

# RAIDERS OF THE UNKNOWN

## Build a Hero

**1) Pick a Vocation:** War weary soldier of fortune, streetwise ne'er-do-well, incorrigible street urchin, globe hopping archeologist, cynical gumshoe or whatever you like. You receive +2 on all stunts and checks related to your vocation.

**2) Choose your weapons:** Select 5 dice worth of weapons:

Weapons	Dmg	#Atk	Notes
Machete/Spear/Bullwhip	1	1	Bullwhip snag atk
Pistol/Revolver	2	2	Dual wield
Rifle	3	1	Long rng attacks
Shotgun	3	1	+2 atk close rng
Tommy Gun/B.A.R.	4	1	Sweeping fire
Dynamite/Grenades	4	1	30' Area effect

**3) Determine Hit Points (HP):** Heroes (and foes) get 1d6+2 hit points per level/HD. *Optional:* Reroll hit points at the beginning of each fight.

**4) Determine Move Rate (MV):** Base MV = 10 + Level, less 1 for each item the hero carries. Pistol = ½ item; 100 coins/gems = 1 item. Max MV is 12.

**5) Calculate Armor Class (AC):** Pulp heroes can't wear armor, so they need to keep a step ahead of the bad guys to stay alive. AC = 10 + MV

**6) Give your hero a name and description:** Jerry "Jericho" Elko, two-fisted paleontologist, armed with two pistols and a machete: Jericho (HD 1, HP 5, MV 9, AC 19, #AT 3 w/ pistols (2D) or 1 w/ machete (1D))

## Fighting

**1) Determine Initiative:** Roll d20 + MV; highest score has initiative; others act in descending order.

**2) Attack Roll:** Roll 1d20 + Level or HD, plus any other applicable modifier. If the total equals or exceeds the target's AC, the attack hits. A d20 roll of '1' is a fumble; '20' is a critical hit (roll an extra damage die).

**3) Roll Damage:** Roll a d6 for each die of damage by weapon type, or HD for monstrous foes. Sum like numbers. The greatest sum is damage inflicted; subtract from hit points. Foes reduced to 0 or fewer HP are dead or incapacitated. PCs and important NPCs are captured by intelligent villains to be subjected to gloating and long-winded monologues. Monstrous foes eat defenseless incapacitated heroes.

**4) Weapon Mishap:** If the d20 attack roll is equal to or less than the weapon's damage dice, a mishap occurs. A '1' is a fumble; otherwise results in a weapon jam or empty clip. A full action is required to clear a jam or reload a weapon. Fumbles are more serious, determined by the GM.

**4) Bullwhips:** A special attack may be made to snag limbs, items or handy ledges. This is a called shot (-4 attack roll).

**5) Dual Wield Pistols:** Gives one extra attack (total of 3).

**6) Rifles:** Rifles can make long range attacks provided there's a clear view and an open field of fire (-2 attack roll).

**7) Shotgun:** Shotguns are only good at relatively short ranges (apx. 60'), but receive +2 on attack rolls.

**8) Tommy Gun/BAR:** If damage kills the initial target, excess damage may be applied to the next nearest target, provided no friends are in the way.

**9) Explosives:** Grenades/dynamite effect a 30' radius. Those in the area of effect may make a stunt roll for ½ damage (round down). If the attacker rolls a mishap, he has run out of explosives (multiple batches of explosives may be carried).

**10) Rest and Recuperation:** All damage is fully healed after each fight. Characters knocked to negative HP may require more time to recover (a related vocation could help here).

## Adventure

**1) Stunts:** Sneaking, climbing, swimming, outrunning giant rolling boulders, flying a plane, etc. Roll d20 + MV ≥ 20. If related to your vocation, add +2.

**2) Vocation Check:** Reading hieroglyphs, first aid, repair, reading an incantation or anything else non-physical relating to your vocation. Roll d20 + Level/HD +2 vocation bonus ≥ 15 for success.

**3) Saves:** Poison, curses and spells, fear and other non-physical threats. Roll 1d20 + Level/HD ≥ 10; GM may apply modifiers where appropriate. A roll of '1' always fails.

**4) Hazards:** Hazards inflict 1 die damage per level of the 'dungeon'. Most hazards allow a stunt or a save to avoid or mitigate damage.

**5) Foes:** Heroes will be fighting Nazis & Commies, cultists & cannibals, zombies & mummies, savage beasts & oversized ophidians, dinosaurs & giant arthropods and, if you want to get really crazy, space aliens and Cthulhuoid beings.

**6) Magic:** Magic is subtle, not flashy. Most pertains to rituals and incantations to raise (or lower) the dead or protect against various malevolent forces. Magic is usually in some ancient language and requires an appropriate vocation to read (see Vocation Check above). Magical amulets, medallions and trinkets, in the form of 'good luck' charms or tokens, are also possible.

## Experience

PCs start at level 1 with 0 XP. PCs require 2,000 XP times current level to advance to the next level. Defeating foes grants 100 XP per HD, divided between the party. PCs also gain 1 XP per dollar spent in any way that does not materially benefit their adventuring (i.e. training, charity, carousing or vulgar displays of wealth).

"Raiders of the Unknown" written by Ed Green. Inspired by Nicolas Dessaux's original "Searchers of the Unknown" and Simon J. Bull's "SotU Refired v3." "Dungeons & Dragons" is a Registered Trademark of Wizards of the Coast. No challenge or claim to this trademark is intended or implied. This is not-for-profit fan-work and is believed to reside within Fair Use.