

## How to read the Pulp Adventure Quiz

By Jeff A. Hatch

*Using the following guidelines you should be able to create the perfect character for both player and GM alike. I have used this method of creating characters for many years, it has been 95% successful with only one slight disappointment. The following are hints on how to read the quiz and create a character from it. Remember this quiz helps you and the player make a character who is really cool but also fits the framework of your campaign.*

### **Question One “Do you wish to have a hand in creating your history?”**

- D *If the answer is yes, you have to create a fairly versatile character who will fit into the history the player will create. You can specify some ideas but ultimately he (the player) wants to create most or all of the character’s history.*
- D *If the answer is no, you can write whatever fits into your game. The player has given you permission to assign an identity and background to his character.*

### **Question Two “Race?”**

- D *If it is American, choose one of your locals for his character, preferable close the action. If it is foreign (or beyond) choose some exotic locale where he could have received strange powers or fought lost tribes.*

### **Question Three “Do you have a name picked for your character?”**

- D *Assuming the name chosen is not “Steve”, go with it. If no name is chosen, create a cool one for him.*

### **Question 3a “Does he have a nick-name or secret I.D.?”**

- D *If the player chooses a cool nick-name or secret I.D. go with it. If the player does not choose a nick-name, assign a name which evokes the character’s quirks, or motif. “Leeky” for a guy who sweats, “Night Man” when he just happens to be the master of darkness.*

### **Question Four “Archetype?”**

- D *Now ee are on the road to finding out what kind of character to create. Cross reference these choices with the chooses below to find the perfect archetype.*
- D *If a player wants certain skills or abilities, the choice of Archetype should be one with the best access to these skills and abilities.*

### **Question Five “Additional Skills?”**

- D *Take a look at these skills and find which of his favorite archetypes match closest to his skills selection.*
- D *If a character wanted to fast and pretty, and his archetype choices are Spy or Cop, you would choose “spy” since it is known for its high REF and ALL plus you get access to wooning and connoisseur.*

### **Question Six “Powers: Check here is you wish to buy a mysterious power for your character—they are costly!”**

- D *This is so true. Even with new discounts for preferred powers, mysterious powers are not cheap. The lowest power without a discount is resistance or glamour, both have little in the way of selling power.*
- D *Choose the power first and then seek an Archetype which has this power as a preferred power.*

### **Question Seven: “Reaction towards Crime.”**

- D *This helps you choose the code of conduct for the character. Each choice represents a trait found in one of the Codes (in the main rulebook).*

### **Question Eight: “Abilities--Do you wish your character to be....”**

- D *These choices will help to decide on an Archetype and will give a good idea whether the character is to be more of a fighter or a lover.*

### **Question Nine: “Back Ground?”**

- D *This choice is mostly for story related fluff but certain Archetypes better facilitatre requests to be filthy rich.*

### **Question Ten: “Weapons (Check one or two of your favored type)”**

- D *A character’s choice of weapons really says a lot about him as a character. This also helps to determine which attributes to raise since certain weapons use certain ability scores.*
- D *If a character chose hand to hand weapons in addition fists and was the example above which wanted to be fast and pretty, he might just be a ninja (spy).*

### **Question Eleven: “Origin: (Check One)”**

- D *This choice helps to fluff out the character’s background and could determine archetype.*

- D Each of the choices brings to mind a certain kind of character, a Vengful Crimefighter, a Hardnose Cop, a unlucky palooka etc.

**Question Twelve: "Costuming (Check one)"**

- D This is one of my most dreaded questions. When I see that someone has checked "god forbid, normal", I think of old "Steve, Master of Disguises".
- D The costume type chosen can really stimulate the imagination for a character, imagine an the character above in his Dark Ninja robes stylized with his personal symbol.

**Pulp Adventure Character Quiz**

1. Do you wish to have a hand in creating your history? Yes  No

2. Race? American  Other

3. Do you have a name picked for your character? Yes  No   
 3a. Does he have a nick-name or secret I.D.? Yes  No   
 Yes  Steve Pack  
 Yes  Master of Disguises

4. Archetype: Please select a template for your character from the following list. (Indicate first and second choices)

Adventurer	Athlete	<u>2</u> Criminal	Daredevil	Dark Avenger
Doctor	Explorer	Inventor	Monster Fighter	Mystic
Performer	Police	Priest	Pugilist	Private Eye
Reporter	Sailor	Scholar	Soldier	Spy
Stage Magician	Tough Guy	Wild Man	Young Hero	

5. Additional Skills: (Check one or two)

Scientific	Medical	Esoteric	Clandestine	<input checked="" type="checkbox"/>
Criminal	Athletic	<input checked="" type="checkbox"/> Social	Transportation	
Detective	Professional	Combat		

6. Powers: Check here is you wish to buy a mysterious power for your character—they are costly!

Offensive	<input type="checkbox"/>
Defensive	<input type="checkbox"/>
Informational	<input type="checkbox"/>
Communicative	<input type="checkbox"/>

7. Reaction towards Crime: (Villains evil in general— Monsters are considered better off dead).

Stop the Crime  Run for cover   
 Save any innocent bystanders   
 Report the Crime to the authorities   
 Stop the criminals at all costs   
 Investigate later   
 Look for the angle   
 defend your self

8. Abilities--Do you wish your character to be.... (Pick two).

Strong  Smart  Brave  Good with Guns   
 Good Looking  Mentally Sound  Fast  Impressive

9. Back Ground: (Check one or two)

Orphan  Raised by another family member   
 Parents Separated  Middle Class   
 Parents alive and well  Rich   
 Well off  Poor   
 Other (please Specify) Hobo, who rides the trains

10. Weapons (Check one or two of your favored type)

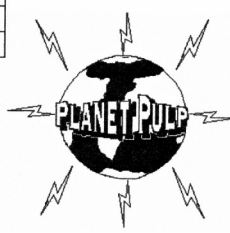
Fists  Hand to Hand Weapons  Explosives   
 Pistols  All Fire-arms  Exotic (specify)  Gadgets

11. Origin: (Check One)

Career Crime fighter  Trained from birth to battle evil   
 Out for Revenge  Driven by guilt or responsibility   
 Mysterious Origin  Involved in a strange experiment   
 Accidental involvement

12. Costuming (Check one)

Dark Avenger ( The Shadow or Darkman)   
 Rugged (Doc Savage/ Indiana Jones)   
 Armored ( Blade)   
 God Forbid...Normal (Sam Spade, Steve, The Movie; Punisher)



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