

# TINY D10: INDY

*Set shortly after the turn of the 20th century, Tiny d10: Indy is a pulpy, action-packed rule-set designed to put players in the shoes of gallant glory-seekers, globe-trotting adventurers, and unlikely heroes as they travel the world in search of fame, fortune, and intrigue. This supplemental rule-set was designed for use with the Tiny d10: Core Engine section II: game rules.*

## Nationalities (Races)

*A character's nationality, to some degree, determines his or her attitudes, aptitudes, and perceptions. The four nationalities in Indy represent some of the major players of the world stage during the '20s and '30s.*

**Americans** are charismatic, determined, and tenacious, Americans gain a +1 power point bonus and +1 to persuade.

**British** are charming, sophisticated, and sharp-as-a-tack, the British gain a bonus character ability and +1 to charm.

**Chinese** are thoughtful, wise, and swift of mind and body, the Chinese gain a +1 magic point bonus and +1 to acrobatics.

**Russians** are collected, strong, and calculating, Russians gain a +1 hit point bonus and +1 to intimidate.

## Professions (Classes)

*Professions represent only archetypes of occupations that existed during the turn of the century. Each profession begins with two starting profession abilities. After selecting a profession, players should choose one additional ability from the additional character abilities list.*

**Academics** are well-educated, well-read, and generally widely-respected. They are astute and scholarly, though sometimes absent-minded. Example professions include university professors, doctors, and scientists. Academics have a toughness of 5 (T5); use lightweight weapons only; use featherweight armor only; and gain +3 magic points. Academics begin with two class abilities:

*Arcane resilience* – all spells targeting you are challenge rolls; if you will the challenge, the spell has no effect.

*Touched by the arcane* – in your studies, you discovered an untapped well of ancient, hidden power. Through much effort, you gained the ability to use these arcane forces, and you begin with 2 spells.

**Explorers** come from all walks of life, getting by on their wits, brawn, good luck, and good looks. They are often heroic and compelling, though sometimes rash. Professions include pilots, guides, soldiers, and guns-for hire. Explorers have a toughness of 7 (T7); use heavyweight weapons & below; use heavyweight armor & below; and gain +2 hit points and +1 power point. Explorers begin with two class abilities:

*Brawl* – when engaged in hand-to-hand combat, deal an additional 1 damage per successful attack.

*Hard-boiled* – gain a +1 bonus when attempting to coerce, intimidate, or dissuade a person.

**Occultists** possess a deep, personal knowledge of the strange: paranormal events, global conspiracies, alien visitations, and more. Example professions include private investigators, occult practitioners, or just normal folk who were “touched” in some way or another by a strange and inexplicable event. Occultists have a toughness of 5 (T5); use medium-weight weapons & below; use medium-weight armor & below; and gain +2 magic points and +1 power point. Occultists begin with two class abilities:

*Psychic resilience* – all psychic abilities targeting you are challenge rolls; if you will the challenge, the ability has no effect.

*Touched by the strange* – you were exposed to the paranormal, and it has changed you forever. Your extrasensory perceptions are enhanced, and you begin with 1 psychic ability.

**Thieves**, like explorers, come from all walks of life, and have a wide variety of sometimes unsavory skills. They exist at all echelons of society, and can range from suave and debonair to hardened and formidable. Example professions include spies, pickpockets, and treasure hunters. Thieves have a toughness of 6 (T6); use medium-weight weapons & below; use lightweight armor only; and gain +1 hit point and +2 power points. Thieves begin with two class abilities:

*Instinct* – you gain +1 to all perception checks.

*Quick-draw* – you gain initiative in all combat scenarios, and +1 to reflex-based challenge rolls.

## Additional Character Abilities

In Tiny d10: Indy, there are no class or profession-specific abilities (beyond those with which characters start). Instead, any profession can learn any ability from the following list, again allowing more flexibility as characters grow.

*Battle lock* – anytime an opponent attempts to flee or leave your immediate area during melee combat, you gain an attack against it.

*Deceptive* – gain a +1 bonus when attempting to deceive or mislead a person.

*Distract* – free action; conduct an aspect challenge against a target; if you win, the target is distracted for one round, and suffers a -2 attack penalty.

*Dual-wield* – dual-wield handheld firearms and make two attack rolls during your combat turn (each attack suffers a -2 attack penalty).

*Egghead* – gain +2 intellect permanently, suffer -1 power.

*Enlightened* – permanently gain +1 intellect.

*Evade* – dodge a successful attack. Cost: 1 power point.

*Fast* – you become fast in speed, and may move 30-35 feet per movement sequence in combat.

*Feint* – if an attack fails, immediately attempt the attack again; the target suffers -1 toughness. Cost: 2 power points.

*Fists of fury* – during melee combat, forfeit your next move action to attack twice during your combat turn.

*Hard to kill* – once per combat encounter, if reduced to 0 HP, gain 2 HP.

*Hero's constitution* – permanently gain 2 hit points.

*Hero's spirit* – permanently gain 2 power points.

*Lie detector* – gain a +1 bonus when attempting to perceive a person's true motives or claims.

*Lucky* – re-roll any result of 1. Cost: 1 power point.

*Marksman* – gain a +1 attack bonus when attacking with a firearm or inflict +1 damage per successful attack with a firearm.

*Petty thief* – gain a +2 bonus to attempts to steal, conceal, or pilfer.

*Power-player* – permanent gain +1 power.

*Power strike* – increase the damage of your attack (must be declared prior to conducting the attack roll). Cost: 1 power point per point of damage increased.

*Quick-footed* – permanently gain +1 reflex.

*Smooth operator* – permanently gain +1 aspect.

*Street-runner* – when in urban areas, you automatically succeed escaping pursuers in a foot chase.

*Strong stomach* – you are unaffected by even excessive amounts of alcohol; if poisoned, you gain a +2 bonus to your save against it.

*Sweet-talk* – gain a +1 bonus when attempting to charm, flatter, or persuade a non-hostile person.

*Sworn enemy* – pick a group of people (nationality, ideology, allegiances, etc.) or monster type. This group or monster must roll one higher than your standard toughness to successfully strike you; additionally, you gain a +1 attack bonus against them.

*Two-fisted* – always roll two dice and keep the higher result.

*Well-connected* – you always know someone, somewhere, who can help you out in a pinch.

*Well-read* – gain two *know* skills.

## Arcane Spells & Psionic Abilities

In Tiny d10: Indy, magic is replaced by the twin forces of arcana and psionics, both of which still rely on the use of magic points to cast or invoke. The below lists comprise a basic collection of these spells and abilities.

### Arcane Spells

The arcane is a poorly understood realm that seemingly overlaps our own, and those with a knowledge of its existence may interact with it in a limited capacity using spells and incantations uncovered from dusty tomes and ancient manuscripts. Arcane spells are cast by academics and use the intellect bonus.

*Arcane shield* – summons a shield black as the night and glittering like the stars; grants +1 toughness for the duration of the combat encounter. Cost: 2 magic points.

*Domination* – gain full control over the target's mind; aspect challenge to succeed. Cost: 2 magic points.

*Invisibility* – become completely invisible for 1d10 x your level minutes, or until you attack a target or cast an additional spell. Cost: 1 magic point.

*Life-drain* – inflicts 1d2 + 1 damage, which you gain as temporary hit points; for the next 1d10 rounds, each point of additional damage the target suffers is also transferred to you. All temporary hit points are lost at the end of the combat encounter. Cost: 2 magic points.

*Orb strike* – inflicts 1 damage. A dense orb, black as the void and glittering like stars, strikes a nearby target with a sickening thud. Attack roll versus toughness. Cost: 1 magic point.

*Phantom dagger* – you declare your target by pointing a dagger at it, immediately inflicting 1 damage. On every following turn, the target must succeed an intellect challenge versus you. If it fails, it suffers 1 damage each time. If it succeeds, the spell is cancelled. Cost: 3 MP. Note: requires a physical dagger.

*Resurrection* – raise a recently fallen body, and restore to it its immortal soul (or as much of it as can be retrieved from the void at the center of all things). Cost: 6 magic points. Note: this can only be performed once per soul, and requires a ritual in order to be successful.

*Release the hound* – summons the *devil dog*, which can be commanded to stalk and attack one target, regardless its location. Cost: 3 magic points.

*Summon void elemental* – materializes the void elemental (T8; 9 HP; +1 power): a featureless, humanoid entity comprised of the same material as the shield and orb. The elemental will attack targets as directed by the summoner. Cost: 4 magic points.

*Teleportation* – teleport to any location within line of sight. Cost: 3 magic points.

## Psionic Abilities

Psionic powers, also known as extrasensory perception (ESP), enables those who possess them otherworldly abilities like levitation, speaking with spirits, telekinesis, and more. Some are born with these gifts, and others have them thrust upon them through contact with other dimensions and forces beyond our understanding. Psionic abilities are invoked by occultists, and use the aspect bonus.

*Astral healing* – restores 1d5 +2 hit points. Cost: 2 magic points.

*Clairvoyance* – reveals the location of all living entities within a 100-foot radius. Cost: Successful aspect check 8 (or 1 magic point).

*Hypnosis* – influence the thoughts and actions of your target; aspect challenge to succeed. If you succeed by 1-2, the target is highly suggestible, but will not do anything considered “out of character”; if you succeed by 3+, the target is susceptible to all commands (excepting self-harm). Cost: 1 magic point. Note: hypnosis may not be used in combat.

*Mental clarity* – enhanced focus that clears the mind and quiets the soul; gain +1 to all rolls and your successes yield better results for 1d10 x your level minutes. Cost: 1 magic point (2 magic points if cast on a nearby target).

*Psychic cloud* – interrupt the concentration of a target, clouding its mind with waves of disorienting psychic energy; target suffers -1 to all rolls, and failures yield worse results for 1d10 x your level minutes. Cost: 2 magic points.

*Pyrokinetic blast* – inflicts 1d5 + 1 damage; attack roll versus toughness. Cost: 2 magic points. Note: requires a source of fire to manipulate.

*Remote viewing* – see through the eyes of target whom you have previously seen with your own; aspect challenge to succeed. Cost: 1 magic points.

*Strange shock* – inflicts 1 damage per round for 1d10 rounds (or until the target succeeds your spell save). Notions of the strange invade a target’s mind (phantom voices, terrifying images, dread sensations) and threaten its sanity; the target is incapacitated while in this state of shock. Cost: 3 magic points.

*Telekinesis* – open doors, move objects, attack opponents (standard melee attack) within your range of sight. Cost: 1 magic point

*Telepathy* – communicate your thoughts into the mind(s) of a target(s) within eyesight. At the cost of 1 magic point, hear the active thoughts of a target.

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