DREAM PARK

GAMEMASTER'S GUIDE

INTRODUCTION

Congratulations on your accreditation and licensing as a fully qualified Gamemaster! The directors of the International Fantasy Gaming Society have the highest confidence in your ability, and are sure that your adventures will do credit to the IFGS, and succeed with both professional gamers and the viewing audience.

As you know from your studies and apprenticeship, gamemastering and game design on the professional level is a gruelling and complex task. Recent developments in virtual and holographic technology have made game design more competitive than ever. The current generation of pro-gamers is demanding adventures of greater intricacy, detail, and difficulty with every passing year. The technological developments that have made possible the fine degrees of item, weapon, and non-player character definition that modern players and adventures require, have also made the gamemaster's chore that much harder. Every season, there is more data to be considered when designing game scenarios and mechanics.

In order to lift some of the burden from pro Gamemasters, the IFGS has comissioned this reference volume for use in game design and execution. Included are detailed files on weapons, armor, and vehicles through all of known history, and from various ancient and future fantasy settings. Files include item names, descriptions when neccessary, and all relevant data for implimentation in the game. When designing your game, merely select the items that match your scenario and setting, and enter the statistics into the game computer. The statistics are universal, and full interface with all IFGS/Dream Park systems is automatic.

The reference volume also contains detailed files on non-player characters and creatures for use in your scenarios. Included are capsule breakdowns on historical, fictional and mythological characters, creatures, and monsters from throughout history and around the world, as well as ones from generic future, contemporary, and ancient fantasy settings. As a bonus the volume also contains files on the most commonly occuring real and extinct animals in IFGS sanctioned games. The NPC and creature capsules contain all the data for creating a holographic, robotic, or actor-based likeness, as well as personality and behavior codes. Standard adaptable stat packages are part of each capsule, and all data is universal and will interface with any IFGS/Dream Park system in the world. Once you pick the characters, monsters, or animals you want to use and enter the data into your game program, you need supply only actors or robot blanks and the services of your park's makeup crew.

As an IFGS-sanctioned Gamemaster, you are part of an elite group of gaming professionals. With the aid of this information, we hope that you design scenarios that will bring credit to you and to this organization, and provide challenging entertainment for your players and viewers.

Good luck!

Arlan Meyers

Arlan Meyers, IFGS Judge

WEAPONS

SIMULATING WEAPONS IN DREAM PARK

There are a variety of ways to simulate and score weapons in Dream Park. The basic methods use a combination of weapon telemetry and SCAN NET™ data. Ranged and melee weapons work a little differently from each other.

Most melee weapons are simply replicas with padded or collapsible blades, heads, etc. Some, such as clubs, rocks, staffs, and most martial arts weapons, are weighted internally and wrapped with padding. Swords and knives often use a counterwieght and gyro system to simulate the weight and feel of a metal blade. All melee weapons have telemetry system that monitors weapon orientation and velocity, and interfaces with SCAN NET™. The game computer uses that data, along with the attacker's and defender's personal stats, to compute damage and location factors. Basic sensor and telemetry systems can be incorporated into any number of weapon types.

Projectile weapon simulations work differently based on the weapon. Simple projectiles are padded replicas with on-board telemetry. Guns are usually plastic replicas built over four or five standard frames, with sensors and telemetry to monitor position, motion, and shots. In some, gyros, weights, and Dream Time™ virtual effects or holography simulate firing. Other guns fire actual blanks. Bows are trickier to reproduce. Even collapsible, foam-tipped arrows can be dangerous at close range. To preserve the feel, Dream Park bows fire a padded projectile with extremely weak force. To simulate range, holography takes over as soon as the arrow leaves the bowstring, camouflaging the dummy, and replacing it with a streaking holographic representation. Scoring is done by computer. Future weapons and explosions are the easiest simulations, since almost everything can be done holographically.

WEAPON LISTS

The following weapon lists show *Dream Park* statistics for a multitude of weapons. As such each weapon's cost in Game Points is for that specific weapon; not a modified standard weapon from the *Dream Park* lists. These weapons may then be modified further using the weapon modification rules from *Dream Park* if the Gamemaster so allows.

Melee Weapons: Weapons such as clubs, rocks, knives, and swords, which are meant to be used in hand-to-hand combat at no range.

Ranged Weapons: All weapons that act over a distance, from thrown rocks, to bows, to handguns, to battleship and starship guns.

Enchantment: Weapons can be enchanted by a god or wizard, and gain either one damage class or, for ranged weapons, a +1 bonus to Accuracy. Enchanted weapons can not be bought, but they can be obtained in the course of an adventure.

WEAPON STATS: DAM, RAN, ACC, ROF, SHO, COST, SPECS

Abbreviations are shown in parentheses. Accuracy (**ACC**) is an optional stat, and need not be used.

Damage (DAM): The damage class of the weapon, not including strength bonuses. Damage classes are abbreviated by the letters in parentheses. Very Light (**VL**): 1-2 wounds, Light (**L**): 1-4 wounds, Serious (**S**): 1-6 wounds, Critical (**C**): 3-8 wounds, Deadly (**D**): 5-10 wounds, Very Deadly (**VD**): 7-12 wounds, Extremely Deadly (**ED**): 12-17 wounds, Super Deadly (**SD**): 15-20 wounds, Cosmic (**COS**): 19-24 wounds

Range (RAN): The range over which the weapon is effective. Abbreviations are shown in parentheses. Hand (H): 1 game scale inch, Close (C): 12 inches, Medium (M): 24 inches, Long (L): 48 inches, Extreme (E): 72 inches, Blast (BL): 12 inches, Beam (BM): 48 inches, Beam to Extreme Range (BE): 72 inches. See the *Dream Park* rulebook, pg.76 for range modifiers, and pg.83 for Blast and Beam description.

Accuracy (ACC): An optional number that can be used to modify attack rolls. Ranged weapons are rated from -2 to +2.

Rate Of Fire (ROF): How many times per turn the weapon can be wielded or fired.

Shots (SHO): How many rounds a projectile weapon can fire between reloads. For bows, the number is the amount of arrows in the quiver, for heavy weapons, the number of bursts/shots/attacks in the basic load, and for firearms, the number of shots in one magazine or load.

Cost (COST): The cost in character points to buy the weapon.

Specifications (SPECS): Special notes on a weapon. Used only when necessary.

SAMPLE LISTING

Weapons are listed in columns. Stats, listed in order, are **DAM, RAN, ACC, ROF, SHO,** and **COST.**
Example:

	DAM	RAN	ACC	ROF	SHO	COST
Colt Python .357 Magnum Revolver	D	M	-1	3	6	8

The Python is a Heavy Revolver. Damage (**DAM**) is deadly (D). It's effective range (**RAN**) is medium (M). Its accuracy (**ACC**) loses one point (-1) because of the severe kick. The rate of fire (**ROF**) is 3 times per turn. One reload is 6 shots (**SHO**). It costs (**COS**) 8 character points.

WEAPONS CATALOG
ANCIENT RANGED WEAPONS

This category ranges from the earliest rocks and sticks hurled back and forth by our shaggy ancestors to tribal weapons such as thrown spears, boomerangs, blowpipes, and early bows.

AMERICAN

	DAM	RAN	ACC	ROF	SHO	COST
Inuit Harpoon	D	C	-2	1	1	8
Native American Bow	S	M	-0	2	12	6
Native American Tomahawk	L	C	-1	1	1	4
South American Blowpipe	VL	M	+1	1	10	6

SPECS: Poisoned. Mild poison costs 1 point; Strong costs 3 points.

AFRICAN/MIDDLE EASTERN

	DAM	RAN	ACC	ROF	SHO	COST
Central African 3 Blade Throwing Knife	L	C	-0	1	1	5
Kenyan Strong Bow	D	M	+2	2	12	8
Egyptian Long Bow	D	L	+1	2	12	8

ASIAN

	DAM	RAN	ACC	ROF	SHO	COST
Chinese Han Dynasty Crossbow	S	M	-1	2	10	6
Turkish/Mongol Recurve Bow	D	L	+1	2	12	8
Japanese *Maru-ki* Short Bow	S	M	+2	2	12	7

EUROPEAN

	DAM	RAN	ACC	ROF	SHO	COST
European Mercenary Crossbow	S	M	+0	2	10	6
European Short Bow	S	M	+1	2	12	7

"Best damn holograms in the world. Most expensive too. The sword sensor knows whether it intersects part of the projection, and signals the computer The snake's a computer-animated projection, so—" He looked down at Acacia's sword tip waving an inch from his nose.

She said, "Listen, S.J., maybe you get your kicks from analyzing dreams, but I want to play—"

—Dream Park

GENERAL/WORLDWIDE

	DAM	RAN	ACC	ROF	SHO	COST
Regular Knife	VL	C	-2	1	1	1
Throwing Knife	VL	C	+1	1	1	3
Throwing Axe	L	C	+0	1	1	4
Javelin (Throwing Spear)	S	M	+2	1	1	6

PACIFIC ISLAND

	DAM	RAN	ACC	ROF	SHO	COST
Australian Aboriginal Boomerang	VL	C	+2	1	1	3
Malaysian Tribal Blowpipe	VL	M	+1	1	10	6

SPECS: Poisoned. Mild poison costs 1 point; Strong costs 3 points.

PREHISTORIC WORLDWIDE

	DAM	RAN	ACC	ROF	SHO	COST
Prehistoric Bow	S	M	-2	2	12	5
Thrown Rock	VL	C	-1	2	-	-
Sling and Rock	VL	M	-1	2	10	2
Thrown Stick	VL	C	-2	-	-	-
Spear	S	C	-1	1	1	6
Light spear w/ atl-atl	S	M	-1	1	1	7

HEAVY WEAPONS

	DAM	RAN	ACC	ROF	SHO	COST
Greek Mounted Crossbow	D	L	+1	1	20	10
Roman Onager Siege Catapult (Small)	D	L	-2	1	20	9
Roman Javelin Ballista	VD	E	-0	1	20	13
"Greek Fire" Catapult	VD	L	-2	1	20	13

SPECS: Incendiary. Often shipmounted.

ANCIENT MELEE WEAPONS

Ancient melee weapons range from the same rocks and sticks as above — used as clubs rather than projectiles — to primitive stone and obsidian knives and thrusting spears, up to sophisticated iron and bronze swords, pikes, maces, and knives.

AFRICAN AND MIDDLE EASTERN

	DAM	RAN	ACC	ROF	SHO	COST
Babylonian Bronze Sword	L	H	-	2	-	3
Egyptian Flint Dagger	VL	H	-	2	-	1
Egyptian Copper Sword	L	H	-	2	-	3
Egyptian Hammered Copper Spear	C	H	-	1	-	5
Masai Spear	S	H	-	1	-	4
Moroccan *Flyssa* Sword	L	H	-	2	-	3
Saharan *Takouba* Dagger	VL	H	-	2	-	2
Saracen/Arabian *Shamshir* Saber	D	H	-	2	-	5
Saracen/Arabian Dagger	VL	H	-	2	-	2
Saracen/Arabian Bronze Pike	C	H	-	1	-	5

AMERICAN

	DAM	RAN	ACC	ROF	SHO	COST
Aztec Sacrificial Dagger	L	H	-	2	-	2
Inuit Ivory Dagger	L	H	-	2	-	2
Inuit Whalebone Club	VL	H	-	2	-	1
Native American Pipe-Axe	L	H	-	2	-	3

ASIAN

	DAM	RAN	ACC	ROF	SHO	COST
Chinese Double Edged Iron Sword	L	H	-	2	-	3
Chinese Great Sword	D	H	-	2	-	6

	DAM	RAN	ACC	ROF	SHO	COST
Chinese Weighted Chain	L	H	-	2	-	2
Indian Bronze Sword	L	H	-	2	-	3
Japanese *Tachi* Sword	C	H	-	2	-	5
Japanese *Nodachi* Great Sword	D	H	-	2	-	6
Japanese *Ken* Staight Sword	L	H	-	2	-	3
Japanese *Yari* Narrow Spear	S	H	-	1	-	5
Japanese *Aikuchi* Dagger	VL	H	-	2	-	2
Indian *Katar* Punch Dagger	S	H	-	2	-	4
Korean Bronze Sword	L	H	-	2	-	3
Mongol *Quaddal* Straight Sword	S	H	-	2	-	4
Mongol *Kindjal* Dagger	L	H	-	2	-	2
Persian Bronze Saber	D	H	-	2	-	5
Persian Bronze Spear	S	H	-	1	-	5
Persian *Pesh Kabz* Stabbing Dagger	VL	H	-	2	-	1
S.E. Asian *Parang Pandit* Blunt Sword	L	H	-	2	-	3
S.E. Asian *Campilan* Long Sword	S	H	-	2	-	4
S.E. Asian *Biliong* Short Axe	C	H	-	2	-	6

JAPANESE MARTIAL ARTS WEAPONS

	DAM	RAN	ACC	ROF	SHO	COST
Blowgun	VL	M	+2	1	10	7
SPECS: Poisoned. Mild poison costs 1 point; Strong costs 3 points.						
Bo Staff	L	H	-	2	-	4
Boken Wooden Sword	S	H	-	2	-	5
Busento Broadhead Spear	C	H	-	1	-	7
Gunsen War Fan	VL	H	-	2	-	2
Jitte/Sai Swordcatcher	L	H	-	2	-	4
SPECS: Can be used to parry, catch, and break swords.						
Kusarigama	S	H	-	2	-	6
SPECS: Axe and chain. Can be used to parry and catch swords, staffs, etc.						
Kwaiken Women's Dagger	VL	H	-	2	-	1
Naginata Women's Broadhead Spear	C	H	-	1	-	6
Shuriken (One blade)	VL	C	-0	3	12	2
SPECS: Poisoned. Mild poison costs 1 point; Strong costs 3 points. Often, but not necessarily, round or star shaped.						
Three Section Staff	L	H	-	2	-	5
SPECS: Can be used to parry and catch swords, staffs, etc.						
Tonfa (One)	L	H	-	2	-	3
SPECS: Can be used to parry blunt weapons only.						

EUROPEAN

	DAM	RAN	ACC	ROF	SHO	COST
Anglo Saxon Falchion Short Broadsword	D	H	-	2	-	5
Anglo Saxon Quarterstaff	S	H	-	2	-	4
Celtic Iron Sword	S	H	-	2	-	4
Crusades Cruciform Broadsword	D	H	-	2	-	5
Gaulish Iron Sword	L	H	-	2	-	3
Greek Mycenean Bronze Sword	L	H	-	2	-	3
Medieval Hand and a Half Bastard Sword	D	H	-	2	-	6
Medieval Two Handed Sword	VD	H	-	2	-	8
Medieval Thrusting Sword	S	H	-	2	-	4
Medieval Baselard Dagger	L	H	-	2	-	2
Medieval Mace	S	H	-	2	-	3
Medieval Flail	L	H	-	2	-	2
Medieval Morning Star	S	H	-	2	-	3
Roman Iron *Gladius* Short Sword	L	H	-	2	-	3
Roman *Pugio* Dagger	VL	H	-	2	-	1
Roman Bronze *Pilum* Javelin	S	H	-	1	-	5
Viking Double-edged Sword	D	H	-	2	-	5
Viking Axe	D	H	-	2	-	6
Early Wooden Jousting Lance	L	H	-	1	-	4
Whip	L	H	-	2	-	1

PACIFIC ISLAND

	DAM	RAN	ACC	ROF	SHO	COST
Malaysian *Kris*	L	H	-	2	-	2
Malay *Parang Ihlang* Headhunter Sword	C	H	-	2	-	5
Barong Borad Machete	L	H	-	2	-	2

PREHISTORIC/WORLDWIDE

	DAM	RAN	ACC	ROF	SHO	COST
Rock	L	H	-	1	-	1
Prehistoric Thrusting Spear	S	H	-	1	-	3

HEAVY WEAPONS

	DAM	RAN	ACC	ROF	SHO	COST
Battering Ram	VD	H	-	1	-	14

HISTORICAL RANGED WEAPONS

As with armor, the improvement of weapons was largely due to the discovery and perfection of steel alloys. Another factor in the Historical period was the discovery of gunpowder, followed by more powerful explosives. Firearms and artillery were invented. Many areas, such as the Pacific Islands and much of Africa, are still Ancient in culture. In America, the Wild West is born. All Ancient weapons are still available.

AMERICAN

	DAM	RAN	ACC	ROF	SHO	COST
1840 .36 Allen 6 Barrel Pepperbox Pistol	S	M	-1	3	6	5
1843 .54 Smoothbore Percussion Pistol	S	C	-2	1	1	4
1860 .41 2 Barrel Derringer	S	C	-2	2	2	5
1873 Colt Peacemaker .45 Revolver	D	M	+1	3	6	8
Revolutionary War .70 Flintlock Rifle	C	L	-2	1	1	7
Civil War Confederate .58 Rifled Carbine	C	L	-0	1	1	8
Civil War Union .69 Percussion Musket	C	L	-1	1	1	7
2 Barrel 10 Guage Stagecoach Shotgun	D	BL	+1	2	2	10
SPECS: Firing both barrels at once is Very Deadly damage, +1 ACC.						
Springfield 1873 .45-70 Cavalry Carbine	D	L	+1	1	1	9
Winchester 1873 .44-40 Lever Rifle	VD	L	+2	3	15	10

AFRICAN/MIDDLE EASTERN

	DAM	RAN	ACC	ROF	SHO	COST
North African Moorish Flintlock Musket	C	L	-0	1	1	7
Zulu Javelin	S	C	+1	1	1	6

ASIAN

	DAM	RAN	ACC	ROF	SHO	COST
Indian *Chakram* Quoit	VL	S	-1	1	1	2
SPECS: A razor sharp, saucer sized ring of metal.						
Japanese Shige-to-Yumi Longbow	D	L	+2	2	12	8
Japanese Matchlock Musket	C	L	-0	1	1	7
Japanese 19th Century Matchlock Pistol	S	M	-2	1	1	5
Pakistani Jezail Matchlock Musket	C	L	-0	1	1	8

EUROPEAN

	DAM	RAN	ACC	ROF	SHO	COST
English Yew Longbow	VD	L	+2	2	12	11
15th Century Italian Military Crossbow	C	M	+0	2	12	7
16th Century German Sporting Crossbow	S	M	+1	2	12	6
Swiss Arquebus Hand Cannon	D	M	-2	1	1	8
16th Century Italian Matchlock Pistol	S	C	-2	1	1	5
17th Century German Wheel-lock Carbine	C	L	-0	1	1	7
17th Century Cavalry Wheel-lock Pistol	S	C	-1	1	1	6
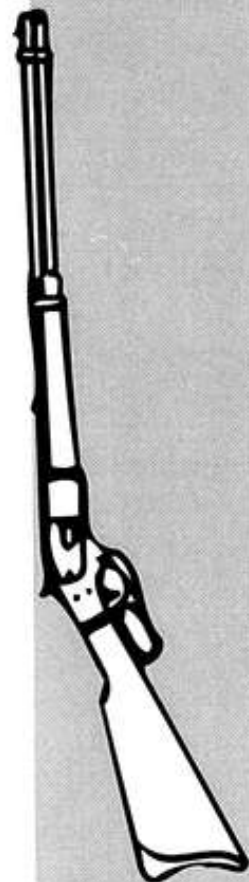
		DAM		ACC	ROF	SHO	COST
1890 Webley-Fosbery .455 Revolver	D	M	+1	3	6	8	
18th Century English Blunderbuss	D	BL	+0	1	1	8	
1853 Enfield .577 Rifled Musket	C	L	+1	1	1	8	
1884 Mauser 11mm Bolt Action Rifle	VD	L	+2	3	8	10	
1888 Lee-Enfield .303 Bolt Rifle	D	L	+2	3	8	9	
1880s German 2 Barrel Sporting Shotgun	C	BL	+2	3	2	9	

SPECS: Both barrels fired at once do Deadly Damage.

HEAVY WEAPONS

	DAM	RAN	ACC	ROF	SHO	COST
Medieval Trebuchet Catapult	VD	E	-2	1	1	13
15th Century English Siege Cannon	SD	E	-1	1	1	14
17th Century English Naval 24 Pounder	ED	E	-0	1	1	13

SPECS: This is the cannon on many large sailing ships.

	DAM	RAN	ACC	ROF	SHO	COST
19th Century Indian 10 Inch Mortar	VD	L	-2	1	1	13
Napoleonic 18 lb Cannon	VD	E	+1	1	1	14
U.S. Civil War 12 lb Field Gun	VD	E	-0	1	1	13

SPECS: Small area effect.

	DAM	RAN	ACC	ROF	SHO	COST
U.S. Civil War Rifled 12 lb Breech Loader	VD	E	+2	1	1	14

SPECS: Small area effect.

	DAM	RAN	ACC	ROF	SHO	COST
Gatling Gun	VD	BM	+3	3	10	13

SPECS: Can autofire.

MELEE WEAPONS

Alloy steel made revolutionary developments in swords possible, such as the famous Japanese *Katana*. Europe emerged from the Dark Ages...and into the great period of warring feudal European princes, and then into the Rennaisance. Many primitive nations began using European weapons imported through colonialism.

AFRICAN AND MIDDLE EASTERN

	DAM	RAN	ACC	ROF	SHO	COST
Foreign Legion Saber	S	H	-	2	-	4
Saracen/Arabian *Scimitar*	D	H	-	2	-	5
Persian Trident	S	H	-	1	-	6
Persian Battle Axe	D	H	-	2	-	6
Turkish *Kilij* Saber	S	H	-	2	-	4

AMERICAN

	DAM	RAN	ACC	ROF	SHO	COST
Bowie Knife	L	H	-	2	-	3
Bullwhip	L	H	-	2	-	2

SPECS: Can be used to entangle or disarm

	DAM	RAN	ACC	ROF	SHO	COST
Civil War Stabbing Bayonet	L	H	-	1	-	2
Model 1840 Dragoon Civil War Saber	S	H	-	2	-	4
Sap/Cudgel	VL	H	-	2	-	1
Springfield 1884 Stabbing Bayonet	S	H	-	1	-	4
Western Cavalry Saber	S	H	-	2	-	5

ASIAN

	DAM	RAN	ACC	ROF	SHO	COST
Chinese *Kau Sin Ke* Iron Whip	S	H	-	2	-	5
Indian *Kukri* Dagger	L	H	-	2	-	3
Indian Steel Lance	S	H	-	1	-	5
Japanese *Katana*	C	H	-	2	-	6
Japanese *Wakizashi* Dagger	L	H	-	2	-	4
Japanese *Tanto* Knife	VL	H	-	2	-	2
Korean Trident	S	H	-	1	-	5

APANESE MARTIAL ARTS WEAPONS

	DAM	RAN	ACC	ROF	SHO	COST
Nunchaku	S	H	-	2	-	4
Ninjato Ninja Sword	S	H	-	2	-	5

	DAM	RAN	ACC	ROF	SHO	COST
Nekode Cat Claws	VL	H	-	2	-	2
Manriki-Gusari Nine Section Chain	L	H	-	2	-	3

EUROPEAN

	DAM	RAN	ACC	ROF	SHO	COST
Scottish Two Handed Claymore	D	H	-	2	-	6
Scottish Dirk	L	H	-	2	-	2
Main Gauche Dagger	L	H	-	2	-	3
SPECS: Can parry rapiers and sabers.						
Italian Stabbing Stiletto	VL	H	-	2	-	2
Swordbreaker Dagger	L	H	-	2	-	4
SPECS: Can Parry and break rapiers and sabers.						
16th Century Spanish Rapier	C	H	-	2	-	5
17th Century Musketeers' Rapier	C	H	-	2	-	6
18th Century One-handed Smallsword	L	H	-	2	-	4
19th Century Napoleonic Officers' Sword	S	H	-	2	-	5
19th Century Russian Shasqua Saber	S	H	-	2	-	4
15th Century Swiss Partisan Spear	D	H	-	1	-	6
15th Century Italian Glaive Spear/Blade	D	H	-	1	-	6
15th Century German Landsknecht Sword	S	H	-	2	-	5
16th Century Full-Sized Jousting Lance	S	H	-	1	-	6
16th Century English Halberd Spear/Axe	D	H	-	1	-	6
18th Century English Cavalry Sword	S	H	-	2	-	5
Austrian 1880 Knife Bayonet	L	H	-	1	-	2
British 1800 Baker Sword Bayonet	S	H	-	1	-	2
Swedish 17th Century Sword Bayonet	L	H	-	1	-	4
Polish Horseman's War Hammer/Axe	D	H	-	2	-	6
Sword Cane	L	H	-	2	-	3

PACIFIC ISLAND

	DAM	RAN	ACC	ROF	SHO	COST
Javanese War Fork Spear	L	H	-	1	-	3

MODERN RANGED WEAPONS

Modern bows and firearms, as well as thrown and fired grenades.

	DAM	RAN	ACC	ROF	SHO	COST
WW 1 Mauser Type 98 7.92mm Rifle	D	L	+1	3	5	9
WW 1 British Enfield No. 1 .303 Rifle	D	L	-0	3	10	9
WW 1 U.S. 1903 Springfield .30 Rifle	D	L	-0	3	5	9
WW 1 Webley Mk 6 .455 Revolver	D	M	-1	3	6	8
WW 2 U.S. M1 Garand .30/06 Rifle	D	L	+1	3	8	10
WW 2 U.S. M1 .30 Carbine	C	L	-1	3	15	8
WW 2 U.S. M3 .45 "Grease Gun" SMG	D	M	-2	3	30	11
WW 2 Japanese Arisaka T. 38 6.5mm Rifle	D	L	-0	3	5	9
WW 2 German MP 40 Schmeisser 9mm SMG	C	M	-1	3	32	10
WW 2 Russian PPSh 7.62x25 SMG	S	M	-0	3	50	9
WW 2 English Sten Mk 1 9mm SMG	C	M	-1	3	30	10
AK-47 7.62(Sov.) Assault Rifle	D	L	+0	3	30	11
Colt M-16A2 5.56mm Assault Rifle	D	L	+1	3	30	12
H&K G11 4.73mm (Caseless) Assault Rifle	D	L	+2	3	50	13
L1 A1/FN FAL .303 Assault Rifle	D	L	+1	3	20	12
L85A1 5.56 British Bullpup Assault Rifle	D	L	+1	3	30	13
SPECS: Comes with 4x telescopic sight.						
Steyer AUG 5.56mm Bullpup Assault Rifle	D	L	+2	3	30	13
SPECS: Comes with 4x telescopic sight.						
Steyr SSG 69 7.62mm Bolt Action Rifle	D	L	+3	3	8	13
SPECS: Sniper rifle comes with 8x telescopic sight.						
H & H .600 Magnum Nitro Express Rifle	SD	L	+0	2	2	14
SPECS: Breakopen 2 Barrel elephant gun.						

	DAM	RAN	ACC	ROF	SHO	COST
Barent Light .50 Semi Auto Rifle	SD	E	+1	3	5	18
Weatherby Mk 5 .460 Bolt Action Rifle	VD	L	+1	3	3	13
Winchester M 70 .458 Magnum Bolt Rifle	VD	L	-0	3	3	13
Colt Python .357 Mag. Revolver	D	M	-1	3	6	8
Ruger Blackhawk .38/.357 Mag. Revolver	D	M	-0	3	6	8
S & W Model 19 .357 Mag. Police Revolver	D	M	-0	3	6	8
S & W Model 29 .44 Mag. Revolver	VD	M	-1	3	6	9
S & W Model 36 Snubnose .38 Revolver	C	M	-2	3	6	7
Beretta Model 92F/U.S. M9 9mm Pistol	C	M	-0	3	15	7
Browning High Power 9mm Pistol	C	M	+1	3	13	8
Colt M1911 .45 Auto Pistol	D	M	-1	3	7	8
Desert Eagle .44 Magnum Auto	VD	M	-2	3	8	9
Glock 17 Advanced 9mm Pistol	C	M	+1	3	17	8
Luger P'08 9mm Pistol	C	M	-0	3	8	7
Mauser M 1896 "Broomhandle" 7.62 Pistol	C	M	-1	3	10	7
Remington Buckmaster .22 Target Auto	S	M	+2	3	10	6
Walther P-38 9mm Pistol	C	M	-0	3	8	8
Walther PPK 9mm Pistol	C	M	-2	3	6	6
H&K MP5 A5 9mm SMG	C	M	-0	3	30	10
H&K MP5 SD3 Suppressed 9mm SMG	C	M	-1	3	30	11

SPECS: Silenced.

	DAM	RAN	ACC	ROF	SHO	COST
Ingram M10 9mm SMG	C	M	-1	3	32	10
Ingram MAC11 .380 Suppresed SMG	C	M	-2	3	32	11

SPECS: Silenced.

	DAM	RAN	ACC	ROF	SHO	COST
Sterling L2 9mm SMG	C	M	-0	3	34	10
Thompson M1928 .45 ACP SMG	D	M	-0	3	30	12

SPECS: Can have 100 round "gangster" drum for 1 extra character point.

	DAM	RAN	ACC	ROF	SHO	COST
UZI 9mm SMG	C	M	-0	3	32	10
Franchi SPAS 12 Ga Semi-Auto Shotgun	D	BL	-1	3	8	11
H&K CAWS Full-Auto 12 Ga Shotgun	D	BL	+1	3	10	13
Purdy 2 Barrel 12 Ga Sporting Shotgun	C	BL	+2	2	2	9
Remington 1100 12 Ga Semi-Auto Shotgun	D	BL	-0	3	5	10
Remington 870 Pump 12 Ga Shotgun	D	BL	-0	3	5	9
Sawed Off 12 Ga 2 Barrel Shotgun	D	BL	+1	2	2	9
Dart Pistol	VL	C	+0	1	4	7

SPECS: Poisoned or drugged. Mild poison costs 1 point; Strong costs 3 points.

	DAM	RAN	ACC	ROF	SHO	COST
Dart Rifle	VL	M	+1	1	6	10

SPECS: Poisoned or drugged. Mild poison costs 1 point; Strong costs 3 points.

	DAM	RAN	ACC	ROF	SHO	COST
Diving Speargun	L	C	-1	1	1	4
Gyrojet Pistol	D	M	+1	3	10	8

SPECS: Rocket pistol. Can be used underwater.

	DAM	RAN	ACC	ROF	SHO	COST
Gyrojet Rifle	VD	L	+1	3	10	11
Modern Composite Bow	C	M	-0	2	12	7
Modern Recurve Compound Bow	D	L	+1	2	12	8
Modern Full-Sized Crossbow	C	L	+2	2	12	8
Modern Pistol Crossbow	S	L	-0	2	12	7
Taser	S	C	-1	2	2	7

SPECS: Electric stunner.

HEAVY WEAPONS

	DAM	RAN	ACC	ROF	SHO	COST
WW 1 Maxim 7.92mm Belt Machine Gun	VD	BM	-1	3	10	13
WW 1 Vickers .303 Belt Machine Gun	VD	BM	-1	3	10	13
WW 1 German "Christmas Pudding" Bomb	S	C	-1	1	1	4

SPECS: Small area effect (2" radius).

	DAM	RAN	ACC	ROF	SHO	COST
WW 1 English No. 36 "Mills" Grenade	C	C	+1	1	1	5

SPECS: Small area effect.

	DAM	RAN	ACC	ROF	SHO	COST
WW 1-2 German Steilhandgranate Grenade	C	C	+1	1	1	5

SPECS: Small area effect.

	DAM	RAN	ACC	ROF	SHO	COST
WW 2 U.S. Mk 2 "Pineapple" Grenade	D	C	+1	1	1	5

SPECS: Small area effect.

	DAM	RAN	ACC	ROF	SHO	COST
WW 2 Bren Mk1 .303 Light Machine Gun	VD	L	-0	3	5	12
WW 2 German MG 34 7.92 Belt LMG	VD	BM	-0	3	20	13
U.S. M 60 Belt Light Machine Gun	VD	BM	+1	3	20	13
Browning Mk 2 .50 Cal. Heavy Machine Gun	VD	BE	-0	3	20	13
20mm Bofors AutoCannon	VD	E	+1	3	200	14

SPECS: Can fire single shots, 10 short or 5 long bursts autofire

	DAM	RAN	ACC	ROF	SHO	COST
Six Barrel Electric MG "Minigun"	VD	BM	+3	3	40	16
20mm Vulcan Gatling Autocannon	VD	BE	+2	3	10	15
ARMSCOR 40mm Grenade Launcher	D	M	-1	3	6	10

SPECS: Small area effect. Also fires smoke, gas, etc. Reloads: 1pt/shell.

	DAM	RAN	ACC	ROF	SHO	COST
M79/M203 40mm Grenade Launcher	D	M	-1	1	15	9

SPECS: Small area effect. Also fires smoke, gas, etc. Reloads: 1pt/shell.

	DAM	RAN	ACC	ROF	SHO	COST
M26A1 Modern U.S. Fragmentation Grenade	VD	C	+1	1	1	6

SPECS: Large area effect.

	DAM	RAN	ACC	ROF	SHO	COST
M2A1 U.S. Flamethrower	VD	C	+2	3	10	13

SPECS: Incendiary, small area effect.

	DAM	RAN	ACC	ROF	SHO	COST
NICO Thunderflash Stun Grenade	-	C	-0	1	1	4

SPECS: Stuns opponent for one turn. Small area effect.

	DAM	RAN	ACC	ROF	SHO	COST
Rocket Propelled Antitank Grenade	ED	M	-1	1	3	13

SPECS: Small area effect.

	DAM	RAN	ACC	ROF	SHO	COST
WW 1 German 77mm QF Field Gun	VD	E	-0	1	10	15

SPECS: Large area effect.

	DAM	RAN	ACC	ROF	SHO	COST
WW 1 British 18 lb Field Gun	VD	E	-0	1	10	15

SPECS: Large area effect.

	DAM	RAN	ACC	ROF	SHO	COST
WW 2 British 25lb Field Gun	ED	E	+1	1	10	16

SPECS: Large area effect.

	DAM	RAN	ACC	ROF	SHO	COST
155mm Howitzer	SD	E	+1	1	10	16

SPECS: Large area effect.

	DAM	RAN	ACC	ROF	SHO	COST
18 Inch Battleship Gun	SD	E	-0	1	10	16

SPECS: Large area effect.

	DAM	RAN	ACC	ROF	SHO	COST
Antiaircraft Missile	ED	E	+2	1	1	15

SPECS: Small area effect.

	DAM	RAN	ACC	ROF	SHO	COST
Cruise Missile	SD	E	+3	1	1	18

SPECS: Large area effect.

	DAM	RAN	ACC	ROF	SHO	COST
Nuclear Weapon	COS	E	-	1	1	30

SPECS: Hits everything within Extreme range of explosion.

RANGED WEAPON ACESSORIES

	DAM	RAN	ACC	ROF	SHO	COST
Optical Sight	-	-	+1	-	-	2
Scope	-	-	+1	-	-	3
Silencer	-	-	-1	-	-	2
Starlight Scope	-	-	+1	-	-	5
Laser Sight	-	-	+1	-	-	3

MODERN MELEE WEAPONS

Mostly modern issue knives and bayonets, along with handheld chemical and electric weapons.

	DAM	RAN	ACC	ROF	SHO	COST
Nazi SS Dagger	L	H	-	2	-	3
USMC Combat Knife	L	H	-	2	-	2
USMC Sword	S	H	-	2	-	5
Sykes-Fairbairn British Commando Knife	L	H	-	2	-	2
British 1907 Enfield Sword Bayonet	S	H	-	1	-	4
Soviet AK47 Knife Bayonet	L	H	-	1	-	3
Straight Razor	L	H	-	2	-	2
Switchblade	VL	H	-	2	-	1
Butterfly Knife	VL	H	-	2	-	1
Woodsman's Buck Knife	L	H	-	2	-	3
Machete	S	H	-	2	-	4

			DAM	RAN	ACC	ROF	SHO	COST
Brass Knuckles		VL	H	-	3	-	3	
Kaibo Collapsing Club		L	H	-	2	-	4	
Lead-Filled Gloves		L	H	-	3	-	2	
Mag-Lite™		L	H	-	2	-	2	
Police Nightstick		S	H	-	2	-	4	
Police Tonfa		S	H	-	2	-	5	

SPECS: Can parry attacks.

			DAM	RAN	ACC	ROF	SHO	COST
Pool Cue		L	H	-	2	-	3	
Electric Pocket Stunner		VL	H	-	2	10	5	

SPECS: Stuns for 1D6 turns.

Pocket Mace Cannister		STUN	H	-	2	5	6	

SPECS: Stuns for 1D6 turns.

FUTURE RANGED WEAPONS

Everything from the science fiction gallery.

	DAM	RAN	ACC	ROF	SHO	COST
Acid/Poison Ball Airgun	-	M	-2	2	10	8

SPECS: Fires plastic balls full of acid, dye, drugs, or poison.

	DAM	RAN	ACC	ROF	SHO	COST
Alien Disruptor Pistol	D	M	+1	2	15	10
Blaster Pistol	D	M	-0	2	20	10
Blaster Rifle	VD	L	+1	2	30	14
Boarding Carbine (Space Shotgun)	D	BL	+2	2	14	11
Cyberlimb Dartgun	VL	C	-1	2	10	10

SPECS: Poisoned or drugged.

	DAM	RAN	ACC	ROF	SHO	COST
Cyberlimb 9mm Pistol	C	M	-2	2	5	8
Cyberlimb 12 Ga Shotgun	D	BL	-1	2	2	10
Cybernetic Energy Gun	C	M	-0	2	10	10
'Borg-Killer Pistol	VD	M	-1	2	5	10
Advanced Gauss Pistol	D	M	+1	2	10	10

SPECS: Silent.

	DAM	RAN	ACC	ROF	SHO	COST
Advanced Gauss Rifle	D	L	+2	2	10	11

SPECS: Silent.

	DAM	RAN	ACC	ROF	SHO	COST
Incinerator	D	BL	+2	2	10	10

SPECS: Small flamethrower. Incendiary.

	DAM	RAN	ACC	ROF	SHO	COST
Laser Shuriken	S	C	-0	3	12	6

SPECS: Futuristic throwing stars.

	DAM	RAN	ACC	ROF	SHO	COST
Laser Wand	C	BM	+1	1	10	8
Laser Bola	C	C	-1	1	1	6
Microwaver	L	M	-0	2	10	8

SPECS: Light damage only vs. flesh. Deadly vs. Cyberware. See rulebook.

	DAM	RAN	ACC	ROF	SHO	COST
Molecular Fazer Pistol	VD	M	-0	2	15	12
Needler	VL	M	-1	2	10	10

SPECS: Drugged or poisoned. Mild poison costs 1 point; Strong costs 3 points.

	DAM	RAN	ACC	ROF	SHO	COST
Razornet Thrower	S	C	-0	1	4	11

SPECS: Entangles victim on a hit.

	DAM	RAN	ACC	ROF	SHO	COST
Sonic Stunner	STUN	M	+1	2	10	10

SPECS: Stuns victim for 1D6 turns.

	DAM	RAN	ACC	ROF	SHO	COST
Space Marine Assault Rifle	VD	L	+1	2	50	13
Starship Trooper Arm Cannon	SD	L	+1	2	20	15
Wristmissiles	VD	M	-1	4	8	12

SPECS: Small area effect.

	DAM	RAN	ACC	ROF	SHO	COST
Smartchip Aiming System	-	-	+1	-	-	3

FUTURE MELEE WEAPONS

	DAM	RAN	ACC	ROF	SHO	COST
Cyberhand Blades	S	H	-	3	-	6
Energy Dagger	S	H	-	2	-	4
Energy Sword	D	H	-	2	-	5
Energy Whip	S	H	-	1	-	4
GyroAxe	D	H	2	2	-	7

SPECS: Gyro stabilized for zero-gee

	DAM	RAN	ACC	ROF	SHO	COST
Monoknife	S	H	-	2	-	5

Monokatana	D	H	-	2	-	6
Razorglove	L	H	-	3	-	3
ShockerKnucks™	L	H	-	3	-	4
Stunprod	-	H	-	2	-	7
SPECS: Stuns for 1D6 turns.						
Vibrodagger	S	H	-	2	-	4
Vibrosword	D	H	-	2	-	6

FUTURE HEAVY WEAPONS

	DAM	RAN	ACC	ROF	SHO	COST
Light Energy Cannon (Squad Automatic)	VD	BE	+1	2	50	12
Medium Energy Cannon (Vehicle and Small Spaceship)	ED	E	+1	2	20	13
SPECS: Small area effect.						
Heavy Energy Cannon (Future Hvy Tank and Spaceship)	SD	E	-0	2	20	14
SPECS: Large area effect.						
Mega Energy Cannon (Large Spaceship)	COS	E	-0	2	20	15
SPECS: Large area effect.						
Energy Grenade	ED	C	+1	1	1	8
SPECS: Large area effect.						

ARMOR

SIMULATING ARMOR IN DREAM PARK

Armor is a common accessory for IFGS players, especially in medieval and future adventures. There are several varieties available, depending on the period of the adventure, the experience level of the character, and the style of the game. Variations include leather biker jackets, ancient Japanese wicker and lacquer armor, medieval plate and chain mail, modern ballistic vests, and futuristic armored spacesuits and powered armor suits.

Armor's defensive ability is simulated in two ways. The simpler method is to have the armor's defense rating and coverage entered into the game computer. If the player is using the armor when in combat, the computer will automatically cross-reference the coverage and defense rating, along with the usual defensive character parameters, with the attacker's offensive parameters, hit location, and the weapon type and damage rating. All computations are automatic, and all data comes from SCAN NET™ and weapon telemetry. The more complex method is generally used in games where many players are wearing futuristic powered armor or when the weapons don't have telemetry. It uses on board computers and sensors to cross-reference such things as armor lifting and motive power, battery strength, damage, and ablative effects. Telemetry actively links the armor computers with gaming central via the SCAN NET™ system. Telemetric armor can also score damage and hit locations. This relieves the game computer of some of the burden in situations where thousands of projectile trajectories may have to be instantaneously computed, and prevents processing delays in computer-intensive virtual scenarios. Telemetry armor requires advance notice with the technical department. Check with your technical director for details.

TYPES OF ARMOR

There are several ways of manufacturing armor from various materials. Here is a brief glossary of some of the terms that appear in the catalog.

Ballistic: Modern fabric or plastic body armors designed to stop projectiles, and sometimes blades. Often of Kevlar or other synthetics.

Brigandine: Combination leather and metal scale armor.

Chain Mail: Any of a number of types of armor made from small interlinked rings or squares of metal. Sometimes combined with small plates of metal.

Cloth: Any number of armors made from weaves, quilts or pleats of thick, layered, or toughened cloth. Sometimes used as padding under armor, sometimes worn alone as light armor.

Force Field: Futuristic protective energy field which surrounds the wearer's body; usually projected from a belt or backpack unit.

Jazeraint: Scale armor. Metal scales attached to or sandwiched between cloth or leather.

Leather: Armor fashioned from soft or tough leather, sometimes combined with cloth patches or metal studs for extra protection.

Plate: Large plates of metal or other materials (usually mail or leather) joined together.

Powered: Futuristic armor with life-support capabilities and/orstrength-enhancing systems.

Splinted: Armor fashioned from interlaced strips of resistant materials.

Enchanted Armor: Armor and shields can be magically or divinely enchanted to increase resistance. Enchanted armor can not be bought, but it can be obtained in the course of an adventure. Enchantment raises the Class of the armor one level only; from very light to light, from light to medium, and so on. Enchanted armors are possible only in games where magic is allowed. Specially empowered or legendary armors are listed in the text.

HIT LOCATION CHART

Because of varying levels of armor coverage, a basic hit location chart can be used to determine where an attack hits. If part of the target is obscured, roll against exposed areas only. Gamemasters can also specify which area is hit if there is a logical reason. Roll **1D6**.

1	Head/Face
2	Torso
3	Right Arm
4	Left Arm
5	Right Leg
6	Left Leg

ARMOR STATS: CLASS, COST, AND SPECS

CLASS: The armor class, indicating wound stopping power. Abbreviations are shown inthe parentheses. Stats are abbreviated with the letters in bold uppercase: Very Light **(VL):** -1 wound from damage, Light **(L):** -3, Medium **(M):** -5, Heavy **(H):** -7, Very Heavy **(VH):** -9, Super Heavy **(SH):** -11, Mega Heavy **(MH):** -15, Cosmic **(COS):** -20

Cost (COST): Cost in character points to purchase the armor at varying levels of coverage. Coverage is what parts of the body are protected. For each armor type, the cost of the armor at each available level of coverage is listed. When an armor is not available in a certain coverage, a hyphen will appear instead of a cost number. Coverage abbreviations are in parentheses.

Head **(H):** Head. Can include neck and face.

Torso **(T):** Torso and groin only. Arms are exposed.

Upper Body **(UB):** Torso and arms.

Full Body **(FB):** Complete coverage except for head.

Shield **(S):** Indicates a shield, which stops an attack against any one hit location on a sucessful parry.

Specifications (SPECS): Special notes, such as life support, power, special resistance, etc. Included only when necessary.

Shields: Shields are used to parry, and can stop attacks up to and including their own armor class. When a shield takes more damage than it can stop, the wounds that get through act against any armor that the character is wearing. Any wounds that get through the shield and armor act against the character. Hit location works normally.

SAMPLE LISTING

Armors are listed in columns. Stats, listed in order, are **CLASS**, **COST**, and **SPECS**. **COST** is divided into the five coverage categories: Head **(H)**, Torso **(T)**, Upper Body **(UB)**, Full Body **(FB)**, and Shield **(S)**. Full body covers the head *only* if a helmet is available in that style. Otherwise a helmet must be purchased separately. Categories which do not apply to a certain armor are marked with a dash.
Example:

	CLASS	H	T	UB	FB	S
English Medieval Plate	H	2	4	6	8	-

English medieval plate is Heavy **(H)** class, so it stops 7 wounds. A helmet **(H)** can be bought in this style, and costs 2 character points. For Torso only **(T)** it costs 4 points. Upper body **(UB)** costs 6 points. For Full Body plate **(FB)** it costs 8 points, and includes the available helmet. No shield **(S)** is included. There are no specifications.

ARMOR CATALOG

ANCIENT ARMORS

Ancient armors from around the world are generally similar. Depending on the culture and period, most are assembled from bronze, plain iron, wood, leather, cloth, or a combination of these materials. Some incorporate unusual materials such as ivory, wicker, bark, or precious metals. Types include chain mail, jazeraint, plate mail, leather brigandine, and splinted armor. These armors are generally designed to stop primitive blunt weapons and dull blades, and low-powered projectile weapons.

AFRICAN AND MIDDLE EASTERN

	CLASS	H	T	UB	FB	S
African Tribal Cloth	VL	1	1	1	2	-
African Tribal Bark	VL	-	1	-	-	-
African Bark Shield	VL	-	-	-	-	1
Moorish (North African) Leather	L	-	1	2	3	-
Moorish Cloth and Leather Helmet	L	1	-	-	-	-
Crusades Saracen (Arabian) Cloth	VL	-	1	2	2	-
Crusades Saracen Leather	L	-	1	2	3	-
Crusades Saracen Iron Scale	M	-	2	3	4	-
Crusades Saracen Cloth and Metal Helmet	M	2	-	-	-	-
Crusades Saracen Leather and Iron Shield	L	-	-	-	-	2
Egyptian/Nubian Leather	L	-	1	2	4	-
Egyptian/Nubian Bronze Plate	H	2	4	6	-	-
Egyptian/Nubian Gold Helmet	L	3	-	-	-	-

AMERICAN

	CLASS	H	T	UB	FB	S
Inuit/Alaskan Hide	L	1	1	2	2	-
Native American Woven Cloth	VL	-	1	1	2	-
Native American Bark Plate	L	-	2	-	-	-
Native American Leather	M	-	3	3	4	-
Native American/Sioux Woven Chest Plate	L	-	2	-	-	-
South American Tribal Leather	L	1	1	2	2	-
South American Tribal Bronze Scale	M	-	3	4	5	-
South American Tribal Bronze Plate Mail	H	2	3	6	-	-
South American Tribal Golden Helmet	M	4	-	-	-	-
South American Leather and Bronze Shield	L	-	-	-	-	3

ASIAN

	CLASS	H	T	UB	FB	S
Chinese Cloth	VL	-	1	-	3	-
Chinese Leather	L	-	2	3	4	-
Chinese Brigandine	M	-	4	5	7	-
Chinese Scale	M	-	3	4	7	-
Chinese Metal Helmet	M	1	-	-	-	-
Chinese Ornate Helmet	M	3	-	-	-	-
Indian Woven Cloth	L	-	3	3	-	-
Indian Leather	M	-	4	4	-	-
Indian Scale	M	-	4	5	6	-
Japanese Cloth or Quilted	VL	-	1	2	3	-
Japanese Leather	L	-	2	3	4	-
Japanese Wicker	L	-	3	3	-	-
Japanese Jingasa Wide Helmet	L	1	-	-	-	-
Korean Cloth	VL	-	1	1	2	-
Korean Leather	L	-	2	4	-	-
Korean Scale	M	-	3	4	5	-
Korean Metal Helmet	M	1	-	-	-	-
Mongol Jazeraint	M	-	3	-	-	-
Mongol Cloth and Leather Helmet	L	1	-	-	-	-

	CLASS	H	T	UB	FB	S
Mongol Wooden Shield	L	-	-	-	-	2
Pacific Island Padded Cloth	VL	1	1	1	1	-
Pacific Island Leather/Hide	L	-	2	2	3	-
Pacific Island Woven Bark	L	-	2	-	-	-
Pacific Island Bark Helmet	L	1	-	-	-	-
Persian Leather	L	-	2	3	4	-
Persian Scale	M	-	3	4	5	-
Persian Cloth and Metal Helmet	M	2	-	-	-	-
Persian Metal Helmet	H	3	-	-	-	-
Southeast Asian Wicker	L	-	-	2	-	-
Southeast Asian Leather	L	-	2	3	4	-
Southeast Asian Metal Helmet	L	1	-	-	-	-

EUROPEAN

	CLASS	H	T	UB	FB	S
Arthurian Plate Mail	H	3	4	6	8	-
Arthurian Iron Shield	M	-	-	-	-	3
Anglo-Saxon Iron Chain Mail	L	2	2	3	4	-
Anglo-Saxon Iron Scale	M	2	3	5	7	-
Anglo-Saxon Iron Conical Helmet	M	1	-	-	-	-
Celtic Wooden Shield	VL	-	-	-	-	2
Celtic Iron and Wood Shield	L	-	-	-	-	3
Celtic Leather Helmet	VL	1	-	-	-	-
Crusades Chain Mail	L	2	2	3	4	-
Crusades Plate Mail	H	2	4	6	8	-
Crusades Christian Shield	M	-	-	-	-	3
Danish Splinted Coat of Plates	L	-	2	3	-	-
English Basket Mail Helm	L	2	-	-	-	-
German Bronze and Iron Conical Helmet	M	2	-	-	-	-
Greek Leather	VL	-	1	2	-	-
Greek Bronze Scale	L	-	2	3	-	-
Greek Bronze Shield	L	-	-	-	-	2
Greek Ivory and Leather Helmet	L	2	-	-	-	-
Greek Bronze Helmet	M	2	-	-	-	-
Medieval Austrian Kettle Helmet	M	3	-	-	-	-
Medieval Quilted Aketon	VL	-	1	1	2	-
Medieval Bascinet Full-Face Helmet	H	3	-	-	-	-
Medieval Iron Breastplate	H	-	3	-	-	-
Medieval Chain Mail	L	2	2	2	4	-
Medieval Plate Mail	H	2	4	6	8	-
Medieval Heraldic Shield	M	-	-	-	-	3
Medieval Plate Barding	H	-	-	-	11	-
SPECS: Horse armor.						
Medieval Scale Barding	M	-	-	-	8	-
SPECS: Horse armor.						
Pre-historic Cloth and Fur Wrappings	VL	1	1	1	2	-
Pre-historic Leather Wrappings	L	-	2	2	3	-
Pre-historic Splinted Wooden	L	-	2	3	3	-
Pre-Historic Bound Wooden Shield	VL	-	-	-	-	2
Roman Bronze and Leather Curiass	M	-	3	-	-	-
Roman Leather Curiass	L	-	2	-	-	-
Roman Bronze Helmet	M	2	-	-	-	-
Roman Bronze and Wood Scutum	M	-	-	-	-	3
Viking Leather	VL	-	1	2	3	-
Viking Iron Chain Mail	L	-	2	3	4	-
Viking Iron Scale	M	-	3	4	5	-
Viking Iron Horned Helmet	L	2	-	-	-	-
Viking Wooden Shield	L	-	-	-	-	2

HISTORICAL ARMORS

Many historical armors were similar in style to their ancient predecessors, but refinements in materials and constructions made them a little tougher. Iron and alloy steel replaced bronze. In response to new bows and other projectile weapons, plate and other full-coverage armors became more common, especially in Europe. Many ancient styles were still worn, and helmets changed little. Only in the 19th century, with the proliferation of firearms, did armors start becoming rare and specialized. All ancient armors are still available.

AFRICAN/MIDDLE EASTERN

	CLASS	H	T	UB	FB	S
Arabian Jazeraint	M	-	3	-	5	-
Moorish (North African) Chain Mail	L	2	2	3	4	-
Moorish Plate	M	2	3	5	7	-
Moorish Small Iron Shield	VL	-	-	-	-	2
Moorish Studded Leather	L	-	2	3	-	-

AMERICAN

	CLASS	H	T	UB	FB	S
Civil War Folger Breastplate	VL	-	2	-	-	-
SPECS: Limited use in Union forces.						
Civil War Artillery Breastplate	L	-	3	-	-	-
SPECS: As above.						
American Silk Body Armor	M	-	3	4	5	-
SPECS: Turn of the century curiosity.						

ASIAN

	CLASS	H	T	UB	FB	S
Chinese Brigandine	M	-	3	4	5	-
Chinese Jazeraint	M	-	3	4	-	-
Chinese Plate	M	2	-	-	6	-
Indian Scale	L	-	2	3	4	-
Japanese Lacquer Plate	M	2	3	5	7	-
Japanese Samurai Metal/Lacquer *Yoroi*	H	3	4	5	8	-
SPECS: Famous Japanese samurai armor						
Japanese Samurai *Kabuto* Helmet	H	3	-	-	-	-
SPECS: Crested helmet for use with yoroi.						
Japanese Chain Mail Hauberk	L	-	-	-	5	-
Korean Scale	M	-	3	3	4	-
Korean Metal Helmet	L	2	-	-	-	-
Persian Scale	M	-	4	5	6	-
Persian Cloth and Iron Helmet	L	2	-	-	-	-
Persian Iron Helmet	M	3	-	-	-	-
Southeast Asian Jazeraint	M	-	3	4	5	-

EUROPEAN

	CLASS	H	T	UB	FB	S
English Court Plate Armor	M	1	3	5	7	-
English Soldier Chain Mail	L	1	2	3	5	-
Napoleonic Cuirass	L	-	2	-	-	-
Spanish Conquistador Morion Helm	L	2	-	-	-	-
Spanish Conquistador Breastplate	M	-	3	-	-	-
Rennaisance Austrian Plate	H	2	4	6	8	-
SPECS: Ornate plate made famous by warring Austrian and German lords.						
Rennaisance Pikeman's Cuirass	M	-	3	-	-	-
Rennaisance Italian Morion Helm	L	2	-	-	-	-
Rennaisance Harquebusier Cuirass	H	-	4	-	-	-
SPECS: Breastplate designed to deflect musket balls.						
Romanian/Slavic Plate Mail	H	1	3	6	8	-
Romanian/Slavic Jazeraint	M	-	3	4	5	-
18th Century English Pith Helmet	VL	1	-	-	-	-

MODERN ARMORS

Similar worldwide, due to the spread of industrialization and modern weapons and warfare.

WORLD WAR I

	CLASS	H	T	UB	FB	S
Flyer's Leather Jacket	VL	-	-	2	-	-
Flyer's Leather Helmet	L	2	-	-	-	-
Steel Trench Armor	VH	4	4	-	-	-
SPECS: Extremely rare, heavy and impractical.						
English Helmet	H	3	-	-	-	-
SPECS: American Great War helmets are almost identical.						
German Pickelhaube Helmet	H	3	-	-	-	-
German Machine Gunners' Body Armor	H	-	4	-	-	-
Early Tanker Armor	M	-	-	4	-	-
Tanker Rubber and Steel Helmet	M	2	-	-	-	-

WORLD WAR II

	CLASS	H	T	UB	FB	S
Airman's Flak Jacket	H	-	4	-	-	-
Naval Anti-Fragment Vest	H	-	4	-	-	-
U.S. Steel "Pot" Helmet	H	3	-	-	-	-
Nazi Helmet	H	3	-	-	-	-

RECENT AND CURRENT ARMORS

	CLASS	H	T	UB	FB	S
Vietnam Era U.S. Army Ballistic Vest	H	-	5	-	-	-
Modern U.S. Army PASGT Ballistic Vest	H	-	6	-	-	-
Vietnam Door Gunners Vest	VH	-	7	-	-	-
Israeli Ballistic Vest	H	-	6	-	-	-
U.S. Army Kevlar Helmet	H	3	-	-	-	-
U.S. Aviator Helmet	H	3	-	-	-	-
Motorcycle Jacket	VL	-	-	1	-	-
Motorcycle Helmet	L	2	-	-	-	-
Police Ballistic Undershirt Vest	M	-	4	6	8	-
SWAT Exterior Ballistic Vest	H	-	5	7	-	-
Bombsquad Body Suit	VH	-	-	-	10	-
Police Lexan Riot Shield	H	-	-	-	-	4

FUTURE ARMORS

	CLASS	H	T	UB	FB	S
Cyberpunk Street Armor	H	-	4	6	8	-
SPECS: Home-built.						
Cyberpunk Police Armor	H	-	5	7	9	-
Cyberpunk Police Helmet	VH	4	-	-	-	-
Cyberpunk Army Ballistic Vest	VH	-	6	-	-	-
Subdermal Armor	L	-	1	2	3	-
Skinweave	L	2	3	4	5	-
Body Plating	H	3	5	7	9	-
Personal Force Field	H	-	-	-	10	-
Space Marines Body Armor	H	3	5	7	9	4
SPECS: No life support.						
Spacesuit	L	-	-	-	5	-
SPECS: Life support with helmet, little armor.						
Armored Spacesuit	H	-	-	-	10	5
SPECS: Armored for combat. No strength boost. Includes helmet.						
Starship Trooper's Powered Armor	SH	-	-	-	17	7
SPECS: Powered. Gives wearer super power "Amazing Strength"; life support with helmet.						
Evil Galactic Lord Armor	SH	-	-	-	25	-
SPECS: Powered. Gives wearer super power "Extraordinary Strength"; life support with helmet.						
Lost Alien Artifact Armor	SH	-	-	-	25	-
SPECS: Powered. Gives wearer super power "Extraordinary Strength"; life support with helmet.						

FANTASY ARMORS

	CLASS	H	T	UB	FB	S
Barbarian Shield	M	-	-	-	-	3
Barbarian Helmet	H	2	-	-	-	-
Dwarven Armor	M	2	3	4	6	2
Elven Armor	H	2	4	6	8	3
Halfling Armor	L	2	2	3	5	-
Orc Breastplate	H	-	3	-	-	-
Dragonscale Armor	VH	-	5	7	9	5
Great Lord's Armor	SH	4	8	12	16	-
Evil Lord's Armor	SH	4	8	12	16	-
Wizard's Enchanted Hauberk	H	-	-	9	-	-
Armor Created by a God	MH	5	10	15	20	7
Armor Worn by a God	COS	6	12	18	24	9

Vehicle Armor .... See Vehicle Section

VEHICLES

SIMULATING VEHICLES IN DREAM PARK

There are several ways of simulating vehicles in Dream Park, ranging from the extremely simple to the staggeringly complex. What the engineering and accounting departments really like is when the real thing can be used with no modification other than telemetry and Scan-Net™ equipment. Of course, this is only possible for small, slow vehicles such as rowboats, horse-drawn carts, slow motorized vehicles, and so on. Another favorite with the engineers is a straight holographic or virtual representation, which can be used only when the player characters will not have to touch or ride in the vehicle. This is the most common method used for "enemy" vessels.
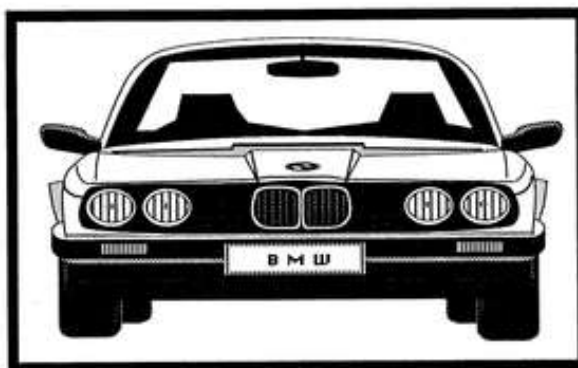
Typically, the engineers are sad to note, more complex combinations of mechanical and virtual technology must be used. For motor vehicles, holographic scaling, simulator technology, and Dream-Time virtual manipulation give the illusion of fast travel, even if the fake vehicle is moving only a few miles-per-hour. A good wind, fast-scrolling scenery, and bumping and jarring can give a nice illusion of speed. Virtual and holographic manipulation, along with good planning and set work, can make a new set look wildly different from the old one just a few hundred meters away. Aircraft are commonly straight simulators with holographic enhancement. Holography can disguise a set change extremely well, even whole the aircraft mockup stays in the same place. Sailing ships are often full-sized mockups that move on Dream Park's seas with the aid of mechanical and computer control. Again, holography and virtual reality, along with good mechanical special effects, are instrumental in making speeds and distances appear much greater than they actually are.

The most complex effects are for really large vessels, like battleships or spaceships. Planning must be thorough to make sure that full-sized sets are constructed only for areas where characters will be. The Gamemaster must make sure that the characters don't wander outside the area of the funtional set. Synchronized holography, Dream-Time™ effects, and mechanical effects complete the vessel's appearance, and give the illusion of motion. Most of the time, these vehicle sets are immobile, and it is the surrounding scenery and sets that are changed to indicate a new location.

VEHICLE STATS: SPD, WDS, ARM, SPB, MVB, COS, SPECS

Vehicles have seven stats: Speed, Wounds, Armor, Speed Bonus, Maneuverability Bonus, Cost, and Specs. Abbreviations are shown in parentheses.

Speed (SPD): This is the speed class of the vehicle. There are nine classes, taken directly from the *Dream Park* vehicle rules. Abbreviations are given in parentheses. The classes are: Slow Ground (SG), Medium Ground (MG), Fast Ground (FG), Superfast Ground (SFG), Very Slow Flyer (VSF), Slow Flyer (SF), Medium Flyer (MF), Fast Flyer (FF), and Very Fast Flyer (VFF). Water travel is treated as ground.

Armor (ARM): This is the armor class, if any, of the vehicle's body, indicating wound-stopping power. Abbreviations are in parentheses. Very Light (VL): -1 wound from damage, Light (L): -3, Medium (M): -5, Heavy (H): -7, Very Heavy (VH): -9, Super Heavy (SH): -11, Mega Heavy (MH): -15, Cosmic (COS): -20. If there is no armor value, the column will be marked with a hyphen. Vehicle armor may (or may not) protect the occupants, depending on whether the vehicle is open or closed, and where the attack is coming from.

Wounds (WDS): This is the amount of damage the vehicle can take before it is inoperative.

Speed Bonus (SPB): This is an optional value that indicates how the vehicle compares with *others in the same speed class*. There are always subtle differences. The range is -1 to +2, representing poor, average, good, and extremely good. The number is added to or subtracted from Straight or Maneuvering Chase rolls.

Maneuverability Bonus (MVB): This is an optional value that indicates how the vehicle handles, compared with *all other vehicles*. The range is -1 to +2, representing poor, average, good, and extremely good handling. The number is added to or subtracted from Dogfighting or Speed Check rolls. See *Dream Park*, pg. 88 for more info on speed and maneuverability.

Cost (COS): This is the cost in character points to buy the vehicle. Player characters can pool their points to buy vehicles.

Specifications (SPECS): These are special notes on the vehicle, such as weapons, etc. This is used only when necessary. Some weapon specs have been simplified for game play: i.e. one machine gun attack may represent several guns aimed in unison.

SAMPLE LISTING

Vehicles are listed in columnar form. The stats, in order, are **SPD, WDS, ARM, SPB, MVB, COS** and **SPECS.** Example:

	SPD	WDS	ARM	SPB	MVB	COS
Sopwith Camel Biplane	SF	12	VL	+0	+1	38

SPECS: Twin .303 forward-facing machineguns

The vehicle is a Sopwith Camel, an English WW I biplane. It is a Slow Flyer (SF), with 12 Wounds and Very Light armor (VL). The Speed Bonus is +0, average. The Maneuverability Bonus is +1 (the Sopwith was a good biplane). It costs 38 character points to buy. It has two .303 machineguns mounted in front of the cockpit. Stats for weapons like these can be found in the Weapons section.
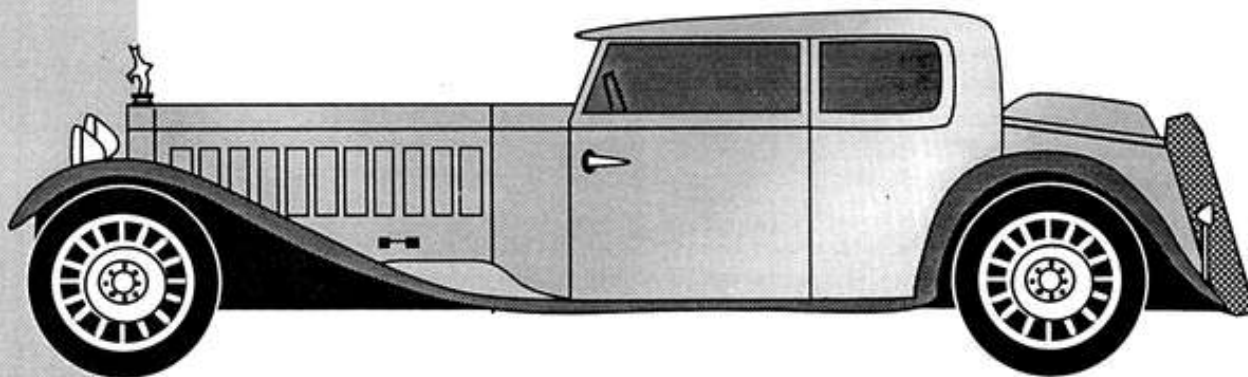
VEHICLE CATALOG

ANCIENT LAND VEHICLES

	SPD	WDS	ARM	SPB	MVB	COS
Chariot	SG	10	L	+0	+1	21
Horse Cart for Hauling	SG	12	-	-1	-1	22
Palanquin	SG	12	VL	-1	-1	18
SPECS: Requires 4-8 runners to carry it.						
Riding Beast (Horse, Camel)	SG	10	-	+1	+1	12
Great Riding Beast (Bear, Lizard, Bison!?)	SG	12	-	+0	+1	14
Sled (Drawn by any riding beast)	SG	12	VL	+1	-1	20

ANCIENT WATER VESSELS

	SPD	WDS	ARM	SPB	MVB	COS
Chinese Trading *Junk*	SG	20	L	+0	+0	40
Log Canoe	SG	8	VL	+0	+0	14
Raft	SG	8	VL	-1	-1	12
Roman Galley	SG	20	H	+0	+0	60
SPECS: Can carry 50 soldiers, may have a trebuchet or ballista.						
Rowing Boat	SG	10	VL	+0	+1	17
Skin Kayak (2 man)	SG	8	-	+1	+1	15
Small Sailing Vessel (4 man)	SG	12	VL	+1	+0	18
Medium Sailing Vessel (12 man)	SG	16	VL	+0	+0	30
Viking Longboat	SG	20	M	+0	+0	55
SPECS: Carries 40 Viking warriors.						

ANCIENT AIRCRAFT

	SPD	WDS	ARM	SPB	MVB	COS
Icarus' Wings	VSF	4	-	-1	-1	10
Flying Beast (bird, pterodactyl)	SF	10	-	+1	+1	16
Great Flying Beast (dragon)	SF	12	VL	+0	+0	22

HISTORICAL LAND VEHICLES

	SPD	WDS	ARM	SPB	MVB	COS
English Carriage	SG	10	-	-1	+1	18
Ricksha	SG	8	-	-1	-1	15
SPECS: Someone's got to pull it.						
Stagecoach (6 horse team)	SG	14	-	-1	+1	35
Steam Engine Train	FG	20	H	-1	NA	90
1885 Steam Phaeton Automobile	MG	12	L	-1	-1	17
1891 Benz Gasoline Automobile	MG	14	L	+0	-1	18

HISTORICAL SEA VESSELS

	SPD	WDS	ARM	SPB	MVB	COS
Arabian *Dhow* Trading Ship	SG	18	M	+0	+0	30
Bushnell's *Turtle* Submarine (1 man)	SG	8	M	-1	-1	18
Diving Bell	NA	10	MH	NA	NA	16
Huntley Man-Powered Civil War Submarine	SG	12	H	-1	-1	22
SPECS: Carries a spar torpedo, a VD/SAE explosive on the end of a 30' stick mounted to the prow. 12 man crew. Tends to sink with its victim.						
Nemo's *Nautilus*	MG	20	MH	-1	-1	80
SPECS: Jules Verne's proto-nuclear sub. Sank ships by ramming them.						
Columbus' *Niña*	SG	20	VH	+0	-1	80
English Galleon	SG	36	VH	+0	+0	140
SPECS: Packs up to fifty English naval cannons (see Weapons).						
HMS *Revenge*	SG	36	VH	+0	+0	150
SPECS: Francis Drake's flagship when he faced the Spanish Armada. Thirty-four guns.						
Golden Hind	SG	35	VH	+0	+0	150
SPECS: Francis Drake's privateer on which he explored the west coast of the Americas and traveled around the world in the '500's. Twelve guns.						
HMS *Resolution*	SG	36	VH	+0	+1	140
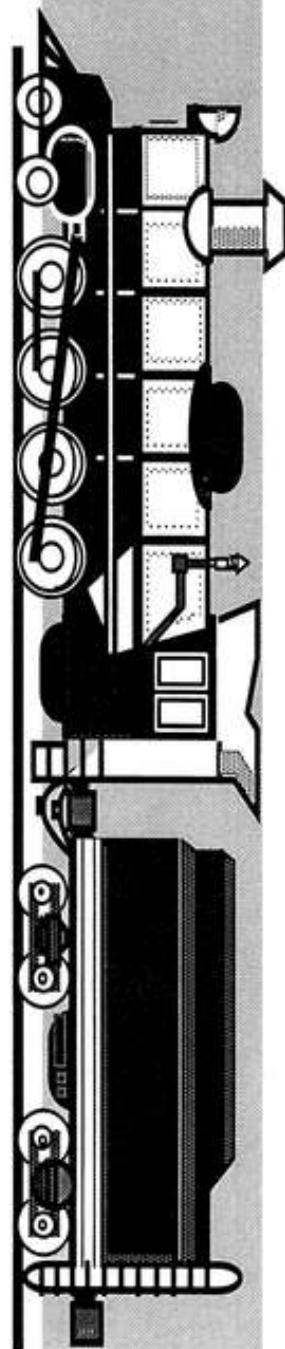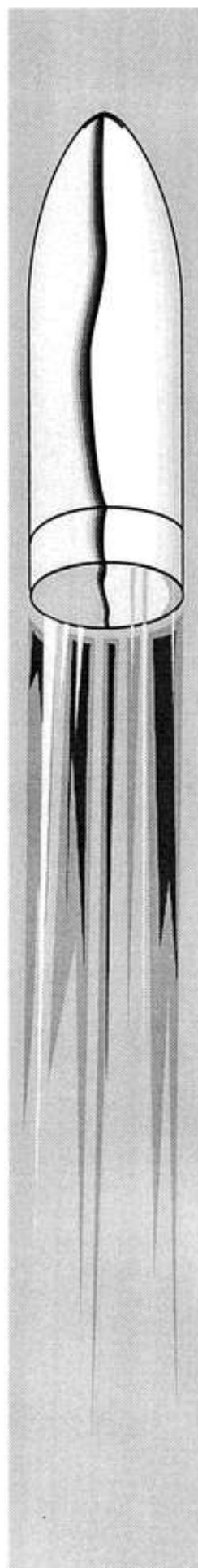
SPECS: Captain James Cook's 632 ton flagship on his second, and ill-fated third voyage. Forty guns.

	SPD	WDS	ARM	SPB	MVB	COS
HMS *Victory*	SG	36	VH	+1	+0	155

SPECS: Admiral Lord Neson's flagship at Trafalgar. 100 guns.

Pirate ship *Jolly Roger*	SG	22	VH	+1	+0	95

SPECS: Not as heavily armed as a galleon, but quicker. Twenty-four guns.

Spanish Caravelle	SG	24	VH	+0	-1	90

SPECS: Lightly armed treasure ship. Sixteen guns.

19th Century American Clipper Ship	SG	30	VH	+1	-1	100
USS *Flying Cloud*	SG	30	VH	+1	+1	100

SPECS: The famous Yankee Clipper that ran the record-setting New York to San Francisco route around Cape Horn in the 1850s.

HMS *Cutty Sark*	SG	30	VH	+1	-1	100

SPECS: One of the last great Clippers, running the England/China tea route in the 1870s.

19th Century Steamer	SG	30	VH	+1	+1	110
19th Century Mississippi Paddlewheel	SG	18	M	+0	+0	70
Whaling Longboat	SG	10	M	-1	+1	25

HISTORICAL AIR VEHICLES

	SPD	WDS	ARM	SPB	MVB	COS
1870 Parisian Hot Air Balloon	VSF	10	-	NA	NA	19
1890 Early Hydrogen Airship	VSF	10	-	-1	-1	23
Da Vinci Glider	VSF	10	-	+0	+0	17
1890 Lilienthal Glider	VSF	11	-	+0	+1	19

HISTORICAL SPACE VEHICLES

	SPD	WDS	ARM	SPB	MVB	COS
First Men in the Moon Antigrav Capsule	SF	18	SH	+1	-1	30

SPECS: Painted with an antigravity paint, it floated to the moon in fanciful tales.

Jules Verne Cannon Mooncraft	SFF	15	MH	+1	+0	30

SPECS: Fired out of a cannon with human passengers on board in other fanciful tales. Disadvantage: One way trip.

MODERN LAND VEHICLES

	SPD	WDS	ARM	SPB	MVB	COS
Modern Diesel Train	FG	25	M	+1	NA	100
Bullet Train	SFG	22	M	+0	NA	105
1908 Henry Ford Model T	MG	14	M	+0	+0	19
1924 Buick Model 6-47	FG	16	M	-1	+0	20

SPECS: Square-top police vehicle.

1931 Duisenberg SJ Luxury Phaeton 227	FG	16	M	+0	-1	21
1933 Hudson Super-Six gangster-mobile	FG	16	M	+0	+0	21

SPECS: Chicago gangster car.

1950's Hot Rod	FG	14	M	+1	+0	21
1967 Ford Mustang	FG	16	M	+1	+0	21
Formula 1 Racecar	SFG	10	L	+1	+1	24
Modern Sports Car	SFG	12	M	+1	+1	24
Modern Sedan	FG	16	M	+1	+0	22
Modern Limousine	FG	20	H	+1	-1	25
Modern Sport Utility Vehicle	FG	18	M	+1	-1	24
Panel Truck	FG	20	M	-1	-1	24
Semi Truck	FG	25	M	+0	-1	28
Aston Martin DB-V	SFG	12	M	+1	+1	28
Corvette ZR 1	SFG	11	M	+1	+1	24
Ferrari Testarossa	SFG	12	M	+1	+1	26
Lamborghinini Diablo	SFG	12	M	+1	+1	26
Mercedes 500SEL	SFG	13	M	+1	+1	25
Rolls Royce Silver Shadow	FG	16	M	+1	+0	30
Bicycle	SG	5	-	+1	+1	10
Harley Davidson Motorcycle	FG	10	M	+0	+0	16
Japanese Sports Bike	SFG	10	M	+1	+1	18
WW I British Mk 1 "Big Willie" Tank	SG	16	SH	+0	-1	47

SPECS: Two Extremely Deadly/Long Range cannons and two .303 machine guns, one of each on each side.

WW I German A7V Sturmpanzerwagen	SG	16	SH	+0	-1	50

SPECS: 1 Extremely Deadly/Long Range forward facing cannon and six .303 machine guns, two each side and two in the rear.

WW II Jeep	FG	15	M	+0	+0	20
WW II Half-Track	FG	16	VH	-1	-1	30
WW II US M4A3 "Sherman" Tank	MG	16	MH	-1	-1	56

SPECS: One Extremely Deadly/Extreme Range cannon, one forward-facing .303 machinegun, one turret-mounted .50 machine gun.

WW II German Tiger II Tank	MG	20	MH	-1	-1	60

SPECS: One Super Deadly/Extreme Range cannon, one forward-facing 7.92mm machinegun, one turret-mounted 7.92mm machine gun.

Modern M1 Abrams Main Battle Tank	MG	22	MH	+1	+0	66

SPECS: One Super Deadly/Extreme Range/Small Area Effect cannon, one forward facing 7.62mm machine gun, one turret mounted .50 machine gun.

Modern Soviet T72 Main Battle Tank	MG	20	MH	+0	+0	65

SPECS: One Super Deadly/Extreme Range/Small Area Effect cannon, one forward facing 7.62mm machine gun, one turret mounted 12.7mm (use .50 stats) machine gun.

Modern M109 Self Propelled Howitzer	MG	22	SH	+0	+0	70

SPECS: See Weapons for 155mm Howitzer.

Modern US MLRS Vehicle	MG	22	SH	+0	+0	70

SPECS: Fires up to 12 Super Deadly/Extreme Range/Large Area Effect rockets at once, then must reload (15 minutes).

HMMWV	FG	17	H	+1	+0	25

SPECS: Modern US replacement for the venerable jeep.

MODERN SEA VESSELS

	SPD	WDS	ARM	SPB	MVB	COS
WW I Submarine	SG	36	SH	+1	-1	75

SPECS: Fires up to 2 Extreme Range/Extremely Deadly torpedoes per turn.

WW I Battleship	SG	40	MH	+1	-1	115

SPECS: Can fire up to 3 Extreme Range/Extremely Deadly cannons and one torpedo per turn.

WW II PT Boat	MG	20	H	+0	+0	60

SPECS: Can fire one Super Deadly/Extreme Range torpedo per turn. Also has two .50 machine guns.

WW II Submarine	SG	36	SH	+1	-1	80

SPECS: Fires up to three Super Deadly/Extreme Range torpedos per turn.

WW II Battleship	SG	45	MH	+1	-0	145

SPECS: Fires up to six Extreme Range/Super Deadly cannons and two torpedos per turn. Also has 2D6 anti-aircraft guns.

WW II Aircraft Carrier	SG	50	MH	+1	-0	180

SPECS: Has 30 prop fighters on board and 2D6 anti-aircraft guns.

Modern Nuclear Submarine	MG	40	SH	+0	-1	88

SPECS: Can launch up to six Super Deadly/Extreme Range torpedoes and one Cosmic Damage/Extreme Range nuclear missile per turn.

Modern Aircraft Carrier	MG	60	MH	+0	-1	200

SPECS: Has thirty jet fighters on board.

Cabin Cruiser	MG	20	M	+0	-1	30
Cigarette Speedboat	FG	16	M	+1	+1	32
Container Cargo Ship	MG	40	H	+0	-1	125
Hovercraft	MG	22	H	+1	-1	45

SPECS: Carries 40 passengers.

Hydrofoil	FG	20	M	-1	-1	40
Jet Ski	SG	8	-	+1	+1	14
Luxury Liner (Turn of the Century)	MG	40	H	-1	-1	130
Luxury Liner (Current)	MG	35	H	+0	-1	130
Mini-Sub	SG	14	M	+0	-1	21
Supertanker	MG	40	H	-1	-1	125
Yacht	MG	18	M	-1	-1	28

MODERN AIR VEHICLES

	SPD	WDS	ARM	SPB	MVB	COS
Wright Flyer	SF	10	-	-1	-1	25
Boeing Flying Boat	MF	20	M	+1	+0	40
Zeppelin	SF	40	H	+0	-1	45
Blimp	SF	35	M	+0	-1	42

SPECS: Not as flammable as a Zep. Used for advertising and radio broadcast.

Bell Jet Ranger II Helicopter	MF	14	M	+1	+2	32
Boeing 747	FF	24	M	+1	+0	35
Cessna	FF	14	M	+1	+0	28
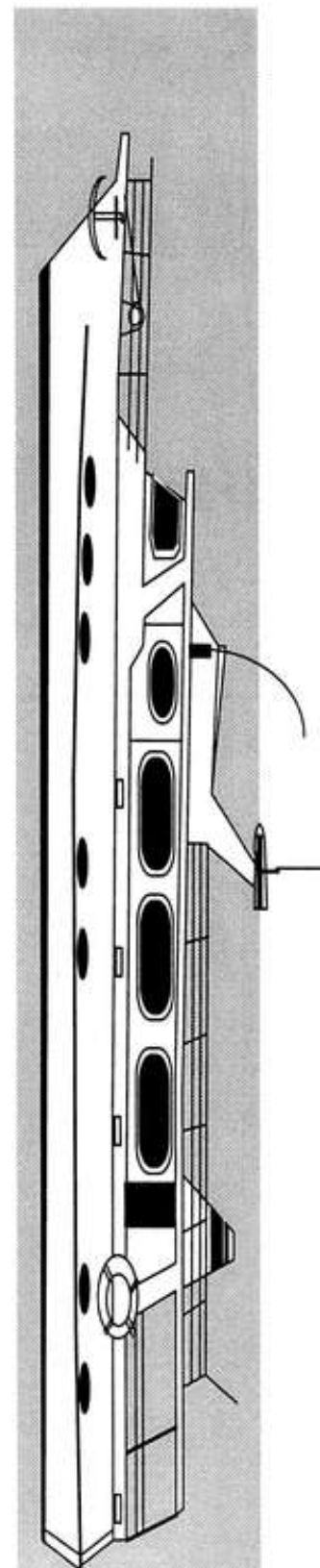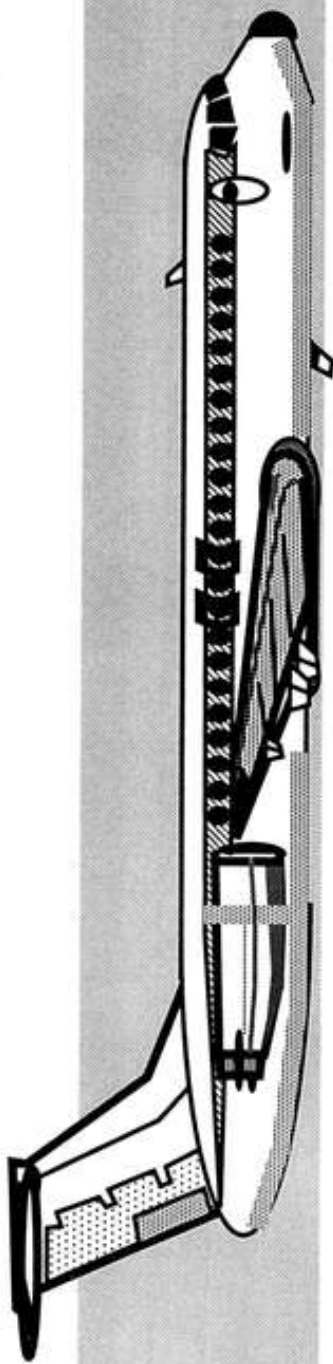
	SPD	WDS	ARM	SPB	MVB	COS
Concorde	SFF	24	M	+1	+0	40
Learjet	FF	18	M	+1	+0	28
WW I British Sopwith Camel Biplane	SF	12	VL	+0	+1	38

SPECS: Twin Vickers forward-facing machineguns.

WW I German Fokker Triplane	SF	12	VL	+1	+1	39

SPECS: Twin Maxim forward-facing machineguns.

WW I German Gotha Bomber	SF	14	VL	+1	+0	42

SPECS: Crew of four drops bombs by hand. One turret-mounted Maxim machinegun.

WW II P-51 Mustang	FF	14	M	+1	+1	44

SPECS: Two forward-facing .50 machinegun attacks.

WW II Me109 Messerschmitt	FF	13	M	+1	+1	43

SPECS: One forward-facing 7.92mm machinegun attack, and 1 20mm Autocannon attack.

WW II B-17 Flying Fortress	FF	20	M	+1	+0	70

SPECS: Drops up to 10 Super Deadly/Large Area Effect Bombs. Has seven .50 machinegun attacks.

Advanced Tactical Fighter	SFF	16	M	+0	+1	85

SPECS: One Very Deadly/Extreme Range autocannon attack per turn. 4 of 8 total Super Deadly/Extreme Range missile attacks per turn.

Apache Attack Helicopter	MF	18	VH	+1	+2	55

SPECS: One Extremely Deadly/Long Range autocannon attack and 2 of 8 total Super Deadly/Extreme Range missile attacks/ turn.

B-52 Bomber	FF	28	M	+1	+0	85

SPECS: Drops up to 50 Super Deadly/Large Area Effect Bombs and four Cosmic Damage nuclear bombs. Has two rear-facing .50cal machinegun attacks.

C-5A Galaxy Cargo Jet	FF	28	M	+1	+0	45
F-15 Eagle Fighter	SFF	17	H	+0	+1	81

SPECS: One Very Deadly/Extreme Range autocannon attack per turn. 2 of 6 total Super Deadly/Extreme Range missile attacks per turn.

F-16 Fighting Falcon Fighter	SFF	16	H	+0	+1	79

SPECS: One Very Deadly/Extreme Range autocannon attack per turn. 2 of 4 total Super Deadly/Extreme Range missile attacks per turn.

F-14	SFF	19	H	+0	+1	84

SPECS: One Very Deadly/Extreme Range autocannon attack per turn. 2 of 8 total Super Deadly/Extreme Range missile attacks per turn.

F-117 STEALTH	SFF	15	H	+0	+1	85

SPECS: 2 of 8 total Super Deadly/Extreme Range missile attacks per turn vs. Ground Targets only.

MIG-29 Fulcrum	SFF	18	H	+0	+1	77

SPECS: One Very Deadly/Extreme Range autocannon attack per turn. 2 of 6 total Super Deadly/Extreme Range missile attacks per turn.

MIG 25 Foxbat	SFF	20	H	+1	-1	72

SPECS: 2 of 4 total Super Deadly/Extreme Range missile attacks per turn.

V-22 Osprey Tiltrotor	MF	18	VH	+1	+1	35

MODERN SPACE VEHICLES

	SPD	WDS	ARM	SPB	MVB	COS
Apollo Capsule	SFF	15	M	+0	-1	25
Lunar Exursion Module	FF	10	M	+1	+1	25
Space Shuttle	SFF	18	M	+0	+0	30

FUTURE LAND VEHICLES

	SPD	WDS	ARM	SPB	MVB	COS
Hoverbike	SFG	10	M	+1	+1	18
Hovercar	SFG	12	M	+1	+0	23

SPECS: Can have one machinegun or missile weapon.

Heavy Hovertank	FG	25	MH	+0	+1	80

SPECS: One Extremely Deadly/Extreme Range and one Super Deadly/Extreme Range attack per turn.

Cargo Juggernaut	SFG	30	M	+0	-1	30

SPECS: Giant terrestrial cargo hauler.

Mag-Lev Train	SFG	25	M	+1	NA	115
Bike-Mecha	FG	14	SH	+1	+1	45

SPECS: Transforms into a small mecha with one Extremely Deadly/ Extreme Range energy cannon attack per turn, and life support. Mecha-form is MG.

Heavy Mecha	MG	25	MH	-1	-1	60

SPECS: This is a walking artillery piece, it cannot fly. It has two Extremely Deadly/Extreme Range energy cannon attacks per turn.

FUTURE SEA VESSELS

	SPD	WDS	ARM	SPB	MVB	COS
Cargo Submarine	MG	40	SH	+0	-1	140

FUTURE AIR VEHICLES

	SPD	WDS	ARM	SPB	MVB	COS
Air Car	MF	14	M	+0	+2	28
AntiGrav Hauler	MF	18	M	-1	+0	30

SPECS: Stubby, airborne cargo hauler.

AV-4	MF	18	VH	-1	+0	38

SPECS: A boxy, armored vehicle riding a jet engine. One Very Deadly/Extreme Range cannon attack per turn.

Battle Armor	SF	-	SH	+0	+1	25

SPECS: Personal armor with life-support and an anti-grav pack. No wounds of its own.

Jet Pack	SF	3	-	-1	-1	6
Superfighter	SFF	16	VH	+1	+1	90

SPECS: Two Extremely Deadly/Extreme Range autocannon attacks per turn. 4 of 8 total Super Deadly/Extreme Range missile attacks per turn.

FUTURE SPACE VEHICLES

	SPD	WDS	ARM	SPB	MVB	COS
Space Mecha	SFF	18	MH	-1	+1	84

SPECS: True Giant Robot. One Super Deadly/Extreme Range energy cannon attack per turn, One Extremely Deadly energy sword. Speed is FF in atmosphere. Can transform if bought along with other vehicle types and defined as such. FTL engines for 15 extra points.

Space Station	-	40	SH	-	-	200

SPECS: Research or colony stations in orbit or deep space. Up to 1000 people. Can dock other space ships.

Space Battle Station	SFF	40	COS	-1	-1	250

SPECS: A giant battle station with a crew of several thousand, many Extremely Deadly/Extreme Range defense guns, one Cosmic Damage/Extreme Range planetary assault beam, and 100 starfighters. FTL engines.

Heavy Star Cruiser	SFF	37	MH	+1	+0	150

SPECS: Crew of 2-300. Four Super Deadly/Extreme Range energy cannon attacks per turn. FTL engines.

Star Dreadnaught	SFF	45	COS	+1	+0	209

SPECS: One Cosmic Damage/Extreme Range energy cannon attack per turn and four Super Deadly/Extreme Range energy cannon attacks per turn. FTL engines.

Advanced Star Fighter	SFF	16	H	+2	+1	84

SPECS: Two Extremely Deadly/Extreme Range energy cannon and one Super Deadly/Extreme Range missile attack per turn. FTL for 12 extra points.

Star Scout	SFF	20	H	+2	+0	81

SPECS: FTL 10 man personal spaceship, commonly used for exploring. Two Extremely Deadly/Extreme Range energy cannon attacks per turn.

Starship	SFF	42	VH	+2	+0	210

SPECS: Advanced spaceship designed for extended missions to the far reaches of the galaxy. Crew of 500. FTL engines. Has one Cosmic Damage/Extreme Range Energy Cannon attack at +1 to Hit and may fire one Advanced Energy Torpedo (Cosmic Damage, Large Area/Extreme Range) per turn. Has Cosmic Level Force Shield which is reduced by one point of protective value for every point that penetrates the screen. NOTE: this is an optional rule which can be applied to other force shields if the Gamemaster so desires. If this rule is used, however, the cost of force shields should be 75% of the standard cost.

FRIENDS & FOES

NON-PLAYER CHARACTERS IN DREAM PARK

Generally, human or near-human non-player characters and monsters are done with live actors, in costume and makeup as necessary. This makes it possible for the NPCs to interact both physically and verbally with gamers. NPC actors have a general set of instructions to work under. They can be coached, if necessary, over headsets linked to the Gamemaster in Gaming Central. Major NPCs are generally played by only one actor, but in adventures with several crowded scenes, one actor may play several lesser roles throughout the course of the game.

In situations where the NPC is non-human, or an extremely distorted human, the gamemaster can choose to use elaborate costumes and prosthetics, robots, holograms, or Dream-Time™ virtual reality to create or complete the effect. In these situations, the NPCs actions and responses may be programmed into the computer, or slaved to an actor at gaming central. This can be tricky, but often it is the only way to complete an illusion.

On-set NPCs and monsters are monitored by Scan-Net™ and have the same virtual and headset equipment and telemetry that players have. This enables them to participate fully in fights either alongside or against player characters. Players who are killed out of games are sometimes offered parts as human NPCs, if they want to stay involved in an adventure. NPCs have to work under strict plot and gamemaster guidelines, but many people enjoy a stint as a minor villain, shambling monster, or helpful ally. Holographic or virtual NPCs and monsters are scored completely by the computer, based on the computer-plotted location and movement of the creature and the Scan-Net™ and telemetry data from the player.

There are three kinds of non-player characters: humans and near-humans, monsters, and animals. Humans and human-like characters are usually played by on-set actors. Powers are simulated by special effects. Many animals and man-sized monsters are simulated with robots. Larger or more exotic animals and monters are holographically simulated. When it comes to a choice between robots or holograms, good gamemasters will specify robots whenever the tech crew can accommodate them. Players generally prefer robots because, they say, "You can feel 'em when you hit 'em!"

NON-PLAYER CHARACTER STATS

People and intelligent creatures have all ten stats: Melee Weapon (MW), Hand to Hand (HH), Tinkering (TI), Athletics (AT), Awareness (AW), Ranged Weapon (RW), Knowledge (KN), Dodge (DO), Stealth (ST), and Willpower (WP). Animals have only six of the ten stats: Hand to Hand, Athletics, Awareness, Dodge, Stealth, and Willpower. Abbreviations are shown in parentheses. Both intelligent creatures and animals can have optional skills, although animal optional skills are very rare except for the basic Animal Attack skill. Skills are listed individually in each entry. Stats are *not* listed individually for each entry. The sliding scale is used throughout.

SLIDING SCALE NPCS

So that Dream Park non-player characters can be used with any group of players, we have designed a sliding-scale system that allows referees to tailor the strength of the NPCs to the strength of the characters. Every NPC falls into one of the original classes or sub-classes from Dream Park, such as Loremaster, Magic User, Fighter, etc. Within that class, the NPC is assigned a sliding value from -1 to +4, or the value is left open for the gamemaster to pick. The NPC's basic skill levels are figured by adding or subtracting their sliding scale value from the *average* (*not highest*) basic skill values of all of player characters of the same class. See example 1.

If there is no player character in the same class as the NPC you want to use, then use the basic skill package for that class on pages 38 and 39 of the *Dream Park* rulebook. Use three points to boost the NPC's basic skills, just like you were creating a new character. (If you are playing with experienced player-characters, use another 3-6 points to boost the basic skills.) Finally, add the applicable sliding-scale bonus to *all* skills (see example 2). Advanced and optional skills, powers, abilities, and wounds will be specified in the entries for all NPCs.

For multi-class NPCs, to keep the math down, use the basic multi-class

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THE SLIDING SCALE

The Sliding scale values correspond to a certain range of NPC importance/ability. For NPCs with flexible bonuses, assign the value that most accurately reflects the NPC's role in the adventure.

-1: Child/Young or invalid.

+0: Average. This value is for everyday people on the street, and unimportant animals.

+1: Thug/Assistant/Grunt. Use this value for early encounters or fights, low-powered helpers, and many animals.

+2: Henchman/Friend/Sergeant. Use this for intermediate encounters; fairly tough enemies, capable assistants, and potent animals.

+3: Lieutenant/Ally/Officer. Use this for enemies only one step away from the main villain; major players in the adventure. Only a few friendly NPCs should be this powerful, or life will be too easy for the characters. For animals, this bonus represents the leader of the pack.

+4: Villain/Hero/Demigod/Commander. Use this for the chief villain of the adventure. There should rarely be more than one or two enemies of this power level in the adventure. If the characters make an ally of a hero of this power level, the gamemaster should make sure that the NPC doesn't do all the work. Among animals only animal "gods" reach this level.

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package on page 39 of the Dream Park rulebook. Use three points to boost the basic skills, and then another 3-6 points if the player characters are experienced. Finally, add the sliding scale bonus to all skills.

In this section, specific sliding scale values are given only for particular characters, such as historical figures, and animals. Most of the NPCs are given a range such as +0 to +3 that the gamemaster can pick from. This allows the gamemaster to use the NPCs at different places in the adventure when different power levels are required. Some NPCs have no listing. For these, the gamemaster can assign any value from -1 to +4; whatever is appropriate for how the NPC will be used. See the sidebar.

ANIMALS AND MONSTERS

Most animals and monsters do not fall into any class. They are rated on the same sliding scale as other NPCs, but they can add their bonus only to the animal skills: Hand to Hand, Athletics, Awareness, Dodge, Stealth, and Willpower (see above). Animals' basic skill levels are figured from an average of all player character skills, regardless of class. See Example 3. Humanlike creatures such as vampires and intelligent aliens are given human character classes, and use the human NPC system. Animal advanced skills and wounds are listed in each entry.

As always, these rules serve as guidelines. We have designed them for simplicity and flexibility. If referees want to be more detailed, they can go through the module and spend more time customizing the NPCs.

ANIMAL ATTACKS

Monsters and Animals don't use weapons, but have instead "Animal Attacks." Animal attacks are bites, claws, venom, and other offensive tools that the animal might have. They can change from animal to animal. There is an Animal Attack advanced skill that covers these attacks, and can supercede the basic animal Hand to Hand skill. Animal armors, such as scales and shells, are also listed.

CLASSIFICATION

In addition to stats and skills, each listing has a brief description and a quick reference code. The code indicates whether the listing is for a Fictional Person (FP), Historical Person (HP), Generalized Person (GP), Near Human (NH), Deity (DE), Monster (MO), or Animal (AN), and whether the person or creature would be played by an Actor (A), Robot (R), or Hologram/Virtual (H) in a game scenario. Codes are listed next to the class, as abbreviation separated by a slash. Each listing can also include a brief description, and headings for spells and powers, armor, and weapons and equipment the person, creature or god might have.

FICTIONAL PERSONS

Fictional Persons are people from myth, legend, or literature who never really existed but who are well-known enough or stereotypical enough to be used in other people's adventures. King Arthur, Robin Hood, and Dark Galactic Lord are examples.

HISTORICAL PERSONS

Historical Persons are individuals who actually lived, but who are important or interesting enough to include here. Billy the Kid and Leonardo Da Vinci are good examples.

GENERALIZED PERSONS

Generalized Persons are members of large groups who are likely to be window dressing, cannon fodder, or part of a group of mass opposition in an adventure. Generally they don't need individual identities. They can also be stock individuals that gamemasters might want to provide their own personalities and backgrounds. "African Jungle Warrior," "Mediterranean Pirate," and "President of the United States" are all examples.

NEAR HUMANS

Near Humans are fictional intelligent beings from fantasy and science fiction. Intelligent aliens and friendly fantasy races such as Dwarves and Elves are examples.

DEITIES

Deities are gods from religions around the world. Their powers are high, but they are not disproportionate to the scale of the game, often being the same as major heroes and villains. Deities can be from real or fictional religions. Thor, Zeus, and Shiva are all examples.

MONSTERS

Monsters are fictional creatures, including non-humanlike aliens and legendary beasts. They are not necessarily malevolent, but it pays to be cautious. Godzilla, Werewolves, and the Blob are all examples.

ANIMALS

Animals are creatures that exist on earth, including those that might be more at home in the "Monster" section. Horses, whales, sharks, snakes, and monkeys are all examples. The "Animal" section also includes giant or malevolent animals that don't actually exist, such as "Giant Snake," "Giant Spider," and so on.

SAMPLE LISTING:

Miyamoto Musashi was a +4 Fighter; a major hero. He gets that assigned value since he was real person with known skills. He was a historical person (HP), and he would be best played by an actor (A). His basic skills should be figured by adding +4 to the averaged basic skills of all player character fighters in the party. His advanced skills are as listed. He is a potent individual, on the full-fledged hero/villain level. Since he has no spells and powers, those categories are not listed. He has eight wounds, and his listing is shown below:

MIYAMOTO MUSASHI

+4 Fighter, HP/A

A legendary Japanese *ronin* artisan, swordsman and martial artist from the 17th century. He wrote the classic strategy volume *A Book of Five Rings*, and was famous for using wooden swords rather than real ones.
  Advanced Skills:
  Archery +8, Fencing +9, Martial Arts +9, Writer/Composer +6
  Weapons and Equipment:
  Wooden sword, katana, and wakizashi.
  Wounds: 8

ACTOR CATALOG
ANCIENT PEOPLE
AFRICAN/MIDDLE EASTERN
AFRICAN JUNGLE RULER

+2-4 Loremaster GP/A

Stern leader of a noble tribe deep in the heart of Africa. Male or female.
  Advanced Skills:
  Arcane Lore +6, Identify Magic Object +4, Speak to Animals +5, Sign Language +2
  Weapons and Equipment:
  Wooden staff
  Wounds: 11

AFRICAN JUNGLE WARRIOR

Fighter, GP/A

Huntsman and protector of the tribe.
  Advanced Skills:
  Archery +2, Polearms +4, Tracking +6, Survival +5, Sign Language +2
  Weapons and Equipment:
  Pick from Ancient African weapons and armor.
  Wounds: 8

CLEOPATRA

+3 Loremaster, HP/A

Beautiful Egyptian Queen who romanced Roman Triumvir Marc Antony and committed suicide after her lover's death during their attempted conquest of the Roman Empire.
  Advanced Skills:
  Arcane Lore +3, Sing +7, Seduction +6, Persuasion & Fast Talk +4
  Wounds: 6

EGYPTIAN WARRIOR

Fighter, GP/A

Loyal servant of the Pharoahs through 3000 years of Egyptian history.
  Advanced Skills:
  Archery +4, Polearms +4, Chariot Driving +3
  Weapons and Equipment:
  Pick from ancient Egyptian weapons and armor.
  Wounds: 9

CAVEMAN

Fighter, GP/A

Early man; a hunter-gatherer.
  Advanced Skills:
  Polearms +2, Tracking +3, Animal Handling +4, Sign Language +1
  Weapons and Equipment:
  Pick from prehistoric weapons and armor.
  Wounds: 7

SINBAD

+4 Thief, FP/A

The legendary Arabian sailor and adventurer.
Advanced Skills:
Navigation +6, Escape Artist +4, Persuasion and Fast Talk +4, Seduction +3
Weapons and Equipment:
Arabian scimitar, Arabian leather armor, medium-sized Arabian sailing ship.
Wounds: 10

AMERICAN

AMAZON WARRIOR
Fighter, GP/A
Legendary South American tribe of fierce, beautiful, fair-skinned women.
Advanced Skills:
Archery +5, Polearms +2, Tracking +2, Survival +2, Animal Handling +4
Weapons and Equipment:
Prehistoric weapons and armor.
Wounds: 7

INCA WARRIOR
Fighter, GP/A
Warrior of the savage but wealthy and advanced Inca tribe of South America. Known for human sacrifices.
Advanced Skills:
Acrobatics +2, Survival +3, Polearms +2, Craftsman +3
Weapons and Equipment:
Prehistoric and South American weapons, South American ancient armors.
Wounds: 9

INUIT HUNTER
Fighter, GP/A
Alaskan or Canadian Native American man or woman. Hunt whales and seals from kayaks. "Eskimos."
Advanced Skills:
Survival +3, Polearms +5, Sailing +4, Tracking +3
Weapons and Equipment:
Sealskin Kayaks, Inuit and Native American weapons and armor.
Wounds: 12

NATIVE AMERICAN MEDICINE MAN
+2-3 Cleric, GP/A
North American tribal magician/shaman/doctor. "Medicine" means magic or spiritual power.
Advanced Skills:
Diagnose Illness +3, Physician +3, Botany +4, Dancing +3, Singing +2, Sign Language +3
Spells and Powers:
Banish Spirits, Detect Falsehood, Heal, Exorcise.
Weapons and Equipment:
Native American weapons and armor, herbal potions.
Wounds: 8

PLAINS INDIAN WARRIOR
Fighter, GP/A
Warriors typical of the plains and midwestern tribes such as the Sioux.

Advanced Skills:
Archery +4, Animal Riding +4, Tracking +6, Survival +2, Sign Language +2
Weapons and Equipment:
Native American weapons and armor.
Wounds: 9

ASIAN

CHINESE SORCEROR
+1-4 Magic User, GP/A
Shadowy individuals who live in mountain retreats and abandoned temples, they practice arcane arts and sciences and are wise in the ways of folklore. Male or female. Listed magic powers are suggestions.
Advanced Skills:
First Aid +3, Arcane Languages +2, Artist +5, Persuasion and Fast Talk +5
Spells and Powers:
Summon Demon, Paralyze, Banish Demon, Detect Sorcery, Slow Flight, Fireball.
Weapons and Equipment:
Chinese weapons and armor.
Wounds: 7

CONFUCIUS (KUNG-FU TZU)
+4 Loremaster, HP/A
Famous sixth century Chinese philosopher, academic, and artist. Wrote the Analects, and is responsible, directly or indirectly, for much of Chinese popular wisdom.
Advanced Skills:
Arcane Lore +3, Deduction +5, Research +6, First aid +3, Psychology +2, Artist +5, Writer/Composer +7
Wounds: 7

CHINESE CELESTIAL BUREAUCRAT
+1-3 Loremaster, GP/A
The civil servants who ran and administrated China during its medieval golden age.
Advanced Skills:
Hunch +3, Bribery +5, Psychology +2, Research +4, Artist +4, Play Instrument +4, Animal Handling +2, Persuasion and Fast Talk +5
Wounds: 8

CHINESE DYNASTIC EMPEROR
+3-4 Loremaster, GP/A
Any of the "Sons of Heaven" who ruled from the Hsia dynasty in 2000 BC to the Yüan in the 13th century AD. Also, any of the regional warlords from the Warring States of the 5th century AD. Their courts were full of intrigue. Peak of the Celestial Bureaucracy.
Advanced Skills:
Hunch +4, Bribery +6, Psychology +2, Artist +5, Play Instrument +4, Animal Handling +6, Persuasion +5
Wounds: 8

CHINESE DYNASTIC WARRIOR
Fighter, GP/A
Members of the armies of the emperors.
Advanced Skills:
Archery +3, Polearms +4, Martial Arts +3, Animal Riding +4,

Artist +2, Streetwise +3
Weapons and Equipment:
Ancient Chinese weapons and armor.
Wounds: 10

JAPANESE PRE-SAMURAI WARRIORS
Fighters, GP/A
Japanese medieval warriors, from before the golden age of the Samurai. Fought the Koreans and Chinese.
Advanced Skills:
Archery +3, Polearms +3, Martial Arts +2, Animal Riding +4, Streetwise +4, First Aid +1
Weapons and Equipment:
Ancient Japanese weapons and armor. Not Samurai equipment, which is historical.
Wounds: 8

SHINTO PRIEST
+2-4 Cleric, GP/A
Peaceful, scholarly holy men, custodians of Japan's ancient temples and rituals.
Advanced Skills:
Psychology +3, Writer/Composer +2, Artist +6, Play Instrument +5, Speak to Animals +2
Spells and Powers:
Banish Monster, Bless, Detect Evil, Invoke Gods,
Wounds: 7

INDIAN SEDUCTRESS
Psionic, GP/A
Persian or Indian ruler's principal concubine or harem leader. Beautiful, but deadly.
Advanced Skills:
Dancing +6, Singing +6, Sleight of Hand +3, Seduction +6
Spells and Powers:
Empathy, Emotion Attack.
Weapons and Equipment:
Dagger, hidden poison powder.
Wounds: 7

GHENGIS KHAN
+4 Fighter, HP/A
Notorious 12th century Mongol prince who lead his warriors to conquer and pillage Asia and Eastern Europe.
Advanced Skills:
Animal Riding +6, Archery +4, Polearms +4, Martial Arts +1, Tracking +5, Survival +5, Persuasion & Leadership +4
Weapons and Equipment:
Mongol weapons and armor.
Wounds: 12

MONGOL WARRIOR
Fighter, GP/A
Ghengis Khan's horde of brutal warriors.
Advanced Skills:
Animal Riding +4, Archery +3, Polearms +3, Martial Arts +2, Tracking +2, Survival +3
Weapons and Equipment:
Mongol weapons and armor.
Wounds: 11

EUROPEAN
CASTLE GUARD/SOLDIER
Fighter, GP/A
Typical Medieval soldier common in castles, towns, and on patrol in woods.
Advanced Skills:
Animal Riding +2, Archery +3, Polearms +3, First Aid +1, Streetwise +4
Weapons and equipment:
Ancient Medieval European weapons and armor. Typically short swords, short bows, crossbows, spears, daggers, and chain mail.
Wounds: 11

CRUSADER
+1-4 Fighter, GP/A
Christian knights who journeyed to the Middle East to liberate the Holy Land from the clutches of the heathen Saracens (Muslims).
Advanced Skills:
Animal Riding +5, Polearms +5, Survival +1, Tracking +2, Heavy Weapons +1
Weapons and Equipment:
European Crusades and Medieval Ancient weapons and armor.
Wounds: 11.

EL CID
+4 Fighter, HP/A
The heroic Spanish knight who helped to liberate his land from the invading Moors.
Advanced Skills:
Polearms +4, Animal Riding +5, Survival +1, Tracking +2, Persuasion & Leadership +3
Weapons and Equipment:
Medieval chain mail, medieval thrusting sword, baselard dagger.
Wounds: 10

KING ARTHUR
+4 Fighter, FP/A
The legendary 10th century Welsh king who united England and sent his knights on an epic quest for the Holy Grail. Some say that he is not dead, but sleeping, and will rise again when England is in danger.
Advanced Skills:
Archery +2, Polearms +5, Animal Riding +5, Persuasion & Leadership +4, Writer/Composer +1
Weapons and Equipment:
Arthurian plate mail and shield, and Excalibur, an enchanted medieval hand-and-a-half (bastard) sword (+1 to hit, VD damage).
Wounds: 12

KNIGHTS OF THE ROUND TABLE
+3-4 Fighters, GP/A
Any of Arthur's loyal men, such as Percival, Gawain, Galahad, Launcelot, etc. These are the men who sought the Grail.
Advanced Skills:
Archery +2, Polearms +5, Animal Riding +4, Persuasion & Leadership +1, Sing/Dance/or Compose +1

Weapons and Equipment:
Arthurian plate mail, Arthurian shields, medieval bastard swords, broadswords, and lances.
Wounds: 11

ROBIN HOOD
+4 Thief/Fighter, FP/A
England's legendary thief and rogue, who stole from the wealthy and gave to the poor, and lived in idyllic Sherwood forest with his band of outlaws, the Merry Men. Romanced Maid Marian and vexed the Sheriff of Nottingham.
Advanced Skills:
Archery +10, Polearms +3, Animal Riding +2, Escape Artist +3, Pick Lock +1, Tracking +4, Survival +5
Weapons and Equipment:
Yew longbow (a Historical-class weapon, but used in early medieval times in the classic Robin Hood stories). Medieval leather armor and shields. Medieval falchion short sword.
Wounds: 9

MERLIN
+4 Magic User/Loremaster, FP/A
The greatest of the European pagan wizards. King Arthur's mage and confidante. The son of a holy virgin and a demon, Merlin engineered the birth and ascension of Arthur, and foretold the coming of Christianity to England. Entombed forever by the evil sorceress Niviane.
Advanced Skills:
Arcane Lore +8, Identify Magic Object +9, Speak to Animals +5, Botany +6
Spells and Powers:
Greater Shapechange, Illusion, Invisibility, Blast of Force, Spell Ward, Detect Sorcery, Reveal Danger.
Wounds: 12

RICHARD THE LIONHEARTED
+4 Fighter, HP/A
England's legendary crusading king, part man, part myth. In the story of Robin Hood, Robin saves Richard's throne by stopping the scheming Prince John.
Advanced Skills:
Animal Riding +4, Archery +2, Polearms +5, Persuasion & Leadership +4, Heavy Weapons +3
Weapons and Equipment:
Crusades plate mail, Crusades shield, Crusades hand and a half sword.
Wounds: 11

NERO
+4 Loremaster, HP/A
The corpulent, corrupt, evil Roman emperor who played his lyre even as Rome was sacked and burned by barbarians.
Advanced Skills:
Hunch +4, Bribery +5, Gamble +5, Persuasion and Fast Talk +6, Play Instrument +3
Wounds: 10

ROMAN LEGIONARY
Fighter, GP/A
A Roman footsoldier, for hundreds of years the most disciplined, well-equipped fighting man in the world.
Advanced Skills:
Polearms +4, Chariot Driving +3, Animal Handling +2, Survival +1, Heavy Weapons +2, Basic Mechanics +1, Gamble +1, Streetwise + 3
Weapons and Equipment:
Ancient Roman weapons, shields, and armor.
Wounds: 10

GREEK SOLDIER
Fighter, GP/A
Soldiers from the classical age of the Greek city-states of Athens, Troy, and Sparta.
Advanced Skills:
Polearms +3, Animal Handling +4, Animal Riding +1, Acrobatics +1, Survival +2, Streetwise +1
Weapons and Equipment:
Ancient Greek weapons, shields, and armor.
Wounds: 9

HERCULES
+3 Fighter/Superhero FP/A
The legendary Greek hero gifted with incredible strength and endurance.
Advanced Skills:
Archery +3, Martial Arts +6, Survival +3, Streetwise +1
Spells and Powers:
Highly Resistant, Super Leap, Extraordinary Strength.
Weapons and Equipment:
Big Club (Critical Damage), Lion Skin (Very Light Armor)
Wounds: 12

SOCRATES
+4 Loremaster, GP/A
Renowned Greek philopher, teacher and statesman.
Advanced Skills:
Arcane Lore +3, Deduction +6, Research +4, Writer/Composer +6, Persuasion and Fast Talk +5, Languages +3
Wounds: 7

SEIGFRIED
+4 Fighter/Superhero, FP/A
Tragic Germanic hero of the epic, medieval Nibelungenlied poems; one of Europe's mightiest fictional warriors.
Advanced Skills:
Polearms +4, Animal Riding +5, Tracking +4, Survival +4, Martial Arts +3
Spells and Powers:
Highly Resistant
Weapons and Equipment:
Ancient European Medieval chain mail, the enchanted sword Balmung (+1 to hit, ED damage). A cloak of invisibilty (imparts the superpower Invisibility).
Wounds: 12

VIKING WARRIOR
Fighter, GP/A
Fierce Scandinavian warriors who swept into Europe on missions of conquest and pillage, and explored North America.
Advanced Skills:
Polearms +4, Archery +2, Navigation +3, Sailing +3, Martial

Arts +1, Survival +2
Weapons and Equipment:
Viking weapons and armor, wooden long-boats.
Wounds: 10

HISTORICALS

AFRICA AND THE MIDDLE EAST

ARABIAN/PERSIAN SOLDIER

Fighter, GP/A
Soldiers and guards for Shahs and Sheikhs throughout the Arab world.
Advanced Skills:
Archery +3, Fencing +4, Polearms +3, Animal Riding +3, Sing/Play Instrument/or Gamble +1
Weapons and Equipment:
Historical Arabian/Saracen, Moorish, or Persian weapons, shields, and armor.
Wounds: 9

ARABIAN SORCEROR

+2-4 Magic User, GP/A
Desert recluse experimenting with Djinni and flying carpets.
Advanced Skills:
Hypnotism +3, Survival +2, Zoology +2, Sleight of Hand +1, Arcane Lore +3, Languages +2
Spells and Powers:
Summon Demon, Control Weather, Zombie Master, Curse, Teleport.
Wounds: 6

ARABIAN THIEF

+3 Thief/Engineer, FP/A
Dashing, romantic young thief who laughs at djinns and wizards, and seduces Arabian princesses.
Advanced Skills:
Acrobatics +4, Animal Riding +2, Set/Disarm Trap +3, Escape Artist +5, Pick Lock +6, Pick Pocket +3, Disguise +1, Seduction +2
Weapons and Equipment:
Arabian weapons and armor, possibly a flying carpet.
Wounds: 8

FOREIGN LEGION SOLDIER

Fighter, GP/A
French expatriates serving in the savage deserts of 19th century North Africa.
Advanced Skills:
Animal Riding +1, Animal Handling +2, Heavy Weapons +3, Survival +2, Tracking +1, Gamble +2, Streetwise +2
Weapons and Equipment:
Foreign Legion sabers, daggers, and European 19th century muskets and rifles.
Wounds: 10

ZULU TRIBESMAN

+1 Fighter, GP/A
Fierce South African warriors fighting British and Dutch colonial forces.
Advanced Skills:
Acrobatics +1, Polearms +4, Survival +5, Tracking +4, Sign Language +1
Weapons and Equipment:
Zulu weapons and shields.
Wounds: 9

AMERICA

BLACKBEARD

+1 Fighter, HP/A
The notorious, legendary pirate who carved a swath of destruction and rapine across the oceans.
Advanced Skills:
Sailing +5, Navigation +3, Fencing +5, Heavy Weapons +4, Streetwise +4
Weapons and Equipment:
Cutlass, pair of flintlock pistols.
Wounds: 12

CARRIBEAN CUTTHROAT PIRATE

Fighter/Engineer, GP/A
Typical Tortuga scum, cruising Carribean waters looking for booty-laden sailing ships.
Advanced Skills:
Sailing +4, Navigation +2, Heavy Weapons +3, Mechanics +3, Streetwise +3, Gamble +3
Weapons and Equipment:
17th-19th century European firearms and sabers, pirate cutlasses, naval cannons.
Wounds: 8

BILLY THE KID

+3 Thief, HP/A
William H. Bonney, the famous Western outlaw and fugitive.
Advanced Skills:
Animal Riding +5 Survival +3, Tracking +4, Escape Artist +3, Animal Handling +3, Seduction +2, Streetwise +3
Weapons and Equipment:
Colt Peacemaker, Bowie Knife.
Wounds: 7

BLACK BANDIT

+4 Thief, GP/A
Sinister, western villain, terrorizing settlers and frontier towns. The local Sheriff can't stop him...
Advanced Skills:
Animal Riding +5, Survival +4, Tracking +2, Escape Artist +4, Pick Lock +3, Persuasion and Fast Talk +4
Weapons and Equipment:
Pair of Colt Peacemakers, Winchester 1873 lever rifle.
Wounds: 9

HONKY-TONK BAR QUEEN

Thief, GP/A
Bawdy western bargirl heating up the stage at the local saloon.
Advanced Skills:
Pick Pocket +4, Singing +4, Dancing +5, Seduction +5, Streetwise +4
Wounds: 6

WYATT EARP

+4 Fighter, HP/A

The gunslinging sheriff who, along with Doc Holliday, cut short the Clanton's careers at the OK Corral, and then went to Hollywood to try to immortalize himself.

Advanced Skills:
Animal Riding +4, Deduction +1, Hunch +3, Understand Tech +1, Survival +2, Tracking +5, Persuasion and Fast Talk +5

Weapons and Equipment:
Colt Peacemaker, double-barrel shotgun.

Wounds: 11

CAVALRY SOLDIER

Fighters, GP/A
Western mounted troops guarding the settlers, and riding to the rescue in many a movie.

Advanced Skills:
Animal Riding +4, Animal Handling +3, Heavy Weapons +1, Survival +2, Tracking +2, Gamble +1

Weapons and Equipment:
Cavalry sabers, Colt Peacemakers, Springfield 1873 Cavalry Carbines, the occasional Gatling Gun.

Wounds: 9

RAIL BARON

+3 Loremaster, GP/A
Super-wealthy, genteel easterners carving up the country to suit their needs. Can be +4.

Advanced Skills:
Hunch +5, Bribery +6, Gamble +4, Persuasion and Fast Talk +7, Understand Tech +1, Streetwise +1

Wounds 7

CONFEDERATE CIVIL WAR SOLDIER

Fighter, GP/A
Johnny Reb, fiercely proud, defending the independence of his beloved South against Yankee invaders.

Advanced Skills:
Animal Riding +2, Animal Handling +2, First Aid +1, Survival +4, Heavy Weapons +3, Wagon Driving +1, Demolitions +1

Weapons and Equipment:
Civil War Confederate .58 rifled carbine, stabbing bayonet.

Wounds: 10

UNION CIVIL WAR SOLDIER

Fighter, GP/A
The Yankee, stolidly fighting for the unity of his country.

Advanced Skills:
Animal Riding +1, Animal Handling +2, Wagon Driving +1 First Aid +1, Survival +2, Heavy weapons +4, Demolitions +1, Basic Mechanics +1

Weapons and Equipment:
Union percussion musket, stabbing bayonet.

Wounds: 9

ROBERT E. LEE

+4 Fighter, HP/A
The most famous Confederate general. Known for his honor, dignity, and ability.

Advanced Skills:
Animal Riding +4, Heavy Weapons +1, Basic Mechanics +1, Survival +2, Tracking +1, Persuasion & Leadership +5

Weapons and Equipment:
Saber, blackpowder revolver.

Wounds: 8

ULYSSES S. GRANT

+4 Fighter/Loremaster, HP/A
The wily Union general who parlayed his military victory into a political career, becoming president of the US.

Advanced Skills:
Animal Riding +3, Animal Handling +2, Hunch +4, Basic Mechanics +2, Heavy Weapons +2, Demolitions +1, Persuasion & Leadership +4

Weapons and Equipment:
Saber, blackpowder revolver.

Wounds: 9

SAMUEL CLEMENS

+4 Loremaster, HP/A
The famous wanderer and philosopher who wrote and sold his homespun tales of 19th century Americana under the pen name Mark Twain.

Advanced Skills:
Animal Riding +2, Navigation +2, Hunch +2, Deduction +2, Research +5, Gamble +2, Writer/Composer +8, Streetwise +3

Wounds: 7

ASIA

MIYAMOTO MUSASHI

+4 Fighter, HP/A
A legendary Japanese *ronin* artisan, swordsman and martial artist from the 17th century. He wrote the classic strategy volume *A Book of Five Rings*, and was famous for using wooden swords rather than real ones.

Advanced Skills:
Archery +6, Fencing +9, Martial Arts +4, Writer/Composer +6

Weapons and Equipment:
Wooden sword, katana, and wakizashi.

Wounds: 8

SAMURAI WARRIOR

+2-4 Fighter, GP/A
A typical warrior of the *Bushido* code of the samurai. Loyal, studious, artistic, and deadly.

Advanced Skills:
Archery +5, Martial Arts +4, Acrobatics +3, Fencing +6, Artist +4, Animal Riding +3

Weapons and Equipment:
Japanese Samurai armor and weapons.

Wounds: 8

CHINESE ALCHEMIST

+1-4 Engineer/Cleric, GP/A
Eccentric herbalist and magic dabbler working on strange potions in crowded Chinese towns and cities.

Advanced Skills:
Diagnose Illness +4, Biology +3, Botany +5, Chemistry +6, Mechanics +1, Set/Disarm Trap +2

Spells and Powers:
Banish Demon, Heal, Exorcise, Neutralize Poison.
Wounds: 7

CHINESE WU-SHU MASTER

+3-4 Fighter/Magic User, GP/A
Masterful Chinese martial artist; a hero dedicated to a lifetime of study and discipline.
    Advanced Skills:
    Acrobatics +6, Martial Arts +8, Martial Arts Weapons +8, Archery +3, Fencing +6, Writer/Composer +3
    Spells and Powers:
    Banish Demon, Fireball, Turn Spell, Break Binding.
    Weapons and Equipment: Chinese Historical and Ancient weapons and armor.
    Wounds: 8

WHITE LOTUS CULTIST

Fighter, GP/A
Cruel turn-of-the-century Chinese secret society dedicated to the expulsion of foreigners and the purging of foreign ideas.
    Advanced Skills:
    Archery +2, Martial Arts +3, Fencing +3, Martial arts Weapons + 3, Streetwise +4
    Weapons and Equipment:
    Chinese historical weapons. No armor.
    Wounds: 9

MAHARAJA'S SOLDIER

Fighter, GP/A
Soldiers of Indian regional kings before and during British occupation.
    Advanced Skills:
    Archery +2, Polearms +2, Heavy Weapons +2, Animal Handling +4, Survival +1
    Weapons and Equipment:
    Historical Indian and British weapons.
    Wounds: 8

THUGEE CULTIST

Fighter, GP/A
Followers of a brutal Indian cult that sacrifices human beings.
    Advanced Skills:
    Acrobatics +2, Martial Arts Weapons +3, Martial Arts +3, Streetwise +4, Tracking +1, Disguise +1
    Weapons and Equipment:
    Indian bronze axes and *katar* daggers.
    Wounds: 9

EUROPE

CHRISTIAN CLERIC

Cleric/Loremaster, GP/A
Christian church men. Priests are +1-2, bishops +2-3, Cardinals +3, and the Pope +4.
    Advanced Skills:
    Persuasion +2, Identify Magic Object +3, Research +4, Writer/Composer +4, Sing +1
    Spells and Powers:
    Banish Demon, Banish Undead, Exorcise, Purify.
    Wounds: 7

PRIVATEER

Fighter/Engineer, GP/A
English sailors commissioned by the Queen to raid and rob Spanish ships around the world.
    Advanced Skills:
    Sailing +4, Fencing +3, Heavy Weapons +4, Craftsmanship +1, Mechanics +3, Navigation +3
    Weapons and Equipment:
    English and European weapons through the 17th century.
    Wounds: 9

THE THREE MUSKETEERS

+2 Fighters, FP/A
Athos, Porthos, and Aramis; an inseperable trio. As immortalized by the French writer Dumas; dashing, elite French soldiers involved in many a pre-revolutionary swashbuckling and romantic adventure.
    Advanced Skills:
    Animal Riding +5, Fencing +6, Polearms +2, Persuasion and Fast Talk +4, Seduction +4
    Weapons and Equipment:
    Rapiers, 17th century wheel-lock muskets.
    Wounds: 10

D'ARTAGNAN

+3 Fighter, FP/A
The fourth Musketeer; a handsome young Frenchman who overcame great odds to serve in the corps he idolized. The noblest of them all.
    Advanced Skills:
    Animal Riding +5, Fencing +7, Polearms +1, Persuasion and Fast Talk +2, Seduction +5
    Weapons and Equipment:
    Rapier, 17th century wheel-lock musket.
    Wounds: 9

CARDINAL RICHELIEU

+3 Cleric, FP/A
As told in the Dumas stories, the sinister cleric who worked to manipulate the king and queen for his own purposes. Thwarted by the musketeers.
    Advanced Skills:
    Animal Riding +1, Bribery +2, Deduction +2, Writer +3, Persuasion and Leadership +4, Languages +2, Cryptography +1
    Spells and Powers:
    Banish Demon, Bless.
    Wounds: 8

FRENCH REVOLUTIONARY WOMAN

+1-2 Thief, GP/A
A young woman working under the nose of the King to foment and organize the French revolution.
    Advanced Skills:
    Disguise +3, First Aid +1, Pick Lock +3, Acting +3, Persuasion and Fast Talk +4, Streetwise +4
    Weapons and Equipment:
    Dagger, flintlock pistol.
    Wounds: 6

NAPOLEON

+4 Fighter/Loremaster, HP/A
The egomaniacal but brilliant French commander who tried to make himself "Emperor" of Europe.

Advanced Skills:
Animal Riding +1, Heavy Weapons +3, Deduction +4, Hunch +6, Persuasion & Leadership +5
Wounds: 6

NAPOLEONIC SOLDIER

Fighters, GP/A
Napoleon's imperial army soldiers, with whom he conquered much of continental Europe at the turn of the 18th century.
Advanced Skills:
Animal Riding or Wagon Driving +2, Fencing +3, Heavy Weapons +3, Basic Mechanics +1, Survival +2
Weapons and Equipment:
Flintlock Muskets, Sabers, 18lb Cannons, Bayonets.
Wounds: 9

GERMAN/AUSTRIAN KNIGHTS

Fighters, GP/A
The last of Europe's armored knights, they fought fierce battles for feudal control over much of Europe from the 13th to the 16th century.
Advanced Skills:
Animal Riding +3, Fencing +4, Pole Arms +4, Heavy Weapons +1, First Aid +1, Animal Handling +2
Weapons and Equipment:
German and Austrian 13th-15th century armors, blades, bows, and firearms. Mainly bastard swords and crossbows. Barded horses.
Wounds: 11

LEONARDO DA VINCI

+4 Loremaster/Engineer HP/A
Italy's great scientist, artist, and inventor; a man whose achievements have taken on near-mythical stature.
Advanced Skills:
Research +4, Understand Tech +6, Physics +6, Craftsmanship +5, Mechanics +7, Artist +8
Wounds: 7

PACIFIC ISLANDS
POLYNESIAN PRINCESS

Cleric, GP/A
Beautiful daughter of a Polynesian king, and priestess of the volcano god.
Advanced Skills:
Botany +4, Survival +2, Sailing +2, Dancing +6
Spells and Powers:
Detect Evil, Protection From Evil.
Wounds: 6

POLYNESIAN WARRIOR

Fighters, GP/A
Noble, but primitive, Polynesian tribal warriors.
Advanced Skills:
Acrobatics +2, Polearms +4, Sailing +4, Navigation +5, Survival +3, Tracking +3, Craftsman +3
Weapons and Equipment:
Historical and Ancient Pacific Islands weapons and armor. Outrigger canoes.
Wounds: 9

MODERN NPCS

AFRICA AND THE MIDDLE EAST
KENYAN SAFARI GUIDE

+1-2 Loremaster, GP/A
Quick-witted and sure footed guide who leads game hunters through the dark interior and open plains of Africa.
Advanced Skills:
Animal Riding +2, Animal Handling +3, Drive Heavy Vehicle +4, Hunch +3, First Aid +2, Tracking +6, Survival +4
Weapons and Equipment:
Jeep, Knife, Weatherby .460 rifle.
Wounds: 8

LIBYAN RENEGADE COLONEL

+4 Fighter, GP/A
Pompous dictator and cruel terrorist mastermind.
Advanced Skills:
Driving +4, Pilot Plane +3, Demolitions +2, Persuasion and Fast Talk +4
Weapons and Equipment:
Knife, 9mm pistol.
Wounds: 8

MIDDLE EASTERN TERRORIST

Fighter/Thief, GP/A
Resourceful globe-hopping criminal adept at slipping across national borders and infiltrating security.
Advanced Skills:
Driving +3, Demolitons +4, Martial Arts +1, Vehicle Weapons +1, Heavy Weapons +2, Bribery +2, Languages +4, Survival +2, Forgery +3, Pick Lock +3, Fast Talk +1, Disguise +2
Weapons and Equipment:
Plastic explosives, 9mm pistol, knife
Wounds: 8

LAWRENCE OF ARABIA

+4 Loremaster, HP/A
T.E. Lawrence, the English officer who rallied the Arabs to defeat the occupying Turks and Germans during WW I.
Advanced Skills:
Animal Riding +4, Driving +3, Demolitons +1, First Aid +2, Tracking +3, Persuasion & Leadership +4, Survival +2, Disguise +1
Weapons and Equipment:
Enfield No. 1 rifle, Webley Mark VI revolver, Dagger.
Wounds: 7

AMERICAN
BEAT COP

+1 Fighter, GP/A
Working men and women who protect the streets of America.
Advanced Skills:
Martial Arts +1, Martial Arts Weapons +1, First Aid +4, Tracking +2, Streetwise +5
Weapons and Equipment:
Police ballistic undershirt, Remington 870 Shotgun, S & W

Model 19 .357 Mag. Police Revolver.
Wounds: 9

CAT BURGLAR

+3 Thief/Engineer, GP/A
Crafty, cunning thieves who use novel methods to penetrate impossibly secure areas and steal priceless items.

Advanced Skills:
Acrobatics +4, Disguise +2, Electronics +3, Set/Disarm Traps +4, Escape Artist +3, Pick Locks +5, Basic Mechanics +2

Weapons and Equipment:
Knife, rope, backpack, flashlight, tools.
Wounds: 8

DARK SUPERHERO

+4 Fighter/Superhero, FP/A
A troubled, even sinister man, who uses his powers to mete out harsh justice on the cruel streets of the night-time city.

Advanced Skills:
Driving +4, Acrobatics +5, Martial Arts +6, Martial Arts weapons +4, Tracking +4, Streetwise +6, Disguise +3, Deduction or Hunch +2

Spells and Powers:
Danger Sense, Entangling Attack.

Weapons and Equipment:
Ballistic Vest, Smoke Grenades, Climbing Wire, Truncheons, Car.
Wounds: 10

DASHING SUPERHERO

+4 Superhero, FP/H
A heroic, upright, hero; a symbol of liberty and freedom worldwide. Secret identity as Joe or Jane Average.

Advanced Skills:
Acrobatics +4, Disguise + 5, First Aid +3, Persuasion & Leadership +3

Spells and Powers:
Superfast Flight, Super Resistant, Super Hearing, X-Ray Vision, Unbelievable Strength.
Wounds: 12

GI JOE

+1 Fighter, GP/A
America's fighting men and women, from WW I to today. Sergeants are +2-3, Special Forces and supersoldiers +4.

Advanced Skills:
Driving +2, Driving Heavy Vehicle +2, Demolitons +2, First aid +1, Survival +3, Heavy weapons +3, Vehicle Weapons +2, Basic Mechanics +1

Weapons and Equipment:
Rations, packs, rifles and sidearms of the appropriate war or period. From Vietnam on, they wear PASGT Armor.
Wounds: 10

GLOBETROTTING ARCHAEOLOGIST

+3 Loremaster GP/A
A respected academic who moonlights as a roughneck, swashbuckling adventurer searching the world for rare artifacts.

Advanced Skills:
Animal Riding +2, Driving +3, Arcane Lore +5, Research +4, Archaeology +6, Anthropology +5, Persuasion and Fast Talk +1

Weapons and Equipment:
Sidearm appropriate to the period, knife, rope.
Wounds: 8

HARD-BOILED PRIVATE EYE

+2 Loremaster/Fighter, GP/A
Hard-drinking men and women who work the seedy side of town on cases the cops won't take or can't solve.

Advanced Skills:
Driving +3, Deduction +5, Hunch +4, Research +2, Bribery +1, Tracking +3, Pick Lock +4, Escape Artist +1, Persuasion & Fast Talk +3

Weapons and Equipment:
Sidearm appropriate to the period; sap, brass knucks, or lead gloves.
Wounds: 11

PRESIDENT OF THE UNITED STATES

+3 Loremaster, GP/A
Leader of the USA, most powerful man or woman in the Western World.

Advanced Skills:
Deduction +2, Hunch +1, Psychology +2, Persuasion & Leadership +6, Writer +2

Weapons and Equipment:
Police ballistic undershirt.
Wounds: 8

PROHIBITION GANGSTER

Fighter, GP/A
The legendary prohibition mobsters who terrorized New York and Chicago in the '30s.

Advanced Skills:
Driving +4, Bribery +4, Gamble +3, Forgery +3, Persuasion and Fast Talk +4, Streetwise +5

Weapons and Equipment:
Thompson submachineguns, pistols, saps, fast cars.
Wounds: 10

AL CAPONE

+2 Fighter, HP/A
The greatest Prohibition gangster, the lord of Chicago. Finally busted for tax evasion.

Advanced Skills:
Driving +2, Hunch +4, Bribery +6, Gamble +4, Forgery +3, Persuasion and Fast Talk +6, Streetwise +3
Wounds: 8

ELIOT NESS

+3 Loremaster/Fighter, HP/A
The Federal Agent who, along with his incorruptible cops dubbed "The Untouchables" worked tirelessly to bring down "Big Al" capone.

Advanced Skills:
Driving +3, Research +2, Hunch +5, Deduction +4, Streetwise +5, First Aid +3, Drive Heavy Vehicle +1

Weapons and Equipment:
Colt .45 auto, pump shotgun.
Wounds: 8

STREET CRIMINAL

Fighter, GP/A
Thugs, goons, muggers, dope-dealers, car boosters, petty crooks, etc.

Advanced Skills:
Persuasion and Fast Talk +3, Streetwise +3
Weapons and Equipment:
Club, switchblade, or pistol.
Wounds: 10

DOUGLAS MACARTHUR

+4 Fighter/Loremaster, HP/A
The brilliant US General who retreated from the Philippines, only to fulfill his vow to return, when he lead the US to victory over Japan in the Pacific. He later lead the US raid on Inchon during the Korean War.

Advanced Skills:
Driving +1, Demolitions +2, Heavy weapons +3, Vehicle Weapons +1, Survival +1, Persuasion & Leadership +4, Languages +3, Psychology +1, Hunch +1
Wounds: 10

DWIGHT D. "IKE" EISENHOWER

+4 Loremaster/Fighter, HP/A
One of MacArthur's contemporaries, General Eisenhower planned and executed the US victory over Germany in Europe. (Chester Nimitz commanded America's Pacific effort.) Eisenhower later became President during the 'fifties.

Advanced Skills:
Driving +2, Deduction +3, Hunch +1, Research +4, Persuasion & Leadership +5, Heavy Weapons +2, Understand Tech +3
Wounds: 9

FRANKLIN DELANO ROOSEVELT

+4 Loremaster, HP/A
President of the US during World War II, his leadership allowed him to overcome his physical disabilties as he shepherded the nation through its greatest crisis. His death left Harry Truman to end the war.

Advanced Skills:
Deduction +2, Hunch +2, Research +4, Writer/Composer +3, Persuasion & Leadership +7, Understand Tech +2
Wounds: 5

ASIAN

GOLDEN TRIANGLE OPIUM FARMERS

Fighters, GP/A
Opium warlords commanding and their private soldiers in the highlands of Burma, Thailand, and Laos.

Advanced Skills:
Martial Arts +3, Martial Arts Weapons +4, Tracking +2, Survival +2, Animal Handling +2, Botany or Chemistry +1
Weapons and Equipment:
AK-47s, S.E. Asian Historical and Ancient blade weapons.
Wounds: 8

HONG KONG BILLIONAIRE

+3-4 Loremaster, GP/A
Fantastically wealthy Hong Kong real-estate, trading, and media mognate. Ruler of a modern empire of electronic trade and money.
Advanced Skills:
Martial Arts +1, Hunch +4, Research +4, Bribery +3, Gamble +6, Persuasion and Fast Talk +6
Wounds: 6

TRIAD MEMBER

Fighter, GP/A
Chinese gangsters operating in Hong Kong, Macau, the Pacific Rim, and the USA. Drug smugglers, protection racketeers, and gun runners.

Advanced Skills:
Motorcycle +4, Demolitions +1, Martial Arts +4, Martial Arts Weapons +4, Persuasion and Fast Talk +2, Streetwise +4
Weapons and Equipment:
Various firearms and Modern/Historical blades, explosives, martial arts weapons.
Wounds: 7

YAKUZA MEMBER

Fighter, GP/A
Japanese gangsters more entrenched in business and politics than their Chinese counterparts. Often has distinctive tatoos.

Advanced Skills:
Driving +2, Fencing +3, Martial Arts +2, Martial Arts Weapons +3, Bribery +4, Gamble +4, Persuasion and Fast Talk +3
Weapons and Equipment:
Various firearms and Modern/Historical Samurai bladed weapns and Japanese martial arts weapons.
Wounds: 8.

EUROPEAN

ADOLPH HITLER

+4 Loremaster, HP/A
The brutal German despot who electrified a nation and then lead it down a disastrous road of warfare and destruction.

Advanced Skills:
Driving +2, Arcane Lore +3, Hunch +4, Understand Tech +3, Research +1, Writer/Composer +4, Persuasion & Leadership +7, Acting +3
Wounds: 8

GERMAN SS TROOPER

+1-4 Fighter, GP/A
Hitler's elite terror troops, who wore the skull chevron.

Advanced Skills:
Drive Heavy Vehicle +2, Driving +2, Heavy Weapons +3, Vehicle Weapons +3, Survival +1, Streetwise +2, First Aid +1
Weapons and Equipment:
German WW II weapons, supplies and rations.
Wounds: 10.

GESTAPO AGENT

Loremaster/Thief, GP/A
Sinister secret police of the Third Reich. Evil men with black leather trenchcoats and bad attitudes.

Advanced Skills:
Driving +3, Lipread +2, Disguise +1, Tracking +2, Motorcycle +2, Hunch +2, Pick Lock +2, Forgery +2, Streetwise +4
Weapons and Equipment:
Luger 9mm pistols, knives, clubs, leather armor (trenchcoats).
Wounds: 8

FRENCH RESISTANCE
Fighter/Engineer, GP/A
French partisans fighting to liberate their country from invading Nazis and a collaborationist Vichy government.
   Advanced Skills:
   Driving +1, Demolitions +4, Heavy Weapons +2, Disguise +2, Mechanics +1, Set/Disarm Trap +3, Survival +1
   Weapons and Equipment:
   World War II German and British weapons.
   Wounds: 9

DASHING BRITISH SECRET SERVICE AGENT
+1-4 Engineer/Thief, GP/A
Clever, resourceful, deboniare, handsome, but with a dark, lethal side that keeps him alive in the shady world of Cold-War espionage.
   Advanced Skills:
   Driving +3, Pilot Plane +3, Martial Arts +5, Gamble +5, Electronics +3, Mechanics +4, Set/Disarm Trap +5, Pick Lock +4, Persuasion and Fast Talk +4, Seduction +3
   Weapons and Equipment:
   Walther PPK pistol, mini-radio and camera, Aston Martin DB-V.
   Wounds: 9

EUROTERRORIST SPYMASTER
+4 Loremaster, GP/A
Evil ringleader of a sophisticated society of extortionists, assassins, and nuclear terrorists; an appropriate rival for the dashing agent.
   Advanced Skills:
   Cryptography +4, Hunch +3, Research +4, Understand Tech +3, Gamble +3, Persuasion & Fast Talk +2
   Weapons and Equipment:
   Any modern European or American weapons, armor, and gadgetry.
   Wounds: 7

SOVIET FEMME FATALE AGENT
+1 Fighter/Thief, GP/A
Seductive and beautiful agent with a lethal kiss.
   Advanced Skills:
   Martial Arts +4, Disguise +4, Escape Artist +2, Pick Lock +4, Seduction +6, Persuasion & Fast Talk +4
   Weapons and Armor:
   Any modern sidearm, blade, or poison.
   Wounds: 6

PACIFIC ISLAND
MELANESIAN CARGO CULTIST
Engineer, GP/A
Unusual Pacific Island cult which members believe that they attain spiritual and physical power through the abduction and stockpiling of western maritime and air cargo.
   Advanced Skills:
   Sailing +3, Survival +3, Tracking +3, Craftsmanship +3, Mechanics +2, Set/Disarm Trap +4
   Weapons and Equipment:
   Any Modern, Historical, or Ancient weapon, but with a preference for blades.
   Wounds: 10

FANTASY NPCS

ANCIENT
HIGH PRIESTESS
+2-4 Cleric, GP/A
The seductive leader of an ancient religion, prophetess of an arcane, powerful god.
   Advanced Skills:
   Diagnose Illness +1, Sing +3, Dancing +5, Play Instrument +2, Persuasion and Fast Talk +4, Seduction +4, Arcane Lore +1
   Spells and Powers:
   Curse, Heal, Invoke Gods, Regeneration.
   Wounds: 7

PATROL SOLDIER
+1-3 Fighter, GP/A
Grumbling, hard-drinking, coarse soldiers who guard the towns, woods, and castles of fantasy settings.
   Advanced Skills:
   Animal Riding +2, Wagon Driving +2, Archery +3, Animal Handling +2, Polearms +3, Streetwise +3, Gamble +1, Heavy Weapons +1
   Weapons and Equipment:
   Any Ancient Weapons or Armor.
   Wounds: 12

SNAKE CULT LORD
+4 Loremaster/Magic User, GP/H
Evil leader of a bloodthirsty cult that worships a snake god, and terrorizes cities and villages. Shapechanges into Giant Snake only.
   Advanced Skills:
   Animal Handling +3, Arcane Lore +5, Identify Magic Object +2, Speak to Animals +4 (snakes only), Hypnotism +5.
   Spells and Powers:
   Summon Animal (snakes only), Shapechange (Giant Snake only), Poison.
   Wounds: 12

WIZARD
Magic User, GP/A
Typical fantasy wizard, in his lofty castle. Can be an ally or enemy.
   Advanced Skills:
   Botany +3, First Aid +1, Arcane Languages +4, Zoology +3, Identify Magic Object +4, Research +2, Craftsmanship +2
   Spells and Powers:
   Sleep, Banish Monster, Dispel Sorcery, Wall of Fire, Crystal Scrying.
   Wounds: 7

FUTURE

CYBERPUNK®
Fighter, GP/A
Hard-bitten freelance heroes living on the dark side of a future corporate utopia gone wrong.
   Advanced Skills:
   Motorcycle +3, Martial Arts +2, Martial Arts Weapons +2,

Persuasion and Fast Talk +4, Streetwise +4, Machine Interface +3, Cybertech or Electronics or Mechanics +1
Weapons and Equipment:
Any Modern or Future weapons, armor, or cyberware.
Wounds: 11

CYBERPUNK EXECUTIVE
Loremaster, GP/A
Callous, cold executives lining their corporation's coffers on the misery and sufferings of others. High executives are +3, CEOs and Chairmen +4.
Advanced Skills:
Hunch +4, Research +3, Bribery +4, Gamble +2, Machine Interface +2, Persuasion & Fast Talk +2
Weapons and Equipment:
Datajack, modern 9mm sidearm, perhaps smartchipped.
Wounds: 8

GALACTIC DARK LORD
+4 Fighter/Psionic, GP/A
Evil ruler of a dark, galactic empire; a shadowy man in dark armor.
Advanced Skills:
Pilot Spacecraft +4, Vehicle Weapons +3, Fencing +5, Machine Interface +4, Persuasion & Leadership +4
Spells and Powers:
Locate, Psibolt, Telekinetic Move & Throw.
Weapons and Equipment:
Energy Sword, Dark Galactic Lord Armor.
Wounds: 12

STAR KNIGHTS
+1-2 Fighter/Psionics, GP/A
Last of a heroic breed of men and women sworn to uphold freedom throughout the galaxy.
Advanced Skills:
Acrobatics +4, Pilot Spacecraft +3, Vehicle Weapons +3, Fencing +5, Survival +3, Persuasion & Leadership +4
Spells and Powers:
Locate, Mental Domination, Telekinetic Move & Throw.
Weapons and Equipment:
Energy Sword, Blaster Pistol.
Wounds: 10

SPACE MARINES
+1-4 Fighters, GP/A
Rough and ready bug-hunters and assault troops trouble-shooting around the galaxy.
Advanced Skills:
Drive Heavy Vehicle +2, Pilot Spacecraft +1, Vehicle Weapons +3, Martial Arts +3, Demolitions +2, Survival +3, Xenology +2, Mechanics +2, Heavy Weapons +3
Weapons and Equipment:
Space Marine Assault Rifle, Boarding Carbine, Adv. Gauss Pistol, Space Marines Body Armor.
Wounds: 11

SPACE TRADERS
Engineers, GP/A
Resourceful free-traders and smugglers plying the outlying systems -- exotic goods from around the galaxy.

Advanced Skills:
Zero-G Movement +2, Pilot Spacecraft +4, Bribery +3, Gamble +2, Navigation +5, FTL Tech +4, Gravitic Tech +3, Persuasion & Fast Talk +4, Streetwise +3
Weapons and Equipment:
Personal starship, blaster pistol.
Wounds: 10

STAR PIRATES
Fighter/Engineers, GP/A
Space buccaneers who prey on the traders and on outpost planets and space stations.
Advanced Skills:
Zero-G Movement +2, Pilot Spacecraft +3, Vehicle Weapons +4, Fencing +3, Xenology +1, Streetwise +3, Bribery +1, Heavy Weapons +1
Weapons and Equipment:
Energy sword, gauss pistols, spaceships.
Wounds: 9

STARSHIP TROOPERS
+2-4 Fighters, GP/R
Armored commandos with the heaviest firepower of any spacetroops. They face the toughest villains and enemies in the galaxy. Commanders are +4.
Advanced Skills:
Zero-G Movement +4, Martial Arts +4, Heavy Weapons +4, First Aid +2, Machine Interface +3, Survival +3, Vehicle Weapons +2, Electronics or Mechanics +2
Weapons and Equipment:
Starship trooper armor, energy swords, Starship trooper arm cannon, razornets, wristmissiles.
Wounds: 12

ANIMALS

REAL LAND MAMMALS
CATS
Animals, R. Animal Attacks +2

Cheetah: Super-speedster of the African Savannah.
Attacks: Bite=Light Damage, Claw=Very Light Damage
Wounds: 5

Lion: King of the Beasts; the largest African cat. Females hunt.
Attacks: Bite=Serious Damage, Claw=Light Damage.
Wounds: 10

Tiger: Found throughout Asia, from India and Persia through Siberia. The largest of all cats.
Attacks: Bite=Critical Damage, Claw=Serious Damage
Wounds: 12

Saber Tooth Cat: Giant-fanged precurser of the great predatory cats.
Attacks: Bite=Deadly Damage. Claw=Serious Damage
Wounds: 10

DOGS
Animals, R. Animal Attacks +2

Dog: Covers household pets, guard dogs, and small wild canines like coyotes.
Attacks: Bite=Light Damage, Claw=Very Light Damage
Wounds: 5

Wolf: Intelligent pack-hunter found throughout Europe, Asia, and North America.
Attacks: Bite=Serious Damage, Claw=Very Light Damage
Wounds: 7

PACHYDERMS
Animals, R. Animal Attacks +1

Elephant: The largest living land animal, used as a beast of burden in Asia.
Attacks: Tusks=Critical Damage, Charge/Stomp=Deadly Damage
Armor: Light
Wounds: 16

Wooly Mammoth: Giant, extinct ancestor of the elephant.
Attacks: Tusks=Critical Damage, Charge/Stomp=Deadly Damage
Armor: Medium
Wounds: 18

Rhinoceros: The roving master of the savannah, safe from all predators but man.
Attacks: Horn=Serious Damage, Charge/Stomp=Critical Damage
Armor: Light
Wounds: 16

PRIMATES
Animals, R. Animal Attacks +1

Small Monkey: Found in Africa and South America. Often a pet.
Attacks: Bite=Very Light Damage
Wounds: 4

Chimpanzee: Very clever ape, can learn and imitate human behavior.
Attacks: Bite=Serious Damage
Wounds: 6

Gorilla: Largest primate. Huge but peaceful vegetarian.
Attacks: Punches and Crushes for Serious Damage.
Wounds: 12

MISCELLANEOUS
GRIZZLY BEAR
Animal, R. Animal Attacks +2
Fierce, large bear of the Pacific Northwest.
Attacks: Bites=Serious Damage, Claws=Critical Damage
Armor: Light
Wounds: 14

HORSE
Animal, R. Animal Attacks +1
Found in Africa, Asia, and Europe in all times, and in the New World from Historical times on.
Attacks: Bite=Light Damage, Kick=Serious Damage
Wounds: 12

REAL REPTILES
SNAKES
Animals, R. Animal Attacks +3

Venomous Snakes: Small ones are vipers, coral snakes, fer-de-lances, etc. Large ones are rattlers, cobras, tiger snakes, etc.
Attacks: Bite=Very Light Damage, with Mild or Deadly Poison Damage (see Dream Park rulebook, pg. 79) depending on snake size.
Wounds: Small=2, Large=4

Anaconda/Giant Snake:
Gigantic, 30' tropical constrictor known to kill people. At home in water and on land. Often drops from trees.
Attacks: Bite=Light Damage, Constrict=Serious Damage for every turn of entanglement.
Armor: Light
Wounds: 15

Komodo Dragon: Giant, predatory, Indonesian lizard.
Attacks: Bite=Serious Damage, Claws=Light Damage
Armor: Very Light
Wounds: 7

Alligator/Crocodile: Aquatic predators of America, South America, and Africa. Up to 8' long.
Attacks: Bite=Critical Damage
Armor: Light
Wounds: 8

Saltwater Crocodile: 30' predatory giant of Indonesia and the South Pacific.
Attacks: Bite=Deadly Damage
Armor: Medium
Wounds: 16

REAL WATER CREATURES
FISH
Animals, R or H. Animal Attacks +1

Small Shark: Scourge of the seas.
Attacks: Bite=Serious Damage, Bump/Scrape=Very Light Damage
Wounds: 5

Great White Shark: The most terrifying creature living in the sea. Up to 25' long.
Attacks: Bite=Very Deadly Damage, Bump/Scrape=Very Light Damage
Armor: Very Light
Wounds: 16

Stingray: An inhabitant of shallow seas who stings the unwary swimmer or hunter who steps on it.
Attacks: Tail spine=Very Light Damage, with Mild Poison.
Wounds: 2

Electric Eel: Lurks in the murky rivers and ponds of South America, waiting for prey, or an unlucky character, to bump into it.

Attacks: Shock=Serious Damage
Wounds: 1

Giant Squid: One of the few real monsters; 50 feet of tentacular terror lurking in the abyssal depths of the sea.
Attacks: Entangling Attack. Beak=Light Damage, Crushing= Serious Damage.
Armor: Light
Wounds: 20

WHALES AND DOLPHINS
Animals, R or H. Animal Attacks +3

Dolphin: Man's friend in the sea, they often rescue shipwrecked sailors. Enemy of the shark.
Attacks: Ramming=Serious Damage
Wounds: 12

Killer Whale: Hunts in packs. Fears no other sea creature, but not known to attack man.
Attacks: Ramming=Serious Damage, Bite=Deadly Damage
Armor: Very Light
Wounds: 16

Sperm Whale: The largest toothed whale, it hunts the giant squid. A white one tormented Captain Ahab.
Attacks: Bite=Very Deadly Damage
Armor: Medium
Wounds: 20

Baleen Whales: Blue, Right, Fin whales, etc. The largest creatures living on Earth.
Attacks: Tail Slap=Serious Damage
Armor: Medium
Wounds: 25

FLYING CREATURES AND BIRDS
BIRDS
Animals, H. Animal Attacks +3

Eagle: The mightiest raptor. An offical symbol of many lands.
Attacks: Peck=Very Light Damage, Talon=Light Damage.
Wounds: 4

Ostrich: Huge flightless bird of the African plains. A speedy runner.
Attacks: Peck=Light Damage, Talon Kick=Serious Damage.
Wounds: 8

BATS
Animals, H. Animal Attacks +1
Vampire Bat: The night parasite of Africa and Eastern Europe.
Attacks: Bite=Very Light Damage, with Mild Poison.
Wounds: 2

INSECTS AND SPIDERS
Animals, R. Animal Attack +1

Black Widow: Small spider with a potent bite.
Attacks: Bite=Deadly Poison Damage.
Wounds: 1

Tarantula: Large, tropical spider. Can catch and kill birds.
Attacks: Bite=Very Light Damage with Mild Poison.
Wounds: 2

Giant Spider: A fantasy horror, up to 12' across.
Attacks: Entangling attack, Bite=Light Damage with Deadly Poison.
Armor: Light
Wounds: 12

Giant Beetle: An innocuous (but tough) wandering fantasy dreadnaught up to 6' long.
Attacks: Chemical Spray=Very Light Damage, Blinds for 1D6 turns.
Armor: Heavy
Wounds: 8

Killer Bees: A swarm of terror; an irritation as individuals, but lethal as a group. The swarm is 2 game-scale inches across. People inside take 1D6 attacks/turn.
Attacks: Sting=Very Light Damage
Wounds: NA

Scorpion: A desert arthropod. Lurks in shady places and crawls in your boots at night.
Attacks: Sting=Very Light Damage with Mild Poison.
Wounds: 1

Giant Scorpion: Another fantasy nightmare: a scorpion 8' long.
Attacks: Sting=Serious Damage with Deadly Poison, Claws=Light Damage.
Armor: Medium
Wounds: 6

DINOSAURS
Animals, R or H. Animal Attacks +3

Ankylosaur: A turtle-like tank of a dinosaur with a club for a tail.
Attacks: Bite=Light Damage, Tail Club=Serious Damage.
Armor: Heavy.
Wounds: 12.

Apatosaur: The "Brontosaurus," a huge, lumbering swamp denizen.
Attacks: Bite=Serious Damage, Tail Whip=Serious Damage, Stomp=Deadly Damage.
Armor: Medium
Wounds: 30

Kronosaur: A forty-foot long marine terror; one of the most terrifying monsters ever to have lived on earth.
Attacks: Bite=Very Deadly Damage
Armor: Medium
Wounds: 20

Plesiosaur: Graceful marine hunter. What the Loch Ness monster is supposed to be.
Attacks: Bite=Serious Damage, Flipper Slap=Light Damage.
Armor: Medium
Wounds: 20

Pteranadon: Huge, gliding reptiles with membranous wings up to 20' across.

Attacks: Bite/Peck=Serious Damage, Talons=Light Damage.
Armor: Very Light
Wounds: 12

Triceratops: A lumbering, terrestrial plant eater.
Attacks: Horns=Critical Damage
Armor: Heavy
Wounds: 20

Tyrannosaurus Rex: The most fearsome predator ever to have stalked the land.
Attacks: Bite=Very Deadly Damage, Talon Kick=Deadly Damage, Tail Whip=Light Damage.
Armor: Medium
Wounds: 22

Velociraptor: A swift, nimble predator that hunts in packs.
Attacks: Bite=Critical Damage, Talon=Critical Damage, Tail Whip=Very Light Damage.
Armor: Light
Wounds: 14

MONSTERS

GODZILLA
+4 Monster, H. Animal Attacks +4
Japan's most famous movie monster: 400' of radioactive, firebreathing urban renewal.

Attacks: Bite=Extremely Deadly, Punch/Claw=Extremely Deadly, Breath=Super Deadly/Extreme Range, Stomp=Super Deadly.
Armor: Mega Heavy
Wounds: 40

KING KONG
+4 Monster, H. Animal Attacks +4
The greatest American monster of all time, with an eye for beauty. Godzilla's one-time rival.

Attacks: Bite=Very Deadly, Punch/Kick=Extremely Deadly
Armor: Very Heavy
Wounds: 30

VAMPIRE
Magic User/Loremaster, M/A
A legend of many races, but most famous is the story of Dracula, the undead Romanian Count. Dracula is +4. The bite of a vampire is Serious Damage, and the vampire has the option of turning his victim into a disciple. Can be killed by a stake through the heart. Takes Serious Damage for every turn of exposure to a cross *wielded by a person of faith,* sunlight, or holy water.

Advanced Skills:
Arcane Lore +3, Identify Magic Object +2, Speak to Animals +4, Hypnotism +6, Seduction +6

Spells and Powers:
Greater Shapechange (to bat and wolf only), Steal Life Force (bite and blood drain), Regeneration (Clerical), Amazing Strength.
Wounds: 12

WEREWOLF
Animal, M/A or R. Animal Attacks +3
The monster form of any human werewolf. Can be anthropomorphic, or more wolf-like. Can be warded by a pentagram, or killed with silver-tipped projectiles or blades. A surviving victim becomes a werewolf.

Spells and Powers: Regeneration (Clerical)
Attacks: Bite=Serious Damage, Claws=Light Damage.
Wounds: 12

RE-ANIMATED PERSON
Fighter, M/A
An undead being stitched together from the remains of others, and animated by means of electricity or alchemy.

Attacks: Punches=Serious Damage, Bearhugs=Serious Damage/turn.
Armor: Light
Wounds: 14

SKELETON
Fighter, M/H
An undead warrior, typically created by a wizard in need of help that won't ask many questions.

Advanced Skills:
Fencing +3, Polearms +3, Archery +3
Weapons and Equipment:
Whatever blade or bow is appropriate to the age.
Armor:
Light
Wounds: 8

ZOMBIE
Fighter, M/A
Animated, undead bodies that crave living, human flesh, and follow the orders of their animator. Their bite is Mild Poison. They are completely killed only when the head is severed or the brain destroyed.

Advanced Skills:
Polearms +1
Weapons and Equipment:
Whatever melee weapons and armor are appropriate to the age.
Wounds: 10

GELATINOUS BLOB
Animal, M/H. Animal Attacks +1
An oozing terror form outer space that dissolves its prey alive for nourishment. Ranges from basketball-sized to house-sized.

Attacks: Pseudopod=Entangling Attack, Serious Damage for every turn of exposure. Corrodes weapons. Susceptible to fire, cold, magic.
Armor: None, but no damage from blades or metal projectiles.
Wounds: 30

ALIEN RACES

ADVANCED ROBOT
+3-4 Loremaster, NH/A
Perhaps the result of lost alien science or the efforts of an isolated genius, this is an exceptionally capable companion or adversary.

Will take all commands quite literally and has NO sense of humor. Could have built-in programming against harming humans.

Advanced Skills:
Any five Loremaster, General Knowledge, or Engineer Skills at +7. May be reprogrammed at the rate of five hours per Skill level.

Spells and Powers:
Extrordinary Strength, All Hearing and Vision Superpowers except Adv. X-Ray Vision.

Weapons and Equipment:
Medium Armor, Translator, Built-in Analyser

Attacks:
Claw=Deadly Damage

Wounds: 15

CAT-LIKE ALIENS
+2-4 Fighters, NH/A or R

Hi-tech feline warriors of stunning strength and speed. Vicious but honorable, with expansionist traditions, they could be Mankind's worst enemy or greatest ally in his exploration of the stars.

Advanced Skills:
Heavy Weapons +3, Vehicle Weapons +2, Tracking +6, Survival +3, Navigation +2, Pilot Spacecraft +3

Spells and Powers:
Some may have Read Mind.

Weapons and Equipment:
Battle Armor, Lt. Energy Cannon, Sword

Attacks:
Bite=Critical Damage, Claws=Serious Damage

Wounds: 11

HIDEOUS ALIEN MONSTERS
Animals, A/R.. Animal Attacks +3

Ravenous, slimy creatures who invade spaceships and feed off of the luckless passengers and crew. Can gestate in living beings or dead bodies. Acidic blood causes Critical Damage to anything exposed to it for 1/2D6 turns.

Attacks: Claws=Serious Damage, Bite/Jaw=Deadly Damage, Tail Sting=Light Damage.

Armor: Light

Wounds: 10

INTELLECTUAL ALIENS
+2-4 Engineers/Psionics, NH/A

Allies of humankind, gifted with prodigious brain power and logical analytical ability.

Advanced Skills:
Biology +5, Physics +5, Xenology +4, FTL Tech +3, Gravatic Tech +4, Hyper-Energy Tech +4, Play Instrument +3

Spells and Powers:
Read Mind (Mind Meld).

Wounds: 10

INSECTOID ALIENS
These ant-like, hive-minded beings have specialized castes to perform different functions within their society. Since their thought processes are so alien to humans, they are often enemies.

INSECTOID WARRIOR
+1-4 Fighters, NH/R

Cunning but robot-like fighter for the Hive. It coordinates instinctively with fellow warriors.

Advanced Skills:
Heavy Weapons +4, Vehicle Weapons +4, Tracking +3

Spells and Powers:
Automatic Mental Link w/others in their race.

Weapons and Equipment:
Heavy Armor (chitin) , Blaster Rifle, Energy Grenades

Attacks:
Bite=Critical Damage

Wounds: 10

INSECTOID ENGINEER
+1-3 Engineers, NH/R

Idiot savant being whose extraordinary mechanical talents maintain the Insectoid technological base.

Advanced Skills:
Pilot Spacecraft +4, Demolitions +2, Gravitics Tech +4, FTL Tech +4, Adv. Materials Tech +5, Mechanics +6, Understand Tech +4

Spells and Powers:
Automatic Mental Link w/others in their race. Can exude a polymer cement which returns 2 Wounds and acts as Medium Armor to repaired structures.

Weapons and Equipment:
Medium Armor (chitin) , Tech Scanner

Attacks:
Bite=Serious Damage

Wounds: 9

INSECTOID BRAIN/LEADER
+2-4 Loremasters, NH/R

Cold, calculating intelligence incarnate. Will sacrifice itself as well as any other being for the survival and furtherment of the Hive.

Advanced Skills:
Deduction +4, Research +6, Navigation+5, Physics +5, Bioengineering +6, Hunch +5, Understand Tech +5

Spells and Powers:
Automatic Mental Link w/others in their race.

Weapons and Equipment:
Medium Armor (chitin), always escorted by 1-6 Warriors.

Attacks:
Bite=Serious Damage

Wounds: 10

REPTILIAN ALIEN
+1-3 Fighters, NH/A

Cold-blooded, imperialistic beings whose great strength is offset by their generally slow reaction speeds.

Advanced Skills:
Heavy Weapons +3, Vehicle Weapons +2, Survival +3, Navigation +2, Pilot Spacecraft +3, Demolitions +2

Spells and Powers:
Amazing Strength.

Weapons and Equipment:
Light Armor (Scales), Blaster rifle, Translator

Attacks:
Bite=Critical Damage, Tail=Light Damage

Wounds: 12

FANTASY RACES

DWARVES
Engineers, NH/A
Diminutive, stocky, mountain people known for mining and engineeing skills.
Advanced Skills:
Craftsmanship +4, Mechanics +5, Set/Disarm Trap +3
Weapons and Equipment:
All Ancient weapons and armor. Particularly axes, hammers, or clubs.
Wounds: 7

ELVES
Loremaster/Fighters, NH/A
Civilized scholars and warriors known for nobility and beauty. Chiefs are +3, Kings are +4.
Advanced Skills:
Animal Riding +2, Archery +4, Polearms +3, Arcane Lore +2, Speak to Animals +3, Artist +3, Play Instrument +3, Sing +3, Tracking +2
Weapons and Equipment:
Any ancient weapon or armor.
Wounds: 8

FAIRIES
Magic Users, NH/H
Tiny, enchanted, winged creatures that inhabit forests and meadows.
Advanced Skills:
Animal Riding (birds, mice, etc.) +2, Disguise +3, Survival +4, Animal Handling +3, Dancing +2, Sing +1, Seduction +3.
Spells and Powers:
Slow Flight, Summon Animal, Control Weather, Banish Animal.
Wounds: 3

HALFLINGS
Loremasters, NH/A
Slightly cranky hill-dwellers who would, generally, like to be left alone so they can enjoy a pipe, a book, and a fine barley beverage. Chiefs are +2.
Advanced Skills:
Arcane Lore +1, Deduction +2, Hunch +2, Research +3, Tracking +3, Sleight of Hand +2
Weapons and Equipment:
Any ancient weapons or armor, particualrly daggers and knives suited to their small size.
Wounds: 6

ORCS
Fighters, NH/A
Filthy, knobby, swinish, uncouth, villainous creatures that rob and kill innocent villagers and travellers. Leaders are +2.
Advanced Skills:
Archery +2, Fencing +2, Polearms +1, Tracking +4, Survival +4
Weapons and Equipment:
Generally ancient leather armor and short swords.
Wounds: 7

LEGENDARY CREATURES

ARABIAN DJINN
Magic User, NH/H
The Djinni (or Genies) were Arabian spirits: literally "creatures of fire." There are different interpretations of their appearances and powers. This is just one: a large man who arises from a cloud of smoke, often issuing from a lamp or bottle. He has magical powers, and will grant his liberator 3 wishes within his ability.
Advanced Skills:
Disguise +4, Hypnotism +4, Arcane Lore +3, Seduction +5, Slight of Hand +4
Spells and Powers:
Summon Demon, Control Fire, Transmutation, Curse, Lift Curse, Thunderbolt, Teleport.
Wounds: 12

DEMON ASIAN/EURO
Magic User, NP/A or R
Demons are creatures of hell, usually impish or mischevious, sometimes just plain evil. They enjoy plaguing mankind, although they can be controlled by a person of sufficient power.
Advanced Skills:
Acrobatics +3, Disguise +4, Tracking +3, Sleight of Hand +4
Spells and Powers:
Corruption, Plague, Repulsion, Wall of Force, Infravision.
Wounds: 12

BIGFOOT/YETI/SASQUATCH
+2 Animal, A
The legendary, ape-like creature of the Himalayas and Northern California.
Animal Attacks +2
Attacks: Punch=Serious Damage, Bearhug=Light Damage/Turn.
Armor: Light
Wounds: 14

DRAGON ASIAN/EURO
+3-4 Animal/Magic User, H
Mythical reptilian or quasi-reptilian creatures common to many cultures. European dragons tend to be reptilian, firebreathing villains. Asian dragons tend to be reclusive, wise creatures. Both are deadly.
Animal Attacks: Bite=Very Deadly Damage, Claw=Deadly Damage, Fire breath (Blast)=Very Deadly Damage.
Spells and Powers: Greater Shapechange, Charm, Magesight
Armor: Heavy
Wounds: 24

GIANTS
Fighters, NH/R or H
Huge, primitive men and women. Usually, they inhabit remote mountain regions. Up to 18' tall.
Advanced Skills:
Polearms +4, Tracking +5, Survival +5
Spells and Powers:

Amazing Strength

Weapons and Equipment:

Huge battle axes or war hammers. Leather armor.

Wounds: 16

MERMAIDS AND MERMEN

Loremasters, NH/A

Mythical half-human half-fish beings. They are seductively beautiful, with the ability to enchant humans of the opposite gender, and lure them beneath the sea.

Advanced Skills:

Tracking +3, Speak to Animals +5, Hypnotism +5, Seduction +6

Weapons and Equipment:

Tridents

Wounds: 10

UNICORN

Animal, R. Animal Attacks +3

Enchanted beasts that can be captured and ridden only by virgins.

Attacks: Kicks=Serious Damage, Horn=Critical Damage.

Wounds: 14

DEITIES

Although demigods may be scaled as normal Fighters, Magic Users, etc., a new Actor class has been created just for Deities. The Basic Skills for this class are: MW: 5, HH: 4, TI: 3, AT: 4, AW: 4, RW: 4, KN: 4, DO: 3, ST: 4, WP: 4. This class is, for obvious reasons, only available to NPCs. Immortals are not killed when they take full damage; they are banished. Mortals, such as the Norse gods, are killed.

AFRICA

OSIRIS

+3 Deity, A

Egyptian god of the dead, and the underworld.

Advanced Skills:

Craftsmanship +7, Hypnotism +5, Persuasion & Leadership +8, Seduction +5, Arcane Lore +8

Spells and Powers:

Super Resistant (super power), Awaken the Dead, Speak w/ Dead, Touch of Death, Zombie Master.

Weapons and Equipment: Crook (staff)

Wounds: 16

AMERICA

NATIVE AMERICAN COYOTE SPIRIT

+2 Deity, H

Southwestern anthropomorphic deity. On the surface, a harmless trickster and jester. Actually, the dark god of chaos and disharmony.

Advanced Skills:

Acrobatics +6, Speak to Animals +9, Disguise +8, Sleight of Hand +7, Seduction +5, Persuasion and Fast Talk +7

Spells and Powers:

Highly Resistant (super power), Greater Shapechange, Teleport.

Wounds: 14

SUN GOD

+3 Deity, A

Worshipped in one form or another by several South American tribes. Usually a warrior; some times in the form of a feathered snake.

Advanced Skills:

Animal Riding +9, Archery +9, Polearms +8, Sing +7

Spells and Powers:

Create Light, Blinding, Control Fire, Fireball.

Weapons and Equipment:

Golden horse, golden cosmic armor, enchanted spear

Wounds: 18

ASIA

BUDDHA

+3 Deity, A

The peaceful and compassionate Asian god who was created when an ancient Indian prince found enlightenment after years of ascetism.

Advanced Skills:

Arcane Lore +10, Speak to Animals +7, Physician +8, Disguise +10, Writer/Composer +8

Spells and Powers:

Banish Demon (clerical), Bless (clerical), Heal (clerical), Resurrect (clerical), Levitate, Dispel Sorcery.

Wounds: 16

SHIVA

+3 Deity, R

One of the three Hindu arch deities, Shiva is "the Destroyer." His actions balance those of Brahma, the Creator, and Vishnu, the Preserver. Shiva has four arms, and can wield a weapon with equal skill in each.

Advanced Skills:

Fencing +9, Polearms +7, Dancing +8, Martial Arts Weapons +8

Spells and Powers:

Near Invulnerable (super power), Disintegrate, Earthquake, Lava Eruption, Control Weather.

Weapons and Equipment:

Enchanted Ancient Indian swords and staff.

Wounds: 18

EUROPE

ATHENA/MINERVA

+3 Deity, A

Greco-Roman goddess of wisdom.

Advanced Skills:

Archery +10, Pole Arms +7, Arcane Lore +10. Deduction +7, Speak to Animals +6, Identify Magic Object +7

Spells and Powers:

Resistant (super power), Summon Animal, Protection From Sorcery, Greater Shapechange, Teleport.

Weapons and Equipment:

Enchanted Greek or Roman armor, enchanted spear and short sword.

Wounds: 15

APHRODITE/VENUS

+2 Deity, A

Greco-Roman goddess of love and beauty.

Advanced Skills:
Acting +7, Artist +6, Dancing +10, Sing +9, Seduction +10
Spells and Powers:
Resistant (super power), Emotion Attack (psionic), Empathy (psionic), Teleport.
Wounds: 14

ZEUS/JUPITER
+4 Deity, A
Greco-Roman supreme god, ruler of other gods.
Advanced Skills:
Martial Arts +10, Identify Magic Object +10, Speak to Animals +10, Persuasion & Leadership +9
Spells and Powers:
Near Invulnerable (super power), Mystic Gate, Greater Shapechange, Thunderbolt (Cosmic Damage at *any* range, no range mods), Flesh to Stone, Clairvoyance, Resurrection (Clerical).
Wounds: 20

LOKI
+2 Deity, A
Norse trickster, similar to the Native American Coyote. Loki looks out for himself, since he has few friends to do it for him.

Advanced Skills:
Deduction +6, Bribery +8, Tracking +7, Survival +8, Escape Aritst +10, Sleight of Hand +7, Seduction +7, Persuasion and Fast Talk +9
Spells and Powers:
Highly Resistant (super power), Superfast Flight (super power), Greater Shapechange.
Weapons and Equipment:
Enchanted dagger
Wounds: 14

THOR
+3 Deity, A
Norse god of thunder, son of Odin, the All Father. Great warrior and hero.
Advanced Skills:
Martial Arts +9, Martial Arts Weapons +7, Polearms +9, Tracking +10, Survival +10
Spells and Powers:
Resistant (Super Power), Superfast Flight (Super Power), Banish Animal
Weapons and Equipment:
Cosmic Armor, Enchanted Hammer (Super Deadly Damage).
Wounds: 18
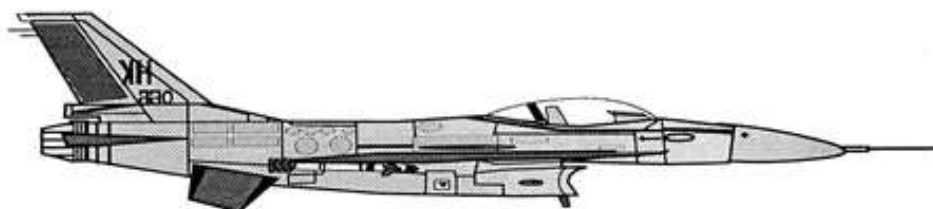
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As envisioned in the Dream Park Novels by Larry Niven and Steve Barnes, the IFGS serves as the governing body of international live action adventure gamers and gamemasters. In its prototypical form, the IFGS makes binding decisions on rules, arbitrates disputes between players and GMs, and puts its official stamp on all Dream Park Games. It is upon this foundation that we've created the ongoing IFGS of the Dream Park Roleplaying Game.

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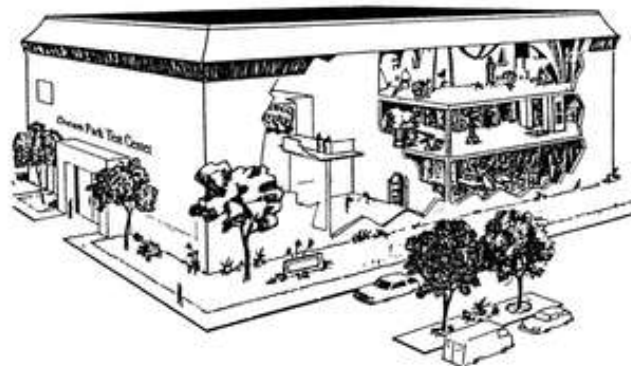Boulder, Colorado, USA 80307

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