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 of all stripes 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.*

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. They gain a +1 power point bonus and possess the *persuade* skill.

British are charming, sophisticated, and sharp-as-tacks. They gain an additional character ability and possess the *charm* skill.

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

Russians are collected, strong, and calculating. They gain a +1 hit point bonus and possess the *intimidate* skill.

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 character 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; start with 2 spells and cast arcane spells for their cost in magic points; may not use any other type of 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 character 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.

Investigators possess a deep, personal knowledge of the strange: paranormal events, global conspiracies, alien visitations, and more. Example professions include detectives, private investigators, occult practitioners, or just normal folk who were "touched" in some way or another by a strange and inexplicable event.

Investigators 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. Investigators begin with two character abilities:

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

Touched by the strange – you were exposed to the paranormal, and it has changed you forever; start with 1 spell and cast psionic spells for their cost in magic points; may not use any other type of spells.

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 character abilities:

Instinct – gain +1 to all perception checks.

Quick-draw – act first in all combat scenarios, and gain +1 to any reflex-based challenge rolls.

Additional Character Abilities

In *Indy*, there are no class or profession-specific abilities (except those with which characters start). Instead, characters of every profession can learn any ability from the following list.

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

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 (suffers a -2 penalty to all rolls) for one round.

Dual-wield – dual-wield small melee or ranged weapons, and make two attack rolls during your combat turn when wielding those weapons (each attack suffers a -1 attack penalty).

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

Enlightened – permanently gain +1 intellect.

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

Fast – become fast in speed and move up to 80 ft. per combat round.

Feint – if an attack fails, roll again; the target suffers -1 toughness on this roll. 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 <u>or</u> 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.

Additional Character Abilities (Cont.)

Power strike – increase the damage of your attack. 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 again 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 the world of *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** versus target. Cost: 2 magic points.

Arcane Spells (Cont.)

Invisibility – the target remains invisible for up to your level amount of hours, or until attacking. Cost: 2 magic points.

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 as temporary hit points (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 night and glittering like stars, strikes a nearby target with a sickening thud; attack roll versus toughness; range 100 ft. Cost: 1 magic point.

Phantom dagger – you declare a target by brandishing a dagger at it, immediately inflicting 1 damage; each combat turn, the target must succeed an **intellect challenge** or suffer 1 damage. Cost: 3 magic points.

Resurrection – restores to life any recently deceased entity, healing all wounds, diseases, or other conditions affecting its body at the time of its death. 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 **black dog** (*T6; 8 HP; +1 reflex, skills: hide, sneak*), which can be commanded to stalk and attack one target, regardless its location. Cost: 3 magic points.

Summon arcane elemental – summons an **arcane 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.

Teleport – range 200 ft. Cost: 2 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 realms and forces beyond our understanding. Psionic abilities are invoked by investigators, and use the aspect bonus.

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

Psionic Abilities (Cont.)

Clairvoyance – reveals the location of all living entities within a 100-foot radius. Cost: **T8 aspect check** or 1 magic point.

Hypnosis – influence the thoughts and actions of your target; **aspect challenge** versus target. 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 (except 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 a +1 bonus to all rolls; additionally, your successes yield better results (where possible, and at the GM's discretion); lasts for 1d5 hours. Cost: 2 magic point (3 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 a -1 penalty to all rolls; additionally, the target's failures yield worse results (where possible, and at the GM's discretion); lasts for your level amount of rounds. Cost: 1 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 – Notions of the strange invade a target's mind (phantom voices, terrifying images, dread sensations) and threaten its sanity; inflicts 1 damage per round for 1d10 rounds; **aspect save** versus caster's spell save (after first round) to end effects. 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.

This concludes **Tiny d10: Indy**. *This work is licensed under*