills: Fame, Flatter, and Perform.

MUSCLES

Determines the brawn of a character like their strength, acrobatics, and physique.

Skills: Brawn, Nimble, and Vigor.

PARANORMAL

Represents the "super" of a character and their capability to do supernatural things.

Skills: Essence, Instinct, and Remedy.

SKILLS

Skills will serve as the main modifiers for determining outcomes in skill checks. As described briefly before, the player will perform a skill check when attempting to perform some kind of action such as investigating a room or flattering an NPC, and the GM will determine the difficulty of the check and set a threshold for the player to attempt to meet. The modifiers will represent the number of cards a player can place for the skill check. (Ex. I have a 3 in Wits, so I can draw three cards when attempting to make a Wits check).

Here are the 15 skills every hero sheet will have and TTRPG skills that correspond to them:

Brawn - serves as an *Athletics* skill check which could involve climbing walls, jumping gaps, etc.

Disguise - serves as a *Stealth* skill check in scenarios such as wearing disguises, hiding in the shadows, etc.

Essence - serves as a *Nature* skill check in cases such as taming an animal or recalling lore of a biome.

Fame - serves as an *Intimidation* skill check and reflects a hero's reputation and whether or not NPCs know them or if they want to approach them.

Flatter - serves as a *Persuasion* skill check which can involve charming a person or seducing them.

Gizmo - reflects a hero's technology prowess in scenarios such as disarming a bomb or making a gadget.

Instinct - serves as a *Perception* skill check in cases like "feeling a room" or reading a behavior.

Nimble - serves as an *Acrobatics* skill check like balancing on the edge of a building or squeezing through a tight space.

Perform - serves as a *Performance* skill check in situations such as acting or manipulating.

Remedy - serves as a *Medicine* skill check which could involve helping with revives or addressing an injury.

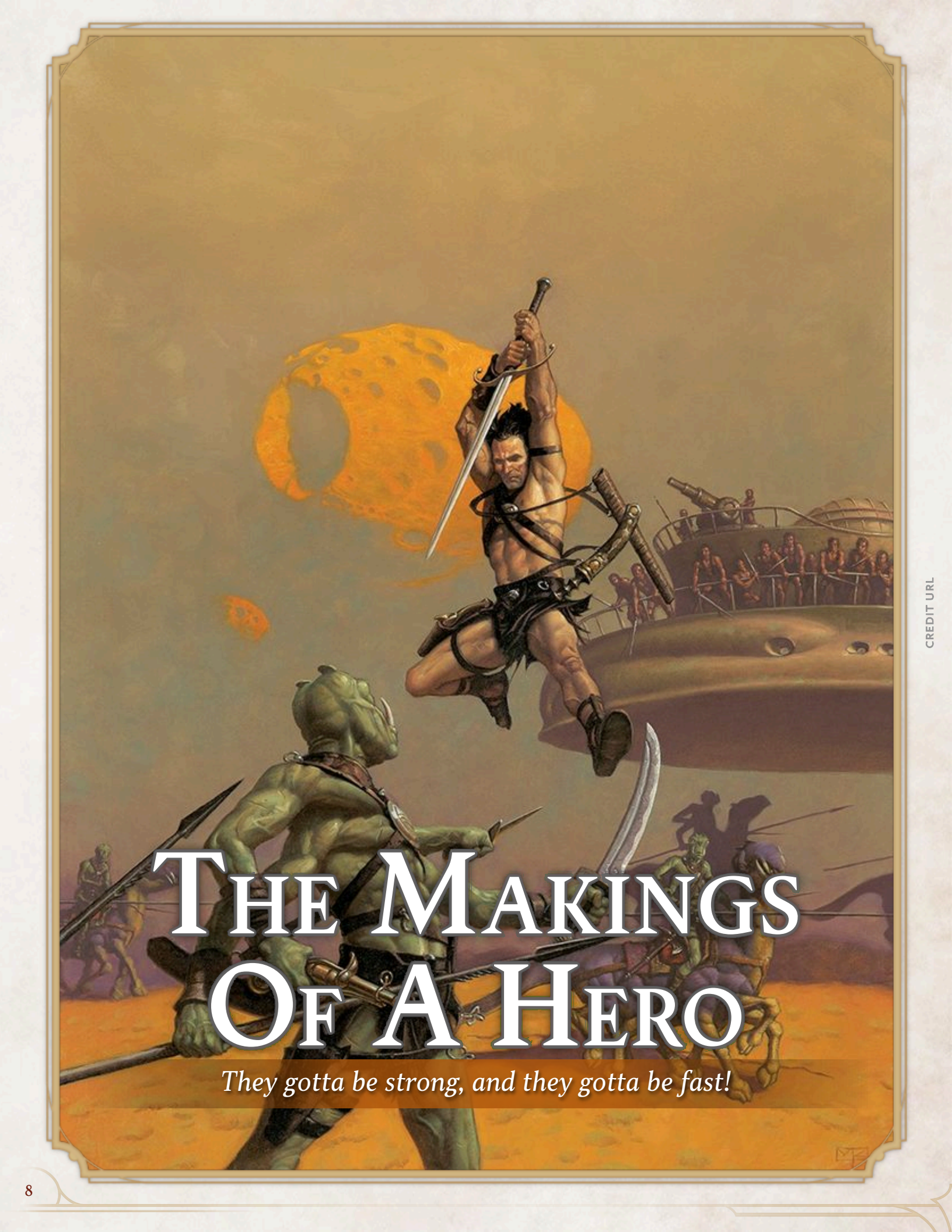
Survey - serves as an *Investigation* skill check like checking a crime scene or scouting an area.

Trick - serves as a *Deception* skill check in cases like lying to an NPC or double-crossing.

Vehicle - reflects a hero's "piloting" ability to drive vehicles like cars all the way to sci-fi landcrafts.

Vigor - serves as a *Constitution* skill check like determining their physique and if they can lift heavy objects.

Wits - serves as a *Intelligence/History* skill check in cases like recalling lore of cultures or outsmarting know-it-alls in a conversation.



THE MAKINGS OF A HERO

They gotta be strong, and they gotta be fast!

CHARACTER CREATION

CREATING A HERO IS AN IMPORTANT STEP before beginning an adventure in *Heroes & Extremists*. In fact, an adventure is nothing without the players or heroes that embark on it! When creating a hero for this experience, players will refer to the “Hero Sheets” found in the Appendix that will serve as a framework for the creation of a player’s hero. It will keep track of their stats, gear, information, abilities, and more!

PICK A HERO CLASS

Every player will pick a hero class that represents some type of pulp hero. Classes define a hero’s place in the party, how they will handle scenarios, and what abilities or powers they have for encounters.

Here are the four classes players can choose from:

THE SLUGGER

Represents the main “tank” class that takes the hits and controls the crowd by taking them all on at once.

Similar Heroes: *Indiana Jones, The Rocketeer*

THE GADGET-GOO

Serves as the more stealth-like class or as an artificer that can craft things to help the situation.

Similar Heroes: *Kato or Darkman.*

THE SPECTRE

The “superhero” of the classes has the most superpower capabilities and functions as the “glass cannon” class.

Similar Heroes: *The Shadow or John Carter of Mars.*

THE SOCIALITE

Represents the “face” of the party, the one who will handle social situations, charm enemies, and heal the party. Similar to “Damsels in Distress”, but doesn’t have to be gender-specific. (Think *Great Gatsby*)

INSTRUCTIONS:

Once players pick a class, they will write their class in the “Class” box on the Hero Sheet, along with their Name and Hero’s name in their respective boxes.

Each Hero Class has a set group of stats that players will also need to write down in their hero sheets, such as Health, Upper Hand, Movement Class, and Revive Threshold.

Note: How health is written into the Hero Sheet is that there are three different sections for all three health stats given: “Critical, Medium, and High” (C/M/H). The fourth section is where the Revive Threshold is written down and used for when players are down. Players will take their, “C/M/H” health given and place them in the adjacent health sections.

Ex: If I pick a Gadget-Goo, then I have 4C/7M/5H health. This means 4 is under the C or “Need a Doctor...” tier, 7 under the M or “Just a Scratch!” tier, and 5 under the H or “Fit as a Fiddle!” tier.

Important - Origins may affect class stats when chosen.

ALLOCATE ATTRIBUTES

After picking a class, players will then allocate an array of modifiers toward their attributes, that being the C.H.A.M.P. system. Each modifier represents the number of cards that players can draw when performing skill checks. **Remember:** the value of the attribute will carry over to the skill that correlates to the attribute. The array is listed below:

ATTRIBUTE ARRAY

Given Array Numbers	Definition of Array Value
5	I am the best at this attribute
4	I am above average at this attribute
3	I am average at this attribute
3	Λ
2	I am below average at this attribute

In the case that an Attribute drops to one because of an Origin choice, assume that the definition is, “I am shit at this attribute.” and that the number of cards drawn would be one for the correlating skills. **Important -** If skill drops below one and becomes zero or a negative number, players will **automatically fail** any skill check they perform with either modifier. In the case that players have a negative modifier, when they perform a skill check related to that skill, they must automatically discard cards equal to their negative modifier.

INSTRUCTIONS

When allocating stats, players should check the class they chose to see what the major attributes are for that class. It's recommended that at least one of the major attributes of the class has a higher modifier.

After players have assigned the array to the attributes, they then take the values of the attributes and assign them to the corresponding skills.

Ex. If I put a 5 for my Muscles Stat, that means my Vigor, Brawn, and Nimble have 5 for them as well.

Important - Origins will alter the value of these stats.

PICK AN ORIGIN

Each class has what are called, "Origins" that serve as the backgrounds for every character. They determine what skills and attributes the class is better or worse at and what abilities and type of equipment they will have starting the game. Origins are also meant to provide unique playstyles and familiarity for the hero class players choose to begin with. The list of origins and the pages where you can find more info on them is below:

- **Sluggo:** *Whip & Whits! & The Esclateer* (Page 10)
- **Gadget-Goo:** *Marked One & Chau-Fu!* (Page 12)
- **Spectre:** *Armed & Treacherous & Castout* (Page 14)
- **Socialite:** *Babe in Arms & Old Sport* (Page 16)

ADD ORIGIN CHANGES

After players have picked an origin, they must begin making changes to attributes, skills, and other traits based on what the origin changes.

Note - It's important players review their chosen attribute array and what origins they can choose for their character as they will NOT be allowed to change their attributes once they begin making changes to their character based on the chosen origin.

CHOOSING EQUIPMENT

Once the player's stats have been properly changed via the origins or attribute changes, they can then pick equipment to use when adventuring around!

Equipment is fairly straightforward in *Heroes & Extremists* since combat is meant to be more cinematic than stat-heavy. That said, players will have an array of generalized weapons to choose from based on what class they chose and they all will have a general damage output that can be modified going forward.

Other than weapons, equipment such as misc. items or "armor" is a fairly non-important aspect of *Heroes & Extremists*, which is why every hero is given an item called a "Bag-O-Desire". The bag is essentially a magic item that allows players to acquire any **non-lethal** item they can think of that they might need like a rope or a torch. This can also include items such as outfits for fashion, but it **does not affect stats whatsoever**.

BAG-O-DESIRE EXAMPLES:

Scenario Examples	Items Permitted
In a dark room.	A Source of Light (Lighter, Torch)
A tall wall.	Climbing Gear (Grappling Hook, Rope)
Going to a ball.	Fashion (Suit and Tie, Dress, etc.)
Lockpick a door.	Thievery Tools (Lockpicks)

Some of these may require skill checks such as lockpicking or climbing a wall but when it comes to the question of, "Do I have the proper equipment to perform this action?", the Bag-O-Desire provides for all!

HERO ADVANCEMENT

Starting an adventure, it is assumed that every hero will begin at level 1, and that players would likely level up at least once or so every play session. How leveling and advancing will work is through an "Adventure Point" system. Adventure points (AP) work just like XP in other games where they measure the amount needed to advance to higher tiers of a character. The difference with adventure points is that they also serve as points to invest with advancement! Basically, when a player collects the required amount of AP to advance to level 2, they can spend the AP to invest into their character, whether that's improving skills, weapons, or acquiring new abilities! The AP leftover (if there is any) would still be apart of the character, but the required amount of AP to level up to the next tier would increase. The chart below dictates how much AP is required to advance through levels and how much each type of hero improvement costs:

ADVENTURE POINT (AP) LEVELING AND COSTS

Level	AP	AP Investments	AP
1	0	Improve Health (+1)	1
2	20	Improve Weapon (+1)	2
3	35	Improve Health (+3)	4
4	50	Improve Skill (+1)	5
5	65	Improve Weapon (+4)	6
		Improve Upper Hand (+1)	9
		Acquire an Ability	10

AP INVESTMENT RULES

As shown above, AP is spent to advance the player's heroes throughout the experience. A few rules to this are that when players reach a level (meaning that they reach the required amount of AP collected), only then, can they spend their AP on leveling up their character, not before or after. The improvement modifiers can be added to their correlating traits in any way such as health can be added to any health tier, and weapons the same as well. (**Ex.** If I improve my health by +3, I can allocate the 3 to any of the C/M/H tiers.)

THE SLUGGER

THE SLUGGER IS THE MAIN “TANK” OF THE PARTY. They’ll be running in and either suppressing enemy fire, or just flat-out run up to the enemies and take all the hits. The point of this class is that they are meant control the crowd of enemies, but likely won’t do a ton of damage, at least when they’re starting out. Heroes similar to the slugger include pulp heroes such as *Indiana Jones*, *The Green Hornet*, or *the Rocketeer*!

ORIGINS

WHIP & WHITS!

You’re the kinda slugger who’s got a few tricks up his sleeve like a whip to take on crowds of enemies or use the environment to your advantage and a bit smarter than the average gumshoe. However, you stick out like a sore thumb in the crowd and you ain’t exactly a smooth talker.

Health Modifier: None

Attribute Proficiency: None

Attribute Deficiency: -2 Attractive (Applies to Skills)

Skill Proficiencies: +3 Survey, +1 Nimble, +2 Wits

Skill Deficiency: -2 Disguise

Starting Weapon: 1 General Melee, 1 General Ranged

Whip: 1/2/5 Dmg (Minimal to Below Average Distance Reach)

Starting Ability:

WHIPLASH!

When enemies are at a minimal distance from you, use an ability card to whip in a radial circle to scatter their positions (Enemies move to below-average distance). Ultimate allows for 3 enemies to take whip damage. (See Page 20 for *Ultimate Actions*)

GENERAL WEAPONS ARRAY

Name	Damage (C/M/H)	Distance Reach
<i>General Melee</i>		
Fists	5/4/2	Minimum Reach
Cool Stick	3/2/6	Minimum Reach
Brass Knuckles	3/5/3	Minimum Reach
<i>General Ranged</i>		
Old Pistol	5/3/2	Below Avg to Avg Reach
Gas Gun	10/0/0	Minimal to Below Avg Reach
Tommy Gun	3/3/3	Below Avg to Above Avg Reach

SLUGGER DEFAULT TRAITS

Primary Attributes	Muscles, Paranormal
Starting Health	10C/8M/6H
Upper Hand	3
Movement Class	Average
Revive Threshold	5 Hearts

THE ESCALATEER

Fate has given you a chance to prove you’re more than just a tough guy, by giving you a jetpack! Why does it run on alcohol? Who cares! The sky is now your limit as to where you can go...but they never gave you a manual on how to use the thing...Go get ‘em, kid?

- **Maximum Movement** with Jetpack (Must perform a Gizmo check on use. On success, maximum distance. On fail, revert to default movement class)

Health Modifier: None

Attribute Proficiency: None

Attribute Deficiency: -1 Paranormal (Applies to Skills)

Skill Proficiencies: +1 Upper Hand, +2 Fame, +1 Brawn

Skill Deficiency: -2 Gizmo

Starting Weapon: 1 General Ranged, **Fists:** 6/3/4 Dmg

Starting Ability:

HOW DO YOU FLY THIS THING?!

When you use an ability card, you can fly towards an enemy that is within average distance and use your might to sock ‘em, dealing 1/2/2 *Overflow* (See Page 20 for *Overflow* definition). Ultimate allows you to perform the move again towards another enemy within reach.



SLUGGER ABILITIES:

GET OVER HERE!

Whip & Whits; Requires +5 Brawn and +4 Nimble

Target an enemy within below average reach, and bring them closer using your trusty whip! Enemy is given *Stunned* for the round. Ultimate allows you to get a free attack action with a melee weapon of your choice! (See Page

BURNT TO A CRISP

The Escalateer; Requires +3 Gizmo

When at minimal distance with an enemy, use the thrusters of your jetpack to engulf them in flames! Enemy takes 8/5/6 damage along with a *fire* effect. Ultimate allows for the damage to be *Overflow*.

I CAN DO THIS ALL DAY...

Requires +6 Vigor

You like to get the crowd's attention! When using this ability, you taunt all enemies within an average reach. Enemies cannot target anyone but you for the round. Ultimate allows for you to defend the damage thrown at you while taunting (half damage for incoming attacks).

GIMME ALL YA' GOT!

Passive; Requires +4 Essence

For every defense card that you reserve, your upper hand increases. (Reserve count does not increase with temporary increase of upper hand.)

IT DOESN'T HURT HERE...

Requires +5 Remedy

For every heart card in your hand, receive 2/2/2 *Healing*. Ultimate allows for the healing to be *Overflow*. Heart cards are not discarded, only the ability card(s).

DON'T BRING A KNIFE TO A...

Whip & Whits; Requires +7 Wits

Target an enemy with your ranged weapon, and they take *Overflow* damage with it! Ultimate allows for you to K'O them completely.

LIFT OFF!

The Escalateer; Requires +6 Brawn and +5 Fame

When an enemy is at minimal distance with you, grab them and take flight to the sky! Then drop them for the enemy to receive Average *Falling* Damage. Ultimate allows you to drop enemy on a different enemy! Both enemies receive *stunned*.

THE GADGET-GOO

THE GADGET-GOO IS THE “ROGUE” AMONG THE heroes. They’ll be relying on their gadgets to shake enemies up a bit, so they can then move in and deal the final blow! They’ll also serve as the parties “tech-savvys” in situations such as understanding a piece of technology, or when the party needs someone to take the wheel in a vehicle! Heroes similar to the gadget-goo include pulp heroes such as *Darkman*, or Kato from the *Green Hornet*!

ORIGINS

MARKED ONE

Not All Heroes Look Pretty... Your story doesn’t start well; you were part of a horrible science experiment gone wrong that left you scarred from head to toe! However, it came with perks! You managed to acquire a keen intelligence on how to blend in with the crowd and your body feels less when taking damage! All at the cost that you will never go on a date again...

Health Modifier: 5C/9M/7H

Attribute Proficiency: +1 Paranormal (Applies to Skills)

Attribute Deficiency: -2 Attractive (Applies to Skills)

Skill Proficiencies: +3 Disguise

Skill Deficiency: None

Starting Weapon: 2 General Melee, **Strangle:** 8/2/1 Dmg (Minimum Reach)

Starting Ability:

EYES WITHOUT A FACE

When you use an ability card, you can create a mask that disguises you as the opposing enemy! Enemies will ignore you when attacking. Masks last for two rounds or until you attack an enemy. Ultimate allows you to put a mask on an enemy that causes enemies to attack them. Only one enemy can have a mask on at a time.

GENERAL WEAPONS ARRAY

Name	Damage (C/M/H)	Distance Reach
<i>General Melee</i>		
Fists	3/5/6	Minimum Reach
Throw Enemy	3/2/4 (Below Avg Thrown)	Minimum Reach
Lunge	2/2/2	Below Avg Reach
A Rock	5/7/2	Minimum Reach
Pool Cue	3/3/8	Minimum Reach

GADGET-GOO DEFAULT TRAITS

Primary Attributes	Clever, Handy
Starting Health	4C/7M/5H
Upper Hand	4
Movement Class	Below Average
Revive Threshold	3 Hearts

CHAU-FU!

(Pronounced “Show-Fu”)

More Than Just A Chauffeur... Through blood, sweat, and tears, you’ve managed to become quite the gadgeteer, by working on vehicles and fighting crime with your nimble Kung-Fu! Although, you ain’t the sharpest tool in the shed... (Pronounced “Show-Fu”)

- **Average Movement Class**

Health Modifier: None

Attribute Proficiency: None

Attribute Deficiency: -2 Clever (Applies to Skills)

Skill Proficiencies: +3 Vehicle, +2 Nimble

Skill Deficiency: None

Starting Weapon: 2 General Melee, **Kung-Fu Kick** 7/5/6 Dmg (Below Average Reach)

Starting Ability:

STEP ON IT!

When you use an ability card, you can call in your handy-dandy gadget vehicle (the type of vehicle is your choice) to protect you from incoming damage! When enemies attack you, you take damage like a defense card (half the damage). Ultimate allows you to attack an enemy with the vehicle for 2/2/2 *Overflow* damage! The vehicle leaves the premises after the round is over.



GADGET-GOO ABILITIES:

YOU'VE BEEN A BAD BOY!

Marked One; Requires +5 Trick

For every disguise point you have, you may add that value to your next attack. Ultimate allows for the value to be added across all tiers of damage. This effect ends after the round is over.

KEEN SENSES

Chau-Fu; Requires +5 Nimble

When enemies are at minimal distance with you, use an ability card for your senses to kick in and then kick them with it! Applies *stunned* for two rounds. Ultimate allows for you to steal and use their action card for the round!

GADGETEERING

Requires +5 Gizmo

When you activate this ability, draw three cards and lay them out left to right, because you're making a gadget! The value of each card represents the gadgets tier damage, which you can use to then attack enemies! Ultimate allows for you to make a gadget for a teammate! Gadget lasts for the rest of the encounter.

SAY, WHAT'S IN THIS DRINK?

Passive; Requires +7 Trick

If you initiate combat while disguised, in stealth, or deceiving the enemy, every enemy receives a *poisoned* effect for three rounds.

YOU DROPPED THIS...

Requires +6 Wits

For every attack action used against you, you receive a 2/2/2 healing. Ultimate allows for *Overflow* healing.

DIDN'T FEEL A THING!

Passive; Marked One; Requires +5 Vigor

Your defense action no longer requires two clubs to negate all incoming damage, only one.

STOP THAT CAR!

Passive; Chau-Fu; Requires +7 Vehicle

Your handy-dandy car is upgraded! It now deals 7/7/7 damage for *Step On It!* and you can use the vehicle during vehicle encounters! You are not required to perform a vehicle check when driving your own car.

THE SPECTRE

THE SPECTRE SERVES AS THE “WIZARD/DPS” class when adventuring in the game. They serve as the “supernatural” heroes in the party where they rely on their abnormal powers to fight the wicked! The point of this class is that they like to manipulate or steal the cards at play by either discarding action cards or even using them to their advantage! Heroes similar to the spectre include pulp heroes such as *The Shadow*, *The Spider*, or *John Carter of Mars*!

ORIGINS

ARMED AND TREACHEROUS

You're a wraith in the night. An apparition who stalks his prey...with two very loud pistols. Your keen attunement with the supernatural allows you to perform hypnotic or telepathic abilities on your foes while knowing a thing or two about deception...at the cost that you are incredibly intimidating to be around at all times.

Health Modifier: None

Attribute Proficiency: +2 Paranormal (Applies to Skills)

Attribute Deficiency: None

Skill Proficiencies: +2 Trick

Skill Deficiency: -4 Flatter, -2 Perform

Starting Weapon: 1 General Melee, 1 General Ranged

Dual-Wielded Pistols: 6/6/6 Dmg (Average to Above Average Reach)

Starting Ability:

I PUT A SPELL ON YOU

When you use an ability card, you can hypnotize an enemy which allows you to force them to use an action card how you wish them to. Ultimate allows you to steal and use the action card immediately.

GENERAL WEAPONS ARRAY

Name	Damage (C/M/H)	Distance Reach
<i>General Melee</i>		
Fists	5/7/6	Minimum Reach
Pocket Sand	1/1/1 (Stunned)	Minimum Reach
<i>General Ranged</i>		
Revolver	4/7/7	Below Avg to Avg Reach
A Big Spear	9/9/0	Below Avg Reach

SPECTRE DEFAULT TRAITS

Primary Attributes	Paranormal, Handy
Starting Health	2C/3M/6H
Upper Hand	5
Movement Class	Below Average
Revive Threshold	4 Hearts

CASTOUT

The Right Guy On The Wrong Planet... Through unknown events, you find yourself cast out from the original home planet that bore you special powers of heightened agility and super strength to find yourself stranded in this lesser world. You're a bit stronger than the average Spectre and you have heightened movement abilities...but you have no idea how this new world works.

• Above Average Movement Class

Health Modifier: 4C/5M/8H

Attribute Proficiency: +2 Muscles (Applies to Skills)

Attribute Deficiency: -2 Handy, -1 Clever (Applies to Skills)

Skill Proficiencies: +1 Remedy

Starting Weapon: 1 General Melee, 1 General Ranged

Home Planet Swords: 7/4/6 Dmg (Minimum Reach)

Starting Ability:

JUMP!

When you use an ability card, you can perform a large moon jump that takes you high into the air and within an average distance, you can land on an enemy that loses an action card of your choice. Ultimate allows you to negate their turn for the round.



SPECTRE ABILITIES:

NOW YOU SEE ME...

Armed And Treacherous; Requires +4 Nimble

When activated, you can become one with the shadows and end up somewhere else! Teleport somewhere else within average distance! Ultimate allows for you to *stun* someone upon teleporting.

AND HE'S OUTTA THERE!

Castout; Requires +5 Brawn

At minimal distance, you can lift and throw an enemy for above average distance! Enemy takes 6/8/5 damage. Ultimate allows for enemy to also take below average *falling* damage.

FROM THE GRAVE...

Requires +6 Instinct

Upon activation, you may check your discard pile and grab a card from the first three and use it during the round! Ultimate allows you to check the entire discard pile and grab two!

WHAT'S YOURS IS MINE

Passive; Requires +8 Essence

For every face card in your hand, you may discard that card and steal a card from the GM's hand.

THAT FEELS BETTER

Requires +7 Remedy

Upon activation, draw three cards from the deck, for every heart drawn, receive healing based on the value of the card. Ultimate allows you to receive healing from all three cards.

DIE! DIE! DIE!

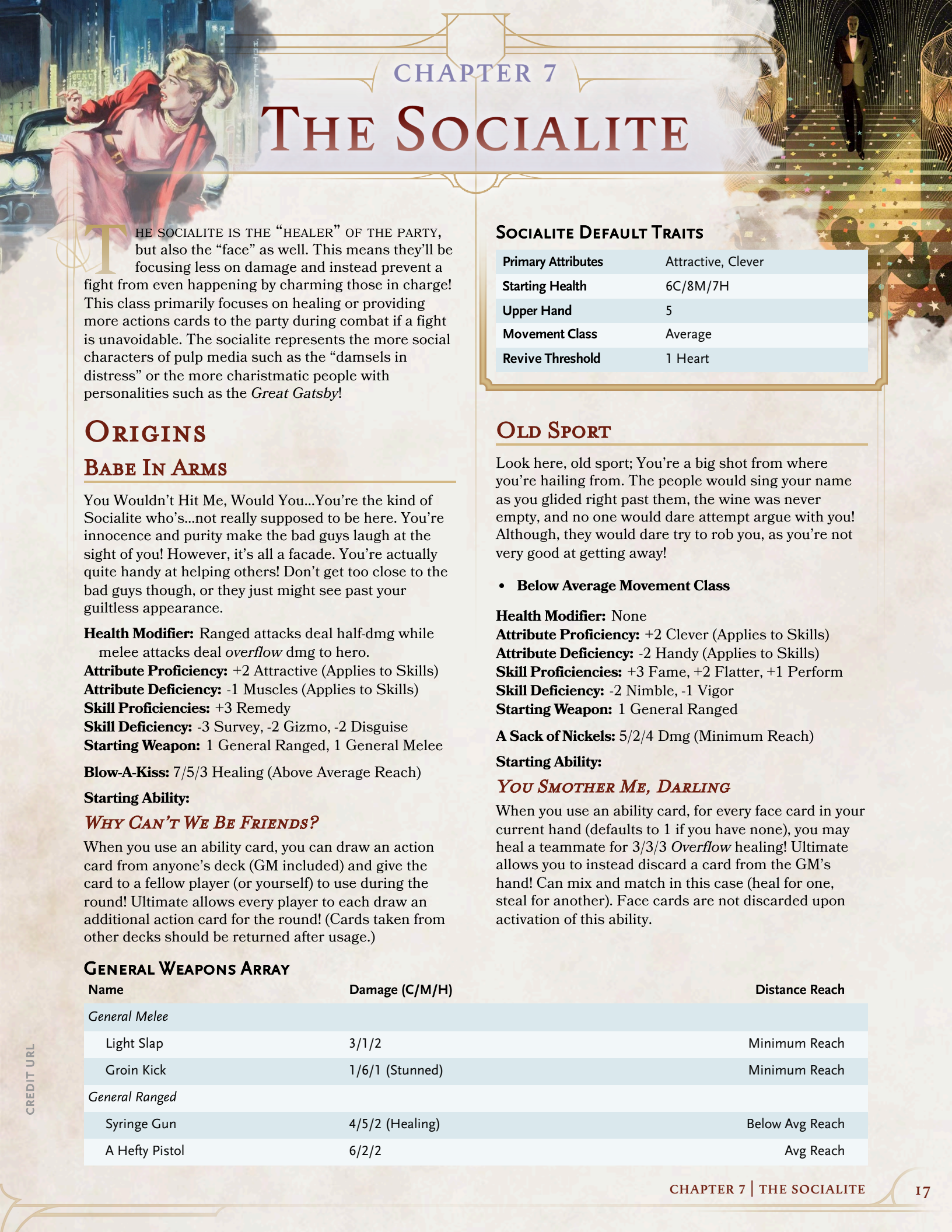
Armed And Treacherous; Requires +6 Trick

For every enemy in average reach, you can use your trusty dual-wielded pistols to lay down enemy fire, *stunning* them. Ultimate allows for enemies to also take the weapon's damage.

VORGINIA!

Passive; Castout; Requires +7 Vigor

Your Home Planet Swords now act as two separate weapons for the value of one attack! This means enemies will now take damage from one attack twice!



CHAPTER 7

THE SOCIALITE

THE SOCIALITE IS THE “HEALER” OF THE PARTY, but also the “face” as well. This means they’ll be focusing less on damage and instead prevent a fight from even happening by charming those in charge! This class primarily focuses on healing or providing more actions cards to the party during combat if a fight is unavoidable. The socialite represents the more social characters of pulp media such as the “damsels in distress” or the more charismatic people with personalities such as the *Great Gatsby*!

ORIGINS

BABE IN ARMS

You Wouldn’t Hit Me, Would You...You’re the kind of Socialite who’s...not really supposed to be here. You’re innocence and purity make the bad guys laugh at the sight of you! However, it’s all a facade. You’re actually quite handy at helping others! Don’t get too close to the bad guys though, or they just might see past your guiltless appearance.

Health Modifier: Ranged attacks deal half-dmg while melee attacks deal *overflow* dmg to hero.

Attribute Proficiency: +2 Attractive (Applies to Skills)

Attribute Deficiency: -1 Muscles (Applies to Skills)

Skill Proficiencies: +3 Remedy

Skill Deficiency: -3 Survey, -2 Gizmo, -2 Disguise

Starting Weapon: 1 General Ranged, 1 General Melee

Blow-A-Kiss: 7/5/3 Healing (Above Average Reach)

Starting Ability:

WHY CAN’T WE BE FRIENDS?

When you use an ability card, you can draw an action card from anyone’s deck (GM included) and give the card to a fellow player (or yourself) to use during the round! Ultimate allows every player to each draw an additional action card for the round! (Cards taken from other decks should be returned after usage.)

GENERAL WEAPONS ARRAY

Name	Damage (C/M/H)	Distance Reach
<i>General Melee</i>		
Light Slap	3/1/2	Minimum Reach
Groin Kick	1/6/1 (Stunned)	Minimum Reach
<i>General Ranged</i>		
Syringe Gun	4/5/2 (Healing)	Below Avg Reach
A Hefty Pistol	6/2/2	Avg Reach

SOCIALITE DEFAULT TRAITS

Primary Attributes	Attractive, Clever
Starting Health	6C/8M/7H
Upper Hand	5
Movement Class	Average
Revive Threshold	1 Heart

OLD SPORT

Look here, old sport; You’re a big shot from where you’re hailing from. The people would sing your name as you glided right past them, the wine was never empty, and no one would dare attempt argue with you! Although, they would dare try to rob you, as you’re not very good at getting away!

• Below Average Movement Class

Health Modifier: None

Attribute Proficiency: +2 Clever (Applies to Skills)

Attribute Deficiency: -2 Handy (Applies to Skills)

Skill Proficiencies: +3 Fame, +2 Flatter, +1 Perform

Skill Deficiency: -2 Nimble, -1 Vigor

Starting Weapon: 1 General Ranged

A Sack of Nickels: 5/2/4 Dmg (Minimum Reach)

Starting Ability:

YOU SMOTHER ME, DARLING

When you use an ability card, for every face card in your current hand (defaults to 1 if you have none), you may heal a teammate for 3/3/3 *Overflow* healing! Ultimate allows you to instead discard a card from the GM’s hand! Can mix and match in this case (heal for one, steal for another). Face cards are not discarded upon activation of this ability.



SOCIALITE ABILITIES:

LET GO OF ME!

Babe at Arms; Requires +5 Perform

When activated, you let out a guttural scream in a below average radius, *stunning* enemies. Ultimate allows for enemies to be pushed back minimum distance.

LEMME' MAKE IT UP TO YOU

Old Sport; Requires +7 Flatter

If an enemy is at minimum distance, you can send few bucks their way, causing them to ignore you for the round. Ultimate allows you to *hypnotize* them.

KEEP THE CHANGE...

Requires +6 Fame

Upon activation, you may draw three action cards from your deck and choose one to give to another player. Ultimate allows you to give every card to a player.

EVERYBODY WANTS SOMETHING

Passive; Requires +5 Wits

You may freely share your action cards with other players during rounds. Your reserves are also limitless. (See Page 20 for Reserves definition)

RIGHT BACK AT YA!

Passive; Requires +6 Trick

If an enemy attacks you, the first defense action used against it deflects the damage back towards them. This includes ultimate attacks. Only works once per round.

A BEAM OF HOPE

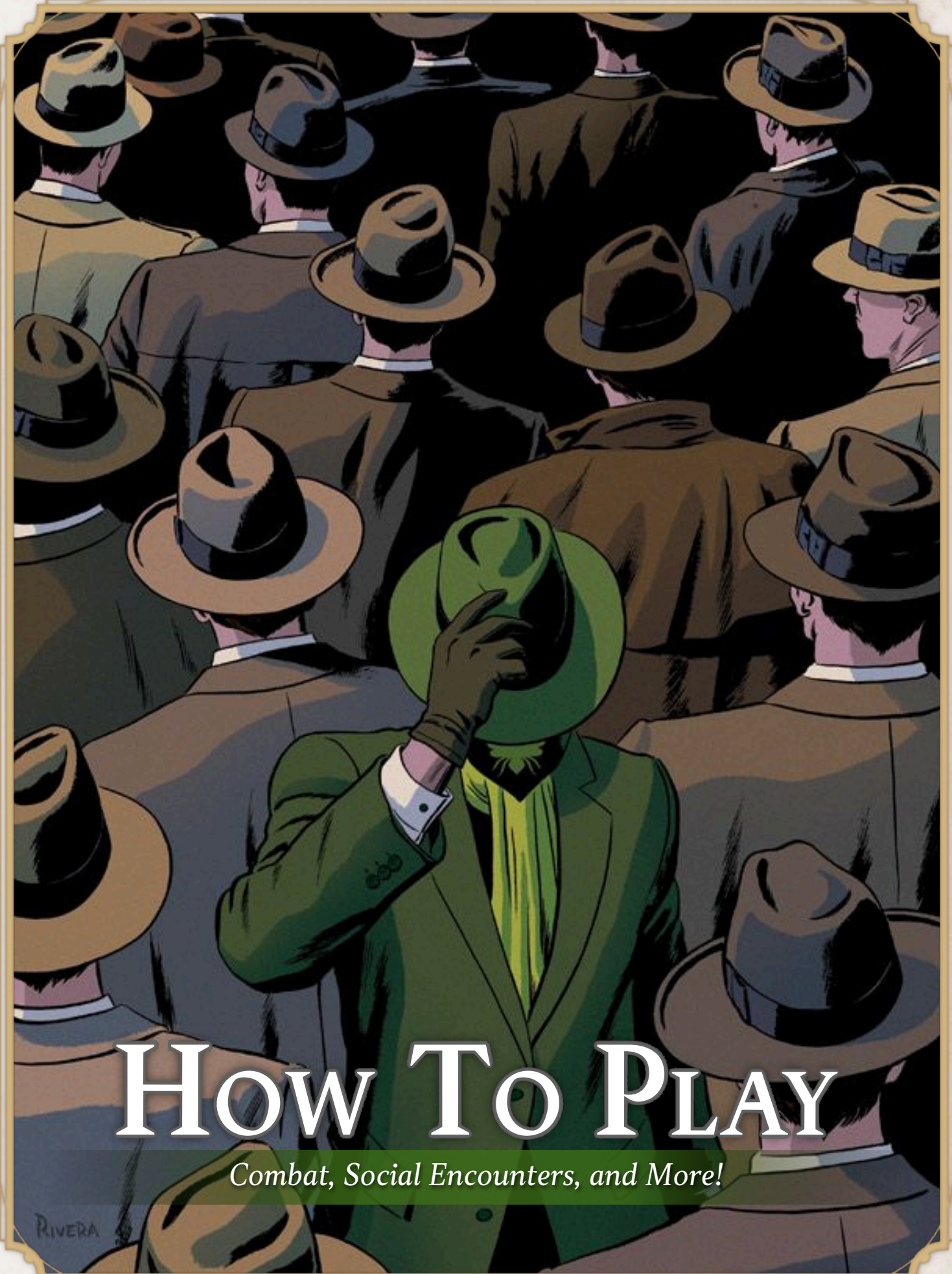
Babe at Arms; Requires +8 Flatter

Upon activation, players within a below average radius from you receive an additional +2 to upper hand. Ultimate allows for players to receive 4/4/4 healing. Effect lasts for one two rounds. Cannot stack.

I'VE GOT IT UNDER CONTROL

Passive; Old Sport; Requires +10 Fame

Once per combat encounter, you can discard your entire hand to cause the GM to lose a turn. Allowing other players to make moves unopposed.



How To Play

Combat, Social Encounters, and More!

RIVERA

COMBAT

COMBAT IN *HEROES & EXTREMISTS* IS THE main “meat” of the gameplay. This is due to Pulp Heroism and the pulp-adventure genre as a whole revolving around spectacle fights and larger-than-life heroes socking facists or extremists in the jaw while ontop of a exploding zeppelin or something. It’s one of the main reasons why the cheaply-printed comic books were so appealing when they were released, and this game attempts to capture that similar cinematic experience!

THE CARD DECK

In order to perform any kind of combat (or core mechanic) in *Heroes & Extremists*, every player (and the GM) must have their own deck of standard playing cards. This card deck can be custom-made, cheaply bought, or borrowed even (if you can’t afford a card deck somehow), as long as the standard card suits are on the cards. The numbers and faces on the cards will be less important compared to the suits, but they will relate to some abilities the players may acquire, so be sure to have a deck that has them as well. The deck will be used by both the players and the GM to dictate what actions they can perform during a combat phase, how they can manipulate the cards at play, and measures the degrees of success for either social encounters, environmental effects, and skill checks.

BEGINNING COMBAT (UPPER HAND)

When starting a combat phase, players will draw an amount of cards dependent on their hero’s “upper hand” modifier. The upper hand is very similar to an “initiative” modifier where it dictates the initial phase of a combat encounter and can even decide whether or not a player or the enemy will win. In *Heroes & Extremists*, however, it works differently where instead of it just deciding who goes first during combat, it also dictates what kind of actions a player can perform per round.

The upper hand modifier is determined by which hero class the player chooses. It can increase and decrease during combat as some enemies or players may have abilities that can change it. Upper hand also decides who goes first based on the first card players draw for every round in combat. Whoever’s card has the highest numerical value goes first and this card can still be used as an action during the round! Face cards are valued at 10, but can outrank other face cards (King > Queen > Jack). Ace outranks both numerical and face cards. After the first player has gone, the second highest goes and so on until everyone has gone. A tie in value results in both players drawing a card until one outranks the other.

PERFORMING ACTIONS (CARD SUITS)

After drawing cards based on their hero’s upper hand modifier, players will then have the opportunity to perform actions during the combat phase. These actions are dependent on what card suits are in the player’s current hand for the round. Each suit represents a different action: **Attack**, **Movement**, **Abilities**, and **Defense**. These actions collectively form what are called, **Action Cards**. Players and GM have **two** turns per round, which they may use to either use an action card or to reshuffle their hand.

(See Page 23 for *Shuffling Cards*)

ROUNDS

Every combat encounter has rounds. The rounds are defined by when every player and the GM has taken their turn. When a new round starts, every player and GM redraws their upper hand and that represents their actions for the round. Rounds end when the encounter is over.

ACTION CARDS

Action cards dictate how a combat encounter will play out by having players use the actions in their hand as a means to turn the tide of the battle. Action cards are to be placed **openly** for all other players to see, including the GM. The same rules apply for the GM as the players will always know what the enemies actions are during the round as well.

The four action cards and their corresponding card suits are listed below:

ATTACK CARD (HEARTS) ♥

The attack card represents the main source of damage output for combat encounters. When a player draws a card with a suit of hearts ♥ on it, they have the option during the round to attack an enemy of their choice with one of the weapons they have. Each weapon does have a “reach” rule which represents how close an enemy has to be in order for a player to use the weapon. Attacking is straightforward and simple: if you attack an enemy, they take damage based on your weapon’s damage output, and vice versa. However, the weapons and health systems will gradually change based off their tiers. **Note** - The damage a player deals or is dealt only effects the tier their health and weapon is currently on and does not pass over to the other tier.

HEALTH AND WEAPON TIERS

An important aspect of taking or throwing out damage while using attack cards is the health/weapon tier system at play. As you may have noticed, each weapon and health stat is divided into three different tiers of stats, appearing like “x/x/x” along with “C/M/H”. These represent the different tiers of health or damage a character or weapon has. The “C/M/H” is used to distinguish the different tiers, representing “Critical, Medium, and High” health or damage.

How it works is that depending on what tier of health a player or enemy is at, the attacker’s damage output is different. For example, if an enemy with a weapon damage of “1/3/4” used an attack card on my slugger of “10C/8M/6H” health, I would take, “0/0/4H” damage, leaving my slugger’s health at “10C/8M/2H”. When a player or enemy’s health tier drops to zero, they move to the lower tier for their health, and so does the damage output. **Note - Damage leftover from an attack does not effect the next tier if the current tier is zero. The remaining damage is negated when the current tier is dropped to zero after an oncoming attack.** In the case that an enemy with a weapon damage of “1/3/4” attacks my slugger of “10C/8M/0H” health, they deal “0/3M/0” damage, leaving my slugger at “10C/5M/0H” health. When a player’s “C” tier is dropped to zero, they are in a *Down But Not Out!* state and cannot perform any actions until they meet their revive threshold or a fellow player revives them.

MOVEMENT CARD (DIAMONDS) ♦

The movement card represents the player and enemy’s ability to move around the space during a combat encounter. When a player or enemy draws a card with a suit of diamonds ♦ on it during a round, they can move based on their movement class.

MOVEMENT & DISTANCE CLASS

The movement and distance system of *Heroes & Extremists* attempts to be a simple measurement of distance for players to easily understand and it not hold back the cinematic experience of combat. The movement and distance system is divided into five different tiers of classes: **Minimum – Below Average – Average – Above Average – and Maximum.**

Below, is a general scope of reference for the distance of each class:

DISTANCE CLASS EXAMPLES

Movement Classes	How Far Can I Move?
Minimum	The length of a human (5ft)
Below Average	The length of a car (10 – 15ft)
Average	The length of a bus (30 – 40ft)
Above Average	The length of a house (50 – 100ft)
Maximum	The length of a football field (No Bounds)

ABILITY CARD (SPADES) ♠

The ability card represents the player’s opportunity to use an ability from their hero class. This may involve dealing some form of damage to the enemy, sharing cards with other players, stealing cards, and many more! The instructions are straightforward: when a player or enemy draws a card with a suit of spades ♠, they can use it by reading their activated ability and performing the action it states. That’s all there is to it!

DEFENSE CARD (CLUBS) ♣

The defense card is the “blanket” of combat. It allows for players and enemies to have the opportunity (outside of a few other methods) to decrease the damage they may receive during an attack. Like the ability card, the defense card is pretty straightforward: if a player or an enemy draws a card with a suit of clubs ♣, they can use the card to **half** (rounding down) the amount of damage they would take from an oncoming attack.

ULTIMATE ACTIONS

Ultimate actions or “Ultimates” refer to when a player has two of the same suit in their current hand. Using these cards together as one action provides an improved version of the original action. **Important - Performing an ultimate action only counts as one turn.** Here is a chart on how each action card is affected by an ultimate:

ULTIMATE ACTIONS

Action Cards	Ultimate Version
Attack Card ♥	Does <i>Overflow</i> Damage
Movement Card ♦	Movement Class Moves To <i>Maximum</i>
Ability Card ♠	Read Ability’s Ultimate Section
Defense Card ♣	Negates Incoming Attack Entirely

MISC. COMBAT MECHANICS

DISCARDING & RESERVING CARDS

At the end of every round, all players and the GM must discard their played actions cards. However, if a player has action cards they did not use, they can reserve a number of them based off their upper hand divided in half (rounded up). **Ex.** If I had 3 cards I did not use and my upper hand is 3, I could save 2 of them for later.

OVERFLOW & HEALING

Overflow is a form of damage (or healing) that effects **all** tiers of health. For example, if an enemy with a weapon damage of “1/3/4” used an ultimate attack card on my slugger of “10C/8M/6H” health, I would take, “1C/3M/4H” damage, leaving my slugger’s health at “9C/5M/2H”. Healing a player with a weapon or ability is exactly like attacking them, except you now **add** health based on the health and weapon tiers.

SOCIAL ENCOUNTERS & OTHER MECHANICS

HEROES & EXTREMISTS PRIMARILY FOCUSES ON the cinematic experience of combat, but there is more to this world than just fighting! The world of pulp is a canvas and the GM and the players are the brush! Here are a few rules and guides as to how to interact with this part of the game!

SKILL CHECKS

The largest mechanic that will dictate how players interact with the world outside of socking people in the jaw is through skill checks. These skills are dependent on the skills and their modifiers players establish through the C.H.A.M.P. system when creating a hero.

How skill checks will work is that when players are traveling through central hubs or non-hostile environments such as the streets of a city to the deserts of an alien world, they may have opportunities to interact with the world space in some way. (See **page 6** for skill check examples.) Upon doing so, the GM will ask them to meet a “difficulty threshold” which the player must meet by drawing cards equal to the modifier of the skill that is being checked (such as vigor or wits). If they met the threshold, they succeed the check; if they don’t, then it’s a failure.

DIFFICULTY THRESHOLD (DT)

When players attempt to perform a skill check, the DT decides how difficult the skill check will be. The GM is ultimately the decider or how tough or easy a skill check should be for the player, but it’s recommended (since the point of this game is to not bog players down) the GM gives a bit of leeway for players during skill checks by checking their discard pile and seeing which suits they have a better chance of drawing.

Below is a table that roughly gives corresponding difficulty thresholds for types of skill checks:

DIFFICULTY THRESHOLD EXAMPLES

Scenario	Skill Check	Difficulty Threshold
Skip a Pebble	Nimble	None (Effortless)
Jump On A Crate	Brawn	Draw A Red Card (Easy)
Read NPC’s Emotions	Instinct	Draw A Club (Tough)
Tame A Wild Animal	Essence	Draw A Suit Pair (Hard)
Deceive A Mob Boss	Trick	Draw A Pair (Unlikely)

SOCIAL ENCOUNTERS

Social encounters in *Heroes & Extremists* will be done through either exploration, roleplaying, or skill checks. As mentioned before, skill checks will be the largest factor when interacting with the worldspace, but players may also have opportunities to explore new locations or roleplay with NPCs as a means to acquire a quest or help with the current one!

EXPLORATION

Outside of combat, players will have the opportunity to explore different locations that relate to the pulp setting or genre the party is in at the moment. Each setting and location is separated and divided into what are called, “Quadrants”. These quadrants were created by C.A.G.E. as a means to divide the people into their genres and limit interaction or unity among one another. Crossing into different quadrants can be challenging as they are guarded by C.A.G.E. enemies 24/7, but if a quest involves moving to different quadrants as a means to interact with the different types of pulp genres, then there can be means of traversing to other quadrants, like a crack in a quadrants wall, a secret portal to a specific quadrant, or really any other idea the GM can think of.

Traveling is not meant to be robust mechanic in this game, so if a party decides to travel to different locations in a quadrant, there is no mechanic such as “Players can travel x amount of miles per hour” or something, just allow the players to easily travel around. The only case when a party’s traveling should be stopped is when the GM wants to throw a surprise encounter or scripted event in for fun or for the story.

ROLEPLAYING

Roleplaying is quite straightforward for *Heroes & Extremists*; if a player wishes to interact with an NPC such as a civilian or even a potential enemy, they may do so by either acting out the scene with themselves and the GM. They may also simply ask to perform a skill check that bears an outcome they desire such as wanting to coerce a villager to spill the beans or convincing a mob boss to lay down their arms. Both can be used together if the GM wishes to do so. Skills that would be best used for roleplaying include: **Disguise, Flatter, Perform, Trick, and Wits.**

ADDITIONAL MECHANICS

COMBAT-RELATED MECHANICS

DOWN BUT NOT OUT!

The health state, *Down But Not Out!* represents when a player is knocked out or KO'D during a fight. When they are in this state, they must reshuffle their card deck and attempt to meet their hero's "revive threshold". Upon being revived, the player's health is restored back to its default amount and they may continue fighting during combat. Players cannot "die" in *Heroes & Extremists*.

REVIVE THRESHOLD

The revive threshold represents the number of card suits a player has to draw from their deck in order to be revived. Every round for the rest of the combat encounter, the downed player must perform a **vigor** skill check and for every heart suit they draw, they add to the revive threshold's amount until they meet the required amount. Players can help other downed players meet this amount by sacrificing an attack card which counts as a single heart for the revive threshold.

Ex. If I was a socialite and was KO'D during combat, I would reshuffle my card deck and begin performing a vigor skill check once every round. My vigor is at two, so I can draw two cards per skill check. If I draw a single heart card, I am revived. If my teammate gives me one attack card, I could be revived through that as well.

RECOVERING HEALTH

When a combat encounter ends, all of the party's health is restored to their original value (downed players are revived as well).

SHUFFLING CARDS

A large aspect of using playing cards as a core mechanic is the "decreasing odds for every draw" and how it can effect the odds of skill checks or combat encounters. Shuffling in *Heroes & Extremists* is done at the players will; if they choose to hold onto their deck after a skill check or a combat encounter, they may do so. The GM, however, must always reshuffle their deck after a combat encounter, since the next encounter will have different enemies. If player uses a turn to reshuffle their current hand, they must discard all of their cards besides their reserves. They may then draw up to their maximum upper hand count. They cannot have more than their upper hand unless through an ability.

"LOSE" STATE

Players cannot "die" in *Heroes & Extremists*, but they can technically "lose". If every player is KO'D and in a *Down But Not Out!* state, they have as many rounds equal to the player with the highest revive threshold value (5 hearts = 5 rounds). If none of the players manage to be revived before the end of the final round, the players lose the combat encounter. Players would then restart the encounter or the story beat.

IMPAIRMENTS

STUNNED/CHARMED

Lasts 1 Round; Unless Ability Says Otherwise.

Player or enemy target must discard one of their action cards for their turn.

HYPNOTIZED

Lasts 1 Round; Unless Ability Says Otherwise

Attacker may take an action from target's hand and force the target to use it how they want. (Force them to attack another enemy, move towards a cliff, etc.)

POISONED

Lasts 2 Rounds; Unless Ability Says Otherwise

Target's upper hand is decreased by 1 and they can't perform ultimate actions. Players can remove it by performing a (Tough) vigor check.

ENVIRONMENTAL EFFECTS

FIRE

Lasts 2 Rounds;

Target takes 2 damage to their current health tier for every unsuccessful (Easy) remedy skill check. Other players can extinguish it by sacrificing an attack card.

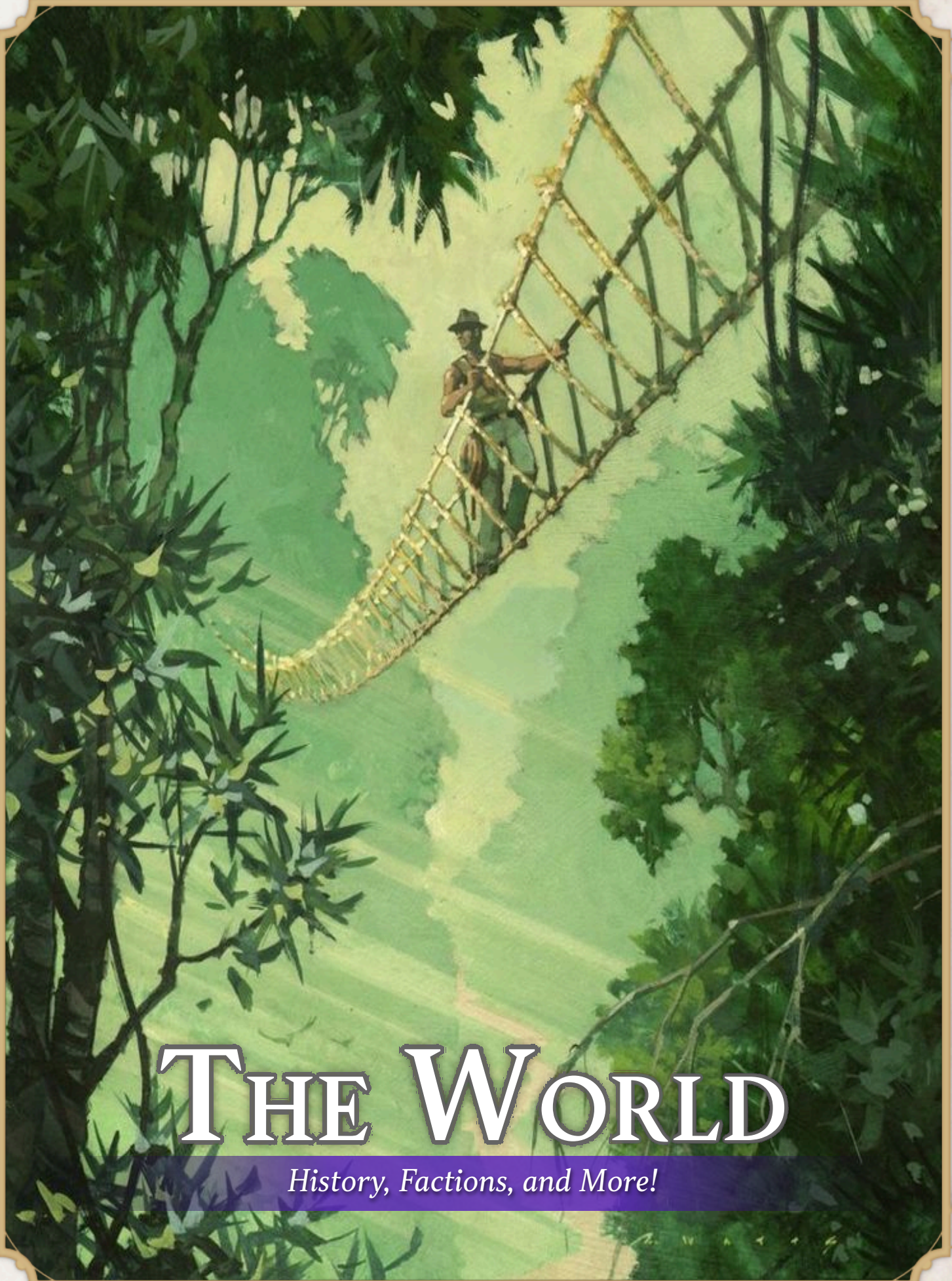
FALLING

Target draws cards based on the height of the fall (Minimal = 0, Below Average = 1, Average = 2, Above Average = 3, Maximum = KO'D). The number on the card(s) represents the amount of damage taken (face cards = 10, Ace = 1). Damage can carry over to other tiers. Players can save themselves from falling if their movement class is equal to or above the height by using a movement card to save themselves. If a player is KO'D from a maximum fall, they are teleported back to the main fighting area in a *Down But Not Out!* state.

DIFFICULT TERRAIN

Mud, Rocky Terrain, Quicksand, Marsh, etc.

Target's movement class is decreased by one tier (cannot go below minimum). Target remains in this state until they exit the difficult terrain. Difficult Terrain can be measured using the distance class system as well. (**Ex.** "How large is the mud?"; "About Average Tier; You'll need Above Average to avoid it or move twice to get through it")



CREDIT URL

THE WORLD

History, Factions, and More!

HISTORY & FACTIONS

EVERYTHING THAT CAN AND WILL HAPPEN IN *Heroes & Extremists* takes place in the imaginary world of Pulpea! Below is some history and information regarding the culture and factions of this planet and how our heroes fit in!

HISTORY

THE PAST

In the beginning, Pulpea was an imaginary world that served as a shining representation of the 1930s boom of pulp heroes. How did Pulpea form? Why are different countries different types of pulp genres? The world doesn't know. Some think it was divine intervention, like a divine being who created all of this wanted it that way for some unknown reason. Others just think, "that's the way the cookie crumbles".

Pulpea was divided into 3 separate countries upon formation. One of the countries, Arroyo, is divided into two different settings: Overlord City representing the Noir themes, and the other, Horizon, representing the early "Pre-WWII" settings in more rural locations like jungles, open fields, or small towns. The second country, Xurow, represents the "Weird Sci-Fi" genre, mostly consisting of deserts and high-technology cities. The third country, Kubord, is untamed, representing the "Sword and Sorcery" genres of pulp, but little know what happens there.

ARRIVAL OF THE CHAMPIONS

Early on, conflict began in Pulpea. Gangsters of Overlord City began fighting against the autocrats of Horizon. Xurow began attempting to colonize Kubord, and Kubord fought back. However, when evil rises, good rises to stop it, which is when the Champions, a new faction, rose to power to combat the conflict of the countries. The first champion, the Matriarch, formed the Champions and led them against the conflicts for years to come. When the dust settled, the Champions were victorious, choosing to become the guardians of Pulpea, watching over them, protecting them from themselves. The Champions then created the Superintendent, a cosmic stronghold for the Champions to call home and for the Matriarch to watch the people from afar. For many years, there was peace...

However, it didn't last...

THE RISE OF C.A.G.E.

Some years down the line, a Champion, Odon, defected from the Champions, disagreeing with the Matriarch's methods of protecting the people. He took a few of his followers with him who all had connections within each of the three countries. In time, they all began to form an alliance or a confederacy for that matter. This organization would soon be known as "The Confederacy of Autocrats, Gangsters, and Extremists", or C.A.G.E. for short. Odon, the leader, wished to control the countries by separating them from each other, creating rivalry and economic gain from people who wished to travel to different countries. Before they could do this, however, a faction had to go: The Champions.

THE GREAT DECIMATION

In order to rise to power, C.A.G.E began recruiting the rest of the smaller oppressed factions from each country who were tired of the Champions trying to keep the peace and enforce rules upon them. Due to this, C.A.G.E. soon had a large pool of power and resources they could direct towards their target: The Champions. The Champions, worried for the people's safety, attempted to make treaties and agreements with C.A.G.E., but Odon turned them all down, likely due to his resentment with the Matriarch. Soon after, C.A.G.E. began covertly taking out Champion members stationed all over the globe, even causing some to defect. The Champions soon found out about this event and began war with C.A.G.E. Initially, the Champions were making progress at stopping C.A.G.E., but they began losing more Champions than they could recruit. At some point, the Champions cared less about stopping C.A.G.E. and more about surviving, as the war became a butchering, because Odon wanted every Champion dead. This event later became known as the "Great Decimation". The Matriarch and her bodyguard, Stu, were all that remained of the Champions and fled to the Superintendent, never to be heard from again...

THE PRESENT

Years later, C.A.G.E. rules Pulpea with an iron fist. They've separated the countries into what are called "quadrants". The people of Pulpea, the "Genres", must have high-connections to travel to other countries, and are all oppressed by the local governments of C.A.G.E. The Champions have become a myth to the people. Pulpea needs a hero. Pulpea needs you.

IMPORTANT PEOPLE

THE MATRIARCH

OVERVIEW

The Matriarch serves as the primary leader of the faction, “The Champions”. In years past, she would lead the champions against conflict, manage relations between the three countries, and serve diplomatically to the people in their time of need. The Matriarch is a symbol and the face of the champions, a faction dedicated to helping those who can’t help themselves. By this definition, they benefit all people in Pulpea. The Matriarch is important as the champions have fallen from their power in the more recent years due to the rise of C.A.G.E. and the decimation of the champions, therefore, her survival is key to providing survivors the courage to take down their enemies in these desperate times.

HISTORY

The Matriarch is the leader of the champions because she was the very first champion to be chosen to become more than she was before. Originally, the countries of Pulpea were at war with each other. Overlord City and Horizon fought against each other over Arroyo as Xurow attempted to colonize Kubord. The Matriarch was but a simple peasant named Olivia living in Xurow at the time, wishing for more from her life. Upon performing an act of bravery by sacrificing her life for another in battle, she was bestowed the power of a champion and given a message from higher powers to bring peace to the land. From that day forward, Olivia used these new powers to take back the land of Pulpea and bring peace to the factions at play. The more goodness she spread, the more people became champions as well. They would put down their previous lives and follow her into battle. When all was over, a new faction, the champions, stood victorious over the lawless conflicts of Pulpea. From that day forward, Olivia would be known as “The Matriarch” and watch over the people of Pulpea for years to come.

MOTIVATIONS

The Matriarch’s primary purpose in life has always been to accomplish what the higher powers gave her through her powers and through the message, which is to bring “peace to the land”. The Matriarch feels she must do this as it’s been so many years since she went by the name “Olivia”. This life is all she has now. The Matriarch’s methods of achieving peace have good intentions, but can be controversial. For instance, the superintendent that she and the other champions built can monitor EVERY human being in Pulpea. This kind of power is a lot to be given to just one person who could exploit it at any point ever. The Matriarch’s dark secret is that she yearns to live a normal life again, a life simple and free of the many responsibilities she now has.

ODON

OVERVIEW

Odon serves as the primary leader of the Confederation of Autocrats, Gangsters, and Extremists, or C.A.G.E. for short. He rules Pulpea with an iron fist, keeping the people separated and in line while the rulers profit from their suffering. He is the founder of C.A.G.E. and has ruled the confederation for multiple decades now. He was one of the very first champions to defect from the Matriarch and caused what was known as the “Great Decimation”.

HISTORY

Similarly to the Matriarch, Odon was born and raised in Xurow as a child. He came years after the arrival of the champions and managed to live in a time of peace and prosperity. However, the peace wasn’t all-consuming as the champions were becoming stretched too thin as Pulpea continued to grow. This is where Odon came in and joined Xurow’s local security force that was monitored by a champion. Here, Odon was chosen through an act of vengeance after losing his lifelong friend to a low-life autocrat. Upon joining the champions, Odon felt he could make an actual difference with these newfound powers he had acquired. However, he felt the champions weren’t efficiently stopping conflict as fast as having governments that had their security forces to quell issues. This on top of his disagreements with the Matriarch and her methods of using the superintendent to monitor the people, Odon secretly defected from the champions, taking a handful of followers who idolized him as well. From there, he began slowly but surely forming C.A.G.E. and would soon begin wiping out the champions. After the great decimation, Odon stood victorious with Pulpea in his grasp and began sectioning parts of each country to divide and conquer the weak.

MOTIVATIONS

Odon wishes to see a world that is entirely free of conflict and is nothing but control. He wants this because he felt, even as a champion, he couldn’t bring the peace that he wanted for Pulpea and instead wanted to take the matter into his own hands. Fortunately, the indomitable human spirit has stopped Odon from total control as small factions all around Pulpea rise to resist the tyranny of C.A.G.E. To crush these resistances, Odon must find the source of inspiration, the champions.

LOCATIONS



ARROYO

Genre: Noir, “Pre-WWII”

Residing Factions: Gangsters, Autocrats

Important Locations: Overlord City, Horizon

Environments: Plains, Cityscapes, Jungles, Forests,
Small Towns

Arroyo serves as the main setting for *Heroes & Extremists* as most pulp media takes place in a noir or “Pre-WWII” setting where fascists and gangsters run amok. The gangsters and fascists here are led by mob bosses who serve C.A.G.E. and players can expect to be fighting autocrats in rural areas of Horizon or running from gangsters in a car chase all across Overlord City!



XUROW

Genre: “Weird Sci-Fi”

Residing Factions: Extremists

Important Locations: Capital City (C.A.G.E.
Headquarters)

Environments: Deserts, Dunes, High-Technology Cities

Xurow serves as the “Weird Sci-Fi” setting where weird stories can unfold like meeting strange life, riding spacecrafts, or attempting to foil some of C.A.G.E.’s plans at the capital city. Xurow is mainly led by the extremists of the land who sought to control the people’s way of life, but there can be smaller factions such as lawless aliens or whatever the GM can think of.



KUBORD

Genre: “Sword and Sorcery”

Residing Factions: Extremists

Important Locations: Unknown

Environments: Deserts, Plains, Jungles, Tundras

Kubord is a rather unknown country. It’s people are primitive, still living in villages, growing crops, and worshipping strange deities. C.A.G.E. works in mysterious ways here, as the leaders of this country are less well known and work behind the curtains. Expect cult-like extremists that worship some kind of animal or something.

FACTIONS



THE CHAMPIONS

Background: The Champions began as the original “heroes” of the three worlds. They served as protectors who would be stationed at different planets and locations to keep the peace, but also to show kindness and compassion to those in need.

Societal Role: The Champions serve as guardians over the three countries. They’re not necessarily the police or leaders, but more like a church that is very involved with their neighbors.

Organization: The Champions are not born as one, they’re chosen. No one exactly knows how it happens as it is random when it does. There are speculations, however, that a Champion is chosen when a person performs an act of selflessness, compassion, or bravery. It is not always the case, as some are chosen out of vengeance or even fate.

Members: The Matriarch, Stu, and the players.



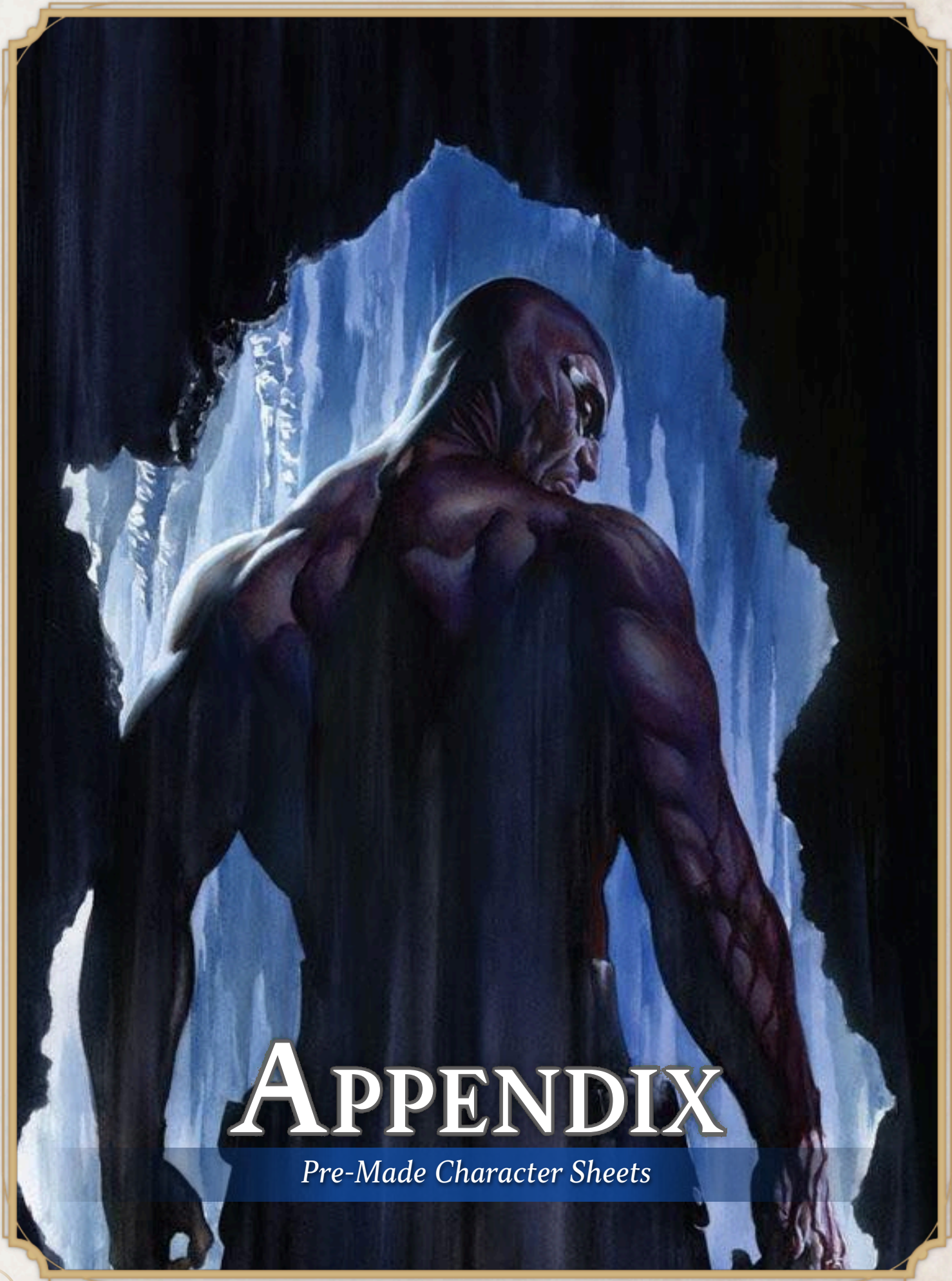
C.A.G.E.

Background: Originally, C.A.G.E. was just one man. Odon, who was a Champion originally, defected from the Champions after disagreeing with the Matriarch's methods of protecting the people, taking a group of fellow Champions with him who also felt similarly. Fortunately, they all had connections with groups of people on every planet from the streets of Overlord City to the deserts of Xurow. In little time, they collectively formed what was called the "Confederation of Autocrats, Gangsters, and Extremists", or C.A.G.E. for short. Odon then ordered C.A.G.E. to begin annihilating any Champions who refused to join the cause in what would be known as the Great Decimation.

Societal Role: C.A.G.E. primarily serves as a law enforcement/government for the people of the planets. A stark contrast to that of what the Champions wanted from the world. They keep the genres of people in separate quadrants to divide them and make them view others as different people from them.

Organization: By the time the players arrive in the world, C.A.G.E. serves mainly as a faction like the Empire in *Star Wars* where they manage and control the planets with an iron fist. However, they also just serve as a government and a system that the people are forced to follow. Some like it, some, not so much.

Members: Odon, The Gangsters, The Autocrats, and the Extremists. Collectively form about 20 million or more members of C.A.G.E.



CREDIT URL

APPENDIX

Pre-Made Character Sheets

Map Of Pulpea



WORLD MAP OF PULPEA

TRAXIA

Traxia is a huge megalopolis city found deep within the deserts of the Xuronian Plateaus. It is said that “If a man started at the border of Xurow and walked to Traxia, by the time their water supply is out and the last of their saliva is dried up, they would only be halfway there.” Traxia serves as the capital city as it was one of the first cities founded when Pulpea came into shape and Xuronians began roaming and colonizing their lands. Surprisingly, Traxia wasn't the very first city formed; the city of Twicken was Xurow's very first city, founded by Xuronian nomads who had reached their destination of finding a water source in the Xuronian Plateaus. However, Twicken was a “dead-on-arrival” city when they decided that a small oasis would provide for a growing city, which is when a Xuronian boy, Trax, decided to find a new home for his people. After finding pools of water at the top of plateaus, Traxia was born.

CONVERGENCY

Convergency is a medium to smaller sized city placed directly on the borders of Xurow, Kubord, and Arroyo. Convergency serves as a tri-country city that essentially acts as a means for the people of Pulpea to access other countries. Convergency is unlike the many other cities in their respective countries as it is a mix of every civilization in Pulpea, culturally and architecturally. The city, as intended, isn't divided into sections as to where each genre lives; most of the buildings are combinations of all three countries. Was formed a few years after the Rise of Champions and their liberation of Pulpea. Convergency is an area of neutrality. Any attempts to commit crimes that disturb the peace will result in an automatic detainment by Convergency security, overseen by Tangent, the AI overseer of the city.

ENEMY SAMPLES

GANGSTER GOON (TIER 1)

Gangster, C.A.G.E. affiliated

Default Health 3/5/4
Movement Class Below Average
Upper Hand 1

WEAPONS

Fists. 1/3/2 Damage (Minimum Reach)

Tommy Gun. 4/5/2 Damage (Below Average Reach)

ABILITIES

Rattle 'em!

If a player is within below average distance, a goon can use an ability card to strafe the area with his mighty Tommy Gun! Players affected by the strafe lose a reserved card. Ultimate allows for the player's upper hand to decrease by 1 for the next round!

GANGSTER GOON (TIER 2)

Gangster, C.A.G.E. affiliated

Default Health 5/8/6
Movement Class Average
Upper Hand 2

WEAPONS

Fists. 3/5/4 Damage (Minimum Reach)

Tommy Gun. 5/7/4 Damage (Average Reach)

ABILITIES

Rattle 'em!

If a player is within below average distance, a goon can use an ability card to strafe the area with his mighty Tommy Gun! Players affected by the strafe lose a reserved card. Ultimate allows for the player's upper hand to decrease by 1 for the next round!

GANGSTER GOON (TIER 3)

Gangster, C.A.G.E. affiliated

Default Health 8/11/7
Movement Class Average
Upper Hand 3

WEAPONS

Fists. 4/6/5 Damage (Minimum Reach)

Tommy Gun. 7/9/7 Damage (Above Average Reach)

ABILITIES

Rattle 'em!

If a player is within below average distance, a goon can use an ability card to strafe the area with his mighty Tommy Gun! Players affected by the strafe lose a reserved card. Ultimate allows for the player's upper hand to decrease by 1 for the next round!

A Wiseguy, Aye?

If a player is within minimum distance, a goon can use an ability card to knock the stars out of a player's eye! Player receives a *stunned* effect and 4/6/5 damage. Ultimate allows for player to lose their turn for the next round (including the damage taken).

AUTOCRAT GOON (TIER 1)

Autocrats, C.A.G.E. affiliated

Default Health 6/4/2
Movement Class Minimum
Upper Hand 2

WEAPONS

Baton. 4/4/3 Damage (Minimum Reach)

Rifle. 2/4/2 Damage (Average Reach)

ABILITIES

A New World

If activated, goon can draw two cards and give one of them to another enemy (if within below average distance) or themselves. Other card is discarded. Ultimate allows for goon to give or keep both cards.

AUTOCRAT GOON (TIER 2)

Autocrats, C.A.G.E. affiliated

Default Health 6/5/4
Movement Class Below Average
Upper Hand 3

WEAPONS

Baton. 6/4/6 Damage (Minimum Reach)

Rifle. 3/6/3 Damage (Average Reach)

ABILITIES

A New World

If activated, goon can draw two cards and give one of them to another enemy (if within below average distance) or themselves. Other card is discarded. Ultimate allows for goon to give or keep both cards drawn.

Together, We Stand Strong!

If a fellow goon is within minimum distance, a goon may use an ability card to draw 1 + (number of goons near them) cards for their turn. Ultimate allows for goon to receive +1 upper hand for next round. **Ability can only be used once per round.**

AUTOCRAT GOON (TIER 3)

Autocrats, C.A.G.E. affiliated

Default Health 7/8/6
Movement Class Below Average
Upper Hand 4

WEAPONS

Baton. 8/5/7 Damage (Minimum Reach)

Rifle. 4/8/5 Damage (Average Reach)

ABILITIES

A New World

If activated, goon can draw two cards and give one of them to another enemy (if within below average distance) or themselves. Other card is discarded. Ultimate allows for goon to give or keep both cards drawn.

Together, We Stand Strong!

If a fellow goon is within minimum distance, a goon may use an ability card to draw 1 + (number of goons near them) cards for their turn. Ultimate allows for goon to receive +1 upper hand for next round. **Ability can only be used once per round.**

An Ace Up Our Sleeve (Passive)

Number of cards that can be reserved is increased by 2.

EXTREMIST GOON (TIER 1)

Extremists, C.A.G.E. affiliated

Default Health 7/8/4
Movement Class Average
Upper Hand 1

WEAPONS

Sword (Or Space Sword) 6/2/4 Damage (Minimum Reach)

Bow(Or Space Gun) 3/5/4 Damage (Average Reach)

ABILITIES

We Rise!

If activated, goon may take the first card from the GM's discard deck and use it for their turn. Ultimate allows for the goon to choose one from any of the player's discard piles. (If there is not a discard pile, draw from the deck instead)

EXTREMIST GOON (TIER 2)

Extremists, C.A.G.E. affiliated

Default Health 9/11/6
Movement Class Average
Upper Hand 3

WEAPONS

Sword (Or Space Sword) 8/5/6 Damage (Minimum Reach)

Bow(Or Space Gun) 5/7/6 Damage (Above Average Reach)

ABILITIES

We Rise!

If activated, goon may take the top card on the GM's discard deck and use it for their turn. Ultimate allows for the goon to choose two cards from any of the player's discard piles. (If there is not a discard pile, draw from the deck instead)

Snake's Bite

If a player is within below average distance, a goon can use an ability card to apply *poison* to them! Ultimate allows for the poison to last 3 rounds. This ability cannot be stacked.

EXTREMIST GOON (TIER 3)

Extremists, C.A.G.E. affiliated

Default Health 12/15/9
Movement Class Above Average
Upper Hand 5

WEAPONS

Sword (Or Space Sword) 10/7/9 Damage (Minimum Reach)

Bow(Or Space Gun) 7/11/9 Damage (Above Average Reach)

ABILITIES

We Rise!

If activated, goon may take the top card on the GM's discard deck and use it for their turn. Ultimate allows for the goon to choose two cards from any of the player's discard piles. (If there is not a discard pile, draw from the deck instead)

Snake's Bite

If a player is within below average distance, a goon can use an ability card to apply *poison* to them! Ultimate allows for the poison to last 3 rounds. This ability cannot be stacked.

The Power Within (Passive)

When this goon is attacked, if they use a defense card against it, they steal the player's attack card and can use it for their turn. Can only use once per round.

Heroes & Extremists

Origin

Class

Hero's Name

Your Name

CL-

Clever

HD-

Handy

AT-

Attractive

MU-

Muscles

PR-

Paranormal

Skills

Brawn (MU)
Disguise (HD)
Essence (PR)
Fame (AT)
Flatter (AT)
Gizmo (HD)
Instinct (PR)
Nimble (MU)
Perform (AT)
Remedy (PR)
Survey (CL)
Trick (CL)
Vehicle (HD)
Vigor (MU)
Wits (CL)

Upper Hand/Movement Class

Weapons & Gadgets

Health

"Down But Not Out!"

"Need A Doctor..."

"Just A Scratch!"

"Fit As A Fiddle!"



You are down.
Revive
Threshold:

of Hearts
Drawn



C

M

H



Bag-O-Desire

Abilities

Adventure Points

Heroes & Extremists

Whip And Whits!

Origin

Sluggor

Class

Alabama Joe

Hero's Name

Your Name

CL-

Clever

4

HD-

Handy

2

AT-

Attractive

1

MU-

Muscles

5

PR-

Paranormal

3

Skills

5	Brawn (MU)
1	Disguise (HD)
3	Essence (PR)
1	Fame (AT)
1	Flatter (AT)
2	Gizmo (HD)
3	Instinct (PR)
6	Nimble (MU)
1	Perform (AT)
3	Remedy (PR)
7	Survey (CL)
4	Trick (CL)
2	Vehicle (HD)
5	Vigor (MU)
6	Wits (CL)

Upper Hand/Movement Class

3

Average

Weapons & Gadgets

Whip: 1/2/5 Dmg
(Below Avg Reach)

Fists: 5/4/2 Dmg
(Minimum Reach)

Old Pistol: 5/3/2 Dmg
(Avg Reach)

Health

"Down But Not Out!"	"Need A Doctor..."	"Just A Scratch!"	"Fit As A Fiddle!"
 You are down. Revive Threshold: 5 Hearts # of Hearts Drawn _____	 10 _____ C	 8 _____ M	 6 _____ H 

Bag-O-Desire

Old Hat
Leather Jacket
Satchel
Torch
Compass

Abilities

Whiplash!

Adventure Points

0

Heroes & Extremists

More Than Just A Chauffeur
Origin

Gadget-Goo
Class

Krewton
Hero's Name

Your Name

CL-
Clever

2

HD-
Handy

5

AT-
Attractive

3

MU-
Muscles

3

PR-
Paranormal

2

Skills

3	Brawn (MU)
5	Disguise (HD)
2	Essence (PR)
3	Fame (AT)
3	Flatter (AT)
5	Gizmo (HD)
2	Instinct (PR)
5	Nimble (MU)
3	Perform (AT)
2	Remedy (PR)
2	Survey (CL)
2	Trick (CL)
8	Vehicle (HD)
3	Vigor (MU)
2	Wits (CL)

Upper Hand/Movement Class

4

Below Avg

Weapons & Gadgets

Kung-Fu Kick: 7/5/6 Dmg
(Below Avg Reach)

Throw Enemy: 3/2/4 Dmg
(Minimum Reach)

Pool Cue: 3/3/8 Dmg
(Minimum Reach)

Health

"Down But Not Out!"	"Need A Doctor..."	"Just A Scratch!"	"Fit As A Fiddle!"
 You are down. Revive Threshold: 3 Hearts # of Hearts Drawn	 4 C	 7 M	 5 H 

Bag-O-Desire

Nice Hat
Mask
Black Suit
Keys to someone else's car

Abilities

Step On It!

Adventure Points

0

Heroes & Extremists

Armed And Treacherous
Origin

Spectre
Class

The Silhouette

Hero's Name

Your Name

CL-
Clever

3

HD-
Handy

4

AT-
Attractive

2

MU-
Muscles

3

PR-
Paranormal

7

Skills

3	Brawn (MU)
4	Disguise (HD)
7	Essence (PR)
2	Fame (AT)
1	Flatter (AT)
4	Gizmo (HD)
7	Instinct (PR)
3	Nimble (MU)
1	Perform (AT)
7	Remedy (PR)
3	Survey (CL)
5	Trick (CL)
4	Vehicle (HD)
3	Vigor (MU)
3	Wits (CL)

Upper Hand/Movement Class

5

Below Avg

Weapons & Gadgets

Dual-Wielded
Pistols: 6/6/6 Dmg
(Above Avg Reach)

Fists: 5/7/6 Dmg
(Minimum Reach)

A Big Spear: 9/9/0
Dmg
(Below Avg Reach)

Health

"Down But Not Out!"	"Need A Doctor..."	"Just A Scratch!"	"Fit As A Fiddle!"
You are down. Revive Threshold: 4 Hearts	2	3	6
# of Hearts Drawn	C	M	H

Bag-O-Desire

Red Scarf
A big nose
Black Hat
Black Trenchcoat
Sadness

Abilities

I Put Spell On You

Adventure Points

0

Heroes & Extremists

Old Sport
Origin

Socialite
Class

The Okay Cat's Bee
Hero's Name

Your Name

CL-
Clever

6

HD-
Handy

1

AT-
Attractive

5

MU-
Muscles

3

PR-
Paranormal

2

Skills

3	Brawn (MU)
1	Disguise (HD)
2	Essence (PR)
8	Fame (AT)
7	Flatter (AT)
1	Gizmo (HD)
2	Instinct (PR)
1	Nimble (MU)
6	Perform (AT)
2	Remedy (PR)
6	Survey (CL)
6	Trick (CL)
1	Vehicle (HD)
2	Vigor (MU)
6	Wits (CL)

Upper Hand/Movement Class

5

Average

Weapons & Gadgets

*A Sack of Nickels: 5/2/4
Dmg
(Minimum Reach)*

*Syringe Gun: 4/5/2
Healing
(Below Avg Reach)*

Health

"Down But Not Out!"	"Need A Doctor..."	"Just A Scratch!"	"Fit As A Fiddle!"
 You are down. Revive Threshold: 1 Heart # of Hearts Drawn	 6 C	 8 M	 7 H 

Bag-O-Desire

*Nice outfit
Pomade
Cane
Hopes and dreams
of a better
tomorrow*

Abilities

You Smother Me, Darling

Adventure Points

0



CREATE PULP HEROES



9TH ANNIVERSARY

HOMEBREWERY.NATURALCRIT.COM

A companion to the *Heroes & Extremists* TTRPG.