Roaring Rockets Quick-Starter

Roaring Rockets is a fast-moving retro/pulp science fiction role-playing game based on the pulp/golden era of science fiction (1890s-1950s).

The Genre

- Pulp stories were written over a hundred years ago, before the atom bomb and silicon revolution. They envisioned science fiction technology based on what they knew.
- The technology is similar to industrial revolution or steampunk technology.
- They have ray guns, but still fight with swords. Punching out bad guys works well, too.
- They have Faster-than-light travel but still use vacuum tubes. Their computers are mechanical devices that perform one specific computation. There is no artificial intelligence.
- The stories had an ideology that says you protect the innocent and arrest bad guys. Unnecessary killing will get you in trouble. Dumb monsters can be killed when they become dangerous.
- These stories were moral: nobody cursed. There was no sexual inuendo; if two characters kissed you knew they were about to get married.
- There are 8 hostile alien empires out there, and they are dangerous enough to unite the Earth.

Getting started

- Your new character can be an archetype, a stereotype, or a generic.
- An archetype is a pre-made starter character. All they need is a name.
- A generic Human is not restricted from gender-specific skills.
- A stereotype earthman can be really strong. It can be important in this two-fisted genre.
- A stereotype earth-womans looks are her superpower. Fainting is her kryptonite. This usually is not a problem during the game. Sleeping and fainted women get +1 looks. You can faint voluntarily.
- The pre-made archetypes are all stereotype earthmen & earth-women
- This game uses normal cube-shaped 6-sided dice (only). No weird dice.
- Skills and statistics are ranked 1 through 6. High numbers on your character sheet are good. Low die rolls are good.
- You want to leap between buildings to safety. Roll your strength or less to succeed.
- You want to science something. Roll your science skill or less.
- You want to punch a bad guy. Add relevant skills to your 'hit roll'. Subtract two dice from your hit roll. If what is left is higher than the dexterity of the target, you hit him. *Add, roll, subtract, and ask the game master if you hit.*