

FRINGEWORTHY

The Game of Interdimensional Adventure



SCIENCE FICTION ROLE PLAYING ACROSS A MILLION EARTHS!



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But still I could make out nothing distinctly on account of a thick mist in which everything there was enveloped, and over which there hung a magnificent rainbow, like the narrow and tottering bridge which Mussulmans say is the only pathway between Time and Eternity.

**A Descent into the Maelstrom
Edgar Allan Poe, 1841**

FRINGEWORTHY

ROLEPLAYING ADVENTURE ON OTHER EARTHS!

Special Edition Sourcebook for the d20 OGL System

Created by Richard Tucholka

**Bruce Sheffer, John Reiher, Robert Poloskey, Paul MacDonald, Melody Natcher
& the Fringeworthy d20 Design Group**

d20 Design Group

Mike Anderson

Michael Chiarcos

Stephen Mann

William Myers

Jay P. Hailey

John Reiher

Craig Schulthess

Bruce Sheffer



TRI TAC GAMES, BOOKS & GRAPHICS
Michigan Washington Georgia Texas

FRINGEWORTHY

FOR THE D20 OGL GAME SYSTEM

A publication of
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8791 Troy Street
Oak Park, MI 48237

www.TriTacGames.com

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Cover by **Peter Blix Bryant**

Layout and Composition by
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For more information contact:

www.TriTacGames.com
Tucholka@hotmail.com

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GAMES BY RICH TUCHOLKA

Bureau 13

Winner of the Best Fantasy 1991 Gencon

Fringeworthy

Incursion

FTL: 2448

Hardwired Hinterland

The Morrow Project

w/Robert Sadler & Kevin Dockery



BUREAU 13 ON THE WEB

www.TRITACGAMES.com

www.OFFWORLDPRESS.com

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Homepage of Rich Tucholka, Creator of Fringeworthy

Manufacturer of Bureau 13 T-Shirts

Authorized Fan Web Site for All Things Tri Tac

Be Sure to Check out the [Bureau 13 Message Board](#) at Yahoo.com

FRINGEWORTHY

d20 OGL EDITION



Explorers Who Travel the Roads to Other Realms

GAME DESIGNER

Richard Tucholka

GRAPHICS DESIGNER

Melody Natcher

STYLE CONSULTANT

Lynn DeNike Jones

EDITING

Melody Natcher

Bruce Sheffer

WEAPONS MASTER

Al Yourkonis

TECHNICAL ADVISORS

James Adams

Charles Elton

Ken Farris

Jay P. Hailey

M.D. Metzger

Dave Peters

Lynn Wardrop

John Reiher

Robert Sadler

Richard Senasac

Bruce Sheffer

Tom R. & Tom N. Trotter

Page Woelfel

PRIMARY ARTISTS

John Anglin

Doug Blackard

Peter Blix Bryant

Lawrence deSouza

Brad McDevitt

Tom Dow

Andrew Goldhawk

Chris Haynes

Neotec Iconographics

William Aksel Kuehl

William Levy

Mary Peters

Ben Rodriguez

Scott Ruggels

Jeffery J. Steenson

Starla Stocking

Clifford VanMeter

William Wardrop

COVER BY

Peter Blix Bryant

COLORIZATION

William Aksel Kuehl

ADDITIONAL GRAPHICS

Schlichter Gyorgy Joey Sanders

& MANY THANKS TO OUR PLAYTESTERS & CONTRIBUTORS

Michael Andaluz

Bill Barton

Chris & Sarah Beiting

Rob & Mary Bauer

George Arnette-Hutto

Xiang Jun Chen

Val Conder

Jim Deaton

Sally Gage

Paula George

Kevin & Shelly Goodge

Ingred Halvorson

Steve, Larry & Carol Hastings

Doug Housman

James Haugh

Russ Herschler

Eric Johnson

Rich 'Flash' Jervis

Dan Jones

Dave Jordon

Doug Housman

Karl Koenig

Andy Lawrence

Paul MacDonald

Kathy Mandrink

Mike Mize

Mark Muncy

John Nickerson

Michelle & Robert Poloskey

Randy Porter

Brian Roe

Sandy Schreiber

Beth Sheffer

Dave & Diana Stein

Lloyd Stillwell

Steve Sundahl

Charlie Tennant

William Travis

Lawrence Watt Evans

Tom & Karen Wyatt

William Welsh

Terry Williams

...AND ESPECIALLY:

Ken Hartson

& James Patrick Buchanan

CONCLAVE

CONFUSION

MARCON

MDG

OU Gaming Guild

Penguicon

IN MEMORY OF:

Ted McAdams

Josh Saulnier

Julie & Joseph Tucholka

William Welsh

Princess Winifur P. P. Plushtoy

Randy Bathurst

HOW TO USE THIS BOOK

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OPEN GAME CONTENT

Open Game Content is outlined in this section and in specially indicated sections within this book, subject to the previously detailed Product Identity.

All material originating in, or derived of, the d20 Modern System Reference Document are Open Game Content.

Additionally, the following is a list of other Open Game Content:

Armor Rules from the Modern Dispatch, Issue # are Open Game Content.

DESIGNER NOTES

Since the first release of Fringeworthy in 1982, I have been amazed at the popularity and continued response to this unique game. I especially dedicate this edition to those many IDET explorers who have walked the paths to a thousand worlds...and the stories that come back to me. Thanks for the support and the hard work that led to this new 25th anniversary edition. This goes double for Ed Powers, the real one.

-- Richard Tucholka

TRI TAC GAMES

Tri Tac Games had its humble beginnings in 1978 when Role Playing was a single boxed set of TSR books and hard-to-get polyhedral dice. First called "Tacky Tack Games," the company produced the classic Microgame, Geriatric Wars. Everybody laughed and enjoyed the inexpensive game. Within three years Richard Tucholka had created Fringeworthy, the first RPG of Interdimensional travel, and was hard at work on Bureau 13, the first Late Twentieth Century Horror RPG, and a space Role Playing game called FTL:2448. The company name was changed to reflect the new and more serious products. Over the next seven years these games saw two editions and continued to sell. In the early 1990's, all of the Tri Tac RPG books were upgraded into third edition color-jacketed books. Now, in 2009, the products are offered in multi-platform PDF format (Adobe Acrobat Reader) on CD, enabling gamers to produce copies on their own printers.

RICHARD TUCHOLKA

This is an amazingly creative individual who has been traveling SF Conventions for more than thirty years. You can tell he was destined to be a SF and horror fan by his last name, a word that has survived since the dawn of Rome. If you know Etruscan mythology, look it up, or embarrass him by asking.

Tucholka has been called "one of the unsung heroes of Role Playing" and "Michigan's Gaming Guru". You may know him more for his work in the creation of the Role Playing games **Bureau 13: Stalking the Night Fantastic**, voted Best Fantasy RPG of 1991 by the RPGA Network at Gencon. Others works include **The Morrow Project**, **Fringeworthy**, **FTL:2448**, and the upcoming **Hardwired Hinterland**. Modules include **Invasion U.S.**, **Rogue 417**, **Hellsnight**, **Haunts**, **Bureau 13: Lost Files 1 & 2**, **COP 2448** and the **DM's Book Of Nasty Tricks & Misfit Magic**. There are also a number of Young Adult Tri Tac Micro Games such as **Monster Squash**, **Geriatric Wars**, **Pterroductyl**, **The Viral Vegetable Wars**, **Drive By**, **War on High**, **Escape From Westerville State**, **Baby Boomer**, **Duck Trooper**, and **Beach Bunny Bimbos with Blasters**. The latest is **HOLES**, a different kind of SF Miniatures Combat Game.

Richard has been a comic book publisher, book reviewer, staff writer for STARDATE and STARDRIVE Magazine, and always a Science Fiction Fan. Richard lives in Oak Park, Michigan where he manages Tri Tac Games. Hobbies include house restoration, publishing, writing, reading (science fiction, anthropology, psychology, sociology, paleontology, and military history), and trying to index his 20,000+ books and B Budget Movies.

He packed rooms when he did "Uncle Richard's Trash Video Roundup" across the Midwest for a number of years at many Science Fiction Conventions. Rich also mentions he is owned by several cats. If you ever have a chance to play with Tucholka as an RPG Game Master, he will knock your socks off. He can be reached at Tucholka@hotmail.com

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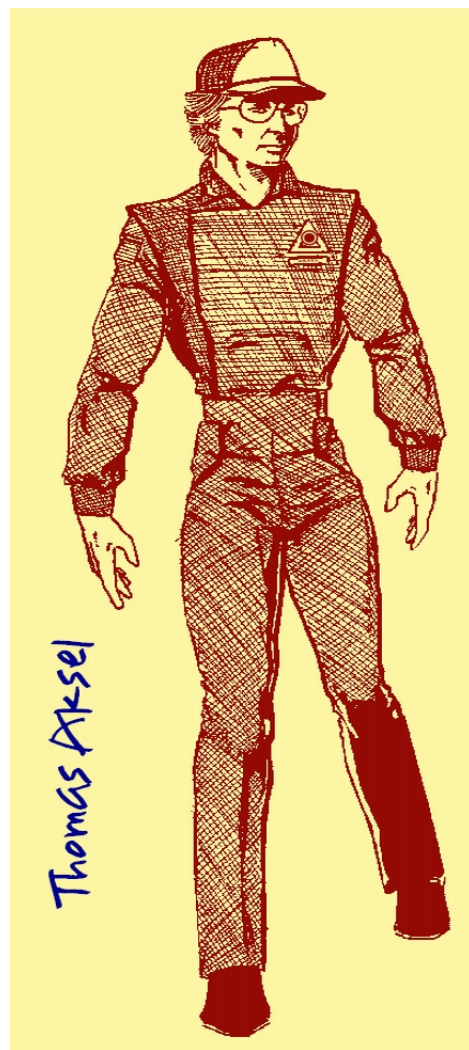
EXAMPLES

THE THOMAS AKSEL STORY

At 47 years of age, Thomas Aksel was an unemployed automobile draftsman and professional artist from Detroit, MI. At first, the IDA scratched their collective head and wondered what to do with an artist, and then it dawned on them that an artist's perspective would help convey the mystery and grandeur of the Fringepaths.

With sketchbook in hand, Aksel is assigned to

Fringeworthy exploration teams to show his unique perspective on humanity's greatest new frontier.



THE ED POWERS STORY

As you progress through the ideas and game concepts of Fringeworthy, you will meet and get to know one of the IDET explorers. The like and adventures of Ed Powers will guide you through the book as an example of how to use the game systems. This is the saga of a reluctant explorer whose life begins here.

INTRODUCTION:

LONG AGO

Before the dawn of recorded history, a race of gentle beings called the Tehrmelern created a vast network of inter-dimensional pathways that spanned both space and time. For a hundred thousand years they traveled and traded to these alternative worlds, spreading their love of peace.

Then, almost overnight, an unforeseen terror ended the Commonwealth of the Tehrmelern, leaving their greatest creation to those who would follow.

2013 EARTH

A Japanese research team investigating the ecological effects of an unusually warm Antarctic summer makes a startling discovery that is destined to change man's role across the universes.

The alien building they find buried deep in the melting Antarctic ice contains a 25-foot, gleaming silver nonahedron – a nine-sided ring. The party stepped through the center of the ring without harm. They turned and to their surprise, one of their expedition had vanished without a trace.

OTHER EARTHS

In a week Sayuri Tanuma reappeared from the ring with a wondrous story. She told of other portals and of walkways that lead to other worlds, alternate Earths, and to a strange guardian called "Schmert" who talked in rhyme and gave her a key to the portals. They stared at her in disbelief until she opened her hand and showed them the softly glowing crystal pyramid.

Their data, presented to the United Nations, sparked a UN seizure of the first station as a second one was discovered in Canada and a third deep in the Soviet Union.

FRINGEWORTHY

It was quickly discovered that only one person in a hundred thousand possessed that unknown mental quality which allowed them to travel the dimensional pathways.

A desperate worldwide search began to find and train explorers for this greatest frontier. The world press soon began to label these pathways "Fringes" as the first Inter-Dimensional Exploration Teams were established. The IDET personnel became the first of humanity to cross the Fringes. Young and old, rich and poor, from every nation they came.

These are the Fringeworthy, sent to unlock a modern day Pandora's box ... or die trying.

WELCOME TO IDET

You are that special one in a hundred thousand. you are fringeworthy.

...RUNNING MIDST THE TREES, "WHO'S THERE?" I SAID...

As Humanity begins its adventure to the stars and beyond, they fail to realize that the Tehrmelern's ancient enemy is still out there, watching, waiting.

NEWS REPORT



BARBARA MEYER, BBC WORLD NEWS: "This is Barbara Meyer and this is BBC World News. Just minutes ago, an amazing announcement has been made at the UN by an Antarctic researcher. His team has discovered evidence that a highly advance civilization has visited our world by use of what

can only be described as a portal to other worlds, other, parallel Earths. For more on this story, we switch to our reporter at the UN, Gwentyth Shapiro. Gwen, what's the reaction like there?"

GWENTYTH SHAPIRO, BBC NEWS EMBEDDED UN REPORTER: "Pandemonium, Barb! Pandemonium! Dr. Takahiro Hatsumi, the researcher who announced this discovery, has been whisked to a closed session of the Security Council. Meanwhile, the rest of the UN is in turmoil, with some groups claiming that this is nothing more than a sham put on by the West."

UGANDAN AMBASSADOR, OBOTE WEMUSA:

[Translation] "It is a ruse by the American Government to claim power over the impoverished people of the world. I don't not trust the American president, she is a witch with an agenda!"

GWENTYTH SHAPIRO: "While others wonder what this race might do to us, once we contact them."

PERUVIAN AMBASSADOR, ASCENCION GARCIA-TOLEDO:

[Translation] "You have seen what happens when a race with a superior technology imposes it's will on a lesser race. For most of our history, the 'superior' race was the West. Well now that shoe is now upon the other foot. The West will find out what it is like to have its culture decimated!"

GWENTYTH SHAPIRO: "As we speak, rumors are running amok that the Western powers are sending troops to the Antarctic, to claim this portal for their country. It's going to get far more tense before we see a light at the end of the tunnel. This is Gwentyth Shapiro reporting for the BBC. Back to you Barb."

BARBARA MEYER: "Thank you Gwen. The Prime Minister has issued a statement on behalf of the Queen and the British Government."

BRITISH PRIME MINISTER, ROBERT COX: "Ladies and gentlemen of the press, people of the Britain and the British Commonwealth, after much consultation with her majesty and leaders of Parliament, we have come to the following decision: The Queen will order troops stationed in Australia and New Zealand to secure and protect the alien device found under the ice near White Island, in Antarctica. The Queen has contacted the prime ministers of both Commonwealth nations and consulted with them. I have ordered elements of the British Navy stationed at the Falkland Islands to assist in this operation. Currently we are in direct discussion with governments of the United States of America, Russia, South Africa, and the Peoples Republic of China on possible responses. In addition, our representatives in the United Nations Security Council are hammering out what to do in case this race turns out to be hostile. Rest assured that we have might and the will to drive back any invasion onto our planet. I will now take your questions...."

BARBARA MEYER: "There you have it, contact with an alien race, and all the danger and hope that such contact can engender. Stay with the BBC for round the clock coverage of this and other breaking news as the world reacts to this momentous discovery..."



WHAT IS FRINGEWORTHY?

Fringeworthy is the first role playing game of inter-dimensional and planetary exploration set in the very near future. You will become an explorer of the greatest frontier ever opened to mankind. You will travel to other times and see histories that never were. You will see fantastic alternate earths, meet alien life and walk to the stars on pathways that cross countless worlds.

You are the elite that can walk through the portals to that place where infinity can be a step away.

You are one in a hundred thousand.

You are Fringeworthy.

TIMELINE (OVERVIEW)

LONG AGO

Before the dawn of recorded history, a race of gentle beings called the Tehrmelern created a vast network of inter-dimensional pathways that spanned both space and time. For a hundred thousand years they traveled and traded to these alternative worlds, spreading their love of peace.

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These are the Fringeworthy, sent to unlock a modern day Pandora's box ... or die trying.



Sayuri Tanuma discovers the first crystal pyramid.

"Take deep breaths and concentrate on the red and blue concentric circles on the wall," said Dr. Menzies, the uniformed psychologist. "When your eyes tire, let them slowly close, and we'll begin the hypnotic induction."

"I really want to know the truth", muttered Sayuri. "I want to know what happened to me."

"Then we must go back to the beginning, my dear. Just listen to the sound of my voice and you'll find yourself there again."

The Takahiro Hatsumi Meteorological Expedition had established itself on White Island, 13 kilometers south of McMurdo Base. The expedition consisted of Dr. Hatsumi, his niece, several of his students from Sapporo University, and the men from New Zealand Antarctic Expedition Outfitters Company.

Out of the warmth of his tent, Dr. Takahiro Hatsumi stepped into the cold and adjusted his sunglasses in the bright glare of the Antarctic sun. His niece, Sayuri Tenuma, followed him out of the tent, with a worried look on her face. "Oji san, are you sure?" she asked.

Takahiro nodded, "My dear, it's a simple confirmation of what I already knew. The Ross Ice Shelf is melting at an accelerated rate. All that fresh water will play havoc with the deep water currents and affect the mid-Pacific currents. The consequences..." He shook his head. "I don't know if we can fix it." Just then, a voice rang over the snow and ice.

"Sensei!" the voiced called out. "Sensei! A crevasse opened near the north side of the island." It was one of his grad students, Kenji Saki, waving his hand and gesticulating northward.

On occasion ice crevasses would open up in the sheet along the shoreline. For the most part, they were just a jumble of ice shards and deep trenches, all quite dangerous. But this new crevasse in the ice sheet was different... It was bigger and deeper than any they had ever seen before.

Takahiro stood at the edge of a long gentle slope down into a blue darkness. The ice sheet had literally cracked open and split more or less cleanly apart. Deep within the crevasse was ice hundreds of thousands of years old, an unparalleled history of climate on the Earth. Two members of the expedition, Kenji and one of the New Zealanders from the Antarctic Expedition Outfitters Company, were rappelling down into the blue tinted depths.

"Sensei, it looks too jumbled for clean sample," called out Kenji. "Too much contact with the island. Do you want us to go deeper?"

Takahiro mused for a moment, then nodded, "Hai, go deeper but keep an eye open. This crevasse could close at any time."

Standing next to him was Reggie Danswold, the owner of Antarctic Expedition Outfitters, the firm that had been hired to assist the expedition. "Not to worry sensei, Oscar will keep the lad safe," he said in Japanese. "We've done many a crevasse."

Sayuri had her camera out and was taking pictures. "It looks so deep! I think this almost goes down to the sea floor." She took another snap of the inky blue depths.

"This is near that submerged piece of land, so it is possible," replied Takahiro pointing to slight hump in the ice a quarter of a kilometer from the island. Everyone knew of the small hump of land that was just north of the main body of White Island. The ice sheet constantly broke over this piece land and the common opinion among most researchers was the ice would eventually wear the hump away.

"Sensei!" Kenji yelled from deep down in the crevasse, his voice muffled by the ice. "You have to see this!"

The Kiwis manned belaying lines that shuttled Reggie, Takahiro and Sayuri down into the crevasse. At the bottom of the crevasse, they unhooked and followed the trail blazed through a tunnel by Kenji and Oscar with glowing green chemstick lights. At the end of the tunnel, they saw a blue glow. Swallowing, they followed the trail into the glow.

Sayuri stepped out in to a frozen conifer forest lit by the glowing blue ice overhead. The trees were nude, bare of any needles. The needles now carpeted the floor of what looked like a massive ice dome. Through the trees, a building could be seen, though what type of building it was, Sayuri couldn't tell.

"My God," said Reggie, "what the Hell is this place? What's keeping the bloody roof up?"

"Calm down Reggie," said Takahiro, "there must be a logical explanation for this."

Sayuri stopped and said "Like what?"

Everyone stopped and looked at each other.

"Like what oji san?" she repeated. "This is impossible, this place shouldn't exist!" She looked around and then said in a whisper, "It could be... aliens."

"Blimey, long gone aliens I hope," replied Oscar.

Kenji and Yoshiro Ifukube came trotting back their faces filled with wonder. "You have to see it for yourself! What's with the faces?"

"Did you see any aliens?" asked Sayuri.

"No, but we did find a road!" replied Kenji.

They made their way through the trees and stepped out on a paved road. Sayuri kneeled down and looked at the surface. It wasn't concrete, nor was it anything she knew of. Then she saw the footprints. They were outlined in hoarfrost crystals and there was one set headed down the road, and another, different set headed to the large building at the end of the road.

"Looks like someone walked down this road and some poor bugger limped back," observed Oscar kneeling next to Sayuri. "How long would it take the frost to form like that Doc?"

"Years," observed Takahiro. "At least a century or so. I don't know who made them, but I think it was the same person, and he was hurt. That is frozen blood." He pointed to a reddish ice crystal near the set of footprints.

They looked in both directions and decided to follow the bloody footprints, as they headed for building that dominated the other end of the dome.

They followed the footprints, careful not disturb them and headed to the large building. It was wide and made from some white material that wasn't concrete or metal. It was curved into a long dome shape. A wide opening stretched along one side of it, though it was too dark inside to see anything.

It was Sayuri who saw the body. "There! Over there!" she said, pointing to the prone form.

It was a man dressed in old fashion arctic gear. He was on his back, looking up at the ceiling, arms outstretched. He was frozen solid, his face stretched from being freeze-dried by the arid cold air of the dome. Takahiro and Reggie knelt to investigate the body.

"He's been dead for a while," replied Takahiro, "you do not get that kind of desiccation in a year or two. He's been down here for at least eighty or more years."

Reggie checked the frozen pool of blood by the body's leg. "Blighter must have broken his leg and tried to get back to this building. I wonder who he was?"

Takahiro noticed a dog-eared notebook sticking out of a pocket. He gingerly pulled it out. It was an old styled notebook and there were several pencil stubs shoved in between the cover and the hardboard of the notebook's binding. He carefully opened it up and read some of the entries. A pressed orchid was at the back of the notebook. His eyes widened in shock as he read the entries, and he blurted out, "My God! This is Captain Oates! Of the Scott expedition!"

Everyone stood in shock. Oates was well known for sacrificing himself so that the rest of the Scott expedition to the South Pole could survive. He died a noble death somewhere on the ice. Only, now, he was here, in this strange place.

"How? Why?" Sayuri stammered. "What is he doing here? We are fifty kilometers from where he died... left the Scott expedition." She knelt by him and put her hand on his outstretched hand. A thrill went up her arm. "What the... Something shocked me... in his hand."

Reggie looked and said, "There's something glowing in his hand." He reached out and said, "Pardon me captain, but we want to see what you got in yer mitt." He carefully pried up the frozen fingers and freed a small, triangular shaped grey crystal. It glowed right up until Reggie touched it, then it stopped. "Bugger didn't shock me. Here, see, it's just a bauble the captain picked up." With that he dropped the crystal into Sayuri's hand.

The crystal flashed brightly for a moment, then settled down to a stable glow. Sayuri felt a tingle shoot through her entire body, but it quickly went away.

"Blimey!" observed Reggie.

Kenji stepped inside the building and a dim light turned on. "Sensei! Sensei! Look at this!"

"You know, we ought to put a leash on that boy," Reggie wryly observed.

"I've tried, but he's too much of an explorer to tame," replied Takahiro as he stood up.

Inside the building was a silver metal ring, floating on its edge above the ground. The center of the ring was pitch black, blacker than any material should be. It ate the light and gave none of it back. Silver colored metal ramps lead up to either side of the ring. A short metal cylinder was standing by the foot of the ramp that faced them.

"It's a portal," said Takahiro.

"What?" replied Reggie, "What do you mean it's a portal? A portal to where?"

"You must have seen some science fiction movies or programs Reggie," replied Takahiro. "It's plainly obvious that is a gate to... somewhere. A gate to other stars, perhaps to other times? There is only one way to find out."

Striding past Kenji, Takahiro walked up ramp, reached out and touched the surface and stepped through the stygian darkness. He was gone.

"Oji!" yelled Sayuri.

"Doctor!" yelled Reggie in English.

"Sensei!" yelled the grad students that had followed them down.

Takahiro's voice rung out clearly, "Not to worry. I am fine."

Sayuri walked to the base of the ramp and said tearfully, "Where are you oji san? Are you safe?"

"More than safe," said Takahiro, as he stepped off the top of the ramp on the other side of the ring and onto the ground, "I never left the building." He poked his head around the ring and gave her an impish grin.

Everyone exhaled and laughed, relieving the tension. Takahiro walked around the ring and gave his niece a hug. After she wiped eyes, she said, "That was very irresponsible of you. You could have ended up anywhere, and with no way for us to bring you back!"

"I know, but the chance to be the first..." he said with his eyes aglow, "it was just too much for me. Besides, I had to do it before Kenji did."

That got a laugh from everyone, including Kenji, who promptly walked up the ramp and stepped through.

"That is weird," he said, stepping off the ramp on the other side. You should all try it."

The other grad students lined up and walked through the portal. Sayuri was at the end of the line and last to go through. As she stepped up to the portal, she hesitated. She knew it wouldn't hurt, but still, something nibbled at her thoughts. Then, gingerly, she reached out and touched the surface.

She felt a thin tug on her hand as though it was being drawn through the blackness, a hazy tingle that just existed where her wrist intersected the surface. She tried to pull back, but found that she was being pulled through the surface. 'Strange,' she thought, 'no one else mentioned this.' Shrugging, she stepped forward and through the black surface. She saw a spot form in her vision, but then she could clearly see again.

Only, she wasn't in the ice dome anymore. She was somewhere else.

She tripped down the ramp onto a hard silver surface. Above her were stars, twinkling in alien constellations. She panicked, turned and ran through the portal yelling "Oji san!" only to pass through the black surface without returning back to ice dome in Antarctica. Skidding to a halt, she found herself in front of an edge that fell away to forever.

Her pulse raced and she was short of breath, but she managed to go back up the ramp again and tried stepping through once more. But she still remained on what she was able to determine was a platform floating in space.

She sat down on the ramp and tried to calm herself. She took stock of the situation, and realized that she had somehow activated the gate. With sudden realization, she reached into her pocket and pulled out the glowing crystal. Was this the trigger?

She looked about and saw that there were seven more rings and ramps, just like the one she stepped through, and there was a single larger ring, about twice the size of the others, to the right of her ring. She also noticed that it was very warm. She was sweating in her parka and pants. It took her a couple of minutes to pull off her arctic gear and tie them into a neat bundle, which she then sat on.

Looking at the other smaller rings, she assumed that they were just like the one she was sitting in front of. This larger one next the ring that she had stepped out of, it might be different. Standing up, shouldering her makeshift pack, she stepped down the ramp and went over to the larger ring. She noted that it didn't have the small pylon in front of it, just the metal ramps on either side. Looking back at the ring she had come through, she thought for a moment, walked over and then placed a chemstick light under rotating ring.

She turned back, walked over and up the ramp into the blackness of the ring. She stepped through onto a long straight ribbon of metal that stretched to the horizon. It looked long, but the air hazed the end of the path. It was absolutely flat as far as she could tell. Shrugging her pack onto her shoulders, she started walking down the path.

For some reason her watch had stopped, but she did her best to count her steps and estimate how long it took her to walk the length of the metal ribbon. At about four hours, she could see what looked like a bump at the other end of the ribbon. Turning around, the ring she had left looked about the same. She knew that she had come about halfway on the ribbon. Pulling out her insulated thermos, she took a sip of the now tepid tea, sealed the flask and continued walking.

Eventually she reached the other and stepped through the ring and onto a portal that was nearly identical to the one she had left. Nearly identical, though this one had three more of the larger rings. She dropped another chemstick light by the portal she stepped out of and then onto the platform.

She looked around, at each of the other portals, until she looked at the third small one on her right. For some reason, she felt a need to go to that one and step through. She walked over to it and after a moment's hesitation she stepped up and into the ring.

Sayuri stepped through the portal onto a lush and green world. The sky was a beautiful blue with azure clouds that changed color as she watched. She looked around and saw a giant tree with an umbrella like canopy that stretched out over a wide area. As she walked, Schmert pointed out some plants he had designed in his spare time...

They walked together talking... about something. Sayuri mostly listened and occasionally nodded or shook her head to questions put to her. The words just flowed around her, not impinging on her consciousness.

They arrived at the tree. It was immense, nearly five hundred meters tall and a hundred meters in diameter at the base. "This is my home, my sanctuary," said the brown furred cross between a bear and a dog. "A place to stay, to sleep when I am weary. Come inside, do not tarry, you need to rest, your feet must be achy."

The trunk was not a single entity. Instead it was made up of many smaller trunks twining together, in some places forming windows, in others ledges. Schmert spoke to the tree, "Grawdthr, open your doors for us please. Make ready to put our guest to ease."

The trunks parted revealing a chamber inside. Living wood surrounded her as the two of them walked along winding corridors that she swore were being made as needed. They entered a large chamber that had a several organic looking tables and chairs spread about. On one table was an array of fruit and vegetables in various bowls and plates.

"Come, breakfast with me," said Schmert, leading Sayuri to the table. "A meal and a rest, then we'll sightsee!"

She had never seen anything like the fruits and vegetables that were laid out before her. She watched Schmert peel fruit with a bluish skin and deep red flesh. She found one like it and copied Schmert's motions. She was rewarded with a juicy, nectar sweet flavor.

"These are very good sir," she said, wiping her mouth. "Where did you get them from?"

Gesturing to their surroundings, Schmert said, "It is the art and artifice of my tree, Grawdthr. Her abilities are many and astounding. They are not just mere."

Setting down a delicious root she had found, she stood up and bowed to the wall, while saying "Thank you Grawdthr for this delicious food." Standing up, she smelled the scent of lilacs in the air.

"A rare compliment will turn any woman's head," said Schmert. "My dear Grawdthr excels at pampering me and keeping me fed. When our repast is done, I will tell you tales of the moon and sun. I will tell you tales of my people. I will tell our woes, the true gospel. It all starts with a simple little rhyme, about a people who ran out of time..."

Sayuri found herself standing at the base of a small portal, fully dressed in her parka and pants. Somehow she knew it was the one that she had first stepped through... when? She thought for a moment and then realized that she had been gone for at least two weeks!

Suddenly she was worried and mortified that her uncle would be so worried about her. She wondered what he had done while she was away, learning from Schmert. Though that time was hazy, more like a dream half remembered.

Shaking her head, she walked up the ramp and through the portal, back to Earth...

"Preposterous!" exclaimed General Borodin from his plush seat in the observation room behind a one way mirror. "The Earth Prime Portal has never kept anyone from returning from Fringe Space. They have been utterly reliable when they work correctly."

"Perhaps Schmert wanted to meet with Sayuri," replied Dr Takahiro Hatsumi. "He probably knew all the other portals were locked on the platform. He knew Sayuri would find her way to him."

General Borodin looked at the monitor that showed the EEG tracings from the young woman on the couch in the next room. He was an expert on Russian troop maneuvers, arctic weather, but not this. Experts who were told him they were abnormal. Altered.

"You should have been there when my announcement of the portal under the ice rocked that Special assembly of the UN," Hatsumi continued. "They thought it was about a major find in global warming." He chuckled. "Oh there was plenty of heat after that."

OCCUPATION

The Royal Australian Air Force Transport swooped over the ice, the pilot and copilot looking for an unbroken patch of ice to land their Hercules C-130 on. Down on the ice, a worried Yoshiro Izumi, a senior grad student from Sapporo University, watched the first of the invaders approach their discovery.

Eight hours ago, Dr. Hatsumi had just announced at a special session of the UN the existence of the alien portal under the Antarctic ice. The students, their New Zealand guides, and a handful of scientists and technicians from McMurdo base, had rigged a relay for a video camera under the ice. This broadcasted via satellite the wonders under the ice to the UN and any news agency or person tech savvy enough to tap into the feed. By now, that video must have bounced around the globe hundred times already. Yoshiro checked his satellite phone and a friend in Sapporo had text him that it was number one on YouTube.

Standing next to Yoshiro was Reggie Danswold, the head of the Antarctic Expedition Outfitters, the firm Dr. Hatsumi had chartered for his global warming expedition in Antarctica.

"Don't worry yerself mate," said Reggie, "Them be good blokes, they are Ozzies. Bonzer blokes every one of them."

"Hai, mister Danswold," said Yoshiru in his broken English. "But, people they come from, are they 'bonzer blokes'?"

Reggie wrinkled his nose and said, "Aye, as the old bard said, there's the rub."

The Herc pilot found a spot and swooped in for a bouncy, but safe landing. As the airplane taxied across the ice, it got into trouble when it got mired on a pressure ridge, right across from where the Hatsumi expedition had pitched its tents as well as the parked CATs from McMurdo Base.

Both the students and the scientists had a good laugh at the plight of the C-130, that is until the snow suited commandos from the Royal Australian Army's 1st Commando Regiment piled out of the Herc onto the ice.

In minutes, forty of Australia's best were stomping through the snow and over ice ridges to the team's encampment. They approached Yoshiro and Danswold, who stood ready to greet them.

"Captain Jason Ridgely, 1st Company, of her Majesty's 1st Australian Commando Regiment," saluted the commander of the unit. "Is this where the... thing is? We're here to secure the, um, thingie."

Yoshiro smiled and said, "Yes, item is down that crevasse. We have people down there right now keeping an eye on things." Specifically Kenji Saki, the expedition's hyperactive student, who had tried repeatedly to transit through the portal like Sayuri had done, and only stopped when Sayuri told him he didn't have the right "spark" to enter.

Ridgely nodded in reply and then detailed out ten men to rappel down into the crevasse and secure the portal dome.

As his men disappeared down the crevasse, ten Black Hawk helicopters with USMC insignia on their sides appeared over nearby Ross Island. They flew low to the ice, and landed within yards of the tents, the prop wash blowing every loose item about. US Marines spilled out, also in white snow gear.

One of the marines approached the men standing by the ice crevasse and said, "Captain David Wright, United States Marine Corps! Sir we are here to secure the portal and area. All Unauthorized personnel will be moved to a safe location."

"Now wait one minute," said Ridgely, "this is international territory, you Yanks can't come here and claim ownership."

"We are under orders by our Commander and Chief," said Wright. He then leaned forward and said in a hoarse whisper to the other man, "Jesus Jason, what in the Hell is down there?"

"I'm under orders by the Prime Minister to protect this site from being destroyed or stolen," replied Ridgely, who then leaned over and replied covertly, "You got me there, Dave. I just sent ten of my men down to make sure nothing comes through that thingie. Perhaps you'd better send some of your boys as well."

"Dammit, I'm under orders to clear this are of all non... authorized personnel. Forcibly if need be Jason."

"Bugger that, you lay a hand on me, my missus will take your missus to the mat and you know it. Can't we just get along and both guard this portal thingie?"

Before David could answer, a smaller air transport, sporting New Zealand colors, came in for a landing. "Looks like it's going to be a circus, eh mates?" said Danswold.

The smaller transport skipped over the pressure ridges and nearly fell into the crevasse itself before coming to a stop amongst the USMC helicopters. Twenty New Zealand soldiers piled out and some almost kissed the ground before marching on the Marines and Commandos.

The soldiers were all Maori, but they were lead by a bewhiskered Caucasian. He saluted the other two officers and declared, "Major Robert Farnswold, First Battalion of the Royal New Zealand Infantry. Gentlemen, I'm here to take command of this operation."

"Like Hell!" exclaimed Wright. "I'm under orders by my commander and chief to take charge of this operation and to clear all unauthorized personnel from this site."

Farnswold leaned forward and said, "Like you Yanks like to say, 'You and wot army?'"

The three men began arguing at each other, and the two latecomers sent a contingent of their men down into the crevasse to "guard" the portal. After an hour of bickering, they went back to their aircraft and contacted their respective governments.

By that time, Kenji and the other people who had been down in the dome were now on the surface. Kenji reported that the soldiers were all keeping an eye on each other, as well as on the portal. Then Kenji pulled up his handheld computer and called up the video camera that they had left running down there.

"As you can see," he said in Japanese, "they are watching each other like jackals eyeing a carcass."

Reggie shook his head, and replied in Japanese, "Crikey, you think that they'll go at each other?"

"I hope so," said Kenji with a smile, "this is going out live on the satellite and dozen webcam sites around the world."

This fact was not lost on the three commanders, who were soon crowded around the students, demanding that they shut the feed down.

"No! This information must be free!" said Kenji, the more English fluent of the students, besides Sayuri. "We are representatives of the sovereign nation of Japan. You have no authority over me or my fellow nationals. Besides,

if you now cut the feed, everyone will think you are trying to steal the portal. And then the other nations won't send little planes. They will send divisions to stop you. You and your governments do not want that, yes?"

"Young Kenji is wise beyond his years," said Reggie quietly in Japanese to Yoshiro.

"Young Kenji just repeated the speech Captain Cryostar gave to the Verlons in the anime 'Firestar Base 1'," said Yoshiro.

"Crikey," said Reggie.

The three commanders seethed for a minute, but eventually they agreed to let the feed run.

As he smiled in his victory, Kenji's smile turned to a puzzled look, and he peered over the broad shoulders of Captain Wright and asked, "Who would be flying here from the South?"

Everyone turned to look at the Antarctic equipped aircraft that skimmed just above the surface of the ice. It was a propeller driven bi-plane, equipped with skis for a snow landing.

The pilot for the New Zealanders said, "Blimey, that's a Antonov-3! The Russians are coming!"

The pilot of the Antonov-3 made a picture perfect landing, and easily taxied up to the base camp without any problem. After the plane stopped, the hatched opened and large bear of a man stepped out, with the rank insignia of a general hastily pinned on his parka. Behind him were two men and one woman.

The man crunched through the snow to the crowd that had gathered around Kenji, walked past them, and headed straight to Yoshiro. "You are Yoshiro Izumi?" he rumbled in English.

With a quick nod of his head, Yoshiro said timidly "Yes."

The man smiled in a way that did not comfort Yoshiro at all. "I am General Alexander Borodin," he said turned to face the rest of the assembled soldiers, students, and scientists. "I am now the Commander of UN forces and personnel here at this base camp. Do you all understand?"

He didn't say the last very loud, but everyone heard. Every soldier snapped to attention and saluted him with a "Yes sir!"

"Good," he replied after he returned the salute. "Now take me to see this portal..."

Borodin had been the base commander of the Russian Antarctic base Mirnyy, when the call came from Moscow that the UN Security Council decided that they needed a military commander at the base who was well versed with Arctic and Antarctic conditions. Before becoming the Mirnyy base commander, he had served in the Russian Army for twenty-five years, originally in the Soviet Army's Arctic Frontier Group, later he commanded the Arctic Regional Frontier Administration after the Arctic Frontier Group was reorganized. He had a lifelong passion for the Arctic and polar science, but he had to make it a hobby due to his position in the Russian Army. Later he resigned his commission and then he took the post at Mirnyy to pursue his interest in Antarctica and its environs. It was this background that made him perfect to take command of the Hatsumi base camp and the alien device under the ice.

Despite his size and fifty-two years of age, he was quite adept with the rappelling line and ice picks. He was more impressed with the ice dome and Oates' body than he was with the portal, even after walking through it. He did so on the chance that he might have this spark that Sayuri and the people she had found on her trip to New York had. He didn't transit to the platform, much to his chagrin.

Satisfied, Borodin then used the student's video camera to report that the portal was secure in UN hands and the rest of the world could relax. He then placed the video feed under UN jurisdiction over the protests of the students. He then ordered that a team be put together to recover Captain Oates' remains for a future autopsy and eventual return to his family for burial.

After returning to the surface, he met with the McMurdo base commander, who had taken a CAT out to meet with Borodin.

"So commander," Borodin said with his unique smile, "what can we borrow from McMurdo base?"

By the end of the week, White Island was dotted with huts from McMurdo Station, tents from nearly thirty countries' worth of military troops and various press agencies, as well as numerous aircraft, not a few them mired or bogged down in ice crevasses or pressure ridges. The blue UN flag was flying from a pole near the crevasse, and all the troops were wearing the blue UN helmets or berets.

General Borodin wasn't satisfied with the base, with its generators dotting the compound on the island, their cables snaking everywhere, but it was what he had to work with on such short notice. He still had two months of Antarctic summer to work with, and he had plans. Grand plans...

"Sayuri. So brave, yet so driven," mused Borodin. "Even for someone who embraces this land of ice. I think you came back a different woman. You booked a zigzagging route through every major airport between White Island and New York so you could search for others of your kind. So you could present that list of candidates to the UN. You proved that explorers were so rare that only an international team could be formed. Ah, Sayuri, we shouldn't have let you go out again. We kept the crystal, but we had already lost you to the stars."

MISSION

In the morning, after a hearty breakfast and several cups of coffee and orange juice, the first team of explorers, Sayuri Tenuma, Gordon Conrad, and Wei Lei, were standing by their bikes. Each bike was loaded down for a long trip; each had saddlebags over the front and rear wheels. Plenty of water and rations were loaded, as well as a unique selection non-electronic equipment, and one laptop computer with a small fuel cell that barely weighed twenty pounds. That was on Gordon's bike. The news agencies were back in force, but this time with a five second delay just in case Gordon decided to give another language lesson to the world.

On their first attempt to visit Schmert on the pathways, they had driven a Hummer into the portal, where its battery had been drained and all their electronics disabled. Gordon had exited the portal cussing up a storm, a storm that was heard by every microphone in the dome and broadcasted to the world. That was not going to happen this time.

General Borodin shook their hands and gave a short speech on human unity and how this was a step forward for global peace. This was overshadowed by the morning news from Africa. It was not good. Another nation had fallen into rebellion.

After Borodin's speech, Dr. Hatsumi spoke.

"Today you travel to meet another race, mankind's first contact with another intelligent species. The burden you bear is great, but I know that your shoulders can carry this weight. You are our representatives, our emissaries to the great beyond. Do not forget this. Go with God, and with all our blessings."

The trio bowed, waved to the cameras, before they mounted their bikes and, trying not to wobble, headed up the ramp and into the portal. They passed through and out onto the platform, a view that they were now used to, as they had been put to work testing out what the limitations of living on the platform for the two weeks after their failed first attempt. The results of these two weeks of testing were the bicycles and the experimental computer.

Sayuri steadied her bike and looked at the others. "OK, are we ready? Really ready?"

"Yeah," replied Gordon. "Let's go see Schmuck and his wonders."

"Schmert, Gordon," corrected Wei Lei. "He's from a race that built all this. We should be respectful to him, no matter what."

"Yes, that is correct," said Sayuri. "So, as you say it Gordon, let us 'saddle up' and get going."

They pushed their heavy bikes and Sayuri lead the way through the large portal.

After pedaling at a fair pace, the trio rode in a single file on the narrow band of silver. Wei Lei gripped her handlebars and slowed down. Her eyes kept drifting to the edge of the path and the void below. "I can't stand it!" she cried. "I'm going to fall off!"

"Look up, at the, um," Gordon paused as he looked at the dot far away that was the other end of the pathway. "OK, look at your front wheel."

Wei Lei tried, but her eyes kept drifting the black void.

"You can do it Wei Lei," said Sayuri, at the head of the pack, "Just don't think about the edge... tell us about your home."

"My home?" said Wei Lei in a hoarse voice. "Yes, alright. My home. I grew up in Huairou, a small village north of Beijing. It's not much; we had electricity, running water and bus that ran to Beijing twice daily. My father worked at the local fish hatchery our village operated. The hatchery made more than eight million Yuan last year. Our fish

are sold mainly in Beijing, but many go to other cities. I used to go to my neighbors house, the Jins, to watch movies. They had a DVD player, and Mr. Jin would trade DVDs at a market in Beijing. Mr. Jin made his money as the bus driver between our village and Beijing."

"Did you ever visit Beijing?" asked Gordon, noticing that Wei Lei was back up to speed.

"Oh yes, with my mother and father. We would take the vegetables the village grew to sell at one of the farmers market. No collective harvesting, we were allowed to grow and sell what we wanted."

"But not as an individual family," said Gordon. "'To each according to their need.'"

"It takes a village to raise a child,'" retorted Wei Lei with a smile. "As a village we all succeed or we all fail. There is no leaving behind anyone. Greed is not good. Three quarters of my salary is going to my village. They will be able to start a new school for young women next year because of that."

"You're giving away all that money!" said a shocked Gordon. "Are you insane?"

"The needs of many outweigh the needs of the few or the one," Wei Lei replied. "I really don't have a need for that much money, so I spend it on my village and neighbors. And I'm happy to do so. In fact, thanks to the UN, I am receiving an education that was beyond my dreams. I'm happy to share my fortune."

"Crazy," said Gordon. "You're just crazy. S*** with all that money, I'm going to buy me a gold plated Mercedes!"

"And hire a dozen armed men to keep it safe," said Wei Lei. "You'll end up living in a secure box loaded with security cameras and bodyguards to protect you. All alone. While I will have a big family and lots of grandchildren to dote on."

Gordon looked ahead at her and just pedaled along.

They rode in silence for a while and then Wei Lei said "Gordon, thanks, talking helped me with my vertigo."

He laughed and said, "No, thank you. I was thinking... I was thinking how much my local Boys Club and YMCA could use some extra money, and how a little park in one of the abandoned lots would look. I really don't need that much money to be happy, and some of the folks in the hood need someone to look up to."

"Going to put a statue of yourself in that little park?" asked Sayuri.

"Yup, with my hand out the so the pigeons can land and crap on it!" he laughed.

They all joined in, and laughed, which petered out. They pedaled in silence for a while longer.

Gordon looked down at his odometer and said, "How long is this thing? We've gone about 20 miles so far."

Both women had to make the conversion to metric and Sayuri said, "It took me just over a day's worth of walking to cross it. I figure I can walk about forty two to fifty kilometers a day, so I estimate that this pathway is sixty to eighty kilometers long."

It was Gordon's turn to convert from metric and said, "OK, what are we going to use for measurement? Good old American miles and feet, or that screwy kilometers and meters?"

"Metric," said the other two in unison.

"S***," said Gordon. "Hey, I thought communists didn't vote?"

"We vote, and in many races these days we have a choice of candidates," said Wei Lei. "So Gordon, tell us about your life. It must have been interesting."

Gordon laughed so hard he almost lost control of his bike. He had to stop and sit down. The other two stopped and walked their bikes over to where he was sitting. He had a bottle of water out and took a deep swig. "I was just thinking," he said, putting down the water bottle, "I know what I would do if I had to make a nature call. Right over the edge. And, if I had to... do the other... I don't know if I could do it with my butt hanging out over nothing..."

"You have filthy mind," said Sayuri, taking a drink from her water bottle.

"He has a point however," said Wei Lei. "We have the portable chemical toilets, but I do not relish using them. Relieving myself over the edge... It has its practicality. No waste, no clean up."

Sayuri looked at the edge and then pulled out a tissue and tossed it off the edge. It floated for moment then it began to rise up into the air. "What goes up..."

The other two watched the tissue rise and thought about where it was going. Gordon spoke up and said, "OK, no whizzing or other stuff off the edge, otherwise we'll be wearing it later." He stood up and straightened his clothes. "OK troops, let's mount up and head out. We probably have another hour or so to go, so times a wasting!"

They mounted their bikes and pedaled off down the strip of silver, while Sayuri's tissue rose higher in the sky.

Three hours later they arrived at the other platform. It took Sayuri a moment to orient herself and point to the portal on the right. "That's the one I went through. I left a chemstick light under this larger portal." She looked for a moment under the rotating ring and fished out the now dull plastic tube. "See."

Taking a swig from his water bottle, Gordon asked, "Did you tag the other portal?"

Sayuri looked over at the other portal, her brow twisted in thought. "I don't... I'm not sure. We can check."

They pedaled over to the portal that Sayuri had indicated and fished around under the ring. A wad of tissue was found. "Looks like you did," said Gordon. "OK, let's walk our way through and go and see the wizard."

They walked side by side and pushed their bikes up the ramp and through the portal.

"Well," said Gordon, putting the kickstand down on his bike, and looking out on a garbage strewn, grassy field, "where is he?" The area around the portal was clear, but beyond the ring station, the ground was littered with junk and garbage. Not all of it was recognizable. Beyond the junk, the sky and horizon were extremely curved. He felt a shock of vertigo for a moment and shook it off.

"It should be here," said Sayuri, looking about anxiously. "I remember going through the portal across from the large portal and stepping through. There I saw a grassy field and large tree... It's all a false memory, isn't it?"

Kicking a soup can for a brand of soup he never seen before, Gordon looked up and said, "I guess so. Schmuck really f***** with your mind didn't he? What now? I got this here piece of paper to give to the bastard, plus an invitation to visit, and this ain't even the place he's supposed to be waiting at!"

"Wah! The sky is curved!" said Wei Lei, staring at a sharply curved horizon. She dropped to the ground and held on. "Wah! I'm going to throw up! The world is warped! It's too strange!"

Sayuri and Gordon went to the hapless young woman and knelt down next to her.

"Close your eyes Wei Lei, and breathe deep," said Sayuri, kneeling down and hugging the frightened woman. "Relax. You're OK, you're with your friends."

"Yeah, we won't let you get hurt," chimed in Gordon.

Eyes welded shut, Wei Lei breathed slowly "I'm sorry, I have bad vertigo. I never could stand heights."

"No need to babe," said Gordon. "This place gives me the willies too. There's sunlight, but no sun. What the f*** is up with that?"

"F*** if I know!" swore Wei Lei, and then laughed nervously. They all chuckled at that. Wei Lei rarely if ever swore.

"Calmed down?" asked Sayuri, and Wei Lei nodded. "Good, now slowly open your eyes, but don't look up, just keep your eyes on the ground."

Wei Lei opened her eyes, and took a deep breath. The other two helped her stand up. She ventured a look at the horizon, and quickly looked back at her feet. "Wah! There is a lot of garbage here." At her feet were candy wrappers and several bottle caps, all of which were a variation on the Coca Cola logo. "What is this place?"

Looking about, Sayuri said, "It's a small world, a pocket world. A Pokiwo!"

Wei Lei giggled, "A 'Pokiwo'? Gotta get them all! Though looking at this place, you can keep it." They all laughed at that. She looked up again and sighed. "I'm getting used to it now. It was just so... so different. They all will be like this, won't they?" The others nodded.

"So, we're still one Schmert short of a mission," said Gordon. "What now?"

Grabbing her bike, Sayuri said, "We explore!"

They biked around wrecked vehicles, refrigerators, washing machines and other kinds of machines. They stopped by a yacht and took pictures. Soon they were back at the portal station.

"By my odometer, we traveled about 40 miles... um, about 64-65 klicks. It's a small world after all. Want to grab some souvenirs?"

They picked up various small objects that caught their eyes, including a poster with a picture of Franklin Roosevelt in front of a hammer and sickle, a coke bottle with Mayan glyphs ringing it, and other oddball items.

Laden down with their finds, Gordon asked, "So, do you want to check out one of the other portals?"

Both women shook their heads. "Not until we work out a plan to approach any natives or scout out what is on the other side," said Sayuri. "Besides, we must report the failure of our mission to our superiors."

"I thought you'd say that," said Gordon. "But you're right. From what old Oates had to say about some of those worlds, I want a BFG on each hip just to be safe. Trouble is that we're looking at another five hours of cycling. I'm bushed, let's make camp on that yacht and then we'll head home after we rest up. So let's eat, I'm dying to try out those self heating MREs."

They biked back to the yacht and climbed aboard. Gordon found that the bar was still stocked with liquor. "Hey, if the date on the calendar is right, this s*** is hundred year old scotch!" He waved a bottle in the air.

"Put in your kit bag and bring it home," replied Sayuri. "We're on duty and all we have for weapons are pistols. I don't want you passed out if we need your firepower."

"Besides, how much would you make if you put that bottle on eBay?" quipped Wei Lei.

Gordon looked at the bottle with newfound respect and plundered the rest of the bar, putting the bottles in a haversack that he found in a cabin. One of the bottles was already open, so he poured a shot for himself, and after offering, one for each of the women.

"Here's to capitalism!" he toasted.

"Kanpi!" toasted Sayuri raising her glass.

"Wen lie!" said Wei Lei, then she started to sip her shot.

"Nope, you gotta knock it back," said Gordon, "right Sayuri?"

Sayuri replied by drinking hers in one swallow. Then she started coughing.

Smiling Gordon knocked his back, as did Wei Lei. Then both of them started coughing.

"God that's smooth!" choked Gordon. "Woowee! OK, that's enough for tonight. This is stuff for sipping, not for slamming back. OK, who wants the meatloaf?"

The two women looked at each other and then quoted, "'Meatloaf again!'" They both ended up giggling.

Shaking his head, Gordon said, "I never should have snuck that movie in for movie night at the base." He blinked, something wasn't right. He tried standing up and found that he couldn't, without wobbling. "Jesus, I think I'm wasted on a single shot! This stuff will go for a fortune."

Wei Lei laid her head on the table and giggled some more, then started singing a song, badly, in Mandarin. Sayuri found her thinking muddled, and her vision blurred. She reached out and read the bottle's label.

"It says sixty proof," she said incredulously. "That can't be right. This is more like two thousand proof."

Gordon took the bottle away and carefully re-corked it. "No more for any of us. We'd probably get alk-alk-alkaline poisoning or something. Food, we need food."

Wei Lei was passed out, and Sayuri slid under the table.

"What the Hell is gonging on?" slurred Gordon. He sat down abruptly, and then passed out...

Blinking, Gordon found himself sitting in a park, a cup of tea in his hand. Looking around he found that he was sitting next to a furry creature sipping tea.

"OK," he said, "I'm dreaming?"

"Perhaps," replied the creature, "or perhaps you're not."

Gordon sat his teacup down on a picnic blanket and tried to look at being next to him, but found that it refused to focus and define itself. "OK, this must be a dream, and you're not Schmert."

As soon as he said the name, he could see the creature. It had a bear-like snout, a bipedal body, and long bushy tail. "Are you sure?"

"Yup," replied Gordon, looking out over the scene, realizing it wasn't the same as he had first seen it. "You're a piece of mutton, a bit of undigested cheese."

"Perhaps I'm Schmert f***** with your mind," said the creature.

"I don't think so," said Gordon. "Sayuri said you talked in rhyme, and you ain't talking in rhyme."

The creature looked thoughtful for a moment and then nodded, "You're right, you can't rhyme to save your soul and I don't know how to do poetry in English. Doesn't prove a thing you know. Why am I having in depth conversations with myself?"

Standing up, Gordon looked around and noticed that if he just scanned the horizon, he didn't see anything but a blur. But if he focused, he saw trees, a stream, a mountain, and never in the same place twice. "My figment is talking to itself. I'm definitely not sober," he replied, "and I'm not sober right now. So, why did I dream you up?"

The creature stood up and changed shape to Sayuri. "Who said that you're the one doing the dreaming?"

Gordon laughed said "Because this is my dream my dear Sayuri, not yours."

She looked at Gordon and shook her head, "This is a odd dream. The figments of my imagination are claiming to be real."

Another voice echoed, "No, no, no, this is not right. What are you two doing here?"

Both looked and saw Wei Lei standing next to them. Gordon also realized that he couldn't see her body, nor Sayuri's, all he saw was the impression of a body. "Oh great, I really must be having an episode!"

"What do you mean, you're having an episode?" replied Sayuri. "I can understand imagining you in my dreams, but not her. Wei Lei why are you here in my dream?"

Wei Lei cringed and tried to move, but she couldn't. "It's not supposed to happen like this! You're not supposed to see each other or me! This is all wrong!"

"OK, what are you talking about?" asked Gordon.

"I can't! My mother told me I'd be persecuted if I told anyone!" cried Wei Lei.

Sayuri tried reaching out to Wei Lei, but couldn't reach her. "Wei Lei, what are you talking about? Persecuted for what?"

"I can read minds a little bit," she sobbed, "but not like this! Not at all like this!"

Gordon shook his head. "Mind reading?" he said. "What kind of bulls*** is that? You can't read minds, it's impossible."

"You're not helping!" snapped Sayuri coming to a realization. "Don't you understand? She's in our minds. We're in hers!"

Gordon looked at her and realized that she didn't look the same as he normally saw her. He looked at Wei Lei and noticed that she didn't look that way either. They both looked, better, prettier, more idealized. "Don't take what I'm going to ask as proof that I believe that this is nothing more than a dream, but... how do I look?"

Both women looked at him and Sayuri said, "You could wear some clothes, but... you look like a well muscled, very handsome young man."

Wei Lei didn't reply. She seemed to be fighting to be free. "I have to free myself. Why did this happen? Why!"

Sayuri said aloud, "It was Gordon's saké. It's done something to us."

"What did you say?" asked Gordon. "Saké? What saké? It was scotch... That's what you'd say, wouldn't you? This is real. Oh my God. Get Out Of My Head!"

At that they fell apart into darkness.

Gordon was being shaken awake. "Gordon, get up! Wei Lei is gone!"

He was still in the chair he had passed out in, and he ached. "Oh God, my head... that dream..."

He sat bolt upright, "It f***** wasn't a dream! Where is she?"

"She's left!" said an anxious Sayuri. "She's gone! We have to find her!"

He stood up and ran to the aft of the boat. Scanning out across the field of junk, he saw her pedaling away. "She's heading in the wrong direction for the portal! I'll get her."

Sayuri looked up at the curved sky and saw Wei Lei cresting the horizon. "Wei Lei! Come back!"

Gordon jumped off the back of the yacht and grabbed his bike. "I'll get her!"

"She's got a head start, you'll never catch her..." said Sayuri.

"Honey, I was a bike messenger in New York City! Nobody can out race me!"

"Don't hurt her!" Sayuri cried.

That stopped Gordon as he was mounting his bike. "Maybe we should let her go."

Sayuri dropped to the ground. "No, we have bring her back," said Sayuri, "she's our friend, no matter what."

Gordon stood posed, half on, half off his bike, then he swore under his breath and got on. "I'll catch her," he said flatly.

He rode his bike between the piles of junk, jinking and twisting around the broken pieces and intact machines. Why am I going after her? He furrowed his brow and remember the times when the two of them were trying to learn each other's language, him flubbing on the tonal qualities of Mandarin, and her struggling with consonants she couldn't hear in English.

They had some hard times, and some fun times, Wei Lei shyness in personal relationships and his strong personality for the media made for an odd pairing, while Sayuri held the limelight... Sayuri.

He almost ran into a bracing, remembering her appearing his dream as Schmert. "Wei Lei! I'm sorry!" he yelled as he pedaled. He saw a metal plate lying at an angle ahead of him and he aimed for it. Shooting up the ramp, he soared into the air and in that brief moment not only did he see Wei Lei ahead of him, he nearly made orbit about the tiny world.

He hit the ground, bottoming out the shocks on the mountain bike, just behind her. "Wei Lei stop!" he yelled wincing from the impact. "Goddamn it, stop!"

She looked behind herself and saw his face. She screamed and rode faster.

"Mother f***!" he said panting, and then peddled harder. He quickly evened up the race and saw that she was crying.

"Wei... Lei... stop!" he panted. He then saw she hadn't seen a metal bar at head height just ahead. He steered right into her, knocking the two of them to the ground in a tangle of bikes, limbs, and saddlebags. He somehow managed to pull her off her bike and took the brunt of the impact himself.

Together they lay on the ground, both breathing hard, her with an occasional sob, Gordon with a gasp and not a little bit of pain.

"Are you OK Wei Lei?" he gasped.

She just hugged him and cried harder.

"It's OK honey, it's OK," he said. Then he said hesitantly, "You... you can take a look inside... my head, and see that it's OK."

She looked up at him, her eyes red from crying, and asked, "Are you sure?"

He nodded and said, "Yeah, just be careful, OK?"

She swallowed and waggled her head. She closed her eyes and suddenly Gordon found himself remembering his past thoughts, feelings and his decision to let her read his mind. And his memories of Sayuri...

"Whoa," said Gordon after she stopped. "That was freaky... I mean... um, damn. Sorry again," he finally said.

Wei Lei gave him a wan smile, nodded, and said, "I saw her as him too, just like you remembered. It's too specific, too detailed to be a dream image."

"That sounds like experience talking," said Gordon, gingerly sitting up, with some help for her. "Ow, I hurt. I don't think I broke anything," he said moving his arms and bending his legs. He winced, but he was sure that he hadn't broken anything. He knew what that felt like. "So why did you make me remember that stuff? Why didn't you just 'read my mind'?"

Wei Lei shrugged and said, "I can't. The mind is like a book, not the Internet. Only one person can read your mind, and that's you. So I somehow make you remember what I want you to remember, and you have to be awake, otherwise I get dreams or cause you to dream. It's not like it is in the movies."

Wei Lei had his bike up, the front wheel shaped like a pretzel. Hers, on the other hand, didn't show a mark. She looked at him and said, "I used to 'pick up' other people's dreams when I was little, and sometimes I could tell if someone was lying. You don't know how hard it's been for me not reaching out and reading other's minds these past months."

"That's a skill that could come in handy when we visit other places," said Gordon, slowly standing up. "Son of a b***, I don't have the tools to fix that sucker," he said looking his front wheel.

"I wish it was a skill," said Wei Lei, scanning the horizon, "but it is not. I don't know why it's working so well right now. Normally I'd get a brief glimpse or I would get a torrent and couldn't turn it off."

"It's that stuff we drank," said Gordon, shaking his head over the twisted spokes. "It probably boosted you... God knows how long it will last."

"Sayuri is on her way here," said Wei Lei. "I can see her. I couldn't see you."

He pulled a tie down strap from a bag and rigged a sling around the frame and over his shoulder so that the bike's front hung under his right arm, and then said "Let's go meet her. Keep an eye out for a bike in this stuff; we might be able to find a replacement wheel..."

Sayuri found them forcing a bike wheel on to Gordon's front forks. The axle was a hair too wide, but with judicious shoving, the wheel slid into place. The text on the rim and on the rubber of the tire was in Cuneiform.

"Are you two OK?" she asked. "I saw Gordon shoot into the sky like a rocket! I was sure he would be hurt!"

"Oh I'm a hurt'n," said Gordon, wincing from the bruising he took, "but not too worse for wear. Um Sayuri..." He looked at Wei Lei, who was using a towelette to wipe her hands off. She nodded, and he then said, "Sayuri, we have to tell you something..."

They were back at the yacht, the two women watching Gordon loft a bottle of scotch at a pile of garbage on the horizon. "If I throw them hard enough," he said as he threw the bottle, "I might get one into orbit about this place."

The bottle spun end over end in the air and vanished over the horizon. Turning Gordon waited, but after several minutes shook his head and said, "Houston, we have a problem."

He picked up the last bottle and looked at it. Over a hundred years old, he thought, and probably more dangerous than any atomic bomb. Looking at the other two he quipped, "Anyone want a final sip?"

"NO!" replied both women in unison.

"Our loss," he said as he threw it at the horizon, "the world's gain."

After it vanished and didn't return suborbitally, he sat down and said, "First things first. We don't tell them about Wei Lei... not just yet. I don't want them dissecting her to find out how she can read minds. But..."

Sayuri said sourly, "You want to tell them about me."

"Well now," rumbled General Borodin. "That explains a lot."

"So, after a good night's sleep, they returned to the Antarctic base and the waiting world, " interrupted Dr Hatsumi. "The news that there was no Schmert waiting for them was a major blow. People did accuse Sayuri of making him up and conspiracy theories abounded on the Internet."

"But we who knew her and the information the other two told about having a psychic episode after drinking some alien scotch, even leaving out the fact that it was fueled by Wei Lei's ability, just confirmed to both of us, my dear general, that Schmert had done something to Sayuri."

The session with Dr. Menzies, the base psychologist, to retrieve some of her memories of her meeting with Schmert continued. They were confusing, with Schmert acting more like an avatar than a real person. Her monologue abruptly stopped after Sayuri recited a long poem, in Latin:

*"Mellor agrillum, homus ridiculum
Percuro arbum
Quoud ibit dici
Capis mei in sti
Sed nemo me respondei"*

The Latin translator stopped the playback. "It's Latin alright, but it's odd. And I don't mean its poetic structure. That first word, 'Mellor', is more than likely not a Latin word. The closest I can come to it is the word 'Mellis', or honey. But by no means is 'Mellor' a regular form or 'Mellis'. Agrillum is a white clay used in Roman pottery, quite malleable."

General Borodin said, "Da, da, that is all very good. But what does it mean?"

The translator pushed his glasses back up his nose and said, "Well, I've only done that first stanza, but roughly it says:

*"Mushy Mellor, funny fellow,
Running 'midst the trees.
'Who's there?' I said,
As I stood on my head,
But, no one answered me."*

Dr. Hatsumi blinked and said, "That's gibberish. Schmert implanted gibberish in my niece's head. What is this 'Mellor' and why is he so humorous?"

"It is humorous," corrected the translator. "The case on those verbs is all neuter. This 'Mellor' is an it."

"Well whatever it is, we need to find out!" said Borodin. "Complete the translation and let us know when you are finished." The two men left the translator with the audio files.

"Translate or be damned," he muttered. "Still, they are paying me good money to do this."

Putting on his headphones, he listened to the recording. "Who are you little Mellor? We want to find out..."

"You have your uncle and many people on your side," said Wei Lei, "and you are a victim of Schmert's meddling. They will try to help you. Me, I would be a freak, something to be afraid of because I can read their minds."

"That's right," said Gordon, "look at how I reacted! And I'm not completely comfortable with it now either. Can you still read either of our minds? You have my permission to."

Sayuri nodded as well, so Wei Lei closed her eyes and got... "Nothing. It's gone dormant again. Thank goodness."

Sayuri leaned back and said, "In any case, our mission is a failure, and they will want to know why. They will accuse me of lying about Schmert, and you two will then defend me by pointing out that I knew things that I shouldn't have known about. That we should do some memory regression to find out what really happened."

"Yup," said Gordon. "We're on your side Sayuri, and we'll stay there..."

Alien Base Found In Antarctica

More than a dozen UN Affiliated Nations send troops, scientists and equipment to secure, examine, and bring back artifacts from alien base.

BY JAMES PATRICK BUCHANAN
Time Monthly
June, 2013

From the moment a Japanese climate research team reported finding an alien base under the ice of Antarctica, this news has been met with disbelief, then shock, fear, and anger. Nowhere is this rhetorical turmoil apparent than on the floor of the United Nations General Assembly in New York City.

As there is no existing UN agency to deal with alien encounters, so Security Council ambassadors have taken direct charge of the research effort on the alien base. There are so many questions and so far very few real answers.

Right now, the Security Council is meeting day and night to decide on how the artifacts found at the alien base will be treated. They are debating currently questions of how to safely transport these to research universities, how the artifacts will be examined, and how any scientific discoveries will be distributed.

These are hot topics that could fundamentally change the way humans live our lives or even change the basic meaning of what it means to be human. However, no one understands just how advanced this alien technology is, how much of it exists in the base, or if we currently have the knowledge to use this technology for our own benefit.

The Security Council has decided to create an agency just for dealing with aliens and their technology. The acting president of the Security Council, former American President Barack Obama, has suggested naming this new organization the United Nations Alien Defense Agency or UNADA.

Security Council President Obama has said that so far, no one has been injured or killed by battle or by accident over the alien base. Obama said that he will work night and day for the creation of UNADA to make sure that humans don't shed blood over the alien base.

Some reporters have become very excited over reporting the greatest news event in the history of humankind. For example, the BBC World News reporter Gwenyth Shapiro has become

so ecstatic to the point that Shapiro started talking like the late Howard Cosell.

Peruvian Ambassador Richard Read, currently the department chief of the United Nations Educational, Scientific and Cultural Organization or (UNESCO) gave a brief statement from their Paris headquarters. Mr. Read gave this statement in UNESCO's main teleconference room.

"Time will show us just how progressive the rich nations of the Northern Hemisphere are for the people I represent! Will the rich, mostly white nations provide the poor people of the Southern Hemisphere access to this alien technology, if in fact this stuff exists at all? Or, will my people continue to be downtrodden while people of the first-world nations take over and use this newly found alien technology to become richer just for themselves alone?"

"I ask the people of the world that if soldiers from first-world nations are being sent to safeguard this alien portal that soldiers from own nation be part of this force. Our armed forces have much experience in cold-weather patrols, cold weather search and rescue operations in wilderness areas without roads or airports. I await the response of the Security Council ambassadors to my suggestion."

"Shapiro, do you think that this discovery fills my people's hearts with hope or fear? The actions we take now will determine how our future generations will judge us. Will they celebrate the way we came together for the common good of human-kind, or did we fight World War Three over this discovery?"

Next week's live broadcast from the Antarctic alien base, named Hatsumi Station for the discovery's science team's chief research scientist, could be the most watched television event in history. Almost every broadcast station will carry the event live for an estimated three billion viewers. No one knows what the aliens named their base and we may not know for some time.

To make a complex situation even harder for the average person to comprehend, there are rumors of armed forces personnel being tested for an undisclosed trait or talent, using alien artifacts.

This just in, the United Kingdom Prime Minister James Gordon Brown has

issued a statement on behalf of the Queen and the British Government.

Ladies and gentlemen of the press, my fellow British subjects, and the British Commonwealth, after much consultation with her majesty and leaders of Parliament, we have come to the following decision. I will order our special forces stationed in Australia and New Zealand to secure and protect the alien device found under the ice near White Island, in Antarctica.

I have contacted the prime ministers of all Commonwealth nations and consulted with them. I have ordered elements of the British Navy stationed at the Falkland Islands to assist in this most important operation. Currently we are in direct discussion with governments of the United States of America, Russia, South Africa, and the Peoples Republic of China in joint efforts to safeguard the alien base.

In addition, our representatives in the United Nations Security Council are hammering out what to do in case these aliens are still alive and become hostile toward the human race. You have my assurance that humanities collective might can and will drive back any attempted invasion onto our planet.

In addition to our special forces, a number of university professors, NASA researchers, and corporate scientists are being flown to the alien base. Even members of the United Service Organizations or USO have been called into active duty to support the Antarctic troops and science teams.



CHARACTER GENERATION

NOTE: These rules require the use of the d20 OGL, derived from the d20 Modern Gaming System published by Wizards of the Coast, Inc. All rules except Fringeworthy specific character building notes are to be found there.

CHARACTER CREATION CHECKLIST

1. **GENERATE ABILITIES** – Assign scores to Constitution, Strength, Agility, Intelligence, Wisdom and Charisma, as per the d20 OGL.
2. **SELECT A RACE** – Choose from the list of Fringeworthy specific races detailed on the following pages.
3. **PICK A CHARACTER CLASS** -- Choose from the standard OGL classes or work with your DM concerning Fringeworthy specific options.
4. **PICK AN OCCUPATION** -- How did you earn your living before you found out you were Fringeworthy?
5. **PICK A BACKGROUND** -- **Pick one that does NOT preclude your character giving up their life for a life of adventure.**
6. **SELECT FEATS AND ASSIGN SKILLPOINTS** -- All characters start with the free feat "Fringeworthy"
7. **APPLY OPTIONAL IDET OR TEES TEMPLATE**
8. **CHOOSE AN EQUIPMENT PACKAGE** -- Additional Equipment will be provided, but personal equipment can be purchased. Note, that security is rigid and nothing illegal or dangerous to the missions will be allowed thru the portal.
9. **SET UP ALLEGIANCES** -- While there are allegiances for good and evil in D20 Modern: Fringeworthy, psychological testing would preclude anyone with 'evil' or anti-social tendencies from the Fringeworthy program. **So don't make a character of this type.**

THE ED POWERS STORY

Sheila Mortenson of Accounts Payable had said yes to a date with Ed Powers of the bank's IT department. They had taken in a museum showing of alternate world artifacts at the Kansas Museum of History. With her background in investment banking, she knew that at best, the "Fringe Tech" impact was still building. Right now, investing in Fringe Tech was a risky venture.

After the museum, Ed took her to the Blind Tiger brewpub for dinner and drinks. Shelia just bubbled over about what she had seen in the museum. "I mean it! If I were Fringeworthy, I'd jump at the chance to visit other worlds. Just think of it!"

"The toil and the tedium," said Ed, sipping a brew, "The danger. Did you hear about the third exploration team? Three of them were killed by Mongols! No, it's not for me. Nothing would get me to join up."

"Ed," she replied, "you just got to learn to live a little. Besides, you never know what you'd do if the opportunity came up."

Outside a dark sedan pulled up and four men dressed in black, wearing sunglasses, got out of the sedan and surveyed the area. A small, slim Asian woman, dressed in white with a blue beret, stepped out of the rear of the sedan, holding a glowing crystal in her hand. She closed her eyes and slowly waved the crystal in the air. "This way," she said in flawless English, pointing to the restaurant.

Inside, after taking another sip of his drink, Ed said, "Besides, it's for the UN. You know, black helicopters and MIBs."

"MIBs?" replied Shelia. "Ed, you watch too much Sci-Fi. There are no 'Men in Black'..."

Just then the four men dressed in black entered the restaurant, the Asian woman in the middle of them. She focused her gaze into the dark interior of the restaurant. A waitress walked up, but was stopped by one of the men, who flashed a badge at her.

The Asian woman stepped forward, catching her bodyguards off guard. They quickly caught up with her as stepped up to Sheila and Ed.

Both of them stood there dumbfounded as the woman held a glowing crystal in front of Sheila, then in front of Ed. When it was near Sheila, the glow dimmed. In front of Ed, it brightened. "Sir, please hold out your hand," she requested. Ed held his hand out and she dropped the crystal into it. It flared and Ed felt a surge go through him.

"I'm Colonel Wei Lei of UNISS," said the woman. "Congratulations sir, you are Fringeworthy."

Ed just stared at the crystal, then up at Sheila, who with envious eyes nodded and said, "Go for it Ed, it's your chance at the brass ring."

Taking a deep drink of his beer, Ed said, "What now?"

HUMAN, EARTH PRIME (ASA)



DESCRIPTION:

Not everyone on Earth Prime joined IDET. While most of the UN's initial organizational work went smoothly, there was a political thorn in the side of the world and they had a full portal station. Isle de Pascua, better known as Easter Island housed a cavern with a full ring station like Hatsumi base. The uncooperative and rampantly Communistic Chileans, now hostile to the Americans, Russians and Europe, refused to allow their portal to be placed under UN jurisdiction.

Joined by the battered and splintered African Socialist Alliance and Libya, they claim the portal and free use of the Fringepaths for any purpose they may desire.

The ruling Junta of Chile is headed by General Pablo Vilaro; a cold and vicious man that once controlled the Chilean Secret Police.

Now off limits to the world, Easter Island has become a military fortress. The Chilean, Libyan and African Fringeworthy are extremists. They are either fanatically loyal to their home or defect to the IDA at the first opportunity if their comrades don't shoot them first.

RACIAL TRAITS:

- Str-1, Con+1, Int-1, Wis-1, Cha-1

BIOLOGY:

Size	Life Span
M (5'0" – 6'0")	56 years

Sex	Gestation	Survival	Births
2	280 days	90%	1

Sleep Cycle	Voice
16w 8s	Bass to Soprano

Smell	Vision	Taste	Touch	Hearing
+0	+0	+0	+0	+0

Home World:

Location	Designation	Temperature
P +0	Earth Prime	45-110F

SOCIETY:

Allegiance (Moral)	Attitude
40	Unfriendly

Year Equivalent	Tech Expertise	Joined IDA
Near Future	Agri/Social	Refused

LANGUAGES:

English (50%), Russian (45%), French (55%), Arabic (35%) Spanish (95%), Chinese (15%), Bantu (40%), Swahili (40%)

PERSONALITY & VIEWS:

UNISS	Capitalist Repressors
IDET	Capitalist Military Lackeys
FAMILY	Most Important
WORK	For the Alliance
PLAY	Never
WEALTH	For Capitalist Pigs
JUSTICE	Important
HONOR	Most Important
HUMANITY	The Chosen Ones
POLITICS	The Will of the People
RED TAPE	Helps Socialism
COMBAT	Helps Achieve Goals
THE FRINGES	Belongs to the Workers

AVAILABLE SKILLS:

Military, Socialist Politics & Rhetoric, Agriculture

GOOD TRAITS:

Believe in Honor

BAD TRAITS:

Spreading Revolution, Harassing the IDA, Causing trouble on the Fringepaths, Looking for Weaponry

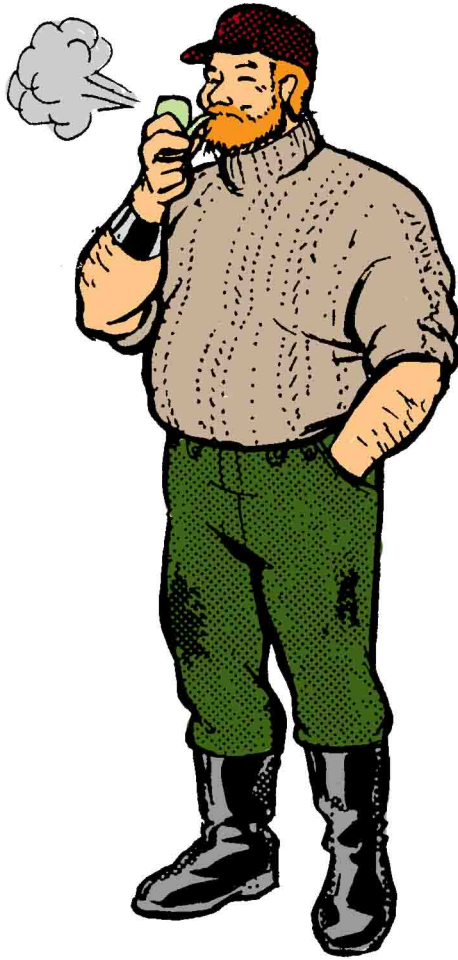
USUAL QUOTE:

The IDA pigs are oppressing the masses

NAMING:

Manuel Gonzalez, Francisco Martinez, Jose Rivera, Carlos Romero, Gilardo Castro, Ricardo Bastos, Fizel, Achmud, Abduhl, Kasigo, Musa, Jawhar, Al-Hakam

HUMAN, HEAVIES



DESCRIPTION:

The Erders or Heavies, as the IDET teams called them, were one of the first two races invited to join the IDA. Their Earth is a colder and nearly glaciaded world where the climate took a turn for the colder after the second century AD. This predominantly German stock adapted and grew to become this Earth's most technically developed race.

The average Erder is home oriented and driven by a strong work ethic. They stand a little under 5 feet in height are extremely stocky in stature and mostly wear beards. Their religion is an odd blending of Christian and Pagan beliefs strung together with its core being basically positive towards technology and continued growth. They are governed by a group of Elders.

Only Erder males have been allowed out on the Fringepaths so far. Their chauvinistic tendencies have angered some of the female Fringeworthy and amused others. The IDA considers them a heavy-duty asset to cooperation and development of the Fringes.

RACIAL TRAITS:

- Str+2, Con+1, Dex-1, Int+1, Wis+4, Cha-1
- Level Adjustment (LA) +1

BIOLOGY:

Size	Life Span
M (4'7" – 5'2")	58 years

Sex	Gestation	Survival	Births
2	266 days	95%	1

Sleep Cycle	Voice
14w 6s	Mostly Bass

Smell	Vision	Taste	Touch	Hearing
-1	-1	+0	+0	+0

HOME WORLD:

Location	Designation	Temperature
P -1	Erde Prime	40-95F

SOCIETY:

Allegiance (Moral)	Attitude
55	Indifferent

Year Equivalent	Tech Expertise	Joined IDA
1930	Mech/Elec	FD +1

LANGUAGES:

Germanic (90%), Anglish (60%), Slova (10%), Old Latin (40%), English (55%)

PERSONALITY & VIEWS:

UNISS	Noble Idea
IDET	Good Friends
FAMILY	Most Important
WORK	Good for the Soul
PLAY	With Children
WEALTH	Comes with Work
JUSTICE	For All
HONOR	For the Family
HUMANITY	Brothers
POLITICS	Stupid
RED TAPE	Confounding
COMBAT	Not above a Good Brawl
THE FRINGES	Good for All

AVAILABLE SKILLS:

Mechanical Engineering, Woodworking, Basic Electricity

GOOD TRAITS:

Loyal Friends, Strong, Humorous, Wise to Nature's Ways, Inquisitive

BAD TRAITS:

Grumble, Stay Mad, Smoke, Poke into Things, Advise

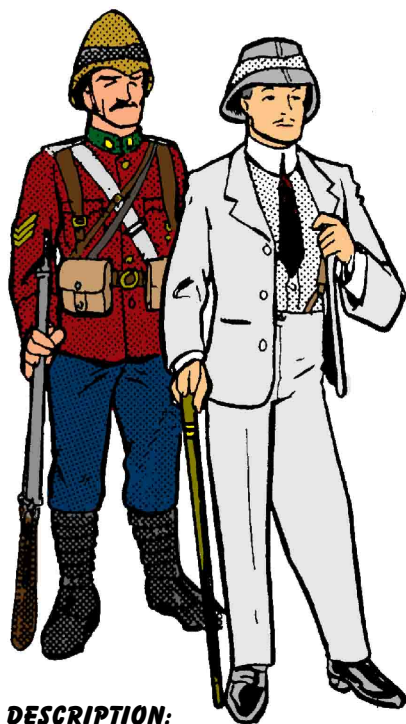
USUAL QUOTE:

"Ya, my Freda makes a bread pudding that would make the high ones turn their noses!"

NAMING:

Yoseff, Oakmann, Gordo, Bottcher, Yon Keiber, Tonn Ordd

HUMAN, VICTORIANS



DESCRIPTION:

The Victorians were the first Fringe Culture that was encountered on the Pathways by the first IDET team. This team of Victorians from Her Majesty's Trans-Æthereal Exploration Service was in transit to another platform when they encountered the IDET team. The Victorians had discovered the Fringepaths a few months earlier than Earth Prime had. They had been exploring the pathways longer than the IDET teams and they had explored the Alternate platforms as far as Alt +2 to Alt -2.

The IDET team was shocked when they came nose-to-nose with a steam powered vehicle rolling out of a Platform Ring, but decided to invite the astounded Brits back to Earth Prime. While the Victorians understood that they had little technical chance of defeating these people from the future, they still maintain an independent operation, working in conjunction with the IDA and IDET teams in exploring this vast uncharted new universe. In the meantime, several members of the Trans-Æthereal Exploration Service are working with the IDA in the hopes of gaining a century's worth of technology in trade.

Strangely, this Alternate Earth had a similar history to Earth Prime's, but with a host of different people. There had been an American Revolution but it was followed by a reconquest of the Colonies in 1813. The empire is still on the rise and respected across their world.

The Victorians have become an integral part of the Alien Services and work closely with the IDA and adhere to most of its rules and decisions. They are still shaken by the cultural norms of Earth Prime, though a few have gone "native" on Earth Prime.

RACIAL TRAITS:

► Wis+1, Cha+1

BIOLOGY:

Size	Life Span
M (5'0" – 6'2")	68 years

Sex	Gestation	Survival	Births
2	280 days	95%	1

Sleep Cycle	Voice
16w 8s	Bass to Soprano

Smell	Vision	Taste	Touch	Hearing
+0	+0	+0	+0	+0

HOME WORLD:

Location	Designation	Temperature
A+2, 7	Alternate Earth	45-110F

SOCIETY:

Allegiance (Moral)	Attitude
55	Indifferent

Year Equivalent	Tech Expertise	Joined IDA
1897	Mech/Steam	FD +1

LANGUAGES:

English (98%), Russian (10%), French (45%), Spanish (18%), Chinese (10%), German (20%)
Arabic (15%), Hindi (35%)

PERSONALITY & VIEWS:

UNISS	A Smashing Idea
IDET	Fellow Adventurers
FAMILY	Important
WORK	Always
PLAY	Only when work is Done
WEALTH	Life's Goal
JUSTICE	Most Important
HONOR	Important
HUMANITY	Not Quite British
POLITICS	Bloody Nuisance
RED TAPE	A Way of Life
COMBAT	Only When Needed
THE FRINGES	Colonial Frontier

AVAILABLE SKILLS:

Military, Organization, Administration, Diplomacy

GOOD TRAITS:

Intelligent, Resourceful, Snappy Dressers, Break for Tea, Excellent Hunters, Jovial Friends

BAD TRAITS:

Pompous, Follow the Book, Turn up their Noses, Indian Servants, Terrible Technicians, Break for Tea

USUAL QUOTE:

"For God, Queen and Empire!"

NAMING:

Colonel David Wellington Smyth, Col Jonathan Drake, Dr. Henderson Cartwright, David Peters, Percival Forsyth, Winston Churchill, Lord William Barton

HUMAN, GOLDEN HORDE



DESCRIPTION:

After grinding Europe and the Moslem world to dust, the Horde of the Great Khan returned home to create a dynasty that would last a thousand years. As each successive Khan's son took power, he too would ride the road of tribute to the West and South.

By accident, the IDET explorers that surveyed this world were forced to tell scholars of the "Ways to the Worlds". In a stroke of genius, though mostly to save their own skins, they offered the Golden Horde a partnership with the IDA to help make the Khan even wealthier and his children strong across a hundred Worlds. In a good mood that day, the Great Khan released the team and found a dozen Fringeworthy among his own people to go with the explorers back to Earth Prime.

This and subsequent additions to the Fringeworthy, mostly ignorant peasants and warriors, has lead to a diplomatic morass and the hope that education can help the Golden Horde achieve a stable society in the span of a generation or two.

RACIAL TRAITS:

- Str-1, Con+1, Dex+1, Int-2, Wis-2, Cha-1

BIOLOGY:

Size	Life Span
M (4'7" – 5'5")	48 years

Sex	Gestation	Survival	Births
2	280 days	75%	1

Sleep Cycle	Voice
17w 7s	High Singsong

Smell	Vision	Taste	Touch	Hearing
+1	+0	+0	-1	+0

HOME WORLD:

Location	Designation	Temperature
A –1, 3	Alternate Chung Kuo	32-90F

SOCIETY:

Allegiance (Moral)	Attitude
42	Unfriendly

Year Equivalent	Tech Expertise	Joined IDA
1420	Nomadic/Crafts	FD +1

LANGUAGES:

Mongolian (98%), Mandarin (45%), Yue (10%), Minnan (10%), Xiang (10%), Wu Minbei (10%)

PERSONALITY & VIEWS:

UNISS	Helps Serve the Great Khan
IDET	Warriors
FAMILY	Important
WORK	Always to Live
PLAY	Never
WEALTH	The Khan
JUSTICE	The Khan's Justice
HONOR	The Khan's Honor
HUMANITY	Mostly Barbarians
POLITICS	Don't Understand
RED TAPE	Decoration for Yurt
COMBAT	Way of Life
THE FRINGES	Roads to the Gods

AVAILABLE SKILLS:

Riding, Hunting, Looting, Burning, Survival

GOOD TRAITS:

Good Riders, Quiet, Loyal Teammates, Ardent Survivalists, Great Hunters, Patient

BAD TRAITS:

Superstitious, Poor hygiene, Difficulty adapting ideas, Play with knives, Always looking for the Khan's treasure, Garish taste in uniform color and using bits of fur

USUAL QUOTE:

"Mine, This is mine!" or "How you do that?"

NAMING:

Chow, Chin, Chak, Liu, Ghen, Tamo, Zhou

HUMAN, NORLANDERS



DESCRIPTION:

On this Earth Alternate, a plague of never before seen virulence cleansed the tropics and lower latitudes of most humanity in the 7th Century. Due to some superstition and some common sense, the virtually untouched high-northern populations stayed stable. Only after a century, did they explore the southern areas of their world. The devastation there was staggering.

By the turn of the millennium, these industrious people had begun to re-colonize the more temperate regions and install their beliefs and culture to the very few survivors they found. Settling North America, they pressed westward. In the East they passed the Urals and the rich farmlands of the Ukraine. In 1116 A.D., Olaf the Explorer and his band stood in the crumbling glory of Rome.

Empty lands and little politics have allowed these people room to grow. Now with printing, medicine and the help of the IDA, the Norlanders have a good chance to develop a stable and progressive society

RACIAL TRAITS:

➤ Str+3, Con+2, Dex+1, Int-2, Wis-2, Cha+0

BIOLOGY:

Size	Life Span
M (5'5" – 6'8")	55 years

Sex	Gestation	Survival	Births
2	268 days	65%	1

Sleep Cycle	Voice
16w 6s	Any Range

Smell	Vision	Taste	Touch	Hearing
+1	+1	+0	+0	+1

HOME WORLD:

Location	Designation	Temperature
P -5	Airthai Prime	28-95F

SOCIETY:

Allegiance (Moral)	Attitude
48	Indifferent

Year Equivalent	Tech Expertise	Joined IDA
1535	Survival	FD +2

LANGUAGES:

Latin-Germanic (50%), Latin (50%),
Norland Trade (50%)

PERSONALITY & VIEWS:

UNISS	High Ones
IDET	Friends
FAMILY	Important
WORK	To Survive
PLAY	Often
WEALTH	Food, Family and Friends
JUSTICE	A Family Matter
HONOR	For the Family
HUMANITY	Good Friends
POLITICS	Stupid
RED TAPE	More Stupidity
COMBAT	Fun
THE FRINGES	Roots to the World Trees

AVAILABLE SKILLS:

Survival, Hand-to-Hand Combat, Wood Crafts

GOOD TRAITS:

Strong, Good Friends, Loyal, Clever, Hard Working

BAD TRAITS:

Drink, Bold, Wear Furs, Emotional, Superstitious

USUAL QUOTE:

"Ya, is only below zero; snowing and windy, a fine morning for a swim in the river! You come?"

NAMING:

Lars, Olaf, Sven, Orum, often the last name is prefixed by sson, (meaning son of), of a suffix of some deed or special event from the persons past. (Thorfin Skullsplitter)

HUMAN, ROMANA UNIVERSA



DESCRIPTION:

In this alternate, Rome did not fall. A few minor twists in politics saw a succession of fair but stagnant rulers who kept the empire on a status quo.

While technology has advanced to the development of steel, the printing press, gunpowder and the beginnings of the mechanical age, social science is stubbornly mired in tradition and the printed word of Roma.

Slavery is still common and a Caesar is on the throne. Colonies cover the world and the only problems left are the people on the other side of that Great Asian Wall. While trade is common with the East, a military presence still lines the border.

The Warp opened in Southern England and the IDET explorers were captured by local authorities. Given time, contact was made and the Pax Roma Universa formed to help the IDA and gain new technologies for the empire. Facing minor rebellion in the provinces, slave revolts, waste management and a mass of religious and ethnic intolerance, the IDA has its hands full.

RACIAL TRAITS:

► Str+1, Con+2, Int-2, Wis-1, Cha-2

BIOLOGY:

Size	Life Span
M (5'0" – 5'5")	45 years

Sex	Gestation	Survival	Births
2	278 days	68%	1

Sleep Cycle	Voice
18w 6s	Bass to Soprano

Smell	Vision	Taste	Touch	Hearing
-1	+0	+0	+0	+0

HOME WORLD:

Location	Designation	Temperature
A -2, 8	Alternate Terra	35-100F

SOCIETY:

Allegiance (Moral)	Attitude
50	Unfriendly

Year Equivalent	Tech Expertise	Joined IDA
1400	Early Mech	FD +1

LANGUAGES:

Latin (High) (75%), Latin (Vulgar) (95%), Gaelic (20%), Greek (20%), Germanic (10%)

PERSONALITY & VIEWS:

UNISS	Another Roma
IDET	Exploring Legion
FAMILY	Important
WORK	For the Empire
PLAY	Almost Never
WEALTH	Earned
JUSTICE	Roman Justice
HONOR	Most Important
HUMANITY	Mostly Barbarians
POLITICS	Way of Life
RED TAPE	Way of Roma
COMBAT	Sometimes Necessary
THE FRINGES	For the Glory of Roma

AVAILABLE SKILLS:

Soldiers, Craftsmen

GOOD TRAITS:

Common Interests, Good Friends, Good Social Integration into Teamwork, Intelligent, Diligent

BAD TRAITS:

Poor Hygiene, Superstitious, Distrustful of Others, Arrogant, Ignorant, Brutish, Prone to a "Who Cares" Attitude, Keep Slaves

USUAL QUOTE:

"Stodus said there'd be days like this. I gave up a year's tickets to Circus Maximus to join this"

NAMING:

Claudius, Darios, Marcus, Theodus, Nicephorus, Theophylact, Alexius, Phocas, Romanus, Augustus

T''ZIEL



DESCRIPTION:

Their portal station was a guarded religious shrine. The guardians of the gate were always those who made the crystals glow. While they knew of the platform, they believed it a holy place and entry was forbidden.

While this could have spelled disaster, the IDET explorers realized the significance of the shrine and were treated like gods. Breaking a commanders orders, the team zoologist helped save a wounded High or T''Ziel Emperor. This was the highest honor and in time the council of the wise began to understand that the Platform was a gateway to other worlds and newfound friends. The T''Ziel became 'bound' to the IDA to serve, protect and gain honor for the T''Ziel across countless worlds.

The average T''Ziel is lizard-like and over 6 feet in height. Bristling with blades and their magnificent lacquered armor, they are a fearsome sight. Colors range from green to black. Most T''Ziel feel a sidearm has little honor in combat and will not use one if a blade or bow is handy.

RACIAL TRAITS:

➤ Str+4, Con+3, Dex+1, Int-3, Wis+1, Cha-2

BIOLOGY:

Size	Life Span
M (6'0" – 7'4")	48 years

Sex	Gestation	Survival	Births
2	96 days	20%	2-4

Sleep Cycle	Voice
30w 6s	Gravelly Base

Smell	Vision	Taste	Touch	Hearing
+4	+0	+1	-1	+0

HOME WORLD:

Location	Designation	Temperature
A -3, 3	Alternate Trazon	45-130F

SOCIETY:

Allegiance (Moral)	Attitude
35	Unfriendly

Year Equivalent	Tech Expertise	Joined IDA
1300	Hunter/Iron Age	FD +2

LANGUAGES:

T''Zienn (100%), T''Ziel (98%), Trade (40%)

PERSONALITY & VIEWS:

UNISS	Honorable
IDET	Explorers/Warriors
FAMILY	Defending the High
WORK	All Work
PLAY	Games Teach Hunt
WEALTH	High Wealthy
JUSTICE	Preserving Honor
HONOR	All Important
HUMANITY	Not T''Ziel
POLITICS	Almost Unknown
RED TAPE	Untranslatable
COMBAT	Honorable
THE FRINGES	T''Mak's Gift

AVAILABLE SKILLS:

Scouting, Combat, Heavy Labor, Security

GOOD TRAITS:

Honorable, Quite, Intelligent, Dependable, Sometimes have a wry Sense of Humor, Try to teach Hunting.

BAD TRAITS:

Enjoy live Food, Temperamental and Easily Offended. If saved by a human, he becomes 'bonded' to protect, Prefer blades and bows to modern weapons, don't offer opinions, get carsick

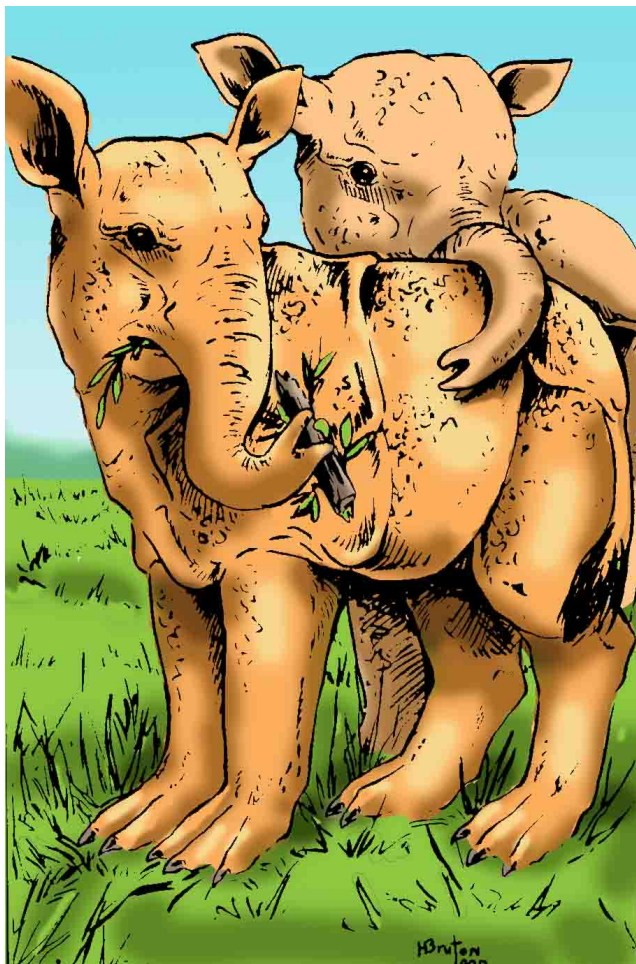
USUAL QUOTE:

"Trail stops, then continues after it rest."

NAMING:

De'Keerak, Ta'Hranni, Sk'Ruggs

BLIZNIZ



DESCRIPTION:

The elephantine form of the Blizniz and their strong herding culture make them an unlikely combination for sentence. Their gentle ways in a World-Savanna of predators made no sense when the predators avoided them like the plague. As an IDET filmed these odd and friendly creatures, the Blizniz approached and presented the explorers with gifts. Not only were these creatures sentient but also they were universally Fringeworthy.

Of the millions of Blizniz that live on their world, only a few dozen of the younger have joined with the IDA. Learning amazingly quickly, they have specialized in Medicine and Philosophy while adding rich essays and their long oral history to mankind's records. From humanity and other races they collect literature and printing technology to create a written language for themselves.

IDET explorers at first winced at the thought of working with Blizniz. In time a few admitted that they actually liked them. In turn, the Blizniz admire humanity's dedication to peace.

RACIAL TRAITS:

- Str+4, Con+4, Int-3, Wis+4, Cha+2
- Level Adjustment (LA): +4

BIOLOGY:

Size	Life Span
M (5'2" High, 6'2" Long)	85 years

Sex	Gestation	Survival	Births
2	450 days	90%	1

Sleep Cycle	Voice
12w 11s	Lisping Bass

Smell	Vision	Taste	Touch	Hearing
+3	-1	-2	+2	+2

HOME WORLD:

Location	Designation	Temperature
A +5, +5	Alternate Zarbachee	45-130F

SOCIETY:

Allegiance (Moral)	Attitude
70	Friendly

Year Equivalent	Tech Expertise	Joined IDA
Bronze Age/Mixed	Medical/Natural	FD +2

LANGUAGES:

Blizniz (98%), Philosophical Blizniz (30%), Archaic Blizniz (25%), Ancient Blizniz (05%), Old Blizniz (50%)

PERSONALITY & VIEWS:

UNISS	Difficult to Comprehend
IDET	The Explorer Herd
FAMILY	Extended Herd
WORK	Finding Food
PLAY	Talking, Thinking
WEALTH	Not Translatable
JUSTICE	Not Translatable
HONOR	Not Translatable
HUMANITY	Funny Looking Blizniz
POLITICS	Herd Leaders
RED TAPE	Pretty
COMBAT	To Protect the Young
THE FRINGES	Paths to Somewhere

AVAILABLE SKILLS:

Medicine, Advisors, Psychology, Tracking

GOOD TRAITS:

Friendly, Caring, Good Trackers, Herd Children, Near-Psionic Calming Effect (automatic diplomacy roll to adjust attitude with +10 racial bonus), Good Doctors

BAD TRAITS:

Hard to Transport, Abhor Violence (nauseating), Collect Souvenirs, Talk too much, lisping, Like to snuggle next to humans, indulge in card games a lot.

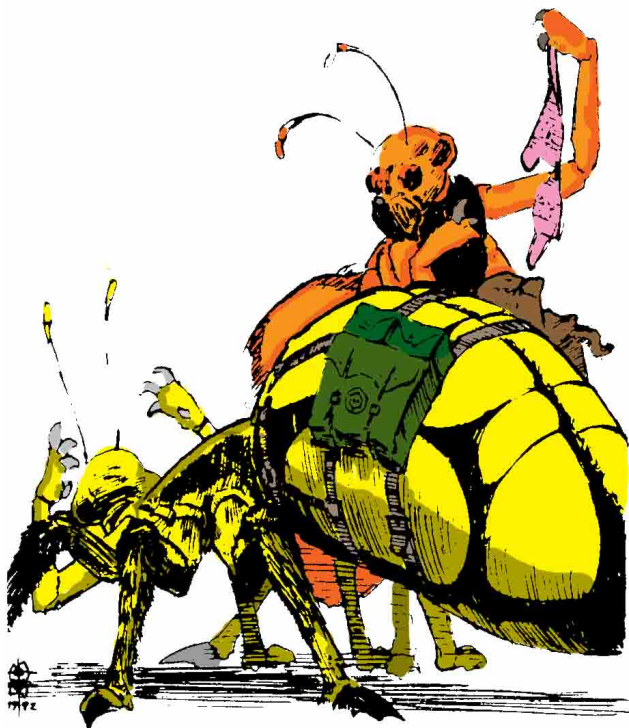
USUAL QUOTE:

"Look at the Flowert! Or If you contider the outcome"

NAMING:

Obafamy, Olugbata, Oluyemi, Onithede, Owodunni

DIMIXI



DESCRIPTION:

Mankind's third ally on the Fringepaths was found on Prime Platform +4. These creatures are descended from a large spider-like ancestor. Having an even lower incidence of Fringeworthy in their population than humans, Earth's spider-like ally was eager for peaceful contact and a sharing of any technology to supplement their dying world.

Dimixi are even closer to humans in personality than Slargs. With the same social, political and family structure as humanity, they mirror mankind's progress and development.

Dimixi come in two racial types and a variety of ethnic colours. Surprisingly, this species has antennae with no function other than the fact that they move when the Dimixi talks or feels intense emotion. This has been pointed out as akin to people who have trouble explaining unless they can gesture with their hands at the same time to add emphasis to their words. It is possibly a throwback to times when all communication was handled by gesture alone.

Dimixi physically specialize in hunting or spinning as a way of life. Hunters have become economic specialists and authority figures and Spinners have become the races thinkers and technicians.

Dimixi construction techniques may revolutionize high-rise construction on Earth Prime and other IDA worlds

RACIAL TRAITS:

- Str+1, Con+1, Dex+3, Int+1, Cha+4
- Spin Web
- Level Adjustment (LA): +3

BIOLOGY:

Size	Life Span
M (4'7" – 5'0")	38 years

Sex	Gestation	Survival	Births
2	86 days	50%	2-6

Sleep Cycle	Voice
30w 4s	Wheezing buzz

Smell	Vision	Taste	Touch	Hearing
+1	+2	+0	-3	+1

HOME WORLD:

Location	Designation	Temperature
P +4	Mat'Demka Prime	55-120F

SOCIETY:

Allegiance (Moral)	Attitude
67	Indifferent

Year Equivalent	Tech Expertise	Joined IDA
1990	Mech/Elec	FD +1

LANGUAGES:

Barjiel (95%), Stejiel (95%), Technical Stejiel (45%), Akiel (95%)

PERSONALITY & VIEWS:

UNISS	A Fantastic Idea
IDET	Brother Explorers
FAMILY	Very Important
WORK	Builds Prosperity
PLAY	Sports and Family Games
WEALTH	To be Attained
JUSTICE	For the Deviant
HONOR	Unknown
HUMANITY	Fascinating but Ugly
POLITICS	Part of Life
RED TAPE	Par of Politics
COMBAT	Sometimes Necessary
THE FRINGES	The Web of Forever

AVAILABLE SKILLS:

Engineering, Economics, Environmental Awareness

GOOD TRAITS:

Most like humans in personality, Humorous, Likable, Diligent, Outgoing and Great Technicians

BAD TRAITS:

Frightening, Lean on People, Bad for Initial contact with Humanoid types, Overly curious, Poke into things

USUAL QUOTE:

"Boy could I use a beer with Dinner."

NAMING:

Taka-Gaa Mil'Deh, Sko-Ghe Mil'Taka, N'Aqra-Tae Mat'Taka - The names listed are a Father, son and daughter.

OCCUPATIONS

RESTRICTED OCCUPATIONS

As only 1 in 100000 people are Fringeworthy, the odds of a person already in an adventuring or important position having the capacity are slight. See the list below for the chance to be in a high-profile profession.

OCCUPATION	%	OCCUPATION	5%
Adventurer	5%	Doctor	5%
Celebrity	5%	Military	5%
Criminal	15%	Dilettante	5%

NEW SKILLS

CRYSTAL USE (WIS)

Prerequisite: Cannot be taken at 1st level,

Feat: Fringeworthy. Considered cross-class for all classes, except for IDET Explorer, Security Officer, or Fringe Pirate or if the IDET Recruit or TÆES Recruit template is applied.

Armor Penalty: No

Untrained?: Yes

Check: You may link to a Tehrmelern crystal and command 1 function. Crystals are rated from 1-11. Types 8 to 11 have a defensive mode. Types 9-11 have an offensive mode. All crystals act as key at varying security levels for the portals and other Tehrmelern technology.

Special: There is a 1% cumulative chance per year that a person who is Non-Fringeworthy will gain the feat "Fringeworthy" if they keep a crystal in their possession and handle it at least once a year.

Time: Attack, Only one check can be made per 15 minutes without penalty. Additional use causes 1 point of Temporary Con damage that is restored after 5 minutes.

NEW FEATS

ABILITY TO DEAL WITH ALIENS (ADA)

You are +2 to any diplomacy attempt with a different race

Prerequisite: Diplomacy rank 4 or better

Benefit: +2 to Diplomacy checks when dealing with different races

Normal: No bonus to dealing with different races

ALIEN TECHNOLOGY USE (ATU)

You are +2 to any attempt to use or understand Alien technology

Prerequisite: None.

Benefit: +2 to use/operate/understand Alien Tech.

Normal: No bonus to figure out alien technology

ENERGY WEAPONS PROFICIENCY

Prerequisite: Advanced Firearms Proficiency

Benefit: Proficient in the use of Energy Weapons

Normal: Characters without this feat take a -4 penalty to attack rolls made with energy weapons

Bonus Feat?: Can be taken where other firearm proficiencies are offered.

FRINGEWORTHY

You are Fringeworthy. You have the rare ability to use the Tehrmelern portals that lead to the Fringepaths. This feat is required for Tehrmelern Crystal Use.

Prerequisite: None. Only 1 in 100,000 Humans are Fringeworthy

Benefit: You may use the Fringe Portals.

Normal: You may **NOT** use the Fringe Portals

LATENT MAGE

You can eventually learn to use magical powers.

Prerequisite: Can only be taken at 1st level, Cannot have the "Latent Psi" as a feat

Benefit: Latent Mage is a requirement to become the "Mage" Advanced Class

Normal: You may not become a "Mage" Advanced Class

Note: Check with your GM before taking this feat, as he may not be using Mages in his campaign world

LATENT PSI

You can eventually learn to use Psionic powers.

Prerequisite: Can only be taken at 1st level, Cannot have "Latent Mage" as a feat

Benefit: Latent Psi is a requirement to become the "Telepath" Advanced Class

Normal: You may not become a "Telepath" Advanced Class

Note: Check with your GM before taking this feat, as he may not be using Telepaths in his campaign world

PRIMITIVE FIREARMS PROFICIENCY

Prerequisite: None

Benefit: Proficient in the use of Primitive Firearms

Normal: Characters without this feat take a -4 penalty to attack rolls made with primitive firearms

Bonus Feat?: Can be taken where other firearm proficiencies are offered.

ARMOR PROFICIENCY (ENVIRONMENTAL)

Prerequisite: None.

Benefit: Add equipment bonus for armor type to your defense and saves; No armor penalty for skill checks

Normal: Armor penalty for skill checks

Bonus Feat?: Can be taken where other armor feats are offered

VEHICLE MOUNTED WEAPONS PROFICIENCY

Prerequisite: Advanced Firearms Proficiency

Benefit: Proficient in the use of Vehicle Mounted Weapons

Normal: Characters without this feat take a -4 penalty to attack rolls made with vehicle-mounted weapons

Bonus Feat?: Can be taken where other firearm proficiencies are offered

FINISHING TOUCHES

NATIONALITY

If you don't want to decide where your character is from, this table represents the populations of the world: Roll a d100 to randomize your nationality.

D100#	NATION
1 20	People's Republic of China
21 37	India
38 42	United States of America
43 45	Indonesia
46 48	Bangladesh
49 50	Brazil / Mexico
51 52	Pakistan
53 54	Russia
55 56	Nigeria
57 58	Japan
59 60	Mexico
61 62	Philippines
63 63	Vietnam
64 64	Germany / Scandinavia
65 65	Egypt
66 66	Greenland / Iceland
67 67	Turkey
68 68	Iran / Iraq / Syria / Jordan
69 69	Thailand
70 70	France
71 71	United Kingdom
72 72	Sub Sahara Africa
73 73	Italy / Greece
74 74	South Korea / North Korea
75 75	Ukraine / Georgia
76 76	South Africa
77 77	Spain / Portugal
78 78	Colombia / Peru / Venezuela / Chile
79 79	Myanmar
80 80	Sudan / Ethiopia
81 81	Argentina / Paraguay / Uruguay
82 82	Poland / Hungary / Bulgaria
83 83	Tanzania
84 84	Kenya / Somalia
85 85	Morocco / Algeria / Egypt
86 86	Israel
87 87	Canada
88 88	Afghanistan
89 89	Indonesia
90 90	Nepal
90 91	Uganda / Rwanda
92 92	Uzbekistan / Mongolia / Tuva
93 93	Saudi Arabia / Emirates
94 94	Malaysia
95 95	Vietnam / Laos / Cambodia
96 96	Philippines
97 97	Central America
98 98	Republic of China on Taiwan
99 99	Romania / Albania
100 100	Pacific Islander

SENSES

Some of the races found in Fringeworthy have different 'Sense' acuteness than a standard Earth Prime human. Use the following chart for determining alertness or skill modifiers for each particular sense.

DESCRIPTION	MODIFIER
Very Acute	+4
Acute	+3
Very Good	+2
Good	+1
Average	+0
Fair	-1
Poor	-2
Terrible	-3

When making any Spot, Listen, or other perception based check, this modifier can be added ONLY if the sense in question would help in the GM's opinion.

WEALTH

When you first join the UNIDA, the recruitment bonus is in the form of a nice big check

- Wealth Bonus is set to +15
- If Wealth Bonus is already higher than +15, then add +5 to the Wealth Bonus

IDET RECRUIT TEMPLATE (OPTIONAL)*

Once a Fringeworthy person is found and joins the IDA, she is trained for 6 months at the Alice Springs Military Base. All current knowledge of the Fringepaths and allied worlds is shared with the recruit. An intense course of physical conditioning, survival training, and first contact protocols is required of (some say inflicted on) each candidate, before she can be offered an assignment in IDET.

A recruit who successfully finishes the training gains the following benefits:

Bonus Feats: Ability to Deal with Aliens (ADA), Armor Proficiency (Environmental), Personal Firearms Proficiency

New Permanent Class Skills gained at +1 level: Crystal Use, Diplomacy, Disguise, Gather Information, Knowledge (Technology), Survival, Treat Injury

Challenge Rating (CR) +2

Level Adjustment (LA) +2

TÆES RECRUIT TEMPLATE (OPTIONAL)*

Once a Fringeworthy person is found and joins the TÆES, they undergo a similar training regimen as IDET and gains similar but not identical bonuses.

Bonus Feats: Ability to Deal with Aliens (ADA), bCombat Martial Arts, Personal Firearm Proficiency

New Permanent Class Skills gained at +1 level: Craft (Mechanical (Steam Powered)), Crystal Use, Diplomacy, Gather Information, Knowledge (Physical Sciences (Steam Technology)), Survival, Treat Injury

Challenge Rating (CR) +2

Level Adjustment (LA) +2

*A PC does not have to have either of these optional templates



EQUIPMENT

This job is funded by the UN and potentially has all the resources of a million, million worlds to draw upon to pay for any reasonable request. The Purchase difficulties should be used as a guide to how long the explorer will have to wait for the desired equipment to arrive. It should not be used as an actual price unless the players are just discovering the Fringepaths and don't have access to any alternate worlds for resources.

STANDARD EQUIPMENT LOADS

SURVIVAL LOAD (~ 5LBS)

▣ This is kept on you at all times -- even when sleeping

Fatigue uniform (worn): Microfiber baggy shirt and trousers covered in pockets, underwear, socks, boots, gloves, poncho, webbing.

Personal basics (weight negligible): Toothbrush, soap, toilet paper, chewing gum, writing implements and notebook, etc.

Survival basics (1.5 lbs): Bayonet or large knife and assorted miniaturized survival gear - (matches, fishing hooks and line, snare wire, etc)

Canteen with one quart of water

COMBAT LOAD (~ 25LBS)

Amour vest (4 lbs.): ()

Helmet (1lb): ()

Personal weapon (6 lbs.): (XM8) with six magazines

Grenades (2 lbs): 2 smoke grenades.

Walkie-talkie (3 lbs): Range 2 miles

Pistol (2.5 lbs): (M-9) and three loaded magazines for it.

Survival Knife (2 lbs)

SUBSISTENCE LOAD

▣ Can be dropped or left in camp for maximum mobility

Rucksack (4.5 lbs): Can carry up to 60 lbs of gear.

Inflatable Tent (2 lbs): CO2 powered, sets up in 3 minutes, packs in 5 minutes, double walled (Resists up to -50 degree F) can be manually pumped up in about half an hour

Inflatable Tent CO2 Cartridges (1lb each, 3 in a pack) one refilling per cartridge (3lbs)

Gas mask (2.5 lbs):

Sleeping bag (7 lbs):

Flashlight (1 lb):

Personal medical kit (2 lbs):

Food/Water (varies): As much food and water, probably another canteen of water (2 lbs/quart) and/or rations (3 lbs per day).

OPTIONAL

Thermal fatigues (13.5 lbs). Cold weather clothing.

Light Protective Suit (10lbs) Thin sealed HAZMAT suit with respirator and full-face mask. NOT pressurized.

Heavy Protective Suit (25lbs) Thick sealed HAZMAT suit with respirator and full-face mask. Can be pressurized.

RANGED WEAPONS

PRIMITIVE FIREARMS

WEAPON	TYPE	DAMAGE	CRIT	MISFIRE	TYPE	RNG(FT)	ROF	MAG	SIZE	WTE(LB)	PURCHASE	RESTRICTION	PL
Passelbroch	Precursor Handgonne	2d4	20	1-3	Ballistic	10	1	1 int	Md	4	DC=14	Lic (+1)	4
Tennenberger Buche	Handgonne	2d4	20	1	Ballistic	20	1	1 int	Md	11	DC=14	Lic (+1)	4
Dag	Wheellock	2d4	20	1	Ballistic	30	1	1 int	Md	5	DC=14	Lic (+1)	4
Kentucky Pistol	Flintlock Pistol	2d4	20	1	Ballistic	30	1	1 int	Md	2.5	DC=14	Lic (+1)	4
Dueling Pistol	Flintlock Pistol	2d4	20	1	Ballistic	30	1	1 int	Md	2	DC=14	Lic (+1)	4
Derringer	Percussion Pistol	2d4	20	1	Ballistic	30	1	1 int	Sm	0.5	DC=14	Lic (+1)	4
Colt Peacemaker	Cartridge Revolver	2d6	20	1	Ballistic	40	1	6 rev	Md	3	DC=14	Lic (+1)	4
Blunderbuss	Early Musket	2d4	20	1	Ballistic	30	1	1 int	Lg	5	DC=14	Lic (+1)	4
Brown Bess	Flintlock Musket	2d4	20	1	Ballistic	30	1	1 int	Lg	10	DC=14	Lic (+1)	4
Kentucky Rifle	Flintlock Rifle	2d4	20	1	Ballistic	50	1	1 int	Lg	6.5	DC=14	Lic (+1)	4
Henry Repeating	Lever Action Rifle	2d6	20	1	Ballistic	50	1	15+1 int	Lg	7	DC=14	Lic (+1)	4
Springfield 1873	Cartridge Rifle	2d6	20	1	Ballistic	50	1	1 int	Lg	6	DC=14	Lic (+1)	4
Sharps Big 50	Cartridge Rifle	2d6	20	1	Ballistic	40	1		Lg	6.5	DC=14	Lic (+1)	4
Springfield M73	Cartridge Rifle	2d4	20	1	Ballistic	40	1	10+1	Lg	6.5	DC=14	Lic (+1)	4

PERSONAL FIREARMS

WEAPON	TYPE	DAMAGE	CRIT	TYPE	RNG (FT)	ROF	MAG	SIZE	WTE (LB)	PURCHASE	RESTRICTION	PL
Luger P08	Pistol	2d8	20	Ballistic	40	S	8+1	Sm	2.2	DC=15	Lic(+1)	5
Walter PPK	Pistol	2d4	20	Ballistic	30	S	7+1	Sm	1.5	DC=15	Lic(+1)	5
Colt M1911-A1	Pistol	2d6	20	Ballistic	30	S	7+1	Sm	2.5	DC=15	Lic(+1)	5
Desert Eagle .44	Pistol	2d8	20	Ballistic	30	S	7+1	Md	4	DC=18	Lic(+1)	6
Spectre	Pistol	2d8	20	Ballistic	40	S, A	30/50	Md	1.2	DC=18	Lic(+1)	5
Glock 27	Pistol	2d8	20	Ballistic	40	S	27+1	Md	1.6	DC=18	Lic(+1)	6
Makarov Type 59	Pistol	2d8	20	Ballistic	40	S	8+1	Sm	1.7	DC=15	Lic(+1)	6
Whisper IV	Pistol	dart	20	Ballistic	30	S	7+1	Sm	1.5	DC=12	-	5
.38 Chief's Special	Pistol	2d6	20	Ballistic	30	S	6	Sm	1	DC=14	Lic(+1)	5
M1 Carbine	Rifle	2d8	20	Ballistic	40	S	5/15	Sm	5.5	DC=18	Lic(+1)	5
Weatherby 6700	Rifle	2d10	20	Ballistic	60	1	4+1	Sm	9.5	DC=18	Lic(+1)	5
Winchester Model 94	Rifle	2d6	20	Ballistic	50	1	6+1	Sm	7	DC=18	Lic(+1)	5
Gumpier Model 3	Rifle	2d6	20	Ballistic	60	S	16	Md	5.5	DC=18	Lic(+1)	5
XM8 - Compact	Rifle	2d8	20	Ballistic	35	S, A	10/30/100	Md	6.5	DC=21	Res(+2)	5
XM8 - Carbine	Rifle	2d8	20	Ballistic	40	S, A	10/30/100	Lg	7	DC=21	Res(+2)	5
XM8 - Sharpshooter	Rifle	2d8	20	Ballistic	50	S, A	10/30/100	Lg	7.6	DC=21	Res(+2)	5
XM8 - Auto rifle	Rifle	2d8	20	Ballistic	60	S, A	10/30/100	Lg	8	DC=21	Res(+2)	5
DUA Model 99	Rifle	dart	20	Ballistic	50	S	6+1	Lg	8	DC=16	-	5
Dragonov SVD	Sniper	2d8	20	Ballistic	60	1	10	Lg	9.5	DC=21	Res(+2)	6
Kalashnikova AK-47	Assault	2d8	20	Ballistic	50	S, A	30	Lg	9	DC=19	Res(+2)	6
M16-A2	Assault	2d8	20	Ballistic	40	S, A	30/50	Lg	6.5	DC=19	Res(+2)	6
M14-A1	Assault	2d8	20	Ballistic	50	S, A	20	Lg	8	DC=19	Res(+2)	5
H&K G3	Assault	2d8	20	Ballistic	50	S, A	20/80	Lg	9.75	DC=19	Res(+2)	6
H&K G11	Assault	2d8	20	Ballistic	60	S, A	50	Lg	8	DC=19	Res(+2)	6
Steyr AUG	Assault	2d8	20	Ballistic	60	S, A	30/42	Lg	8	DC=19	Res(+2)	5
Israeli Galil	Assault	2d8	20	Ballistic	60	S, A	35/50	Lg	8	DC=19	Res(+2)	5
FN-FAL	Assault	2d8	20	Ballistic	60	S, A	20	Lg	9	DC=19	Res(+2)	6
ACR-2000	Assault	2d8	20	Ballistic	60	S, A	120	Lg	5	DC=19	Res(+2)	5
Chilean Osomo	Assault	2d8	20	Ballistic	60	S, A	20/40	Lg	8	DC=19	Res(+2)	6
MP-38/40 Schmeisser	SMG	2d8	20	Ballistic	40	S, A	32	Med	9	DC=17	Res(+2)	5
Ingram M10	SMG	2d8	20	Ballistic	30	S, A	30	Med	7	DC=17	Res(+2)	5
Israeli UZI	SMG	2d8	20	Ballistic	40	S, A	25	Med	9	DC=17	Res(+2)	6
M3A1 "Grease Gun"	SMG	2d8	20	Ballistic	30	S, A	30	Med	8	DC=17	Res(+2)	5
Czech M61 Skorpion	SMG	2d4	20	Ballistic	30	S, A	10/20	Med	3	DC=17	Res(+2)	6
Walther MPK	SMG	2d8	20	Ballistic	40	S, A	32	Med	6.5	DC=17	Res(+2)	5
M1928-A1 Thompson	SMG	2d8	20	Ballistic	30	S, A	20/50	Med	11	DC=17	Res(+2)	5
Chilean M5b Amigo	SMG	2d8	20	Ballistic	30	S, A	20/40	Med	7.5	DC=16	Res(+2)	5
IDET DPS8	SMG	2d8	20	Ballistic	30	S, A	65	Med	6	DC=18	Res(+2)	6
H&K P5K	SMG	2d8	20	Ballistic	30	S, A	15/30	Med	5	DC=17	Res(+2)	6
PPSh41	MG	2d8	20	Ballistic	30	S, A	35/71	Lg	11	DC=23	Res(+2)	5
M60B LMG	MG	2d8	20	Ballistic	50	S, A	100	Lg	18	DC=23	Res(+2)	6
Vickers Mk1	MG	2d8	20	Ballistic	30	A	250	Lg	53.5	DC=21	Res(+2)	5
M2-HB .50 Cal	MG	2d8	20	Ballistic	60	S, A	100	Lg	84	DC=24	Res(+2)	6
M214 Mini-Gun	MG	2d8	20	Ballistic	60	S, A	1000	Lg	30	DC=25	Res(+2)	6

ENERGY WEAPONS

WEAPON	TYPE	DAMAGE	CRIT	TYPE	RNG	ROF	MAG	SIZE	WTE	PURCHASE	RESTRICTION	PL
Laser Pistol	Laser Pistol	2d4	19-20	Burn	60	1, S	25	Sm	3	DC=30	Res (+2)	7
Laser Rifle	Laser Rifle	2d4	19-20	Burn	60	1, S	250	Lg	5	DC=30	Res (+2)	7
Laser Assault Rifle	Laser Assault Rifle	4d4	19-20	Burn	60	1, S	250	Lg	7	DC=40	Res (+2)	7
Heavy Laser Assault Rifle	Heavy Laser Assault Rifle	8d4	19-20	Burn	60	1, S	475	Lg	47	DC=45	Res (+2)	7
Starheart 25	Particle Rifle	3d6	18-20	Burn	30	1, S	30	Lg	6.5	DC=35	Res (+2)	8
Starheart 90	Heavy Particle Rifle	5d6	18-20	Burn	30	1, S	40	Lg	8	DC=45	Res (+2)	8
Scrambler Pistol	Scrambler Pistol	1d4 Int	20	Sonic	30	1	130	Sm	1.5	DC=40	Res (+2)	9
Scrambler Rifle	Scrambler Rifle	1d6 Int	20	Sonic	30	1	135	Lg	6.5	DC=45	Res (+2)	9
Flamer Rifle	Flamer Rifle	3d6	19-20	Burn	40	S	25	Lg	6.5	DC=25	Res (+2)	6
Argentine Quik Light	C'Laser Pistol	1d4	19-20	Burn	60	S	7+1	Md	1.7	DC=35	Res (+2)	6
Argentine Quik Light 07	C'Laser Rifle	3d4	19-20	Burn	50	1	20	Lg	10	DC=40	Res (+2)	6
Argentine Quick Light Bravo	C'Laser Assault Rifle	5d4	19-20	Burn	50	S, A	40	Lg	9	DC=45	Res (+2)	6
Blaster Pistol	Blaster Pistol	3d6	18-20	Exp	30	1	40	Md	2.5	DC=35	Res (+2)	7
Blaster Rifle	Blaster Rifle	4d6	18-20	Exp	20	1	35	Lg	7.5	DC=40	Res (+2)	7
Heavy Blaster Rifle	Heavy Blaster Rifle	5d6	19-20	Exp	40	1	60	Lg	12.5	DC=45	Res (+2)	7
Assault Blaster	Assault Blaster	4d6	19-20	Exp	40	1	95	Lg	24.5	DC=50	Res (+2)	7
Stunner Pistol	Stunner Pistol	Stun	20	Elec	30	1	20	Md	1.5	DC=20	Res (+2)	6
Stunner Rifle	Stunner Rifle	Stun	20	Elec	30	1	20	Lg	4.5	DC=25	Res (+2)	6

ENERGY WEAPON NOTES:

In the first years, explorers brought back a collection of new and unusual weapons. A small number found in quantity have found their way back to the armory of Hatsumi Base. **⚠** All but heavy weapons and C'Lasers use integrated battery packs that take 10 hours to recharge. Heavy weapons require backpack power supplies or vehicle continuous-power sources. C'Lasers require one-use electro/chemical cartridges that create the lasing effect. The spent cartridges are ejected upon use. C'Laser cartridges were not reproducible for some time. **⚠** Blasters cause an explosion on the surface of the target. Unobstructed path of target is required or explosion occurs on first intervening object. **⚠** Stun Rifle has stun duration of 2 rounds rather than the pistol's 1 round.

EXOTIC WEAPONS

WEAPON	TYPE	DAMAGE	CRIT	TYPE	RNG	ROF	MAG	SIZE	WTE	PURCHASE	RESTRICTION	PL
Canara Arms Brushfire	Flamethrower	3d6	-	Burn	30*	1	10	Lg	50	DC=17	Mil (+3)	5
B&D Yardmaster	Sprayer	Spec	-	Spec	10	1	1	Lg	45	DC=18	Res (+2)	6
Star Little 40	Lte Gas Launcher	Spec	-	Gas	30	1	7+1	Md	7	DC=21	Res (+2)	6
Flamer Rifle	Flamer Rifle	3d6	19-20	Burn	40	S	25	Lg	6.5	DC=21	Res (+2)	6
DUA Bucky	Gyrojet Pistol	2d6+1d10	19-20	Ballistic/Exp	30	S	7+1	Md	2	DC=25	Res (+2)	6
DUA Big Bucky	Gyrojet Rifle	2d6+2d10	19-20	Ballistic/Exp	30	1	4+1	Lg	5	DC=25	Res (+2)	6

EXOTIC WEAPON NOTES:

The Flamer Rifle spits a ball of fire that explodes on contact to cover a 3 foot wide area. **⚠** Gyrojet weapons use an explosive warhead that explodes on penetration doing the secondary damage.

MELEE WEAPONS

SIMPLE WEAPONS

WEAPON	FEAT	DAMAGE	CRIT	TYPE	RNG (FT)	SIZE	WTE	PURCHASE	RESTRICTION	PL
Rambo Knife	Simple	1d6	19-20	Pierce	10	Tn	1	DC=7	--	5
Razor	Simple	1d4	19-20	Pierce	-	Tn	1	DC=7	--	4
Meat Cleaver	Simple	1d6	19-20	Slash	-	Sm	2	DC=5	--	3
Bowie Knife	Simple	1d6	19-20	Slash	-	Sm	3	DC=11	--	5
Trench Knife	Simple	1d4	20	Pierce	10	Tn	1	DC=7	--	6
Brass Knuckles	Simple	Spec	20	Bludgeon	-	Tn	1	DC=5	--	5
Broken Bottle	Simple	1d4	20	Slash	-	Sm	1	DC=2	--	3
Crowbar	Simple	1d6	19-20	Bludgeon	-	Md	4	DC=5	--	3

ARCHAIC WEAPONS

WEAPON	FEAT	DAMAGE	CRITICAL	TYPE	RNG (FT)	SIZE	WEIGHT	PURCHASE	RESTRICTION	PL
Flint Blade	Archaic	1d6	19-20	Slash	-	Sm	3	DC=11	--	0
Stone Axe	Archaic	1d6	19-20	Slash	-	Md	5	DC=11	--	0
Stone Spear	Archaic	1d8	20	Pierce	15	Lg	9	DC=6	--	0
Short Blade	Archaic	1d6	19-20	Slash	-	Sm	3	DC=11	--	1
Medium Blade	Archaic	1d8	19-20	Slash	-	Md	3	DC=11	--	1
Long Blade	Archaic	1d10	19-20	Slash	-	Md	4	DC=11	--	1
Short Sword	Archaic	1d6	19-20	Slash	-	Sm	3	DC=11	--	1
Sword	Archaic	1d8	19-20	Slash	-	Md	3	DC=11	--	1
Great Sword	Archaic	2d6	19-20	Slash	-	Lg	6	DC=12	--	1
Halberd	Archaic	1d10	19-20	Slash	-	Lg	12	DC=12	--	2
Axe, Double Bladed	Archaic	2d4	19-20	Slash	-	Md	5	DC=11	--	2
Rapier	Archaic	1d6	18-20	Pierce	-	Med	3	DC=10	--	2
Scimitar	Archaic	1d6	18-20	Slash	-	Sm	2	DC=5	--	2

EXOTIC WEAPONS

WEAPON	FEAT	DAMAGE	CRITICAL	TYPE	RNG (FT)	SIZE	WEIGHT	PURCHASE	RESTRICTION	PL
Katana	Exotic	2d6	19-20	Slash	-	Lg	6	DC=12	--	3
Chain Saw	Exotic	3d6	20	Slash	-	Lg	10	DC=9	--	6



ARMOR

ARMOR	TYPE	EQUIPMENT BONUS	DAMAGE RESISTANCE	NON PROF BONUS	MAX DEX BONUS	ARMOR PENALTY	SPEED (30FT)	WTE	PURCHASE	RESTRICTIONS	PL
Light Armor											
Leather jacket	Impromptu	+1	N/a	+1	+8	-0	30	4lb	DC=10	--	6
Leather armor	Archaic	+2	N/a	+1	+6	-0	30	15lb	DC=12	--	2
Light undercover shirt	Concealable	+2	N/a	+1	+7	-0	30	2lb	DC=13	Lic (+1)	6
Pull-up pouch vest	Concealable	+2	N/a	+1	+6	-1	30	2lb	DC=13	Lic (+1)	6
Undercover vest	Concealable	+3	N/a	+1	+5	-2	30	4lb	DC=13	Lic (+1)	6
Medium Armor											
Concealable	Concealable	+4	N/a	+2	+4	-3	25	4lb	DC=15	Lic (+1)	
Chain mail shirt	Archaic	+5	N/a	+2	+2	-5	20	40lb	DC=18	--	2
Concealable vest	Tactical	+5	N/a	+2	+3	-4	25	8lb	DC=16	Lic (+1)	6
Light-duty vest	Tactical	+6	N/a	+2	+2	-5	25	10lb	DC=17	Lic (+1)	6
Tactical vest	Tactical	+4	N/a	+2	+4	-3	25	4lb	DC=15	Lic (+1)	6
Heavy Armor											
Special response vest	Concealable	+7	N/a	+3	+1	-6	20	15lb	DC=18	Lic (+1)	6
Plate mail	Archaic	+8	N/a	+3	+1	-6	20	50lb	DC=23	--	2
Forced entry unit	Tactical	+9	N/a	+3	+0	-8	20	20lb	DC=19	Lic (+1)	6
Environmental Armor											
CDC Gear	Emergency	+2	Bio	+1	+3	-6	15	10lb	DC=18	--	6
Hazmat Gear	Emergency	+2	Chem.	+1	+2	-6	15	10lb	DC=18	--	6
Lt Vacc Suit	Space	+2	Chem. / bio	+1	+3	-6	15	30lb	DC=30	N/a	6
Hv Vacc Suit	Space	+4	Chem. / bio	+1	+2	-6	15	40lb	DC=30	N/a	6
Armored Hv Vacc Suit	Space	+5	Chem. / bio	+1	+2	-8	15	45lb	DC=40	N/a	6

GENERAL EQUIPMENT

OBJECT	SIZE	WEIGHT	PDC	RESTRICTIONS	PL
IDET-LT-2013 Rugged Laptop	Md	9	30	--	6
The Windup	Lg	100	30	--	6



ZDET-LT-2013 RUGGED LAPTOP

- XEON 64XPROC with Hyper Threading Plus
- 4x4gig Infineon memory sticks (16gig total)
- 15 terabyte Solid State HD with UltraBoost
- Integrated 802.11 a/b/g/n/r wireless LAN
- Bluetooth Ultra with Voice Recognition Plus
- 10 Megapixel Webcam
- 13.3" daylight-readable TFTR Active Matrix Color LCD with touchscreen (1280x1024 at 16 million colors)
- 2.3 lbs., including battery, floppy drive and handle
- 0.5" (H) x 11.8" (W) x 9.5" (D), foldable
- Full titanium alloy case with handle
- Moisture and dust resistant LCD, keyboard and touch pad
- Sealed port and connector covers
- Shock-mounted removable hard drive in titanium case
- Rugged (Drops of less then 50 feet require no Saves, all other Saves as if dropped from 1/10th the distance)
- Optical R/W Ultra Blu-ray Drive with bootable imaging software
- Lithium Ion Nanotube Battery Pack (72 hours)
- OS: Linux Xengate
- Software: Full Office, Diagnostics, Analytical Software, Database Interface, Heuristic Voice Recognition Package, Cryptographic & Media Monitoring Software
- Database: Full Encyclopedia, Full Technical Library, Project Guttenberg, Full Art Media
- Terabyte removable re-writeable flash sticks
- S.M.A.R.T Self-destruct

THE WINDUP

One of the common dangers of traveling the Fringepaths is the unknown condition present on the opposite side of any portal ring. Several explorers had met with injury or death from exposure to harsh climatic conditions before someone came up with a device to decrease this hazard. The Windup takes advantage of the "Energy Signature" imparted to all inanimate objects touched by a Fringeworthy. The Windup rolls through, does its job and rolls back in under 60 seconds. After a maximum of 10 minutes the signature has decayed to the point where the object will no longer make the transit; sooner if touched by a non-Fringeworthy

This small mechanical device, through an ingenious series of cams, gears, and springs, slowly crawls through a ring, stops within 3 feet of the other side of the warp, tests the atmosphere/pressure, and collects audio-visual material before closing to return back through the gate.

By reading the color changes, precipitations, and other chemical reactions the Fringeworthy team can

decipher vital facts about the world's climate, radiation count, atmospheric composition, soil and limited biological conditions. The completely mechanical sound recorder and camera give a good idea of the layout of the countryside and hint of the existence of animal life in the immediate area. Tests include:

- Pressure - a simple one-way barometer gives a very accurate measure of the pressure, a basically infallible device.
- Temperature - a simple thermometer (-200 to +400 deg F)
- Humidity - a wet bulb thermometer to compare to the dry bulb
- Atmospheric Content - a series of small vials are opened for a period of a few seconds. The atmosphere reacts with chemical reagents in each vial. Color changes indicate the presence of certain elements/chemicals in the atmosphere
- Soil Sample - an arm with a probe takes a soil sample for analysis and deposits it in several containers.
- Visual- a 16 mm roll film camera extends from the body of the device on a telescoping arm to rotate 360 degrees before returning into the body. The film is self-developing.
- Audio - based on the Edison Cylinder Phonograph, this is a mechanical recorder of limited utility that etches sound on a small tube that can be replayed like a record.

VEHICLES

VEHICLES - GROUND

NAME	CREW	PASS	CARGO	INIT	MAN	SPEED	TANK	RANGE	DEF	HARD	HP	SIZE	PURCHASE	RESTRICTIONS	PL	NOTES
Sommers ATV	1	9	8000	-4	-4	106(10)	270	2700	6	8	48	Hg	DC=36	Mil(+1)	6	Diesel
Sommers ATV - Rescue	1	9	7000	-4	-3	120(11)	270	3000	8	9	60	Hg	N/a	Mil(+1)	6	Diesel
Sommers ATV - Medical	1	5	8000	-3	-3	120(11)	270	2700	7	7	55	Hg	N/a	Mil(+1)	6	Diesel
Sommers ATV - Trailer	0	4	8400	-5	-5	N/a		N/a	4	7	30	Lg	N/a	Mil(+1)	5	Diesel
Explorer XR-906	1	3	750	-1	-1	132(13)	60	1200	6	5	30	Lg	DC=30	Mil(+1)	6	Trailer
Explorer XR-314	1	3	1250	-1	-1	132(13)	60	1900	6	5	35	Lg	DC=31	Mil(+1)	6	Diesel
Explorer XR - Trailer	0	4	500	-3	-3	N/a		N/a	4	7	20	Lg	DC=31	Mil(+1)	5	Diesel
Cheetah	1	3	1000	-2	-2	150(15)	55	1900	8	14	40	Lg	DC=35	Mil(+1)	6	Trailer
Hummer F	1	4	750	-2	-2	132(13)	100	1350	8	12	38	Lg	DC=34	Mil(+1)	6	Diesel
Hummer F - Attack	2	4	600	0	0	132(13)	100	1200	9	15	50	Lg	N/a	Mil(+1)	6	Diesel
Hummer F - Medical	1	6	400	-2	-2	120(11)	100	1300	6	13	45	Lg	N/a	Mil(+1)	6	Diesel
Hummer F - Trailer	0	4	200	-3	-4	N/a		N/a	4	7	20	Lg	DC=26	Mil(+1)	5	Trailer
Bug 33 - Passenger	1	1	0	0	0	80(8)	20	1100	1	1	15	Lg	DC=26	Mil(+1)	6	Diesel
Bug 33 - Cargo	1	0	700	0	0	80(8)	20	900	1	1	15	Lg	DC=26	Mil(+1)	6	Diesel
Bug 33 - Trailer	0	2	500	-4	-3	N/a		N/a	4	1	10	Lg	DC=26	Mil(+1)	5	Trailer
Moskovl LAV A	1	5	1800	-4	-4	120(11)	190	1900	7	7	38	Hg	N/a	Mil(+1)	6	Diesel
Moskovl LAV B	1	7	2250	-3	-3	123(12)	190	1900	8	10	44	Hg	DC=36	Mil(+1)	6	Diesel
Standard Sentinel	2	0	12000	-2	-4	22(2)	170	45	8	5	46	Hg	DC=25	--	4	Steam
Super Sentinel	2	0	12000	-2	-4	36(3)	170	45	8	5	46	Hg	DC=25	--	4	Steam
Sentinel DG4	2	0	12000	-2	-4	53(5)	170	45	8	5	46	Hg	DC=25	--	4	Steam
Sentinel S4	1	0	12000	-2	-4	97(9)	170	45	8	5	46	Hg	DC=25	--	4	Steam
Fowler R3 7NHP	2	0	Trlr	-4	-4	11(1)	75	20	6	5	54	Ga	DC=25	--	4	Steam
Foden 5 NHP Wagon	2	0	12000	-2	-4	18(1)	40	10	8	5	46	Hg	DC=25	--	4	Steam

VEHICLES - AIR

NAME	CREW	PASS	CARGO	INIT	MAN	SPEED	TANK	RANGE	DEF	HARD	HP	SIZE	PURCHASE	RESTRICTIONS	PL	NOTES
Ultralight OM44b	1	0	100	+1	1	215(21)	5	425	0	3	10	Md	DC=35	Lic(+1)	5	
Ultralight Copter	1	1*	150*	+1	2	100(10)	5	125	0	2	10	Md	DC=35	Lic(+1)	5	
Metro Mite	1	2*	210*	+1	2	200(20)	20	200	0	3	30	Lg	DC=38	Lic(+1)	5	
Raven Land/Sea	1	1*	250*	0	3	250(25)	40	2100	8	10	43	Lg	DC=45	Mil(+2)	5	
Peregrine Tilt Rotor	1	5*	1000	0	3	270(27)	370	865	8	10	43	Lg	DC=50	Mil(+2)	5	
Hot Air System	4	0	1200	-8	-3	Vari		Vari	1	0	20	Hg	DC=40	Lic(+1)	4	
Boeing 777-200LR Worldliner	9	301	54080	-4	-4	981(98)	5.43k	10467	4	5	62	C	DC=50	Mil(+2)	4	
Zeppelin NT Semi-Rigid Airship	2	12	4180	-4	-4	133(13)	24hr	540	4	5	28	C	DC=50	Mil(+2)	4	
Goodyear GA-468 Inflatorplane	1	0	90	-4	-4	133(13)	20	390	6	1	22	Hg	DC=33	Mil(+2)	5	
Hughes Flight Pack	1	0	20	+2	0	140	2	75	1	1	10	Sm	DC=50	Mil(+2)	5	

VEHICLES – WATER

NAME	CREW	PASS	CARGO	INIT	MAN	SPEED	TANK	RANGE	DEF	HARD	HP	SIZE	PURCHASE	RESTRICTIONS	PL
2006 Bayliner 210 Classic	1	7	500	-2	-2	80(8)	37	550	8	5	36	Hg	DC=29	Lic(+1)	5
Boston Whaler 320 Outrage Cuddy Cabin	1	13	2000	-4	-4	71(7)	300	3000	6	5	44	Ga	DC=30	Lic(+1)	5
Starcraft Classic 180 Pontoon Boat	1	7	515	-4	-4	26(2)	6.6	132	6	5	28	Hg	DC=26	Lic(+1)	5
Sea-Doo Sportster	1	3	100	-2	-2	80(8)	40	135	8	5	22	Lg	DC=26	Lic(+1)	5

VEHICLES - CONSTRUCTION

NAME	CREW	PASS	CARGO	INIT	MAN	SPEED	TANK	RANGE	DEF	HARD	HP	SIZE	PURCHASE	RESTRICTIONS	PL
Bobcat 322 Compact excavator	1	0	0	-1	-1	3	7.3	30	6	5	40	L	DC=28	--	5
Bobcat T140 Track Loader	1	0	0	-1	-1	13	15.4	30	6	5	45	L	DC=30	--	5
Flatbed trailer	0	8	7,000	-3	-3	n/a		N/a	4	5	30	H	DC=23	--	5

HIGH TECH ARTIFACTS

THE ED POWERS STORY

As Ed Powers clicked the safety release off the weapon, a brown figure stepped into the tent and began to shake snow from its fur.

"Schmert?" asked Ed.

"No, brrotherr engineer."

Unlike Schmert, this Tehrmelern's features were more refined, less shaggy. Where Schmert had brown eyes, this one's were vivid violet.

"What do I call you?" asked Powers.

"A lady who asks forr coffee on a cold night," came the reply. "Gwadhthrra."

"You could be a Mellor," said Powers.

"Mellorr do not drrink coffee."

TEHRMELERN TECHNOLOGY

OBJECT	SIZE	WEIGHT	RESTRICTIONS	COLOUR	PL
Anti Alloy	Var	Var	Res(+2)	?	7
Omni Styling Brush	Sm	-	Res(+1)	Varies	7
Memory Crystal	Tn	-	Res(+2)	Varies	8
Tehrmelern Crystal Key - Planetary	Tn	-	Mil(+3)	Black	9
Tehrmelern Crystal Key - Machinery	Tn	-	Mil(+3)	Orange	9
Tehrmelern Crystal Key - 01	Tn	-	Mil(+3)	Gray	9
Tehrmelern Crystal Key - 02	Tn	-	Mil(+3)	White	9
Tehrmelern Crystal Key - 03	Tn	-	Mil(+3)	Pale Green	9
Tehrmelern Crystal Key - 04	Tn	-	Mil(+3)	Brown	9
Tehrmelern Crystal Key - 05	Tn	-	Mil(+3)	Red	9
Tehrmelern Crystal Key - 06	Tn	-	Mil(+3)	Clear	9
Tehrmelern Crystal Key - 07	Tn	-	Mil(+3)	Blue	9
Tehrmelern Crystal Key - 08	Tn	-	Mil(+3)	Yellow	9
Tehrmelern Crystal Key - 09	Tn	-	Mil(+3)	Dark Green	9
Tehrmelern Crystal Key - 10	Tn	-	Mil(+3)	Purple	9
Tehrmelern Crystal Key - 11	Tn	-	Mil(+3)	Rainbow	9

QELLOR

While many have marveled at the wonder of the Mellor as the Tehrmelern's greatest accomplishment in bioengineering, it's the Qellor that has proven to be the most useful product of the Tehrmelern's ingenious minds. The Tehrmelern needed a servant that could deal with nature just as they would, but one that was versatile and adaptable to different conditions. If anything, the Qellor were the older brothers, in level of advancement, to the Mellor and their shape shifting abilities.

Qellor are biological robots that can be programmed to do different jobs and functions. But more importantly, they can be programmed to grow new

limbs and other organs as needed. Unlike the Mellor, this growth process takes time and fuel in the form of foodstuffs, minerals and other items, including metals. The sight of a Qellor with four right limbs, scything through a field is something to behold. Equally impressive are the various Qellor behind it, gathering the grain, weaving baskets from the cut stalks and others threshing the grain into the baskets, while still others gather the baskets onto their backs.

While the specific appearance varies depending on the function, most Qellor conform to a standard group of attributes.

Physically, the Qellor look like a seven-foot tall, walking stick figures with a large dot for a head. They have a minimal digestive system and subsist on a special concoction of nutrients that are manufactured by a Provider Qellor programmed to be a large feeding machine that looks like a giant sow on her side with hoses that the worker Qellor attach to their food intakes. When a new organ or limb is required, they grow a more complete digestive system and a functional mouth in their chest. When the organ or limb is finished growing, the digestive system falls off and is recycled into the Provider Qellor.

Qellor are smart tools, and they can communicate and were given a subservient personality and are invariably polite. They are incapable of hurting anything that they are not programmed to harvest or slaughter... or any intelligent creature. This was a safety control that the Tehrmelern built into the Qellor along with a ton of safeguards to prevent the accidental mistaking of an immature member of an intelligent species for a food animal. Most importantly, Qellor are not Fringeworthy and if brought onto the Fringepath they die. Unlike the Tehrmelern purely mechanical robots that can be brought across and go dormant until repaired by a Tehrmelern engineer, these beings are tied to their world and if they are ever forced to leave it, cannot be restored to function.

ANTI-ALLOY

A non-conducting metallic solid that is steel-hard at temperatures over 20 degrees F. Under 20 degrees F, it becomes plastic and can be shaped like clay. It has a hardness of 10 and 30 hit points/inch at room temperature.

OMNI STYLING BRUSH

A hairbrush that combs, cleans, and can be set for a fantastic combination of color dye by pressing a colored triangular spot on the grip. This dye is not water-soluble until removed by the brush's cleaning action.

MEMORY CRYSTAL

They usually contain a small scene of a pleasant memory from the owner. If shaken, the 4 inch diameter sphere will clear and become reprogrammed with the user's next thoughts. A crystal will often hold the final memories if accident or death produced a strong emotional shock. A crystal can be used in interrogation to capture a subject's remembrance of a conversation, a place visited, a person's face, etc if the subject is induced to hold it. It cannot be used to capture passwords or abstract concepts.

TEHRMELERN TRANSLATOR BEADS

Dropped in the ear, the bead painlessly embeds itself in the body's auditory receptors. From that point on, the individual can understand (but not speak) 98% of spoken languages he or she may encounter. Unfortunately, it takes two individuals using these devices for direct communication. They are most commonly found in Tehrmelern corpses and can roll away unseen unless care is taken when examining the bodies. These will be found most often in highly developed worlds, such as destroyed old commonwealth primes or expo worlds where there was a lot of inter-world commerce with no common language in use. This device provides translation of all forms of communication including pictographs, spoken, and written. They are practically indestructible.

TEHRMELERN UNIVERSAL TRANSLATORS

While appearing to be a simple thin band, button, or jewelry item, these ultra-high tech devices provide translation for both sides of a conversation in a completely imperceptible fashion (DC 40 sense motive check).

Unlike the translation beads, all participants are able to converse in the most common and pronounceable language between them. When communicating through electronic media, the translator will not be able to translate for the other side, so it will default to their language as the common tongue. With effort (DC 10 CHA check), the wearer can choose which language is to be the common tongue. These devices are found on worlds where first contact from the commonwealth was recent (before the Mellor war) and they had not yet been granted client status, so access to the most advanced tech was limited.

These devices were used to help prevent misunderstandings between cultures, which has on occasion plunged them into conflict. This device provides translation of all forms of communication including pictographs, spoken, and written. They are practically indestructible.



GAME MASTER

NPC RACES

The following two races have a back-story and are deeply involved in the history of the Tehrmelern. There are key points in their respective pasts where they have had contact with the Tehrmelern and while individuals may not have known Tehrmelern personally, almost all of them know how they relate to this back-story, and for this reason, they should not be played as PCs in any new or novice games.

This is not to preclude that they couldn't be properly played by pc's in advanced level games, but for beginners, they would require a great deal of background knowledge that if simply handed over to the players, would spoil some really interesting plot twists and campaign ideas.

SLARGS



DESCRIPTION:

It walked in from the Fringepaths one day and said that it was hungry. Not knowing whether to shoot it or feed it, the IDET explorers took the more peaceful option and gained contact with IDET's first Fringeworthy Alien Species.

She called herself a "Slarg" in her barely recognizable guttural English. Since talking to this first Slarg, there have been several more that have come to Hatsumi base. Slargs seem to be universally Fringeworthy.

Slargs, in appearance, resemble man-sized dogs with the complete absence of eyes. This lack of sight is balanced by a near human intelligence, a keen sense of smell and a special Echo-Location sense. This spatial sense allows them to 'see' an echo image within 200 feet in a sphere 360 degrees vertically and horizontally.

Slargs are muddy brown to gray in color and have 64 sharp teeth. They have a sharpness of wit and a highly abrasive, crass and generally temperamental personality. With a sense of humor fit for a scavenger, they can be very disturbing to human types.

RACIAL TRAITS:

- Str+3, Con+3, Int-2, Wis-2, Cha+2
- Radar-Like Sense
- Level Adjustment (LA) +1

BIOLOGY:

Size	Life Span
M (5'2" – 6'0")	76 years

Sex	Gestation	Survival	Births
2	340 days	25%	2

Sleep Cycle	Voice
14w 10s	Whining

Smell	Vision	Taste	Touch	Hearing
+3	n/a	+2	+0	+2

HOME WORLD:

Location	Designation	Temperature
?	Unknown	28-90F

SOCIETY:

Allegiance (Moral)	Attitude
35	Unfriendly

Year Equivalent	Tech Expertise	Joined IDA
n/a	None-Tech	FD +1 (sort of)

LANGUAGES:

English (75%), Slarg (100%), French (22%), Latin (35%), Pidgin English (45%), Other (100%)

Personality & Views:

UNISS	Free Food
IDET	Companions
FAMILY	Not My Concern
WORK	Excuse Me?
PLAY	You've got to be Kidding
WEALTH	Buys Comfort
JUSTICE	Huh?
HONOR	Doesn't Keep Ya Fed.
HUMANITY	Gravy Train
POLITICS	Say What?
RED TAPE	Can I Eat it?
COMBAT	Not for Me!
THE FRINGES	It's a Jungle Out There!

AVAILABLE SKILLS:

Mooching, Non-Technical, Observational, Scent Tracking

GOOD TRAITS:

Keen Senses

BAD TRAITS:

Abrasive, Rude, Abysmal Cowards, Scratch, Slink off to hide during combat

USUAL QUOTE:

"He went that way so I'm going this way!"

NAMING:

Slargs usually take a human name to impress others, mixed with odd guttural sounds. G'lak Kimsey, or Grr'k Anderson

KEEGAK



DESCRIPTION:

The second race that came in off the Fringepaths was the Keegak. These short and physically odd bipeds claimed to have been from an ecologically destroyed Alternate at Prime +15.

The UNISS psychologists distrust the Keegak and their motives. While their story of a hellish burned out world has been verified, the 20 Keegak claim there are more of their kind scattered across many worlds and that they had explored a thousand Alternate platforms in the local area before their world was sterilized. Their actions and attitudes do not support what they say they are and, on smell, a Slarg muttered, "Those Things! Nothing but Trouble!"

The more superstitious of the Alien Corps call the short pale creatures Goblins and avidly dislike them. The IDA, believing all races should have equal opportunity to the resource and help of the Fringepaths, have designated them as refugees and set aside an Alternate at -3, 8 for their use and new home. Keegak claim that all Keegak are Fringeworthy.

RACIAL TRAITS:

- Str-3, Con+4, Dex+1, Int+2, Wis+2, Cha+3
- Level Adjustment (LA) +2

BIOLOGY:

Size	Life Span
M (4'6" uniformly)	38 years

Sex	Gestation	Survival	Births
2	490 days	10%	6

Sleep Cycle	Voice
30w 5s	Hollow Gurgle

Smell	Vision	Taste	Touch	Hearing
-2	-1	-2	+0	+0

HOME WORLD:

Location	Designation	Temperature
P +15	Kengah Prime	45-120F

SOCIETY:

Allegiance (Moral)	Attitude
29	Hostile

Year Equivalent	Tech Expertise	Joined IDA
2000	Mech/Elec	FD +2

LANGUAGES:

Keegak (90%), Slarg (10%), Other (10%)

PERSONALITY & VIEWS:

UNISS	Saviors
IDET	Brave Explorers
FAMILY	Happens
WORK	Sometimes
PLAY	Never
WEALTH	Comfort
JUSTICE	Not Translatable
HONOR	Not Translatable
HUMANITY	Well Organized
POLITICS	Not Translatable
RED TAPE	Not Translatable
COMBAT	Kill or be Killed
THE FRINGES	Many Worlds of Comfort

AVAILABLE SKILLS:

A Single talent that will be excelled in, from carving to simple electronics

GOOD TRAITS:

Few of them, Like Humanity, Distrust Slargs, Follow and serve as if they were a slave

BAD TRAITS:

Odd, Creepy to Deal with, Liars, Plotting, Devious

USUAL QUOTE:

"Yes, cooperation, yesss...help you yess..."

NAMING:

Keegak often take the last name of a person they admire and a first name with some historical significance, regardless of the name assembly, Richard Millhouse Herschel Splug

BROUPIANS



DESCRIPTION:

The UNISS has no real concept of what the Broupians are or where they come from. These tripedal intelligences have been seen on the Fringepaths multiple times and are now interacting with human explorers.

Broupians do not communicate with language. Having only a single multi-tone 'broup' noise which they use primarily to create an emotional impression. Using this as their baseline communication, they employ a form of emotional telepathy that requires explorers to narrow categories as if playing twenty questions with them. Telepaths of any standing have a much easier time ferreting out their underlying meanings.

These odd life forms are usually found in clusters of three, each carrying three saddle packs. When forced to defend themselves, they can generate a severe neurological shock that can drop a bull elephant. It is not known whether this is inherent to the species or a technological device.

It is common to find them carrying Tehrmelean artifacts and crystals as well as a random supply of tools, hardware, food and vials of scents. They will always trade for the most odiferous cheese that explorers can produce.

Clusters of Broupians are now coming to Hatsumi Base on a regular basis to trade, exchange information and rest. They seem to enjoy riding with explorers on the Fringepaths. They are appreciated by the French.

RACIAL TRAITS:

- Str-2, Con+6, Dex+3, Int+1, Wis+4, Cha-1
- Level Adjustment (LA) +0

BIOLOGY:

Size	Life Span
S (3" uniformly)	200 years

Sex	Gestation	Survival	Births
3	960 days	98%	3

Sleep Cycle	Voice
16w 8s	Multiple Range 'Broup'

Smell	Vision	Taste	Touch	Hearing
-4	+2	+0	+3	+0

HOME WORLD:

Location	Designation	Temperature
Unknown	Broup	-10 - 140F

SOCIETY:

Allegiance (Moral)	Attitude
90	Friendly

Year Equivalent	Tech Expertise	Joined IDA
1950	Varied	n/a

LANGUAGES:

Broup (100%), Whistle (50%), Thump (20%)

PERSONALITY & VIEWS:

UNISS	Broup?	(Who cares?)
IDET	Broup!	(Happy)
FAMILY	Broup!!	(Loving)
WORK	Broup??	(Say What?)
PLAY	Brouup!	(Happy)
WEALTH	Broup??	(Say What?)
JUSTICE	Broup??	(Say What?)
HONOR	Brouup??	(Say What?)
HUMANITY	Brouuuup!	(Curiosity)
POLITICS	Broup?	(Who cares?)
RED TAPE	Broup?	(Who cares?)
COMBAT	Broup, Thump!!	(Unhappy)
THE FRINGES	Brouup!	(Curiosity)

AVAILABLE SKILLS:

Skills in crafting, salvage, negotiation, serve as an emotional barometer of the surroundings.

GOOD TRAITS:

Friendly, Distrust Slargs, Point the explorers in odd directions and call attention to unique sights.

BAD TRAITS:

Underfoot, Moderately slow, Far too tactile for comfort, Smell like cheese, Annoy Blizniz

USUAL QUOTE:

"Brroooooopp..." (Isn't it time for fourth meal?)

NAMING:

The Broupians have no real name or name designations that other races can discern. IDET explorers have noticed subtle variations in coloration and skin patterns. Broupians seem amused to wear decorative bands with IDET sponsored nametags.

OLD MEN



DESCRIPTION:

These Fringe traveling Neanderthal descendants, or "Old Men," as they call themselves, are at a medieval level of technology in terms of transportation and weaponry, late 19th century levels for medicine (highly advanced holistic, herbal and surgical). Other technology they have adopted from the Pathways.

They are pacifists and slow to anger. They have a sharp wit and their spoken language is more complex than our own, making full use of all the sounds that their vocal apparatus can create. And they can sing. Song and poetry are important aspects of their communication skills.

They have a limited written language adapted from what they have found on the Fringepaths. Their native alternative, which they still prefer, consists of a system of knotted multicolored threads, beads and shells, similar to an Incan quipu, or talking strings.

Most Neanderthals are stocky, shorter than humans by about 6 inches, and are better suited for temperate or cooler weather. Their body structure is ill suited for running and jumping, but they can outwalk and outlift any average human.

Spiritually, they are animists, believing that spirits and souls are in everything, and that appeasing these spirits or souls before hunting, building, sex, and other activities is very important for success. They believe that evil spirits can possess the unwary and control their actions.

Only males are seen on the Fringepaths, often in the company of Pangolisks and Broupians.

RACIAL TRAITS:

- Str+6, Con+4, Dex-1, Int+0, Wis+4, Cha+0
- Level Adjustment (LA) +0

BIOLOGY:

Size	Life Span
M (5'2" uniformly)	110 years

Sex	Gestation	Survival	Births
2	310 days	80%	1

Sleep Cycle	Voice
14w 10s	Deep Base

Smell	Vision	Taste	Touch	Hearing
+2	-1	+2	+0	+1

HOME WORLD:

Location	Designation	Temperature
Unknown	Hearth	35-110F

SOCIETY:

Allegiance (Moral)	Attitude
75	Condescending

Year Equivalent	Tech Expertise	Joined IDA
1840+	Natural/Medicine	n/a

LANGUAGES:

Ancient (95%), Modern (70%), Pangolisk (60%)

PERSONALITY & VIEWS:

UNISS	Organized Tribe
IDET	Kids
FAMILY	Back over there
WORK	For the womenfolk
PLAY	Music
WEALTH	A hot meal
JUSTICE	Pleasing to the spirits
HONOR	Pleasing to self
HUMANITY	Rabble
POLITICS	Unknown
RED TAPE	Decorates clothing
COMBAT	At a last resort
THE FRINGES	Walkabout

AVAILABLE SKILLS:

Multiple Talents in Music, Medicine and Survival

GOOD TRAITS:

Amused by Humanity, Good Friends, Kindly, Like Children and Dogs, Sing, Have Extensive Knowledge of the Terhmeleyn

BAD TRAITS:

Condescending, Pat IDET Explorers on Head, Difficult to Comprehend their Reasoning, Hate Cats, Preoccupied with What The Spirits Want

USUAL QUOTE:

"Sit by the fire, Young One. Are you hungry?"

NAMING:

Short Songs, will use shorter human names such as "Fredrick" or "Barnabus" or "Slateman" -- but *never* Oop.

PANGOLISKS



DESCRIPTION:

Some things that came in off the Fringepaths were unusual, such as the Slargs or Broupians. And then the first Pangolisk showed up with a can opener, three cans of beans, and a cry for "ELP."

The Pangolisks are best described as six-legged anteaters covered in both fur and scale. Their middle set of legs end in limited manipulative hands, while the front sport a formidable set of digging claws.

While "Pangos" are moderately intelligent and can understand simple language, their attempts to vocalize human speech are cryptic at best, and can create massive confusion.

Groups of Pangolisks will cluster about IDET explorers like cats, showing them pretty shiny bits while chirping incomprehensibly and tugging at their knees in random directions.

Pangolisks become extremely alarmed in the presence of Mellor in any form. Their bodies secrete a natural paralyzing toxin that incapacitates Mellor when they are attacked, and which can be spit 30 feet when they are under duress.

This marsupial-like species lays eggs, and keeps their young safe in a large belly pouch -- along with anything else they deem interesting. Old Men are known to manufacture vest-pouch harnesses for their favorites.

Pangolisks are mighty diggers, and have been instrumental in finding unusual artifacts and bringing them to the attention of Fringeworthy explorers. Pangolisks, like Broupians, tend to appear in clusters.

RACIAL TRAITS:

- Str-4, Con+6, Dex -1, Int-1, Wis-4, Cha+1
- Level Adjustment +2

BIOLOGY:

Size	Life Span
S (3'" uniformly)	40 years

Sex	Gestation	Survival	Births
2	28 days	50%	4

Sleep Cycle	Voice
21w 3s	Parrot-Like

Smell	Vision	Taste	Touch	Hearing
+6	-2	+1	+2	+2

HOME WORLD:

Location	Designation	Temperature
Unknown	Irl	-40 - 130F

SOCIETY:

Allegiance (Moral)	Attitude
70	Friendly

Year Equivalent	Tech Expertise	Joined IDA
n/a	Not Much	n/a

LANGUAGES:

Pango (50%), Pidgen English/Pango (85%), Korean (7%)

PERSONALITY & VIEWS:

UNISS	ELP?	(Help)
IDET	APPY	(Happy)
FAMILY	EKS	(Eggs)
WORK	IGG	(Dig)
PLAY	IGG!	(Dig with bugs)
WEALTH	I-NEE	(Shiny)
JUSTICE	IGG	(Dig)
HONOR	IGG	(Dig)
HUMANITY	UNG	(Watch the kids)
POLITICS	IGG	(Dig)
RED TAPE	I-TY	(Pretty)
COMBAT	PFUTT	(Unhappy)
THE FRINGES	OM	(Home)

AVAILABLE SKILLS:

Tracking, Digging, Smelling, Frightening Slargs, Mellor Alarms

GOOD TRAITS:

Friendly, Cuddly, Explorers, Loyal to a Fault -- Adopt Fringeworthy into their Families.

BAD TRAITS:

Smell Earthy, Persistent, Expect Adopted Family to Babysit

USUAL QUOTE:

"IRL" -- while tugging at your knee and trying to get you to follow.

NAMING:

Irl, Oy, Ak, E-by, A-by, It-ty.

IDET explorers tend to tag them with number on their harnesses and call them descriptive names such as Buddy, Lassie, Squeak, and First Alert

TEHRMELERN HISTORY

The small creature clung to the upper branches of the mother tree and cried. Its heart was broken. It had done the mating dance as its instincts lead it. As had all the males of the clan, but none of the females selected him.

Morning came again and the time of bonding was now. Shaking the tears from its furry face, it descended to the central branches again where the thick wide limbs afforded room to strut and preen. Other males were already moving in the familiar pattern of the dance, written molecule by molecule in their DNA. The unattached females watched with sharp dark eyes for the one who would match closest the pattern etched in her hindbrain. Not all patterns were identical. Few dances produced even one match per female. But even so, the clan was growing which improved the odds. With numbers came safety for all.

With an aggressive leap he jumped into the middle of the choreography and flung himself into the pattern, but after the initial shock of surprise their eyes drifted away. He knew he was failing. Fear surged through his mind and for the first time he moved differently. Not by much. ...A mere twitching of his prehensile paws. ...A tiny change in the arc of his swaying limbs. ...But different.

A female's eyes snapped to his and a thrill exploded through him like lightning as she imprinted on him. Unconsciously he made another change and another female displayed acceptance. Before the end of the dance fully half of the available females had bonded to him. A day that started so badly now would be filled with joy and exhaustion.

So the creature that was neither bear, nor dog, but its own creature, began its climb to sentience. Not by acts of aggression but by creativity would racial dominance be attained?

Originally arboreal, the Tehrmelern had little to fear from the predominately ground based predators. The trees were rich with symbiotic life so feeding themselves was a simple task. Unlike other races, the Tehrmelern won their mates by distinguishing themselves through artistic means such as sounds, dance and finally crafts. Tool use became a means to create more interesting and thus desirable objects to lavish on potential mates. This stimulated the development of intelligence and individuality. This artistic aspect lent itself to the development of Tree houses. A proper tree house, artistically speaking, required the work of an entire family or clan. Eventually its construction took more than one generation to accomplish since the longer-lived tree itself needed to be molded into the proper shape. They evolved as the Tehrmelern evolved. Their competition for uniqueness was the driving force throughout their history. They embraced the different, but they also built strong bonds to create new objects and art, which could not be created alone. Strong clans arose and continued to extend outward. There was much to discover: art, science, mathematics, and literature. Each Tehrmelern sought a new niche to fill from the mundane to the sublime. However, each super clan eventually grew large enough and existed long enough that every variant of thought and expression seemed to be present. They saw the other clans as identical, superfluous, and repugnant. Unfortunately this occurred when the super clans were the equivalent of the 20th century Earth's super nations. They despised the sameness in the other clans and went to war to eliminate them. Being nearly identical, they simply decimated each other.

After the clans recovered, the second war they fought was over diminished resources. In desperation, the Tehrmelern developed space travel to harvest the abundant resources that were existed in the solar system. Eventually they developed their biotech to the point that physical need no longer existed. They always tried to use biotech to solve their problems and advance their culture. Sometimes they would reach an impasse and be forced to develop something in the physical sciences to bridge the gap – to bring them to the next level. Then they would use the new bio-tool to fill in the gap.

Unlike so many other races, they learned the lesson of history and resolved to wait until uniqueness would blossom in other groups. Their salvation was the pursuit of truly epic goals: justice, universal welfare, immortality, and travel to distant worlds. They formed a true world society. The use of space grew over the next 300 years. When need was eliminated, they had mature interplanetary space tech and the ability to grow.

They never developed Faster-than-Light travel (FTL). That was one universal law they never learned how to bend to their will. But, in the many attempts to bypass that universal law and to visit distant worlds, they instead breached the barrier of interdimensional space. They thought they had succeeded in creating FTL travel. However, when the first expedition to a new world didn't detect any radio transmissions across interstellar space from their home world, they realized that they were in another universe where those transmissions had never been sent.

The Tehrmelern's original intent was to use Fringe travel as a means to achieve efficient inter-system travel. Of course, once you've discovered Fringespace, you soon find that you don't need to go to "alien" systems in your

own universe. Alternates and Parallel universes are much more desirable. The discovery of inhabited alternate worlds provided the ultimate Tehrmelern epic goal: To unite all Tehrmelern, whatever form they may take, into a single commonwealth. That required a system of transportation and communication: the Fringesystem.

The original platforms were much larger than the standard 600' wide platform that is the mainstay of the current Fringe System. The Tehrmelern needed a larger staging area as they developed portal creation devices and interdimensional sensor arrays. The original moon-sized platform is still connected to Tehrmelern-Prime.

Ten years passed as they developed technology for navigating the fringes, but that did not stop them from exploring this new multi-verse they had discovered. The Fringe configuration around T-Prime is non-standard with lots of experimental platforms; moving further out, the configuration becomes more standard. Establishing portal connections creates severe inter-dimensional stresses and noise. After eight permanent local connections and/or up to 9 Pathway connections, any more connections require considerably more resources and energy. Therefore, when the Tehrmelern automated the creation of the Fringepaths, they chose this as the best hands-free configuration and let the system automatically add new nodes. Other configurations are possible, but require more engineering involvement and oversight to maintain stability. After a few centuries of development, the automated system was adding about 1000 new nodes a day to the network. The commonwealth grew to be connected to a million, million worlds after only 100,000 years. They soon realized that the standard Fringesystem would not be able to support the levels of commerce that the Commonwealth would generate. So "The Big System" was built on the backbone of the smaller Fringe System, and it was capable of transporting entire worlds from one universe to another or making a delivery of a carton of eggs to a kitchen table. Commonwealth members lived as gods.

After 500 years of exploration and construction, there was a sufficient backlog of undeveloped alternates populated by very un-Tehrmelern looking sentients, that a solution to contacting those worlds was sought. Showing the true power of the commonwealth, an entire world was turned into a lab, with the first useable Mellor prototypes shambled out of the vats about a year later.

The word Mellor means "Beloved Children" in Tehrmelern. They were created to build benevolent relationships in the worlds to which they were sent, raising the ethical and cultural standards of each. Being masterful shape changers, telepathic by touch, and virtually immortal, the Mellor had plenty of time and more than enough ability to bring their assigned world up to the minimum standards needed before the offer of membership in the Commonwealth would be offered. A full member in the Commonwealth had:

- A world government.
- A period of peace that is sufficient to provide the opportunity to re-arm and re-new conflict – but they don't.
- A minimum standard of living for all sentients on the planet.

Additionally, they had to show continued societal stability after being introduced to the Tehrmelern and other races of the Commonwealth. Slavery would be allowed but only if those worlds permitted any slave to freely leave, emancipating himself/herself/itself. Achieving one of the goals and actively working toward both of the others earned client status. Such worlds gained some benefits from the Commonwealth, but access to more powerful tech was restricted or overseen.

So while the original Tehrmelern embraced all the other Tehrmelern they had found, per their goal, the original Tehrmelern of T-Prime continued to dominate the Commonwealth due both to their technological superiority and their age as a culture, even though more competitive races had been found. Many races resented the Tehrmelern hegemony, but still enjoyed the benefits. The Tehrmelern never dreamed that they had sown their own downfall almost from the very beginning of the Commonwealth.

After the creation of the Mellor, the Tehrmelern, following their standard pattern, tried to backfill their biotech gap with various experimental projects. One of those projects was the Keegak. The Keegak were an uplifted race, but were allowed to "develop naturally" for over 90,000 years, watched over by a handful of observer Mellor, who did not interfere with their evolution. When the Mellor declared them ready, they were brought into the Commonwealth as the Tehrmelern's "Special Children". The Keegak, bitter at having been created at the whim of someone who had just managed to get his research funding, they hardened their hearts and coldly and quietly made their plans to destroy the Tehrmelern.

Their revenge would take the form of the Tehrmelern's other "beloved child".

They were able to gain access to the secrets of Mellor because of the “familial” relationship. The Keegak developed the Mellor virus as both a revenge for their treatment and as a gift to their “older brother”, freeing the Mellor from the yoke of Tehrmelern control.

Less than one year before the Mellor war, 70% of the Commonwealth contained infected Mellor, approximately 274 billion worlds. The plan was to dominate each world with a Master Mellor and subordinate High Mellor, and create a massive standing attack force out of the local populace. But the plan was sidetracked when a Master Mellor who had infiltrated a full Commonwealth world was accidentally struck down. The multiple High Mellor it had controlled fought for control (king of the hill – Mellor style). The resulting violence on a world where such was unheard-of triggered a media firestorm. The Mellor on other worlds figured the jig was up. The war went hot.

The infected Mellor on full Commonwealth worlds used the Big System to launch world-buster attacks against other full Commonwealth worlds – especially the Tehrmelern home worlds. Many full Commonwealth worlds were almost destroyed. Tehrmelern Prime lost a continent. In desperation, the Tehrmelern shut down the Big System with devastating social and economic effects.

Many worlds simply collapsed while trying to cleanse themselves of the Mellor influence. Other worlds were completely destroyed by the combined forces of the surviving Commonwealth worlds attempting to halt the infection and the Mellor on those worlds, trying to break free.

The newest members of the Commonwealth and client worlds were the least reliant on the largesse of the Commonwealth and the Big System. They were the quickest to regain stability after the shutdown. Still, it took 10-20 years to recover while the infected Mellor were bringing the war to them through the Fringe system.

Meanwhile, the Keegak coalition spearheaded the anti-Tehrmelern Commonwealth forces, trying to marginalize the Tehrmelern from decision-making in the war effort. Since the Tehrmelern worlds were prime targets in the early part of the war, their numbers were much reduced.

The Commonwealth worlds spread the truth about the infected Mellor to the non-Commonwealth worlds, slowing the Mellor dominance as the Mellor now had to deal with a populace aware of their influence.

After ten years, the recovering Commonwealth worlds begin their campaign of cleansing nearby infected worlds. Some natives saw these messengers as emissaries of their deities, calling them to a great cause. Others saw them as monsters themselves bringing discord to their worlds.

20 years into the war the Commonwealth realized the enormity of the task as they faced both infected Mellor and emerging worlds bent on Fringe conquest. They asked the Tehrmelern to implement the Fringeworthy filter. 25 years after the revolt, the Tehrmelern attempted a “final” solution with the Slarg Project. They were designed to inject a genetic capsule into any infected Mellor, reverting them to their original benign state. The remnants of the Commonwealth were stunned to discover that the Slarg are abject cowards and could not perform their mission.

While many in the Commonwealth chose to accept this proof that the Tehrmelern were not the “wonder workers” their reputation suggested, for others this was one bit of bad luck too much. The Tehrmelern discovered that the Keegak once again had sabotaged a project but instead of admitting the error in trust, they tried to cover it up out of familial loyalty. The Tehrmelern stonewalled the Commonwealth investigators, but eventually they uncovered the secret that the Mellor and the Keegak, both “fake sentients” and the Tehrmelern’s favored children, were responsible for this epic bloodbath. Not only did the Commonwealth lash out at the Keegak, but they lashed out at the Tehrmelern as well.

The Commonwealth destroyed the Keegak home world, revoked the Tehrmelern’s membership in the Commonwealth, and turned a blind eye to reprisals made against the remaining Keegak and Tehrmelern alike.

The Keegak wound up scattered throughout the Fringepaths.

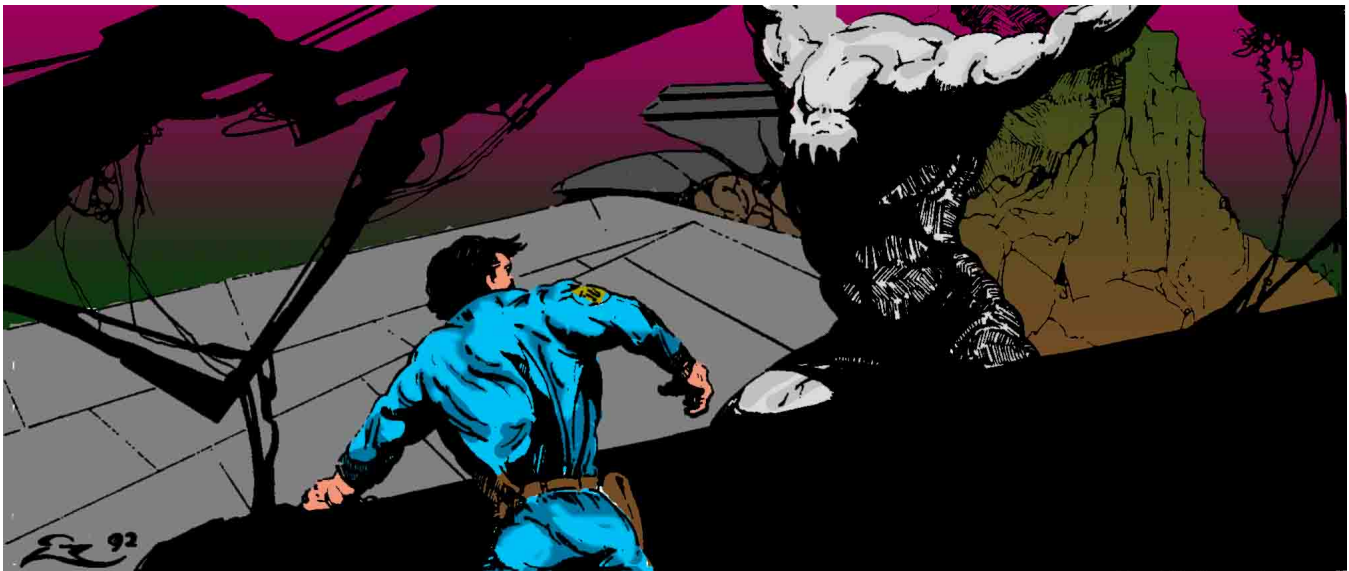
The Tehrmelern, when faced with attack from their own Commonwealth, reprogrammed the Fringepaths to prevent transport of functional energy weapons including nuclear weapons, Mellor, and those without the Fringeworthy energy signature. They did not shut down the pathways entirely because some Tehrmelern still wanted to help.

The T-Prime Tehrmelern decided to leave their original Fringepaths to create a new one, from a solar system many light years distant in their own Universe. Once they left, taking their home world with them, the infected

Mellor tried to gain control of the Fringe system by sending an enormous power surge and logic bomb through the system. This damaged or locked down most of the portals but failed to free the Mellor.

The system tried to repair itself, but in many cases the lock-down was so secure that it took a Tehrmelern to bring it safely back online to begin repairs. These Tehrmelern are not the T-Prime Tehrmelern who left, but from alternates and parallel universes. They shudder at the thought of releasing the infected Mellor, and weep for the uninfected Mellor who are trapped on worlds the war never reached. They have had difficulty restoring function while leaving the blocks up, so now they repair one portal at a time. Each Tehrmelern is responsible for about 50 thousand portals. Each platform takes about 2 weeks to complete their repairs. In a few hundred years the system should be completely repaired, but that won't eliminate the infected Mellor threat.

The Thousand-Year War was really some of the damaged portals coming online. The trapped, infected Mellor or natives discovered them functional, and ventured out for conquest.



TIMELINE

December	-0002	FD	A military Junta takes control of the nation of Chile.
January	+0000	FD	Hatsumi Antarctica Expedition (U.N. Sponsored Global Warming Antarctica Survey Team) vanishes. "Sayuri Tanuma" explores near area and meets the alien "Schmert".
March	+0000	FD	Hatsumi Antarctica Expedition turns up in New York at the United Nations World Headquarters with absolute proof of alien visitation to Earth more than 125,000 years ago.
April	+0000	FD	The "real" nature of the artifacts is discovered within the notebooks from a lost polar explorer who vanished in 1912. This data proves invaluable in opening the Fringe Portals to a limited number of humanity.
May	+0000	FD	The words of the Tehrmelern "Schmert" are displayed around the world as the first known contact with an alien species.
June	+0000	FD	"Gordon Conrad" bicycles to another world. He also leaves a permanent radio transmitter on the surface of Mars. Construction of the Hatsumi Antarctic Station begins. UN begins cycling a crystal to various museums around the world searching for Fringeworthy.
September	+0000	FD	Three of eight main portal stations on Earth (P+0) lead to UN allied territories. Only the Hatsumi portal isn't under crystal security lockdown. A fourth, unlocked, station is claimed by the military Junta that now rules Chile. They disavow UN resolutions and form an alliance with the owners of the fifth (and damaged) portal in Libya. Libya is backed by the African Socialist Alliance (ASA)

FD = Date Of Fringepath Discovery

TEHRMELEARN



DESCRIPTION:

Far too smart and peaceful for their own good, the Tehrmelern paved pathways between an astonishing number of Alternate worlds. Living in a golden age, they were little able to cope with the tide of hell they accidentally unleashed on themselves.

With all of their amazing technology and child-like love of life, they vanished.

To guard and repair the pathways and worlds, they left a few trusted technicians like Schmert, whose job was complex. Theoreticians believe there are many like Schmert set to help on one final great project, a hope for the Tehrmelern race. Schmert's activities seem to prove this. As crazy as his contacts with the IDA have been, he seems pleased for humanity's noble venture to the Pathways.

In structure, the Tehrmelern look like a cross between a bear and a cat-like biped. Their tails are prehensile.

RACIAL TRAITS:

- Str+?, Con+?, Int+?, Wis+?, Cha+?
- Telepathic
- Level Adjustment (LA) +6

BIOLOGY:

Size	Life Span
M (5'0" – 6'0")	Unknown

Sex	Gestation	Survival	Births
2	237 days	99%	1

Sleep Cycle	Voice
24w 4s	High

Smell	Vision	Taste	Touch	Hearing
+4	+3	+3	+4	+4

HOME WORLD:

Location	Designation	Temperature
?	Founders	35-95F

SOCIETY:

Allegiance (Moral)	Attitude
95	Friendly

Year Equivalent	Tech Expertise	Joined IDA
Unknown	All Areas	Not Officially

LANGUAGES:

Tehrmelern types A-L (100%), English (99%), French (99%), any other as needed (99%)

Personality & Views:

UNISS	Marvelous Idea
IDET	Brother Engineers
FAMILY	All Important
WORK	Saving the Worlds
PLAY	Always
WEALTH	Not Necessary with Plenty
JUSTICE	When Needed
HONOR	Always
HUMANITY	New Kids
POLITICS	Confusing
RED TAPE	Even More Confusing
COMBAT	Distasteful
THE FRINGES	Tunnels

AVAILABLE SKILLS:

Engineering, Psychology, Medicine

GOOD TRAITS:

Good Natured, Funny, Caring, Teaching

BAD TRAITS:

Talk in Rhymes, Always busy, asking for Sardines, sometimes morose & never give a straight answer, never find one when you need one

USUAL QUOTE:

"So, so much to do!", A million marbles, I have them all for you!", Tuesday, Saturday to you, but before, not now.

NAMING:

Schmert, Glenarr, Sarnn, Galnirr. Female names generally begin with a G and Male names with an S.

FRINGEPATH SYSTEM

PLATFORMS

The entire Fringepath system is a collection of linked sets of platforms, which because their creation became automated, are uniform in appearance. They differ primarily in the necessary number of connections needed to link to the other platforms in each node or other nodes. Each portal node is a **Prime** to **Alternate** to **System** to **Star-Hub** to **Star-System** string of platforms.

A **PRIME PLATFORM** has a 50' high portal at the 6 o'clock position that leads to the Alternate Platform and eight 25' high portals that lead to different locations on that (Prime) world at positions 1, 2, 4, 5, 7, 8, 10, and 11 o'clock.

An **ALTERNATE PLATFORM** has eight planetary portals (25' high) and four pathway portals (50' high). Each planetary portal links to an alternate of the Prime world or to a pocket world. The pathway portals link to the **PRIME PLATFORM**, the **SYSTEM PLATFORM** and laterally to two other nodes.

A **SYSTEM PLATFORM** has eight planetary portals plus two pathway portals. Each planetary portal links to some location in the Prime world's star system. Normally this is on the surface of some astronomical body. The two pathway portals lead to the **ALTERNATE PLATFORM** and the **STAR-HUB PLATFORM** respectively.

A **STAR HUB PLATFORM** has eight Pathway portals (50') plus a Pathway portal (50') that links it to the **SYSTEM PLATFORM**. Each of these eight portals leads to a **STAR-SYSTEM PLATFORM** around a different nearby star within 40 light years of the Prime.

A **STAR-SYSTEM PLATFORM** differs from a **SYSTEM PLATFORM** in that it has only one Pathway portal connecting it to the **STAR-HUB PLATFORM**. This is the end of the tree as the Tehrmelern see it. The eight planetary portals each connect to some location in the local star's system. As with **SYSTEM PLATFORMS** this is normally on the surface of some astronomical body.

The sole purpose of any platform appears to be support for the transit portals. All portals are named after the hour it would correspond to on a clock face - 3, 6, 9, 12 for Pathway Portals and 1, 2, 4, 5, 7, 8, 10, 11 for Planetary Portals. This pattern is repeated millions of times. Each node is connected laterally, creating the appearance of an infinitely long string of nodes.

Each disk-shaped platform is 613 feet in diameter and 4.37 feet thick. It is anchored in a column of space. Atmosphere extends 97 feet from the edge of the platform where it shears to a vacuum. Another 47 feet of safety extends to a point where any object will disappear in a blaze of light as the matter re-enters "real" space. It is hypothesized that this transfer is a complete matter to energy conversion. The blaze of light is what we expect to see at the event horizon of a black hole.

The upper and lower surface of the platform has 91% of Earth Prime normal gravity (.91G). There is only micro gravity along the side causing a gravity shear at the platform edge. All portals are on the upper side of the platform. Atmosphere is sucked into the lower surface and oozes from the upper surface of the platform, creating what is believed to be an air filtration system. The surface of the platform has microscopic irregularities that not only provide excellent traction, but also prevent the formation of a vacuum seal on the bottom surface unless some kind of sealant is added. A filled water glass placed lip down will soon fill with bubbles on the upper platform surface. However there is very little pressure and it is impossible to perceive the flow normally due to the downward draft on the platform. Since the platform is in a column of air, some of which is outside of the gravity of the platform, there is a constant breeze falling on the upper and under surfaces of the platform. This breeze blows down and then out, off the platform, where it rises vertically until it flows back into the gravity well. It is very easy to float an object vertically, but eventually that object will come crashing down on the edge of the platform as the air currents swirl inside the gravity well. If you manage to travel far enough up from the surface the atmosphere will thin to vacuum. Eventually you will find yourself falling to the other side of the platform. So the column of space is actually a ring. The length of this column has never been determined but is over 150 miles long. This fact has only been discovered by experimentation, never by observation.

The platform is illuminated to the equivalent of twilight. This light is the full human visible spectrum plus a little ultraviolet. There is no infrared or high-energy radiation or particles. You can see clearly but reading for humans is difficult without an additional light source. Some light is emitted by the platform itself. The rest comes from what appears to be a dense star field that surrounds the column of space that holds the platform. Movement in that space causes some stars to exhibit changes in color and position. Some theorize that Fringespace is compressed space where minor movements translate to huge distances relative to the positions of the stars in the star field, resulting in Doppler shifts in the star's color. In reality these stars are stress points in the boundaries between universes. In any case, viewing this star movement induces vertigo in a significant number of Fringeworthy.

The Fringepath atmosphere is a constant 67 degrees Fahrenheit and 35% humidity. The air is easily breathable but has a strange taste due to its composition (oxygen 21%, nitrogen 78.1%, argon 0.9%). The surface of the platform is dull silver in color and from its hardness appears to be metallic. It is almost impervious. One team exploded 200 gallons of nitroglycerin on a platform and blew a hole through the upper surface. The inside was a vortex of light and energy that appeared to go down for miles (but not through the lower surface). The damage was repaired within a half hour. Microscopic examination of the attendant fractures showed microscopic, interlocking crystals connected by monofilaments. However, the portals themselves are impervious to harm. Energy does not transfer well to the platform. Play an acetylene torch over the surface as long as you like - it will not feel warm a moment later. So even though the atmosphere is 67 degrees, the surface feels body temperature when touched. Don't get too carried away with attempting to affect the platform with energy or physical resistance. If you pass the as yet, unknown threshold, you will activate the platform's automatic defense mechanism and find yourself on the receiving end of a d100 blast of energy.

The surface feels like extra-fine grit sandpaper. It affords little rolling resistance, but footing is sure. The platform and pathway does not resound if struck and the interface between the atmosphere and vacuum doesn't reflect sound, so the Fringepath is quiet. However, the atmosphere transmits sound as normal otherwise. (See Platform Map, page 55.)

PORTALS

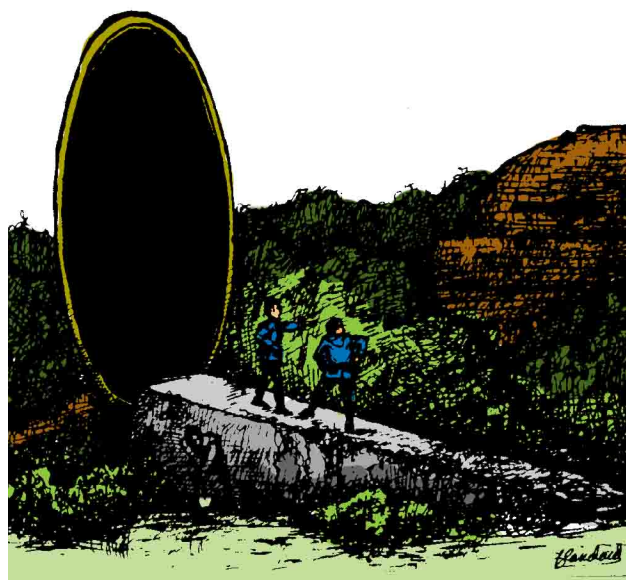
Any nuclear or radioactive material passing through a portal or warp decays immediately into a harmless non-radioactive isotope. Shielding cannot stop this process. Any electrical storage device is also drained as it passes through a warp or portal. On the Platforms or Fringepaths, all electricity is neutralized, with the exception of biologically generated electricity. Again, shielding cannot prevent this loss. The loss of energy does not harm the equipment. If power is restored outside the Fringepath system, the equipment will function properly. Magnetic properties cease to exist while in the Fringepath system. This will completely erase magnetic tapes and disks. Magnetic properties will return in 1-10 minutes but batteries must be recharged.

Touching the black of a portal or warp is a commitment toward transition by the Fringeworthy. A person or object will be pulled through at a rate of 1.1 inches per second (1/16th mph) with a pull of one megaton against resistance. After that the surface of the ramp becomes slipperier to ease resistance. If that still isn't enough, it shears the object. This is the minimum speed. No maximum speed is known. Velocity is always conserved during transit. Only the Fringeworthy can make the transition to the platforms. Any material carried or thrown through a portal by a Fringeworthy will make the transition.

Materials thrown through by a non-Fringeworthy will fall to the floor on the other side of the Portal without making the transition. A non-Fringeworthy walking through a ring or warp will only step through to the other side of the ring. Other than occulting vision, a warp or portal has no effect on non-Fringeworthy until triggered by a Fringeworthy. There is no limit to the length an object can be once the Fringeworthy initiates transit. It will remain Fringeworthy throughout its transit not matter how long that takes.

Note: If any part of an object making transit is separated, by transit failure or intentional severing, it remains Fringeworthy for up to 10 minutes unless it is touched by a non-Fringeworthy creature; at which point it becomes normal.

Objects can rotate in any direction when transiting as long as an ever-increasing amount of mass is on the other side of the warp. An explorer can stick her head through a portal, lean back, and say a few words of warning as the rest of her body is pulled through. This has provided the opportunity for the creation of a number of complex devices for taking pictures and measurements of the other side of a portal without the danger of the explorer making the transit herself. However something has to be left behind on the other side, announcing the presence of the Fringeworthy.



Animals are a special case of objects. All non-sapient animals can be brought through a portal by a Fringeworthy person. However, very few are Fringeworthy on their own. Crows are an exception. They seem to be universally Fringeworthy regardless of their world of origin. Intelligent animal species are rarely Fringeworthy. Non-Fringeworthy intelligent members of any race cannot transit into Fringe space.

Reaction to Fringe travel varies by species. Cats hate Fringe space and should only be transported restrained and preferably sedated.

Portals, Pathways, Rings and Control Pylons are virtually idiot-proof and cannot be damaged by any known means. Weapons fire directed against a person or object in transit results in a 1-100 pt energy burn per round being returned to the point of the weapons fire until that point is obliterated or the transit completes.

Portal transition tends to kill harmful bacteria and cleanse the travelers system of any odd organisms that they didn't have at the last portal use. The largest organisms that will be removed are simple single-celled animals or flora. Larger parasites, such as fleas, will not be removed, and must be dealt with in a more normal manner. Mutations of the body are not removed. However, Fringe travel "boosts" the immune system allowing the Fringeworthy to better fight off any diseases not identified by the system and any body imbalance like cancer, radiation damage, or poisoning. This boosting effect increases lifespan by a factor of 20 but only if transit travel is frequent.

For older explorers, this boost also causes a "rejuvenation" effect. Arterial plaque is removed; late onset diabetes is reduced or cured. Hair loss reversal has been reported. They aren't actually younger, but their biological systems are so energized that their bodies are able to resist stress, repair damage, flush fatigue, and environmental poisons, and restore to function marginal cells. In the end they look and feel like non-Fringeworthy humans who are years younger. However, it doesn't keep them from getting a hangover.

LEASING PROGRAM (OPTIONAL)

One criterion for the other nations giving over control of the Portal to the U.N. would be the option of using it. In addition, this makes a good way generate the capital to keep the UNIDA in operation. To accomplish this, the UN will "Lease" the use of the portal to any Fringeworthy from any UN country.

This also allows the GM a way to run a "United States Inter-dimensional Force" game or a "Free Trader" game.

The ASA also allows use of their portal to ANYONE, and at a lower cost... but items have been known to come up missing, travelers harassed or missing. Use of the ASA portal is an adventure in and of itself

UNIDA PORTAL USE	PURCHASE DC
Passing thru the portal	25
Bringing goods thru the portal	1% of value
ASA PORTAL USE	PURCHASE DC
Passing thru the portal	15
Bringing goods thru the portal	5% of value

PORTALS COME IN TWO VERSIONS: PLANETARY (25' HIGH) OR PATHWAY (50'HIGH).

PLANETARY PORTALS – WORLD SIDE

The Antarctic Fringe Portal is the standard design used on planetary surfaces and on the platforms that lead to other worlds and alternate Earths. These portals are, in appearance, a rotating silver ring filled with an opaque dull black energy. All portals of this design possess a ramp leading to and from the ring as well as a control pylon on the right side. The exact composition of the ring metal and the energy that powers its movement has not been determined because the ring metal is indestructible and unstoppable. No samples can be taken for analysis. The Planetary Portals are 25.37 feet in diameter and rotate between 113 to 229 seconds per revolution, floating slightly above their "supporting" surface. Unlike platform material, rings are warm to the touch. They are entirely frictionless. They have ramps leading up to the warp (but not through) on both sides of the portal. Regardless of which side you enter a planetary portal from a world; you always exit inward on the platform.

PLANETARY PORTALS – PLATFORM SIDE

These portals are, in appearance, exactly the same as the world side portals. However, entering opposing sides of a Planetary Portal from a platform results in exiting from different sides of the portal on the destination world.

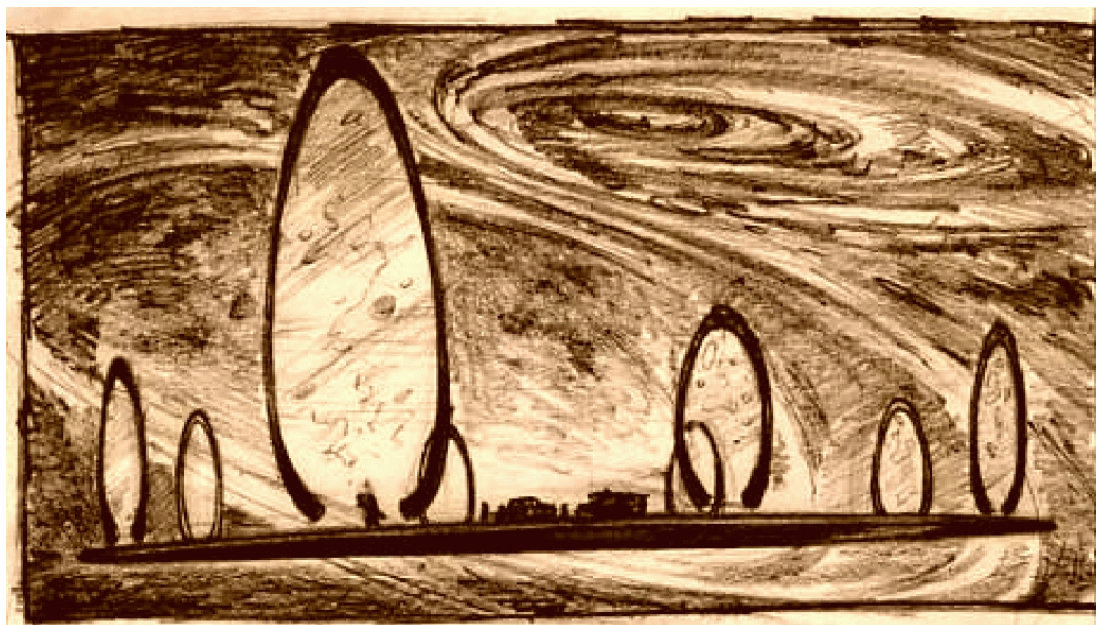
PATHWAY PORTALS – PLATFORM SIDE

The Pathway Portal ring follows the same design as a Planetary Portal but does not possess a control pylon. These rings are exclusive to the platforms and lead only to the Fringe paths that link to other Platforms. Pathway Portals are 53.37 feet in diameter. Like other rings, they are freely rotating at an average rate of 1 rotation per 171 sec. As with the world rings, the metal is frictionless, warm to the touch and indestructible by any known means. The height of the ramp where it intersects the warp is eight feet. Regardless of which side you enter a Pathway portal; you always exit on the upper surface of the roadway. It took a triplet of black holes and a dying star to create the energies that bridge the universes. Anything with that kind of energy density will disrupt the portal. Otherwise the transition will take place.

PATHWAY PORTALS – PATHWAY SIDE

On this side, the Pathway ring is suspended in space with the pathway seemingly emerging from the base of the event horizon approximately 8 feet above the base of the ring. These main transit rings measure 53.37 feet in diameter. Like other rings, they are freely rotating at an average rate of 1 rotation per 171 sec. As with all rings, the metal is frictionless, warm to the touch and indestructible by any known means.

From the Exploration Notebooks of Thomas Akse



The platforms were suspended in what the rocket scientists called a "Fixed Quantum Hyperspace Void." At times the perspective was oddly distorted. Each Alternate Platform had four large rings and eight smaller rings that led to different Earths.

The "sky" was a swirling mass of chaos and occasional sparkles of light. Each transit ring was unique in style and structure. They all slowly rotated, even those that were not perfectly round. I blew chunks twice in the first 20 minutes.

FRINGEPATHS

Fringe paths exist between all platforms whether they are Prime, Alternate, System, Star Hub or Star-System. The significance of this is unknown but it has been speculated that, based upon the Tehrmelern adherence to simplicity, it was probably the form which required the least work with the most stable outcome. Pathways are uniformly 13.7 inches thick, 47 feet wide and 47 miles long. Pathways extend into the black surface of the Pathway Portals but not through

Like Fringe Platforms they have .96 G gravity on the top and bottom and the same area of air and vacuum to either side of them. Since they are so narrow compared to a platform, there is little circulation of the air due to the gravity shear. However with the exception of dimension and lack of portals, they are constructed of the same materials and exhibit the same characteristics as platforms.

It is possible to drive on the "bottom" of the pathway, but there is limited space to transit at the end. If a transit is attempted, the object will appear on the top of the ramp on the platform as if transit was initiated from above.

If a Pathway Portal transit is initiated from the opposite side of the ring from the Pathway, then the Fringe Platform is skipped and the object exits on the top of the pathway normally accessed by transiting to the Platform, traveling across to the opposite Pathway Portal, and transiting it as well. If there is no Pathway Portal available (such as the Pathway Portal to a Prime Platform), then the object transits to the Fringe Platform as if it had entered the normal pathway side of the ring.

Though the pathway is only 47 feet wide, it is geometrically straight. Like the Fringe Platform, the surface has a fine grit feel that offers almost no rolling resistance. At high speeds the pathway surface will change to a herringbone pattern under any point of contact for better traction. The pathway is an active environment, reacting to the traveler.

From the Exploration Notebooks of Thomas Akxel

Between the Platforms are "freeways in hyperspace."

The Portals average 47 ft in width. From the pathways you can see a distorted view of an upcoming Platform. From the Platform you cannot see the roads. Off the roads there is no gravity.



Sometimes I get the impression I can hear the Void singing as we travel the road. Other explorers tell me they hear the sound of a howling wind. Frankly, as a sensitive soul, I prefer the singing.

WARPS

A warp is the second type of portal available to the Fringeworthy. It has no visible components (ring, ramp, control pylon) and may be the subspace extension of a buried or inaccessible ring. If an object blocks a ring, it creates a warp in the closest open space. Warps are rainbows of energy that are only visible to the Fringeworthy and function exactly like rings. They are the most common type of portal to populated worlds and alternate Earths. It has been theorized that the warp function was used for undercover work with cultures too fragile or primitive to have contact with alien beings.

At 50 feet away, the Rainbow Effect begins to fade from the direct line of sight of the Fringeworthy. At 100 feet, there is no visible sign that a warp exists. This rainbow effect can be seen in pitch blackness. From the platform side of the portal, the "Rainbow Effect" can be turned ON or OFF with the use of the correct crystal key and the control pylon.

The only indication that a Planetary Portal exits to a ring station or a warp from the platform is whether control pylon light #4 is lit or can be lit. That indicates that the rainbow effect of a warp is turned on. This is good proof that only a warp exists world-side.

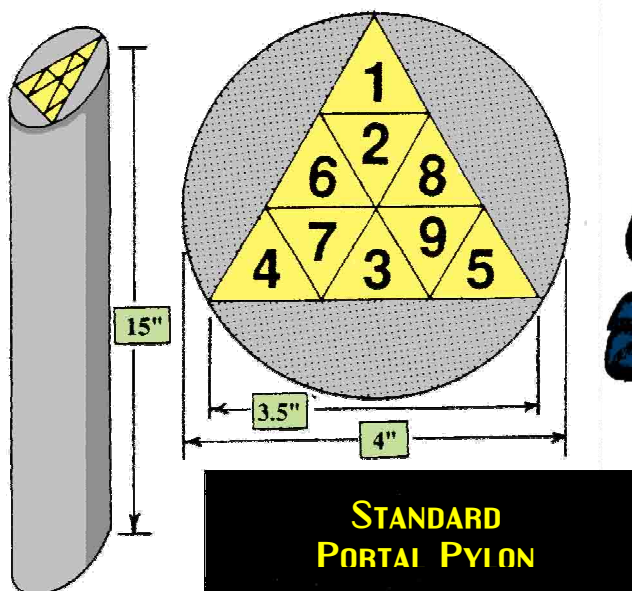
All normally operating warps require a "safe landing area" of less than 41 inches of water and no encroaching trees or drop off within 37 inches. If this environment does not exist, the warp will "back off" until these conditions can be met. It is theorized that on a world that experienced planet-wide flooding the warp might be orbiting continuously just above the whitecaps.

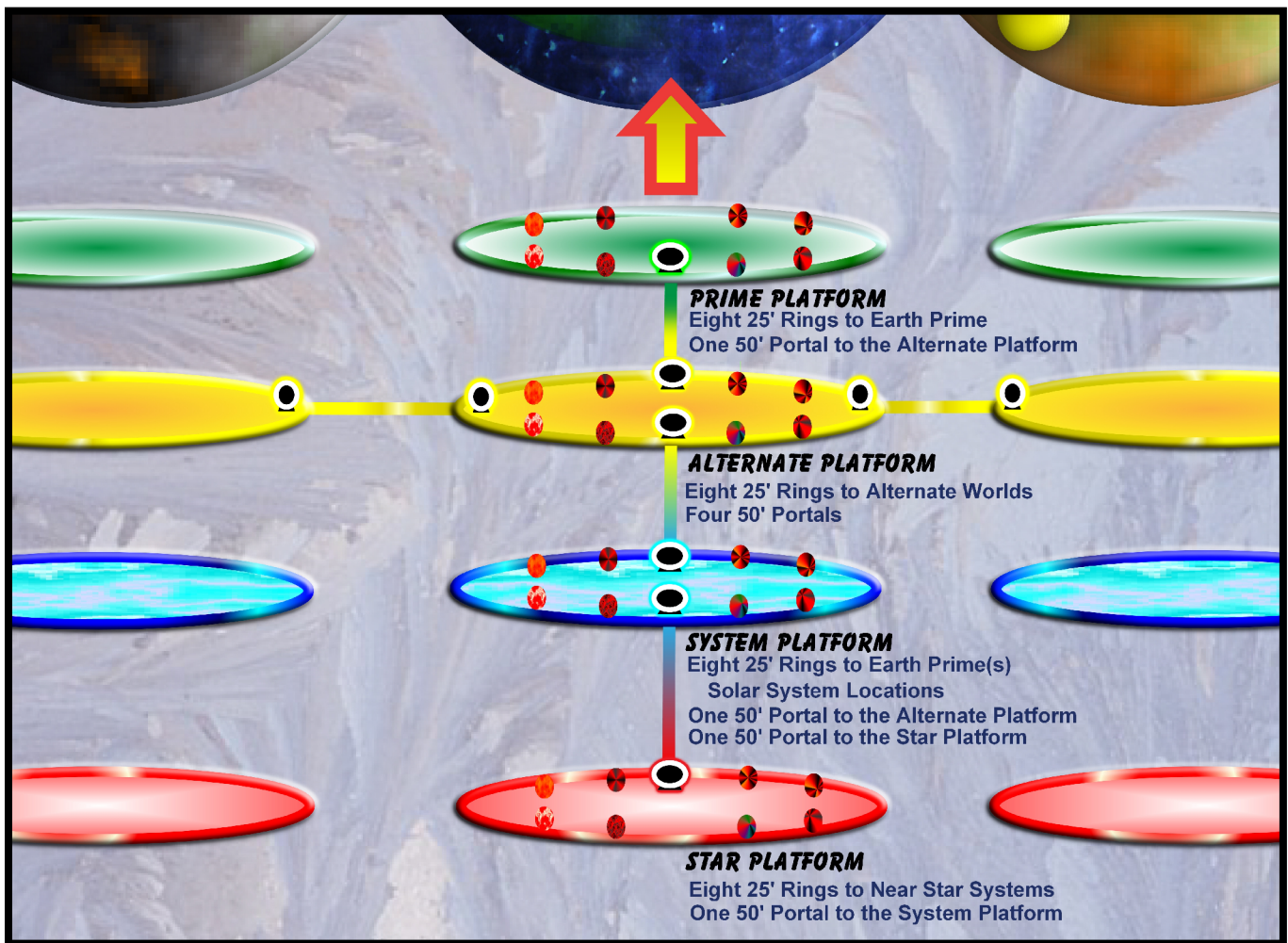
PYLONS

Control Pylons are the only known access points for making minor adjustments to the portal's operation. They are mounted on right side of a Planetary Portal, before the ring and to the right of the ramp – facing toward the center of the Fringe Platform or on only one side of the world side portal. Control Pylons are cylinders 30 inches high and 4 inches in diameter with a 45% bias on the faceplate. Inside the circular faceplate is an equilateral triangle 3.5 inches on a side composed of 9 smaller equilateral triangles. Each is 1 inch on a side. The top-most triangle is a depression where a crystal key will fit. The other triangles are either indicator lights or switches.

1	Key Depression	This is the slot in position 1 where a crystal key is inserted to make changes to the ring or warp in question. The pylon will only respond to a crystal of security rating greater than or equal to that of the last crystal used to make any adjustments. A pylon can be set to a lower security rating by pressing on the crystal before removing it. It will flash once for each level it is reduced and double flash if it cycles back to its starting setting. A pylon can be set to unlocked so no crystal is needed to change settings.	
2	Portal Indicator	This position is an indicator of whether the portal is ON or OFF. If the indicator is lit, the portal is ON.	
3	Portal Button	This position is a button that, if the pylon is activated by a proper rank crystal, allows the operator to turn the portal ON or OFF,	
4	Rainbow Effect Indicator	This position is an indicator of whether or not a Rainbow Effect is turned ON. If the indicator is lit the Rainbow Effect is turned ON.	
5	Rainbow Effect Button	This position is a button that, if the pylon is active, can turn the Rainbow Effect ON or OFF	
Conditions		These last 4 Positions are indicators of Dangerous or Deadly conditions on the other side of the Portal. The risk is dependant on whether the indicator is STEADY or BLINKING.	
		STEADY	BLINKING
6	Pressure	Low Pressure	Vacuum
7	Temperature	Low Temperature	Sub-Atmospheric (cryogenic)
8	Pressure	High Pressure	Crushingly High Pressure
9	Temperature	High Temperature	Incinerating Temperature

As with all Tehrmelern technology associated with the Fringepaths, its composition, power source and construction are completely indeterminate. It has been speculated that the pylons have other functions but none have been discovered to date.





PLATFORMS

Platforms are a nexus, a crossing point between multiple alternate realities and trans-spatial dimensions.

Shown above, is the design of the Tehrmelern Fringepath system. This is the general design of all platforms in Fringespace. While the number of larger rings may vary, all platforms have eight 25' portals. Platforms exist in an extra-dimensional space nicknamed Fringespace. These transit ways call the Fringes, cut across the weakest points between the largest number of universes.

These disk-shaped platforms are always 613 feet in diameter and 4.37 feet thick. Above and below the platforms are constantly changing eddies and currents that swirl, flash with color, and show points of light that appear to be stars. On rare occasions, there are phenomena that resemble sheet lightning and whirlpools.

The view from the platforms and pathways is almost hypnotic and has been known to trigger nausea, or in extreme cases, epileptic seizures in a very tiny number of Fringeworthy.

Platforms are climate controlled with atmosphere, temperature and pressure set to a constant temperature comfortable to human types. The gravity of the platforms is a constant 0.96 of Earth normal, on the upside. Temperature is a constant 68 degrees. On the sides and underneath the platform is a zone of zero gravity. The climate control extends into space 97 feet from the edge of the platform. Beyond 97 feet the climate control ends and anyone unlucky enough to drift that far out is subjected to harsh vacuum and the cold of space.

At 147 feet from the edge of the platform, any object suffers a quantum collapse and is converted into energy. While this feature is devastating to living forms, it is an ideal means of disposing of toxic waste.

PROBLEM PORTALS

They cut across as wide a path as possible, without disrupting or mixing universes. But like all feats of engineering, there were a few problems in the otherwise perfect system. There was a point where even the Tehrmelern rounded the hundred billionth decimal point without realizing time would show the errors in new and creative ways.

Maintenance would have been simple if the Tehrmelern had survived the living tidal wave of hell called Mellor.

Wee also know of this Murphy!

-- Schmert

Damaged Planetary Portals and transference oddities were suspected very early by the theoreticians who worked for the UN's IDA. These bugs in the Tehrmelern gates proved an extreme danger to Earth's first Fringeworthy Explorers. The listed problem has a code letter to identify the type of portal that is affected. The problem portals are always Planetary Portals on Alternate or Prime Platforms.

CHANCE OF PROBLEMS (roll d100 for problems with associated portals)

01-98	No Problem
99	Minor Problem Table A
100	Serious Problem Table B

MINOR PROBLEMS – TABLE A

01-14	Misaligned Warp
11-15	Misaligned Height
16-20	Timed Transfer
21-25	Time Lapse Transfer
26-30	Weird Down
31-35	Splash Down
36-40	Transit Warp Transit
41-45	Stellar Transfer
46-50	Ghost Transfer
51-60	Ghost Warps
61-65	Pusher Transfer
66-70	Rainbow Flux
71-75	Hot Transfer
76-80	Cold Transfer
81-85	Slow Drift
86-90	Mirror Transfer
91-95	Intermediate Area Transfer
96-100	Mind Transfer

SERIOUS PROBLEMS – TABLE B

01-15	Misaligned Height
16-25	Fast Drift
26-35	Hard Transfer
36-50	Hard Splash Down
51-60	Bad Transition
61-70	Hot Sauce Transfer
71-80	Ice Pack Transfer
81-90	Geronimo Transfer
91-95	High Geronimo Transfer (add 20 ft)
96-100	Solid Transfer

MINOR PROBLEMS

These are the lesser problems found during Fringepath exploration.

MISALIGNED WARP

E

Exiting these problem rings or warps will create unusual light

images or "flicker" for 1-100 minutes or until the explorer returns through the portal. While relatively harmless, the image is disconcerting to those who view it. Flickering has a 40% chance to cause headaches and nausea for the explorer.

MISALIGNED HEIGHT

W

A Warp with Misaligned Height is 1-4 feet off the ground.

DAMAGED PORTAL KEY

R	Ring Station Only
W	Warp Only
E	Either

SLOW DRIFT



Slow Drift is an alignment problem that can move a Warp 2-20 ft per day. This is in a random direction.

TIMED TRANSFER



A Timed Transfer is a normal transfer with a random or set time where the explorer is automatically pulled from the world and dumped backwards from the portal to the platform. This recall happens regardless of the victim's distance from the portal. The victim begins to glow a minute before he or she dematerializes. There is a 10% chance that a Timed Transfer Portal also suffers from a Time Lapse Transfer error.

TIME LAPSE TRANSFER



These are the portals that transfer explorers to a world and then refuse to allow their return to the Platforms until a specific amount of time has passed. This can be up to 100 days though the average is 3-30 hours. After the initial "Waiting Period", an explorer can come and go through the portal as usual without the time restriction. There is a 10% chance that a Time Lapse Transfer Portal also suffers from a Timed Transfer error.

WEIRD DOWN



Weird Downs are random problems associated with transit through a warp or ring with slight stability problems. These manifest themselves as horrific booming noises, wind, light or other disturbing effects that scare the willies out of the local natives. In the rarest of instances (05%), the explorer will transfer to the alternate or prime while leaving all possessions, equipment and clothing behind. Exiting such portals had a 50% chance of creating the same effects as an occasional cloudburst. (And possibly a messiah complex)

SPLASH DOWN



These warps exit over water at a height of 1-10 feet. They function as normal warps in all other respects.

TRANSIT WARP TRANSIT



Some warps have been known to constantly move at a very slow pace. These warps may travel up to 10 feet per hour.

STELLAR TRANSIT



These warps appear on a planet's surface once in a specific or random time for 1-100 hours before accelerating to an orbital location for up to 100 days. The surface of these worlds are only accessible for a very short time when the platform's pylon changes from dangerous to safe.

GHOST TRANSFER



Many Fringepath explorers find the Ghost Transfers to be the most disconcerting. The explorer is transported to the world in question but only as an immaterial ghost-like being that can pass through people and solid objects and only possesses a 10% chance to move or interact with anything solid on that world. In fact they are only visible to the inhabitants of that world for 1-10 seconds at a time. They are the ghosts and poltergeists of legend.

GHOST WARPS



Ghost Warps are stationary or drifting "False" rainbow warps. While confusing to the Fringeworthy, they can hide small Pocket Universes or Hells. They form in clusters of 1-11 and there is a 10% chance that they will drift in the vicinity of a true functional warp, (seriously confusing the issue if a fast escape is required).

PUSHER TRANSFER



Normal in all other respects, the Pusher Transfer shoves the victim through the portal at 2-5 times the velocity at which they entered. (Baseballs to bullets, Ow!)!

RAINBOW FLUX



Flux is the energy picked up through a Rainbow Warp. These rare occurrences make an explorer stand out like a neon light to other Fringeworthy for 1-100 hours. This effect is also visible to animals and small children and can have a very unnerving effect upon them. It can also be detected as a halo-like effect by camera, though not by normal vision.

HOT TRANSFER

E

Exceptionally dangerous are Hot Transfers that heat the external surfaces of the traveler and any equipment he or she carries by up to 100+ degrees. In extreme cases paper and cloth will smolder and explode into flames as it passes through this portal. Matches, bullets and flares can also become quite dangerous to transport. Most often a hot transfer will kindle a small burst of flame at a random spot on the victim. This effect has been known to last up to 10 minutes.

COLD TRANSFER

E

Essentially this is the opposite of a Hot Transfer with the outside air being chilled down by 100 or more degrees. This can cause frostbite to any exposed skin if care is not taken to immediately warm the affected area. In extreme cases, liquids have frozen and containers have been deformed or even burst by the rapid crystallization of their contents. This effect has been known to last up to 10 minutes.

MIRROR TRANSFER

E

In a Mirror Transfer, the hapless explorer has everything about him reversed, right down to the molecular level. This includes his DNA and proteins. This has the nasty effect of making almost all the food he is likely to encounter on this alternate useless to him. Technically, the explorer could eat to bursting and still starve to death due to the inability to absorb any useful nutrients. The only food of any value would be what the explorer brought with him at the time of transfer unless some naturally occurring "Left-handed" food could be located; which is very rare (03% chance). Luckily, returning through the portal reverses this effect.

INTERMEDIATE TRANSFER

R

An unusual occurrence where an Access Ring to an Alternate or Prime has a small closed universe set before the actual gate. A delay area like this is often a mile in diameter and in a natural setting. They are thought to be staging areas or created because of engineering difficulties encountered during the initial attempt to access the Alternate.

MIND TRANSFER

E

These are the rarest of all Tehrmelern research portals where the explorer's body is held between worlds and his or her conscious displaces the mind of a sentient being or animal on the other side. While very disconcerting to the Fringeworthy, the victim suffers nothing but a memory loss and the minor consequences of whatever the explorer did with the body while in possession of it. Passing through any Portal, Warp or the death of the host body transits the unharmed Fringeworthy from the ring at the platform. If the return cause is the death of the host body, there is a 20% chance that some counseling will be required for the explorer if they survive a DC 23 Fort Save. Failure indicates that the character drops to -1 Hit points and begins dying, requiring a Stabilize Dying Character (DC 15) skill check.

SERIOUS PROBLEMS

These are the critical problems that can be encountered with defects in the Fringepath system during exploration.

MISALIGNED HEIGHT

W

A critically Misaligned Warp that is 5-15 feet off the ground and drops the traveler like a sack of sand.

FAST DRIFT

W

Fast drift is an alignment problem that can move a warp 2-200 feet per day. This is often in a random direction.

HARD TRANSFER

E

A Hard Transfer is a dangerous condition where the victim making the transition is shocked unconscious for 1-10 minutes and thrown through the portal exit. Other effects include vomiting (30%), nausea (85%) violent sickness (75%), memory lapse* (35%), and half physical stats (65%) for up to 10 hours. Metal carried can be fused, weakened or crystallized into uselessness (45%)

* A memory lapse can be minimal, creating a state of confusion or a temporary loss of a few hours of memory. There is a 10% chance the victim will suffer a full identity loss for up to 10 weeks.

DAMAGED PORTAL KEY	
R	Ring Station Only
W	Warp Only
E	Either

HARD SPLASH DOWN



These warps exit over water at a height of 11-20 feet. This guarantees an adventure just getting back home through the warp. In all other aspects this warp functions normally.

BAD TRANSITION



Bad Transitions resemble the results of a harsh brawl. Victims, upon transit, are spun, thrown and ejected from the portal as they exit. In extreme cases they are launched from the system and thrown backwards onto the platform or shot out of the warp. Vehicles are generally damaged as if in a harsh frontal collision of up to 100 miles per hour without any additional injury to passengers.

HOT SAUCE TRANSFER



This is a more severe form of Hot Transfer that can be picked up from a malfunctioning portal. In this Hot Transfer the excessive heat energy (100+ degrees) generated by the portal stays with the explorer as long as he or she is on that world. Most dangerous is that the explorer doesn't feel this heat on their person or equipment as everything (including the explorer) has been heated evenly. The level of threat depends on what the explorer is carrying, (matches, flares, certain flammable or explosive chemicals or containers) and how long he or she remains on that world. There is a 5% cumulative chance per day, that some object on the explorer will burst into flame and require extinguishing (the chance is greater if the object is of the dangerous variety – see above). Objects from that world that come into contact with the explorer have a 50% chance of busting into flame at a rate of 1-4 objects per day. The heat energy dissipates upon reentry to the portal.

ICE PACK TRANSFER



This is a more severe form of Cold Transfer that can be picked up from a malfunctioning portal. In this Cold Transfer the rapid decrease in temperature (-100 degrees) generated by the portal stays with the explorer as long as he or she is on that world. Most dangerous is that the explorer doesn't feel this chill on their person or equipment as everything (including the explorer) has been cooled evenly. There is a 5% cumulative chance that a spot on the explorer will spontaneously freeze and require warming to thaw or it will spread at a rate of 1-4 square inches per minute. Objects from that world that come into contact with the explorer have a 50% chance of freezing solid at a rate of 1-4 objects per day (talk about giving someone the cold shoulder) The chilling effect dissipates upon reentry to the portal.

GERONIMO TRANSFER



A dangerously misaligned warp that is not vertical but horizontal to the ground. The explorer literally falls out of the portal.

RESULT	HEIGHT
01-85	04-14 feet off the ground
86-90	11-20 feet off the ground
91-95	21-30 feet off the ground
06-00	31-40 feet off the ground

GM NOTES

It is recommended that you use trees, water, whatever to cushion the falls of the players. Use the fall damage and vehicle impact modifiers to aid the players

SOLID TRANSFER



The most horrifying of all transfers is the Solid Transfer where explorers or equipment become fused into the atomic structure of a solid object. While never immediately fatal, it is an agonizing way to die unless the object and the explorer fused to it are transported back through the portal. The second portal transition automatically separates the victim from the objects without ill effects (except possibly nightmares).

THE ED POWERS STORY

Ed swore as he watched the rainbow fire of a bad transfer. Ted Ballard had wanted to be first. His insistence over the last three portals had worn Ed's patience thin. "Let the rookie go," said Powers finally, "He's got to learn sooner or later." Ed realized there was a serious problem as soon as Ted touched the black surface or the Access Ring. Instead of the steady pull associated with normal travel, Ted was jerked off the Platform into the blackness in a flash of brilliant rainbow fire.

Next in line, David Lexor reeled back and looked at Ed Powers. "What do we do now?"

"Wait", said Powers, "Maybe pray."

WEATHER ON THE FRINGEPATHS

At first it was thought that the Fringepaths were a completely climate-controlled system where 67 degrees Fahrenheit and perpetual twilight were the norm. After a year of observation, explorers catalogued several unusual phenomena.

REMEMBER

- These phenomena are only associated with travel on the Fringepaths. As they pass through a Pathway Portal to a platform, they flow towards the center, pause for d10 minutes, and then move off through a random Pathway Portal.
- Most events move at a rate of 20+d10 miles per hour

D100#		FRINGE WEATHER
1	50	None
51	58	Mist Clouds
59	65	Rain Clouds
66	70	Memory Storms
71	74	Gravity Storms
75	79	Jelly Fire
80	83	Snow Storms
84	88	Noise Storms
89	92	Rainbow Storms
93	95	Electrical Storms
96	98	Psi Storms
99	100	Ghost Train

MIST CLOUDS

These are simple clouds of water vapor that travel the Fringepaths. More like a patch of dense fog, they have a length of d4 miles and leave a coating of moisture on exposed surfaces.

RAIN CLOUDS

These dark clouds leave copious amounts of water behind as they travel the Fringepaths. The water is pure and drinkable if collected. Average rainfall is an inch.

MEMORY STORMS

These disturbances appear as a million or more blue lights that travel in a swirling cloud. Contact with the cloud is harmless, but many explorers have reported flashes of memory, like living a few minutes in another beings' body. While some experiences are mild, some have been terrifying and have caused the recipient to require consolation or even therapy. Exposed characters make a Will Save (DC20). Failure indicates a character suffers 1d4 points of Temporary Wisdom damage and heals, like any other attribute damage, 1 point per day. A DC 30 Success or better raises the character's ADA bonus by 1 point permanently.

GRAVITY STORMS

A cloud of dust, grit and debris swirl in this cloud. As the wind passes, gravity on the Pathway is neutralized for up to 4 minutes.

JELLY FIRE

These clouds of boiling pinpoint lights are magnificent to behold. Swirling like a snowstorm, the minute fluorescing globules build up on exposed surfaces until brushed away. Jelly-like in nature, they smell like rotten eggs and are useless. The sticky residue evaporates in 10 minutes leaving no trace.

SNOW STORMS

This storm resembles a white boiling mass of clouds. The temperature instantly drops to freezing and a small blizzard covers everything with snow and ice. Often an inch of snow is dumped in just a minute or two.

NOISE STORMS

These sparking clouds carry a booming cacophony of sound with them. While most is just noise, on occasion, voices can be discerned along with other near familiar sounds.

RAINBOW STORMS

Colourful and annoying, these storms build up static electricity and create a halo effect around those it contacts. With nowhere to go, be careful how (or on whom) you discharge the built-up shock once you leave the Fringepaths as it can persist for several hours. Otherwise it is harmless.

ELECTRICAL STORMS

Appearing first as Rain Clouds, these monstrous little thunderstorms discharge electrically. Any vehicle in such a storm has a 25% chance of being hit. Results of a hit in a random area do up to 100 pts of damage. Individuals have a 10% chance of being hit with 3-30 pts of damage.

PSI STORMS

These oddities resemble Rainbow Storms, but charge the contacted individuals with PSI Energy. Any PSI user gains a temporary addition of 1-100 + 20 Power Points for 24 hours. Non-Psionics that accumulate 100+points of this energy have an additional chance to roll for PSI talent. Anti-PSIs exposed to this cloud suffer headaches and severe nosebleeds.

GHOST TRAIN

This is the "ghost train" out of legend and haunted house lore. On very rare occasions a Fringepaths explorer has admitted, (usually after getting very drunk), to having encountered such a thing. They are usually the butt of their comrades' jokes for months and others have tended to wonder about them after such a telling. To date, no one has been found dead on the Fringepaths or Platforms flattened by an imaginary locomotive.

CRYSTAL KEYS

Originally discovered in the Antarctic and explained in an ancient journal, the Crystal Keys gave the explorers a head start on exploration. While not a necessity for Fringe travel, their usefulness has paid off many times. The four-sided crystal is a simple key adjusting the pylon settings of the smaller portals. One simply inserts the crystal, makes the changes necessary, and removes it.

Each crystal has a rating that can be used to Change the current settings of any portal locks equal to or under its rating. Further functions are suspected, but it's up the Game Master to decide that for his own campaign world.

#	CRYSTAL	DESCRIPTION
B	Black	Planetary Crystal
O	Orange	Heavy Machinery Key
1	Gray	Limited General Use
2	White	General Use
3	Pale Green	Privileged General Use
4	Brown	Limited Access Maintenance
5	Red	Maintenance
6	Clear	Privileged Maintenance
7	Blue	Limited Security
8	Yellow	General Security
9	Dark Green	High Risk
10	Purple	Quarantine
11	Rainbow	Top Security

CRYSTAL KEY TYPES

This foolproof system cannot be altered nor can the crystal's rating be changed. Thirteen crystals were described in the journal. Whether or not there are others, is left open to speculation.

There are 3 types of crystals: **BLACK**, **ORANGE**, and **SECURITY-RATED** (11 different colors of differing authority). **SECURITY CRYSTALS** (type 1 to 11) have additional abilities based on their authority level, but all have the ability to control transit to and from the Fringe Platform. Placing the crystal in the control pylon allows a portal to be activated or deactivated if the rating of the crystal was equal or higher than the one last used to deactivate the portal. Portals can be deactivated from either world-side or platform-side as long as a full ring station is present. Once deactivated, the pylon displays no indicator lights world side or platform-side. If only a Warp is present on a world, the Fringeworthy there can be locked, forever trapped until the portal is activated again from the Platform.

BLACK CRYSTALS allow portal-to-portal transfer of a Fringeworthy without transiting to the Fringepath first. The crystal is carried in the hand of the Fringeworthy as she enters the portal, causing a transit to the next portal on the Prime (clockwise as viewed from the platform). If a full ring station exists, this occurs regardless of the lockdown setting of the portal. However, a transit to or from a warp only occurs if the portal is unlocked. A Black Crystal can be carried onto the Fringepath as long as it is not in contact with the Fringeworthy's skin or grasping appendage at the time of transit. However, throwing it through the portal would actually send it to the next planetary portal (ring station or active warp).

ORANGE CRYSTALS act as simple keys for heavy Tehrmeiern machinery. Usually the crystal is placed in a receptacle like the one on a control pylon and an activating panel is pressed. However in some cases the activation occurs simply by the presence of the crystal in the depression or even within 10 feet of the vicinity of the equipment. Equipment dangerous to those nearby always requires the first method, confirming-activation. Orange Crystals only activate equipment. They have no effect on control pylons.

CRYSTAL ACTIVATION

Crystals must be held in the hand or appropriate grasping appendage for the race to activate any function, except when they are required to be placed in a control pylon or Tehrmeiern heavy equipment.



TWO FUNCTIONS HOLD TRUE FOR ALL CRYSTALS:

- They all glow in the presence of Fringeworthy people within 10 feet of the crystal.
- There is a 1% cumulative chance per year that a person who is Non-Fringeworthy will gain the feat "Fringeworthy" if they keep a crystal in their possession and handle it at least once a year (Attuning).

DESCRIPTIONS OF CRYSTAL USES FOR SECURITY RATED CRYSTALS

- Except for **OFFENSIVE MODES**, **PORTAL ADJUSTMENT**, **PORTAL DETECTION**, and **FRINGEWORTHY DETECTION (ACTIVE)**, once activated, no concentration is required. Deactivating this function is a free action.
- Except for **ATTUNING** and **FRINGEWORTHY DETECTION (PASSIVE)** all functions must be activated as a standard action.



DEFENSE - Once the protection is depleted; it can be recharged by portal transit. It does not stop melee or projectile weapon attack, just that part of the attack that causes this kind of damage.

CUTTING TORCH - Produces an intense narrow point of heat within 10 feet of the Fringeworthy for up to d4+1 minutes causing 6d6 fire damage per round. This function will automatically deactivate if it encounters living flesh (except for Mellor flesh).

OFFENSIVE - Converts a point of the user's CON into a blast of stunning energy.

PORTAL ADJUSTMENT - Warps may only be moved at a slow walking pace up to the distance specified. This is a full round action (each action needed), requiring complete concentration.

FRINGEWORTHY DETECTION - Only gives a "getting warmer" feeling.

LIFE SUPPORT DOME - Creates an electro-static dome that provides a standard Fringespace atmosphere, including percentage of gasses, pressure, temperature, and gravity. This is much like the one that protects the portal at Hatsumi base. It only prevents the intrusion of dangerous environmental effects, not hostile natives. This can be used to re-activate portals that have been merely submerged. It will not unearth buried ring stations. Those should have active displaced warps.

PATHWAY ROTATION - Used to rotate the pathway if a vehicle is already on the pathway and approaching the Pathway Portal, so you can enter the Fringepath on the unused side. The pathway will automatically rotate as needed to allow travelers to exit through the Pathway Portal in an "upright" position, providing maximum clearance. They just need to give it time to do so. Travel through the 8 foot clearance section of the portal is possible. The vehicle will automatically appear on the top of the ramp as if it had transited from the top. However, if another vehicle is in mid transit, the new vehicle will be displaced laterally or vertically and may no longer be over the ramp. Once the pathway is totally clear, this function will deactivate.

TRANSFER FUNCTIONS - To their surprise, eventually the Fringeworthy were able to trigger the same effects as some of the Problem Portals (see Problem Portals for more information) when transiting but to their benefit in these cases.

TIMED TRANSFER - Allows the Fringeworthy to specify a time duration which when expired triggers an automatic teleportation back and through the portal.

TIME LAPSE TRANSFER - Fringeworthy cannot initiate a transit until a set time has passed. This can be used to prevent untrustworthy companions from sneaking back through a Planetary Portal and deactivating the portal, thus marooning the team on a world.

GHOST TRANSFER - The explorer is transported to the world in question but only as an immaterial ghost-like being that can pass through people and solid objects and only possesses a 10% chance to move or interact with anything solid on that world. In fact they are only visible to the inhabitants of that world for 1-10 seconds at a time.

MIRROR TRANSFER - An explorer's molecules are reversed upon transit. While she can no longer eat the food of that world, she is almost certainly immune to any disease. This is especially useful when exploring plague worlds. The explorer needs to be sure to bring enough food to survive the duration of the visit. There is no problem drinking the water as long as it isn't normally toxic to the explorers.

INTERMEDIATE AREA TRANSFER - Explorers transit to a pocket universe with a Ring station at either end. Transiting at the far end completes the trip to the world. A delay area like this is often a mile in diameter and in a natural setting. It has standard FW atmosphere and gravity, but none of the restrictions on electricity and nuclear material. This allows equipment (including vehicles) to regain normal function and be activated before finishing the transit into a world. Works only on Planetary Portals that end in a Planet-side ring station.

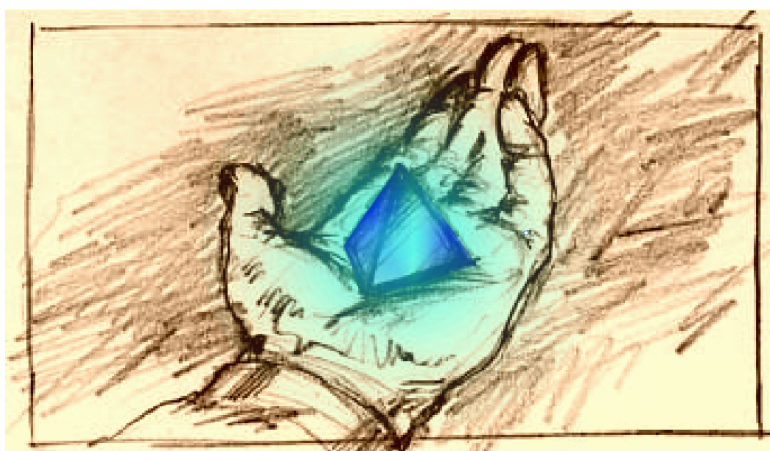
MIND TRANSFER - The explorer's body is held between worlds while his or her consciousness displaces the mind of a sentient being or animal on the Planetary side. The victim suffers nothing but a memory loss and the minor consequences of whatever the explorer did with the body while in possession of it. Passing through any Portal or the death of the host body forces the exit of the unharmed Fringeworthy from the other side of the Platform-side ring. If the return was caused by the death of the host body, there is a 20% chance that some counseling will be required for the explorer if they survive the 10% chance of their heart stopping, requiring resuscitation. Mind transfer is extremely difficult to master, with only a flat 5% of the Fringeworthy capable of this feat.

SOLID TRANSFER - Works only on Objects. An object pushed or tossed through the portal is embedded in an appropriately sized object nearest the Planet-side portal. If no enclosing object exists, the transited object is embedded in the ground and must be dug up. This is a good way to hide objects for later retrieval. Detection of the enclosing object can be confusing. However it will always be heavier than an unaffected object.

CRYSTAL USES

CRY	FUNCTION	DC	NOTES
4-11	Defense Mode I	10	Absorbs 10 points of Electrical/Burn Damage, All radiation for d4 hours
9-11	Defense Mode II	15	Absorbs 20 points of Electrical/Burn Damage, All radiation for d6 hours
10-	Defense Mode III	20	Absorbs 30 points of Electrical/Burn Damage, All radiation for d8 hours
11	Defense Mode IV	25	Absorbs 40 points of Electrical/Burn Damage, All radiation for d10 hours
All	Flashlight	5	Duration d4+20 hours
4-11	Cutting Torch	10	Duration d4+20 minutes
9-11	Offense Mode I	15	D:2d4+Stun (Fort Save Vs 15)
10-	Offense Mode II	20	D:2d8+Stun (Fort Save Vs 20)
11	Offense Mode III	25	D:2d12+Stun (Fort Save Vs 25)
4-11	Portal Fine Adjustment	15	Move portal up to 10ft/day
5-11	Portal Adjustment	20	Move portal up to 100ft/day
6-11	Portal Gross Adjustment	25	Move portal up to 1000ft/day
All	Portal Detection	15	Locates a portal within 10*Rating kilometers
All	Fringeworthy Detection (Passive)	Auto	Range: 10ft
All	Fringeworthy Detection (Active)	10	Range: 100ft
All	Fringeworthy Detection (Active)	15	Range: 1000ft
4-11	Fringeworthy Detection (Active)	20	Range: 2 miles
4-11	Fringeworthy Detection (Active)	25	Range: 5 miles
4-11	Fringeworthy Detection (Active)	30	Range: 10 miles
7-11	Fringeworthy Detection (Active)	35	Range: 20 miles
7-11	Fringeworthy Detection (Active)	40	Range: 50 miles
All	Attuning	1%/y	Cumulative 1% change per year
All	Timed Transfer	35	Automatically Returned To Portal
7-11	Time Lapse Transfer	25	Cannot return until a set amount of time has passed
4-11	Ghost Transfer	35	Explorer Appears as a ghost
4-11	Mirror Transfer	30	Explorer is reversed (bit wise left)
4-11	Intermediate Area Transfer	40	Creates a staging area before entering world
4-11	Mind Transfer	40	The Explorer 'possesses' a local creature
4-11	Solid Transfer	30	Note, this is usually used to fuse equipment into a newly opened world
4-11	Activate Portal Life-support Dome	35	Activates Portal Life-support Dome

Each use of a function (more often than once every 15 minutes) causes 1 point Temporary Constitution damage (regained at rate of 1 point per 5 minutes) or 1 Psi Point if a Telepath. If using Psi Points, when Telepath's Psi Points reaches 0, the Telepath begins to burn Constitution points just as if they were not a Telepath.



From the Exploration Notebooks of Thomas Aksel

The first time I held a Tehrmeleem crystal key, it was warm and friendly. Sorta like a cat, but with sharper edges. It pulsed several times and I had the oddest taste for a can of sardines. The other explorers all seemed to be carrying sardines. You just never know.

ALTERNATE WORLDS

Alternate worlds are different versions of Earth, many of which were empty of any sentient life, but others have sentient life of all types. The Differences range from worlds where intelligent dinosaurs rule the Earth to worlds where man is still a nomadic hunter-gatherer. Some are former Tehrmeiern utility worlds. Even fewer are former Tehrmeiern Prime worlds. With the exception of Otherplaces, all Alternates in a node share the same physical laws as the Prime.

OTHER EARTHS

Technically, every Prime or Alternate world you will visit will be an alternate version of Earth Prime, but when we refer to Other Earths, we are specifically mean worlds that the Tehrmeiern never manipulated or radically changed. There may be an old original Mellor in residence on this alternate, or perhaps there never was one at all. An important distinction needs to be made between "Alternate Earths" and "Parallel Earths".

Alternate Earths are branches of a "Timeline", and every Alternate Earth in that timeline is related to each other or share a common point of divergence somewhere in the past.

Parallel Earths are just that, Earths from a parallel timeline and at no time will they share a common point of divergence with Earth Prime. These worlds aren't hard to spot; they typically have an inconsistency with the nearest Prime: No North American continent, but the rest of the world is pretty much identical to modern day Prime. A point of divergence, such as Neu-Amsterdam not being turned over to the British, and the present day has a lot of the same people as modern day Prime. This is known as the Butterfly Shielded Worlds Effect, since such a change would make it fairly impossible to have, say, Richard Nixon, or Hilary Clinton born hundreds of years later. Or an Earth where magic works.

Parallel Earths are very likely from a totally different Multiverse than Earth Prime's. There is sufficient evidence that Victorian Earth Prime is a Parallel Earth. The exact number of Parallel Earths is unknown, as some hide their inconsistency quite well, so as a GM, it is really up to you if a world is an Alternate Earth or Parallel Earth.

ALTERNATE HISTORICAL:

The majority of the worlds that IDET teams encounter are variations on Humanity's history. Present day Earth, but with different people as President of the UN, dead rock stars still alive, or worlds where China had colonized the New World, the Inca empire beat back the Spanish, or where Rome was nothing more than a minor city state in the Persian Empire. Cultures, mindsets, even technology can be different on these worlds.

Some of these worlds are temporally retarded or temporally advanced. Two of Earth Prime's alternate worlds, Victorian Earth II and Soviet America, are temporally retarded by 140 years and 30 years respectively. Temporally advanced worlds are very rare, and typically are very advanced by hundreds if not thousands of years, but may only be a few years in the future. Scientist are reasonably certain the pathways cannot connect to the past or future of Prime, as this will cause all sorts of paradoxes and time-like loops that could damage the Fringe system; fairly certain, anyway.

When generating Alternate Worlds, when you roll an Alternate Historical Earth, there is a 25% chance that the history is temporally shifted. Roll a d20. On a roll of 20, the world is temporally shifted into the future. Otherwise the world is temporally shifted into the past. By how much is up to you, the GM, to decide.

ALTERNATE EVOLUTIONAL:

Almost as prevalent as Alternate Historical worlds, on these worlds, nature has taken a side step and Neanderthals rule the Earth, or intelligent Rats. The creatures in the Pre Cambrian era that lead to vertebrates die out and invertebrates, such as the Dimixi, rule the world. These worlds can even be uninhabitable by any oxygen-breathing creature, as plants never evolve and pond scum rules the oceans of the world.

ALTERNATE GEOLOGICAL/CLIMATIC:

These worlds are where some geologic or climatic change alters the very face of the Earth. These two kinds of changes are forever linked together. An ice age in the 15th century, not only changing history, would also change the shape of mountains, rivers, and continents. If the Indian subcontinent never crashes into the Asian continent, the Himalayas are never formed, which in turn keeps North Africa green. India stays an island continent and history is completely different.

ALTERNATE ASTROPHYSICAL:

These are the worlds that Earth might have been. Everything from Earth in orbit about a binary star system, to the very rare "No Earths", where portals are mounted on an asteroid that happens to be floating about where Earth should have been. Typically these are Earths that formed within plus or minus a million miles of Earth Prime's orbit about the Sun. The Sun doesn't change, but the solar system will be radically altered. Differences can range from a smaller Earth with no moon, to a Mars Earth, to a super Jovian inside of Venus's orbit.

TEHRMELERN COMMERCIAL AND UTILITY WORLDS

These are the worlds that the Tehrmelern used to help run their commonwealth, whole worlds that were used for farming, for food storage, or for mineral exploitation. Other races of the commonwealth used these worlds for industrial uses, both light and heavy industry. Finally there are the Tehrmelern distribution centers, places where the Tehrmelern and other highly advanced commonwealth cultures traded with the younger commonwealth cultures.

GATHERING WORLD: These worlds vary from places where the highest form of life is a jellyfish, to pastoral worlds that are used as giant grazing ranges for many kinds of animals. These are the worlds that the Tehrmelern and other commonwealth cultures exploited for their easy to get resources. Some of these worlds were rendered uninhabitable by the extraction of these resources, while others are still habitable and in operation.

Gathering worlds run by the Tehrmelern are almost always habitable, except for a few that were already lifeless to begin with. The Tehrmelern husbanded their worlds carefully, and many of their worlds are still in operation today. On some, mega fauna like mammoths, mastodons, and giant sloths still roam the countryside, tended by that other Tehrmelern creation: the Qellor. Qellor are biological robots created by the Tehrmelern to handle most mundane tasks, and the Qellor can be easily updated and modified for other jobs.

The state of commonwealth controlled gathering worlds varies from worlds maintained just like the Tehrmelern maintain theirs, to strip-mined worlds that are polluted, destroyed and extremely toxic.

When generating Alternate Worlds, when you roll a Gathering World, roll a d20. On a 14 or better, the world is uninhabitable.

FARMING WORLD: Entire worlds given over to farming and ranching, these were the breadbaskets of the ancient commonwealth. Row upon row of vegetables, grains, fruits, nuts, and even the unique Tehrmelern meat trees, just one of these worlds produces enough food to feed the population of Prime ten times over. Tending these farms are the Qellor, millions of them, maintaining, harvesting, and mulching the rotted food back into the soil. And these worlds really beg the question, "How do you move that much food through the pathways?"

FOOD PROCESSING: The first explorers to visit one of these worlds had a hard time figuring out what they were used for. The massive biomachines created by the Tehrmelern cover the world. Typically, these worlds are in the midst of a global ice event, where glaciers cover the entire planet. Temperatures hover between -95°C (-140°F) and -30°C (-22°F), which are perfect for Tehrmelern food storage technology. The biomachines process raw foodstuffs into various forms of processed food, while in other storage areas the foodstuffs are stored as is.

Unfortunately the last time these facilities were used was during the start of the Mellor War, so even with advance storage technology, 90% of all the food is inedible. Only the highly processed food for lesser commonwealth worlds has maintained its nutritional value. Packets of pot noodles and Tehrmelern's version of Spam are the only edible things on these worlds.

INDUSTRIAL: These worlds are never Tehrmelern in origin, but are the domain of the different commonwealth cultures that made use of lifeless, barren versions of Earth for industrial uses. 70% of these worlds could be considered to be light industrial, small complexes geared toward specialty manufacturing. These worlds belong to the more advanced commonwealth cultures, which have learned to keep their footprint on a world to a minimum.

The other 30% are massive, heavy industrial complexes, spanning the globe. These worlds are run by the younger commonwealth cultures, which were still learning the ropes and the new technologies of the older cultures. Many of these worlds are heavily polluted, but since they were already on the way to either a Mars like climate or a Venus one, it was not an issue.

DISTRIBUTION WORLDS: These worlds come in two types: *Small distribution centers* and *Expo Worlds*.

Distribution centers were where the Tehrmelern and the more advanced commonwealth cultures would gather and trade with the younger cultures. Goods, devices, and other items would be on display and various forms of exchange would be worked out between the traders and the goods delivered to their final destination. Some of these worlds were abandoned and are a treasure-trove of high, medium and low technology. However, most of these worlds were ground zero for Mellor infestations and lie in ruins.

Expo Worlds make distribution centers look like garage sales. Entire worlds given over to the shameless display of the highest of the highest technology, these worlds are prizes to behold when found in any condition. They are also always prime platform worlds. These were the places where the Tehrmelern and the most advanced of the commonwealth cultures would gather and show off their latest feats of technological prowess. From the latest in biotechnology, nanotechnology, even femtotechnology to concepts that are beyond understanding by humanity at this time. Every one of the Expo Worlds had a Mellor infestation, and every one of them stamped that infection out of existence, but not without some collateral damage. There is a 5% chance that what was used to defeat the Mellor is still active and dangerous. This can range from nanoterrors to bioweapons. Enter an Expo World with caution.

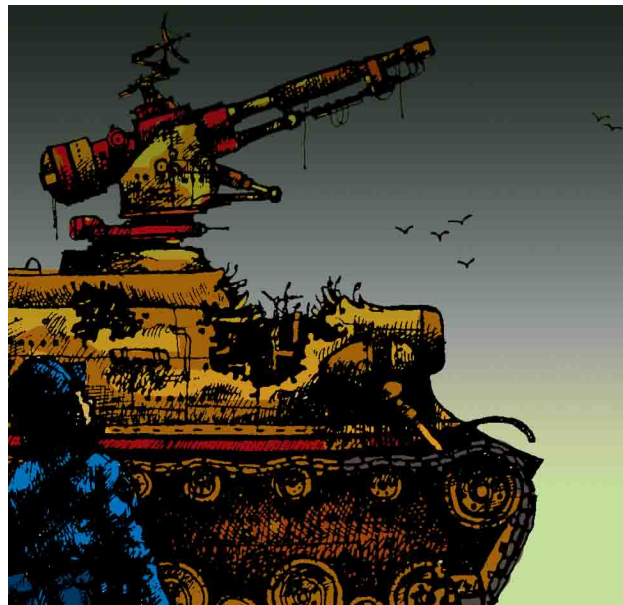
MILITARY WORLDS

Before the Tehrmelern abandoned the Fringepaths, they began to relearn the ancient art of warfare and create a military to fight the Mellor threat. With little knowledge of fighting or military tactics, they applied their intellect to create both a defense and offense to battle the Mellor.

The war hit so hard and so fast, billions of Tehrmelern were killed before they were able to fight back. However, years of peaceful living made this very difficult. Their first attempts at combating the Mellor were non-lethal in nature. Unfortunately the Mellor considered non-lethal as a joke and used it to torment their former masters before killing them.

The Tehrmelern scoured the Fringes for weapons from many of the warlike races that they had quarantined from the Commonwealth. They tested, reworked, improved and created weapons of mass destruction that horrified them.

In the end, these weapons were considered a last resort and they used their own technology to create the ultimate bioweapon, one that would definitely defeat the Mellor. No one knows what happened to that weapon, it obviously didn't work. The Tehrmelern were forced to leave the Fringepaths. It must be noted that most of the Tehrmelern weapons found were not designed to be used by the Tehrmelern themselves. It is speculated that the Tehrmelern created a warrior race to do its dirty work, but no evidence of such a race's existence has been found.



NOTE: These worlds are almost always locked down with a security level crystal key, types 7 through 11. The most dangerous worlds are always locked down with a rainbow crystal key.

MANUFACTURING: These automated factory worlds were used to produce the weapons the Tehrmelern hoped to use in their battle against the Mellor. The types and kinds of weapons produced on these worlds varied and only a few examples can be found.

WEAPONS STORAGE: These worlds are the high security weapons, ammunition, and hardware storage sites. Everything on these worlds is locked down using crystal key types 9 to 11. This includes some of the weapons themselves.

WEAPONS TESTING: Dead or uninhabited worlds turned over the testing of weapon systems and capabilities. Many of these worlds are mildly radioactive from the fallout. On some, the testing fields are still littered with half finished or abandoned projects and materials. Some of which are still active, just waiting for a target.

TRAINING CENTERS: These are the worlds the Tehrmelern and their allies, (and maybe their artificial warrior race), learned the ways of battle and war. Barracks upon barracks dot the land, along side training areas and hospitals. Some training areas are fully functional urban areas. Others are more primitive villages and towns. All show signs of use: scars from weapon's fire and other modes of destruction. It is suspected that the last of the Tehrmelern operated from these worlds, holding back the Mellor horde.



RECREATIONAL WORLDS

The Tehrmelern had an extensive number of worlds that were set aside for recreation. These alternate Earths included entire worlds that had been terraformed into vast parks that were tended by the Qellor, as well as nature preserves for unusual forms of life and for some truly alien life that was brought in from the stars.

NATURE PRESERVE: These worlds have been set aside to protect fragile ecologies or animal species. Many of these preserves are of such unprecedented beauty that the Tehrmelern wished to keep them this way for future generations.

NATURE PARK: Entire worlds made over into parks for the enjoyment of all races. These were safe, quiet, and well managed worlds designed for recreational fun. These worlds are dotted with picnic and camping areas, with scattered shelters or the ubiquitous Tehrmelern house trees that function like apartments. The Qellor are present on these worlds, patiently maintaining them in the state that their masters had decreed.

TECHNICAL PARKS: Second to their love of all things nature, the Tehrmelern loved the concept of the amusement park. From gigantic world-covering complexes, to their Pocket Stop Playgrounds, these technological wonders were the showplaces of fun and ingenuity. It must be noted that even though these complexes appear to be mechanical in nature, once you delve inside, you find biomachines running the works. It seems the Tehrmelern got a thrill from the appearance of riding in machines, not biological constructs.

ARCADES: The sense of community and family were very important to the Tehrmelern, so they created worlds that would call them to work together in fun amusements and engaging learning centers. Many of the amusements require participation by everyone and make use of various imaging and sensory technologies to provide absolute realism to the participants. Many of these complexes are still operational, and are still looking to amuse someone. But be warned. One species amusement may be another's bafflement. Many of these machines are totally incomprehensible by Primers and they don't often come with instructions books

HOME WORLDS

Across the Fringepaths, the Tehrmelern left the remains of their settlements. These settlements varied from their popular house trees to towering bioconstructs, nearly a mile tall and capable of housing a million people. Along side these wonders of bioengineering are the crystal towers of the other commonwealth cultures. Nearly all Tehrmelern worlds have been abandoned, while some of the commonwealth worlds may still have inhabitants.

INDIVIDUAL SETTLEMENT: Typically this is a single structure as simple as a small shed or shelter or as complex as a massive 150-room house tree waiting to take care of its residents.

SMALL VILLAGE: A small cluster of buildings consisting of between 6 and 20 structures, these are in close proximity to each other. These villages may a street of sorts, or just overgrown weeds between the buildings. Some are of Tehrmelern manufacture others are commonwealth structures. Despite their simple exteriors, these are high tech structures and may still be functioning after all these years.

SETTLEMENTS: These settlements consist of a number of buildings from a modest 50 to 100 buildings, to large settlements of up to 500 or so buildings. Most of these (85%) consist of the smaller number of buildings, though almost all are high tech wonders of automation or bioengineering, depending on whether they are commonwealth settlements or Tehrmelern ones.

LONG SETTLED WORLD: These are the former home worlds of the Tehrmelern and the commonwealth cultures. All the Tehrmelern worlds are empty and abandoned, while many of the commonwealth worlds are still inhabited, most of them are still rebuilding from the Mellor Wars. Many of these worlds are eager to hear about what is going on out on the Fringepaths. Some will be more than eager to get their hands on any crystal keys the IDET team may have.

OTHER AREAS

These are worlds that can defy normal expectations. Some are the shattered remains of a home world, leveled by forces unthinkable by man, to places where the very laws of nature may not apply.

BATTLEGROUND: The enormity of the Mellor War is what first hits you when you visit a world that was decimated by the unholy forces of war that were unleashed there. These worlds are dying; barely anything is left alive, though in some pockets, there is some life struggling back. Masses of equipment and ruins dot the landscape as the combined might of the Tehrmelern and the commonwealth fought off the Mellor controlled armies.

The oxygen content is on the low side for these worlds, and radiation is still an issue, especially where multiple gigaton warheads were used.

POCKET STOPS: Why the Tehrmelern created the Pocket Stop, also known as a "Pokiwol" or "Pocket World", is unknown. These small, enclosed universes are rarely more than a few miles across, though some have been encountered that were up to 40 miles across. Some are globes, some are valleys, and others are open plains that "wrap" around. A few have one-way portals. That is, the portal you use to enter the Pocket Stop cannot be used to leave the Pocket Stop. You have to use a different portal to return to the Fringepaths.

Pocket Stops are the rest stops of the pathways. Through a minor design flaw and lack of maintenance, Pocket Stops tend to collect living and inanimate objects from nearby worlds. A prime example is the Earth Prime Pocket Stop at 0,6.

OTHERPLACES: Of all the worlds that are part of the Fringepaths, *Otherplaces* are the oddest. Why the Tehrmelern connected to these worlds is unknown, as *Otherplaces* are universes where what we understand as the normal laws of nature, science, religion, what have you, do not apply. Many are worlds where M.C. Escher would feel comfortable. Some of these *Otherplaces* may temporarily conform to the expected natural laws, but then slowly begin to slip back to their true aspects.

Luckily, the portal will encapsulate Fringeworthy and their equipment within a personal space-time bubble. These bubbles act as an interface between the Fringeworthy and the outside world, allowing them to breathe and talk to each other. But these bubbles have a limited duration, the length of which is determined by how much the *Otherplace* deviates from normal laws of nature. This can vary from only an hour or so, to several days. When the bubbles start deteriorating, the person or object inside will start adapting to the local physical laws, which is almost always fatal.



From the Exploration Notebooks of Thomas Akxel



Node +2 Tehrmelern Shore
The Alternate was a junkyard of
bobotics and machines, some were
still almost functional, struggling to
resume their duties.
It was
disturbing
and sad.

GENERATING WORLDS

This is a simple generator for creating the world on the other side of the portal, both for Prime worlds and Alternate Platform worlds.

WHEN CREATING A PRIME WORLD, use the Prime column for your dice rolls and use the Alternate column when generating one of the Eight Alternate worlds on an Alternate Platform. Roll a d100 for the general type of world, and then roll a second d100 for the specific type of world.

PRIME PLATFORM	ALTERNATE PLATFORM	DESCRIPTION
01-50	01-50	Other Earths
01-76	01-76	Alternate Historical
77-88	77-88	Alternate Evolutional
89-99	89-99	Alternate Geological/Climatic
100	100	Alternate Astrophysical
51-75	51-75	Tehrnelern Commercial and Utility Worlds
01-50	01-50	Gathering World
51-86	51-75	Farming World
87-91	79-80	Food Processing
92-99	81-87	Industrial
--	88-99	Small Distribution Center
100	100	Expo Worlds
76-95	76-95	Recreational Worlds
01-95	01-95	Nature Preserve
96-98	96-98	Nature Park
99	99	Arcades
100	100	Technical Park
96-99	96-97	Home Worlds
--	01-75	Individual Settlement
--	76-85	Small Village
--	86-95	Settlement, Small
--	96-97	Settlement, Large
01-95	98-99	Long Settled World, Commonwealth
96-100	100	Long Settled World, Tehrnelern
--	98-99	Military Worlds
	01-75	Weapons Testing
	76-85	Training Centers
	86-99	Manufacturing
	100	Weapons Storage
100	100	Other Areas
--	01-93	Pocket Stops
1-100	94-98	Battlegrounds
--	99-100	Otherplaces

To create Solar Systems and Star Systems to go along with these new worlds, the following charts have been supplied. Use them exactly as you did the world generation charts and you can add the flavor of a fully created galaxy to your new world.

GENERATING SYSTEM PLATFORMS

Use the table to the right to generate the location for each System Platform portal on your **Alternate Worlds**.

These in particular, link to different places in the Sol solar system of Earth Prime. If you have generated a star system that differs greatly from Sol, pick and choose the names and locations yourself. This is just a guide on how to do it. Remember that you can only have Eight Destination portals. One Pathway portal gets you to this platform and one goes further out one level to the local group of stars.

GENERATING STAR-HUB PLATFORMS

Star-Hub Platforms are simply that; platforms that have pathway portals to eight nearby star systems.

D100	LOCATION	D100	LOCATION
1	Mercury	47 - 57	Other moon
2	Venus	58 - 60	Rings of Saturn
3 - 9	Earth's Moon	--	Moons of Uranus
10 - 11	Mars	61	Miranda
12	Phobos	62	Ariel
13	Deimos	63	Umbriel
14	Ceres	64	Titania
15	Vespa	65	Oberon
16	Pallas	66 - 76	Other moon
17	Hygiea	--	Moons of Neptune
18 - 25	Other asteroid	77	Triton
--	Moons of Jupiter:	78 - 87	Other moon
26	Io	86	Pluto
27	Europa	89	Charon
28	Ganymede	90	Nix
29	Callisto	91	Hydra
30 - 39	Other moon	92	Eris
--	Moons of Saturn	93	Dysnomia
40	Mimas	94	Sedna
41	Enceladus	95	Quaoar
42	Tethys	96	Orcus
43	Dione	97	Varuna
44	Rhea	98	Ixion
45	Titan	99	Other Kuipier Belt object
46	Iapetus	100	Oort Cloud object

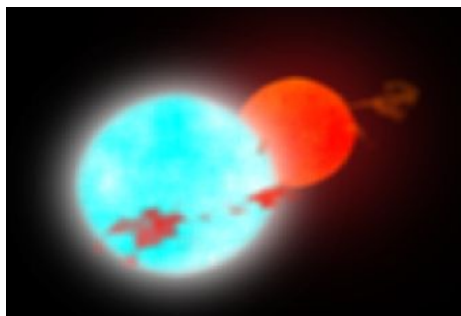
NUMBER OF STARS

D100	TYPE	# OF STARS
1 - 75	Solo	1
76 - 95	Binary	2
96 - 98	Trinary	3
99	Cluster	3 + 1d4
100	Special	See Star System Specials, Below

STAR SYSTEM SPECIALS

D100	DESCRIPTION
1 - 93	Brown Dwarf, a cold, dark, almost-star.
94 - 100	White Dwarf

For each star, roll on the table to the right.



GENERATING STAR-SYSTEM PLATFORMS

Generating Star-System Platforms is a two-step process: You first determine the type of star system that the Pathway Portal leads to, and then you generate the eight locations for each "end" portal.

After the discovery of the Fringepaths, space exploration using rockets and starships went back to the realm of the science fiction writers. No Star Trek for us.

-- Robert Vincent Brandt, Engineer
(disgruntled Star Trek fan)

STAR SPECTRAL TYPE

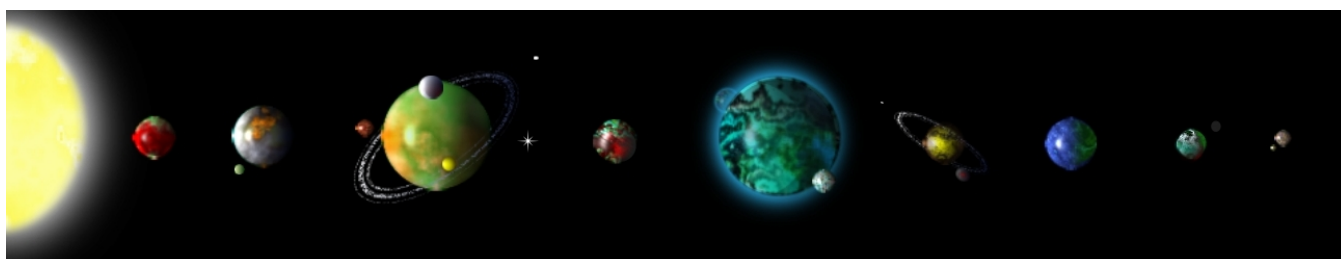
D100	SPECTRAL TYPE	COLOR	SIZE RANGE
1 - 40	M	Red	Dwarf to Super Giant
41 - 55	K	Orange	Small to Super Giant
56 - 70	G	Yellow	Medium to Super Giant
71 - 82	F	Yellow-White	Medium to Super Giant
83 - 93	A	White	Medium to Super Giant
94 - 99	B	Blue-White	Large to Super Giant
100	O	Blue	Large to Super Giant

DWARF SYSTEM SUB-TYPE

D100	DESCRIPTION
1 - 93	Brown Dwarf, a cold, dark, almost-star.
94 - 100	White Dwarf

D100	TYPE OF PLANETARY BODY
1 - 18	Asteroid
19 - 62	Terrestrial Planet
63 - 66	Dwarf Planet
67 - 89	Moon around Gas Giant
90 - 98	Moon around Super Jovian
99	Terrestrial planet in a Gas Giant or Super Giant Trojan point
100	Double Planet. Each planet is either a Terrestrial (60%) or a Dwarf (40%).

Finally, for each portal on the Star-System Platform, roll on the table to the left to determine what type of planetary body it is connected to just as you did for the System Platform:

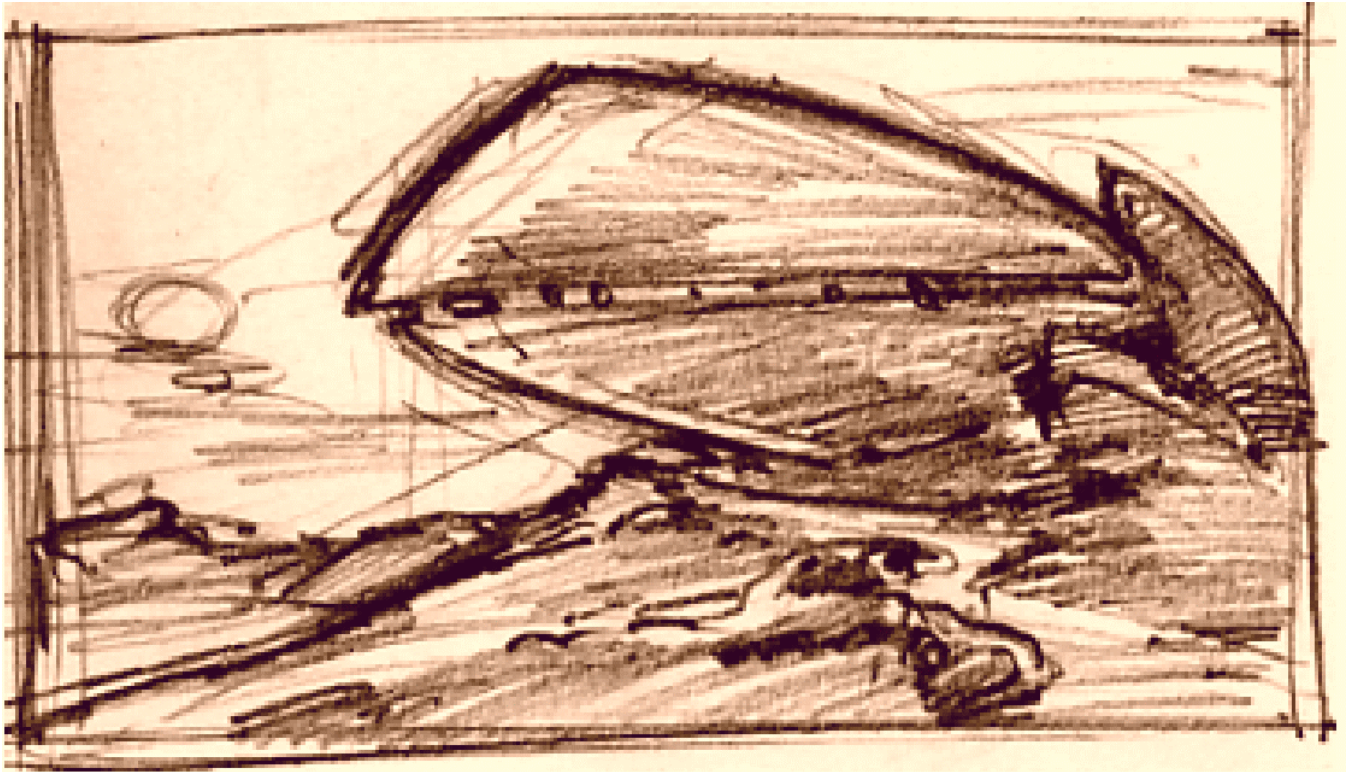


PLANETARY TYPE

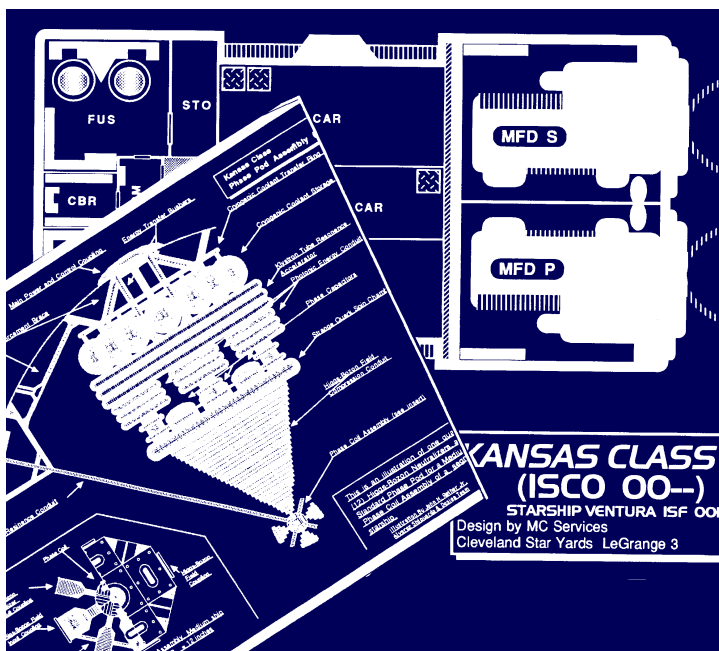
Just to re-cap, at the end of this creation process you should have a world platform with eight 25' planetary portals leading to different locations on the unique world of your own creation (or an existing world if you were just creating an Alternate) and a 50' portal that leads to this unique world's Alternate Worlds Platform. On the Alternate Worlds Platform, you have two 50' portals that lead laterally to the Fringepaths, a 50' portal that leads to this unique world's solar system platform, a 50' portal leading back to the Prime Platform and eight 25' portals that lead to different Alternates of your unique world. On the System Platform you have only two 50' portals: the one you arrive on and the one leading to this world's Star-Hub Platform.

There will also be eight 25' portals that lead to various locations in that solar system based on the values you chose above. At the Star-Hub Platform, there are eight 50' portals leading to eight different local star systems and the one 50' portal you arrived on for a total of nine. Each of these eight 50' portals leads to a Star-System Platform around a different nearby star within 40 light years of the Prime. These platforms possess the single 50' pathway portal that connects them to the Star-Hub Platform and eight 25' planetary portals that lead to various locations in the newly created solar system. This is the end of the tree as the Tehrmelern see it.

From the Exploration Notebooks of Thomas Akxel



We didn't expect to find alien artifacts in the Martian highlands. These weren't Tehrmelern ruins. We also didn't find any princesses, thanks, or traces of John Carter. Just a lot of cast-off garbage and furniture that was not built to human scale. Edgar Rice Burroughs would have been disappointed. I know I was. The surplus Russian space suits we were all using made us itch and smelled like old socks. My pens dried and froze in the thin atmosphere.



NASA realized they were basically out of business with the discovery of the Fringepaths and roads to other stars. There was talk of dismantling the agency until the Fringeworthy found Advanced spacecraft scattered on other Earths. The technology was enough to spark interest in the creation of advanced interplanetary designs. NASA took on a new Banner, **"THE REST OF US TO THE STARS"** and began their own campaign to set up a colony on Mars with material already transported there by the IDA. With the new technologies, NASA theorists speculated it would only be a matter time until the Fringeworthy brought back the technology for an effective Star Drive. Sixteen years into the exploration of the Pathways, Colonel Ed Powers slapped a reader and data crystal on the desk of the Head of UN that contained complete operational engineering specifications for the construction of a Kansas Class Star Freighter.

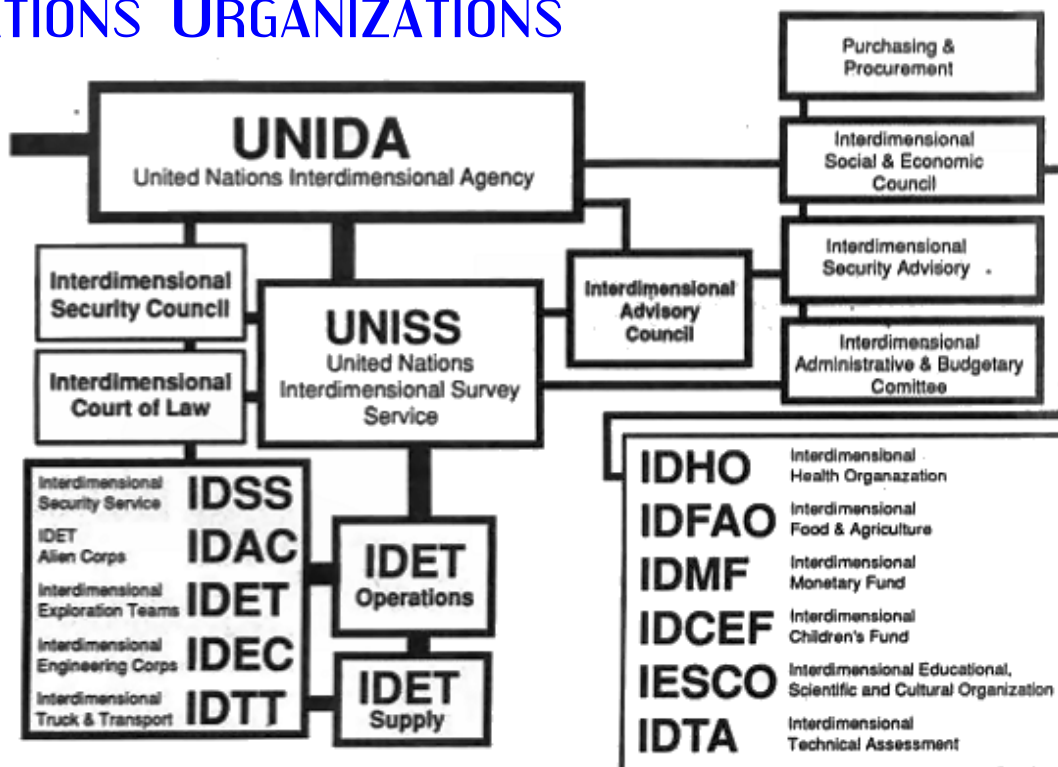
UNITED NATIONS ORGANIZATIONS

UNIDA

The UNIDA has been given the monumental task of administrating the entirety of Earth Prime's (+0) interests to the entire Fringe network.

IDSS – SECURITY SERVICES

The IDSS is broken into two groups: the Peacekeepers and the Strike Teams, both under the same commander, Russian General Alexander Borodin.



The **"PEACEKEEPERS"** from the United Nations are non-Fringeworthy, but vital in that they are responsible for base security and for protecting any Fringe technology on display during the search for more Fringeworthy. There are 3 squadrons of U.N. Peacekeepers assigned to this task force. All the squadrons come from Security Council member nations. One squadron comes from one of the permanent members. Two additional squadrons come from elected member nations. One squadron is rotated every 4 months, so that there are always two squadrons of 'experienced' troops on hand. The commander of the permanent member nation squadron is the commander for all three squadrons.

The **STRIKE TEAMS** are the Fringeworthy IDSS teams made up of ex-military individuals that have been found to be Fringeworthy. They are responsible for Prime +0 platform security and for search and rescue missions should any member of another team get captured or trapped in dangerous areas.

IDAC – ALIEN CORPS

Formed after it was realized that there were other worlds out there that could produce Fringeworthy. Not everyone has the mindset to work with the truly 'alien', but those that do find a home in the ID Alien Corp.

IDET – EXPLORATION TEAMS

IDET are the primary Fringeworthy teams for exploration. IDET handles both preliminary portal surveys, and full-scale exploration and science missions. They are the backbone of the UNIDA Fringeworthy teams.

IDEC – ENGINEERING CORPS

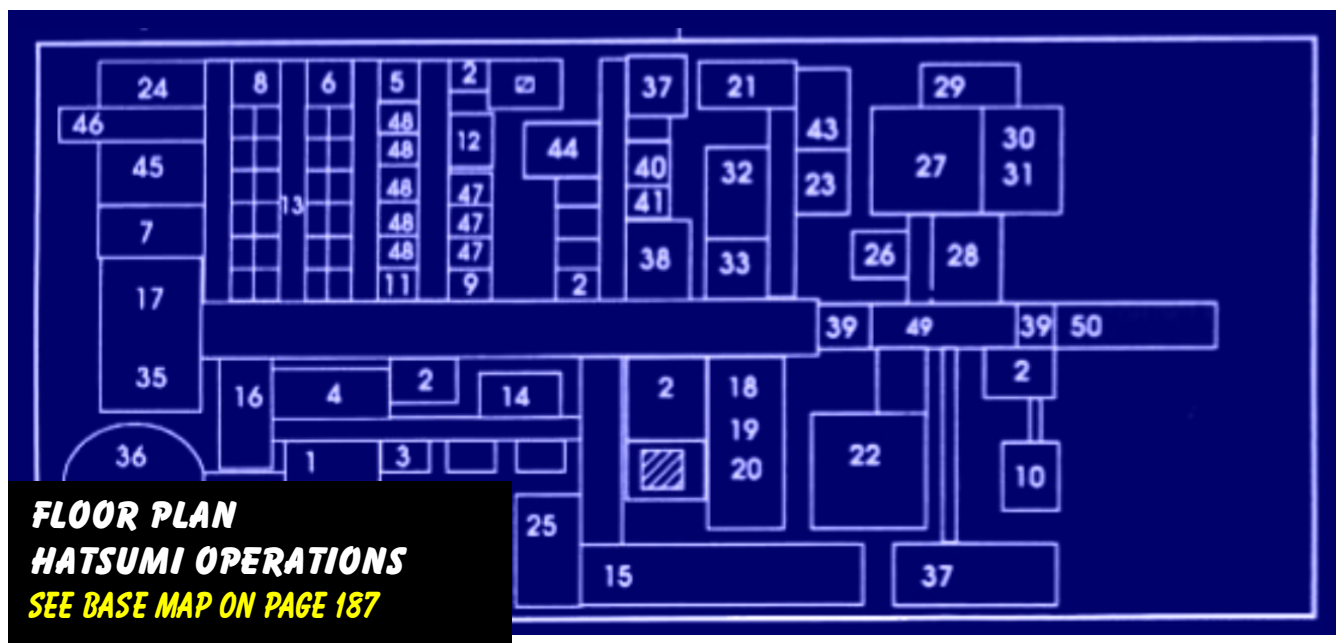
IDEC may be rarely seen, and heard from even less, but the Fringeworthy Engineering Corps does a very important job. They help with the building of stations or embassies on Alternates, designing and implementing the life domes on worlds unsuitable for human habitation and are constantly working on ways to improve Fringe-travel which was initially limited to diesel, steam or foot power.

IDTT – TRUCK & TRANSPORT

Several Fringeworthy had been found with no desire for first contact on other worlds, or not physically able to pass the tests the other teams required. What they did was have a "full on" need for the thrill of driving and saving the day surrounded by tons of weapons and armor. They formed the IDTT, transporting supplies, aid and rescue up and down the line. Unsung heroes, they are the cavalry over the hill and keep the fringe network alive.

UNIDA BASES

HASTUMI STATION – ANTARCTICA



UNIDA NOTABLES

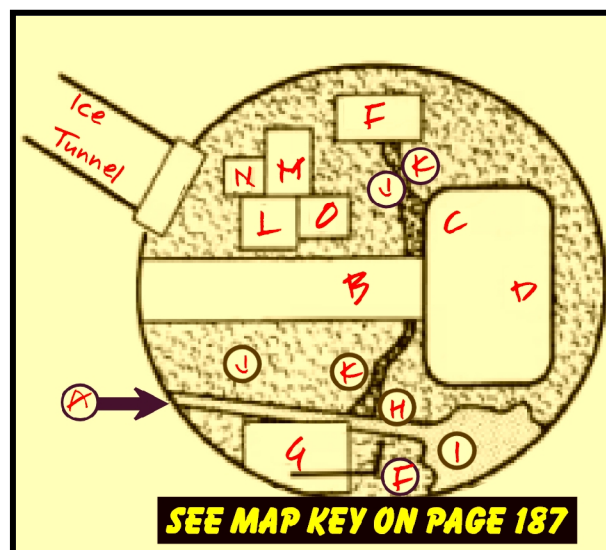
DR. TAKAHIRO HATSUMI

Doctor Takahiro Hatsumi is a renowned climatologist, specializing in Meteorology and Costal Geomorphology; Dr Hatsumi had been studying the primary and secondary effects of global warming on the world's oceans, costal levels and south polar ice cap. He is well known among Antarctic researchers for his research into the climates in the most inhospitable environment on earth. His first of many expeditions to the South Pole was in –0024 FD, when he gathered data for his doctoral thesis on climatic change and global warming. He received his doctorate from the Hokkaido University in Sapporo, Japan. The Graduate School of Environmental Earth Science at Hokkaido retained him for their Polar Meteorology and Oceanography laboratory in –0022 FD.

In –0019 FD he was able to get funding for several short expeditions to Antarctica to follow up on his original research in –0024 FD. –0018 FD was a special year for him, because he was allowed to bring a family member, his niece Sayuri Tenuma, age 17, along with him to Antarctica. She proved to be a very able assistant, and it was start of her career in climatology. It was also a special year, in that he was able to show that the Ross Ice Shelf had receded somewhat. His base camp for this expedition was on White Island. For the next several years, Dr. Hatsumi was a regular at McMurdo base and gained the nickname "Doctor Ice" due to his ability to stay out in the cold far longer than other visitors to the region. He ranged all over the Ross Ice Shelf and the dry valleys, planting sensors and taking measurements.

It wasn't till –0008 FD that his niece, Sayuri, joined him again in his icy expeditions. In the intervening ten years, she had gotten her masters in Climatology and was now working towards her doctorate under her uncle's guidance at Hokkaido University. The two became inseparable as they planted sensors, explored the cracks and crevasses of the Ice Shelf, and made a name for themselves in the global climatology research field.

Little did he suspect that he would make a discovery far more significant and world spanning than when the next ice age might begin. Dr Hatsumi, while not Fringeworthy, is the public face of the UNISS in Antarctica and unofficial commander of the base named for him. The military presence put in place by the United Nations handles the day-to-day operations of the base while he continues his research, gaining insight into global problems and solutions using the data brought to him by IDETs surveying other worlds.



ED POWERS

At 32 years of age, Ed Powers was a content computer programmer in a large banking conglomerate in Midwestern America. Ed was a bachelor with few family ties, who spent most of his non-working hours watching television and occasionally bowling on Thursday nights. Sometimes, he had a few beers with the office crew. Like most of the world's population, Ed was fascinated and a little frightened when the Fringepaths were discovered. Soon however, the excitement wore off and Ed went back to his day-to-day routine. Ed Powers did not know he had that special quality that makes him Fringeworthy. Upon discovery, Ed underwent the best training there was to offer and then took his place as an original member of the first IDET sent across the Fringepaths. Ed Powers eventually became a senior advisor and semi-active senior member of the IDET, Operations Department. There he often plans explorations with other senior members when not visiting Allied or potential Ally worlds.



SAYURI TANUMA PH.D.

Sayuri is the niece of Dr. Takahiro Hatsumi, Sayuri turned out to be the second Fringeworthy person from Earth Prime able to use the Fringepaths in the 100 years since they had come back online and been opened by Schmert. Sayuri Tanuma received her doctorate in Climatology in -0002FD and stayed on at Hokkaido University. However, whatever fame her and her uncle had made in the field of Global Warming, it was all eclipsed, when they investigated an ice crevasse that opened up on the southern beach of White Island.

While on the way to scout a location for planting seismic sensors along the Prince Albert Mountains, the expedition discovered a large crevasse on the lea side of White Island. Dr Hatsumi decided to plumb the depths of the crevasse and is therefore credited with the discovery of the fissure leading to the ice chamber and the Tehrmelern gate. At the outer doorway to the alien building they located the soon to be identified body of Captain Lawrence Oates along with a journal a strange glowing crystal and an orchid. They studied

the body, the alien building and of course the ring. Dr Hatsumi has the distinction of being the first to touch the event horizon of the portal but since he is not Fringeworthy, nothing happened. It was Sayuri who didn't reappear after she touched the flat black surface. So from being a junior member of an expedition that many could have considered a waste of grant money, Sayuri surpassed her uncle and became the first Fringepath traveler of the century and the most famous person on the planet. She becomes a senior active member of the IDET, Operations Department. The rest is history...

GORDON CONRAD

Born and orphaned to a life on the streets, Gordon grew up fast and hard. He had ample time to see both sides of the law living in the Bronx borough of New York City. His street education taught him many things, the most important being how to remain on the good side of the local law while still getting enough food and money to keep himself comfortable. He learned to drive and how to perform basic engine maintenance from a friendly mechanic willing to barter knowledge for the occasional suspicious smoke, and became a respectable citizen in the public eye by taking a job as a bicycle courier. He was a demon on two wheels, as he dodged cars and delivered his packages -- always on time.

When Sayuri arrived in New York, searching for more people like her, she literally ran into Gordon in Times Square. From there, life for Gordon Conrad was never the same. Over time, he became the second in command on IDET 1. He was retroactively recruited into the US Army and given the rank of Captain, after Wei Lei was recruited into the Army of the People's Republic of China and given the rank of Captain.

Conrad is best known for his bicycling across multiple Alternate Platforms in the early days before the Fringeworthy had motor vehicles.

WEI LEI

Wei Lei grew up in Huairou, a suburb north of Beijing. At one time it wasn't much; it had electricity, running water and buses that ran to Beijing twice daily. Under the new Chinese capitalism, it has prospered and has become a major tourist location. Her father worked at the local fish hatchery and made a good living. The hatchery routinely made more than eight million Yuan every year. Their fish were sold mainly in Beijing, but they sold fish to other cities as well.

The local schools were very modern and Wei Lei learned much, but not very much about the world outside. She was very smart, and used her talents to learn more about technology and how to apply it to her life. She worked at the fish farm in her off time, eventually becoming a manager for sales. She had wanted to go to the university, but her mother forbade it. She was afraid Wei Lei's abilities would be found out.

Her mother was afraid because Wei Lei was a Psi. Wei Lei could feel the emotions of others and sometimes pick up their thoughts. Her mother told her to hide this ability, as it would mark her as being different, special in a way that she wouldn't like. It turns out her mother was also a latent Psi, but from years of suppression her powers were nearly gone.

Wei Lei was recruited into the IDET while visiting Beijing with her father selling fish. Sayuri was visiting there at the request of the Chinese government, to find at least one Chinese Fringeworthy.

There was great fanfare and public announcements about how the People's Republic of China will now have a spot on the first mission into this newly discovered portal.

Sayuri was taken to a military barracks in Beijing and presented with a division of China's finest soldiers and asked to scan their ranks. Unfortunately, none of them were Fringeworthy, much to the disappointment of Chinese officials watching. They demanded proof that she had a real crystal, not some prop, and a quick demonstration proved that it was genuine. Still, they marched the soldiers past the crystal and it didn't even flicker as they passed with inches of it.

Sayuri asked permission to search the city, as she had done a covert scan as she passed through and had a couple of "flashes". They let her retrace her path and, with crystal in hand, she wandered through a farmer's market. Searching for the signature of a Fringeworthy, she stopped in front of a stall that was selling farm raised tilapias from Huairou. Behind the counter were Wei Lei and her father. After a quick scan, Sayuri, through an interpreter, asked Wei Lei to step out. She dropped the crystal into Wei Lei's hand and watched as the thrill passed through the woman as the crystal flashed brightly. Sayuri had found another Fringeworthy.

Much to the consternation of the Chinese government, a manager of a fish farm was found to be Fringeworthy. The other flashes Sayuri had didn't pan out and Wei Lei was their only choice at the time. So, with a grim face, Wei Lei was congratulated by a Party official and was given an honorary rank of Colonel in the People's Army.

She didn't want to go, but both her mother and father convinced her, because as their only child, they wanted her to do better than they had. Her mother especially wanted her outside of China because of her talents. So she went and found the world outside China and friends that she can share all her secrets with.

Wei Lei donates about three quarters of her yearly salary to the community of Huairou, to help build infrastructure, the Huairou Women's Center, and make life better for everyone there.

She has proven to be better at using crystal keys than Sayuri, and during the off months, she's out looking for more Fringeworthy to swell the IDET ranks.



ALLIES

TÆES

HER MAJESTY'S TRANS-ÆTHEREAL EXPLORATION SERVICE (TÆES)

The British Trans-Æthereal Exploration Service (TÆES) in 1896 was originally formed as a secret service. Her Majesty Queen Victoria and the Prime Minister, Robert Gascoyne-Cecil, 3rd Marquess of Salisbury, decided that for now, the existence of the portals and other worlds would be an Official Secret, and Viscount Greystone had to operate under the tightest secrecy. TÆES was organized along the lines of a paramilitary service, with ranks assigned to each member of an exploration team. The TÆES charter included exploring and finding new worlds that Britain could trade with. It was also to contact Schmert and the rest of the Tehrmelern and offer an alliance of sorts between the two peoples.

Like the mission Earth Prime's team made, Schmert was not encountered. TÆES operates in secret for another five years until the Crown decides that further clandestine operations were no longer necessary. A few IDET teams have the opinion that Downing Street or TÆES itself was compromised, forcing them out into the open.

TÆES BASES

MOK'ELE-MBEMBE

Since, 1896 the main base of operations was centered on the ring station and the limestone caves situated within County Greystone in the Congolese Protectorate and was code-named Mok'ele-mbembe after the creatures living within the county. Workers dug out the pathway, following the old trail that had been carved by the Tehrmelern and others.

ATLANTIS

In 1898 (FD +2), the portal to the underwater dome in the Atlantic Ocean was unlocked and the remnants of the Tehrmelern base were explored. The remains of four Tehrmelern were found in a makeshift tomb, one with a white crystal key, and four translator beads in the skulls of the dead. No cause of death was determined, and two of the bodies were sent to Earth Prime for study.

The dome was at the bottom of the Atlantic Ocean, under thousands of feet of water. There was an airlock, and sub pen, but the pen was dry and no vehicles were present. There was evidence that someone had found the dome prior to its discovery by TÆES and had taken many items. The sub pen showed signs that a vessel of some sort had been there earlier, but it is now gone. What happened to it is a mystery.

The base was cleaned up and in 1900 (FD +4) was commissioned as the research and quarantine base for TÆES. Because only those people with the Gift can visit Atlantis, the base is only inhabited for research purposes or when something needs to be quarantined. A squad will visit once a month when the base is not in use.

TÆES NOTABLES

TERRANCE GREYSTONE

Terrance Greystone, Viscount Greystone is the son of Viscount John Greystone and Countess Jane Greystone. Terrance was in London while his father, John Greystone, fought a bloody battle in the Congo, liberating a swath of land from the South Atlantic Ocean to the Indian Ocean, in the name of the crown. John was granted the title of Viscount and granted a large, undeveloped tract of land, which he promptly called County Greystone. The new Viscount Greystone was a fearless hunter and often hunted big game with a large knife, wearing naught but a loincloth. That was until he was severely wounded by a large white lion. He survived, but he now saw himself the protector of the jungle and hunted human poachers instead. He was killed by a group of poachers that gunned him down in cold blood. However, the poachers didn't get very far as he was closely followed by his son and the game ranger staff of County Greystone. The lions ate well that day.

During his father's reign as Viscount, Lord Terrance indulged himself in a bit of travel. Accompanied by his faithful servant and friend, Cosgrove Shropshire, the two of them traveled the world. It was in Brazil that Lord Terrance fell in love with the Condesa Laura Moreira de Salazar. In a whirlwind romance, he married her. Together they returned to Lord Terrance's home in the Congo.

After assuming the role of Viscount of County Greystone, the new Viscount Greystone set about making sure that poachers never again ventured within the borders of his domain. Soon the word got out that County Greystone was not a place to poach in, mainly as it kept the lions well fed. In truth, the poachers would be arrested and retrained as game wardens for the county, at a better pay rate than they ever could make poaching. Viscount Greystone figured that to catch a thief...

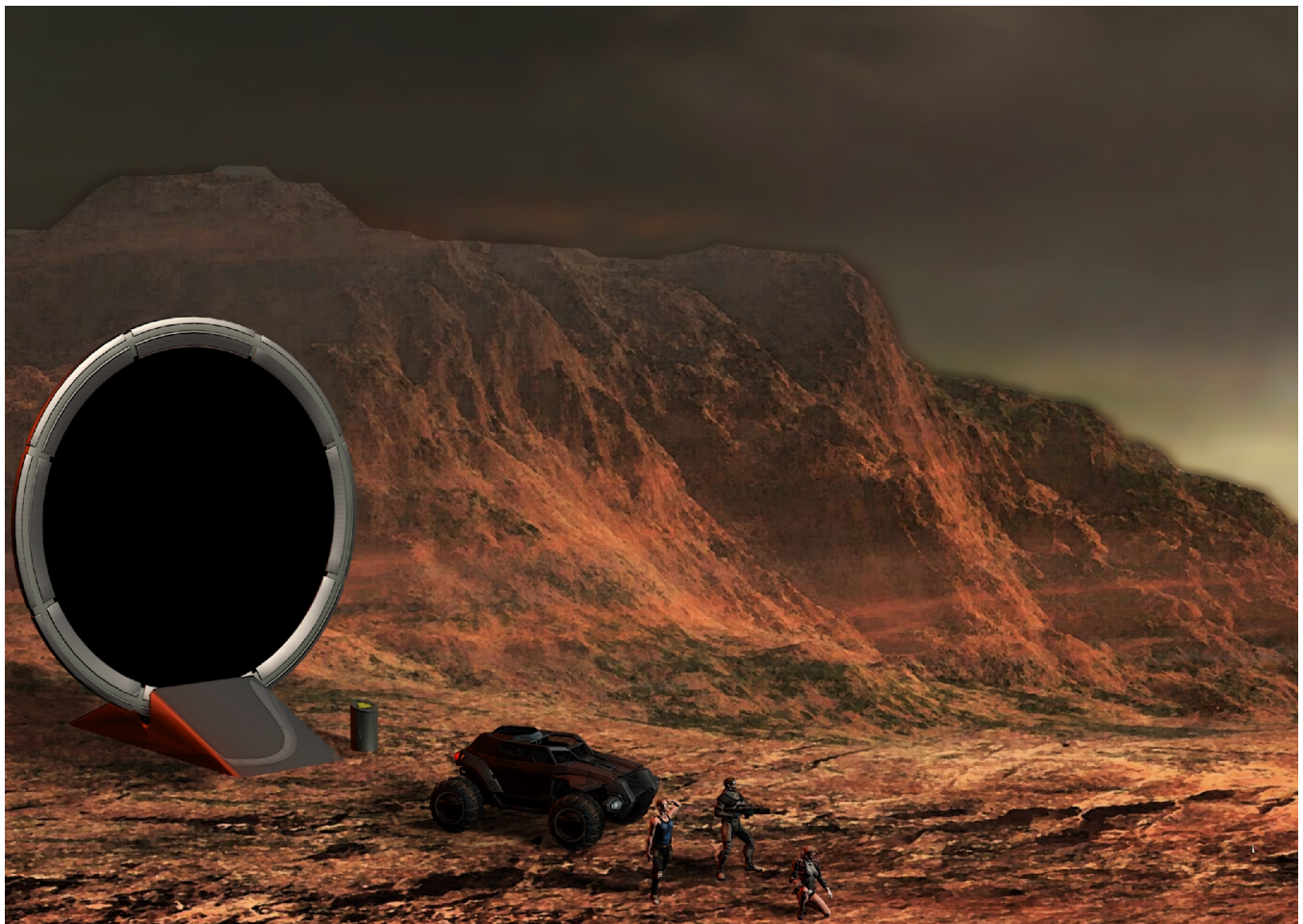
He runs TÆES with a firm and steady hand, and with help of several bureaucrats to maintain the day-to-day operations. He still leads 1st Squad, the TÆES equivalent of an IDET team, on missions, though lately he is more and more tied to his desk at Mok'ele-mbembe than out on the platforms.

He has three children, the twin girls Chastity and Elizabeth, and his son, John Greystone II. His son is Fringeworthy. His mother, Lady Jane Greystone, runs the County Greystone, assisted by his wife Condesa Moreira de Salazar-Greystone.

COSGROVE SHROPESHIRE

Cosgrove Shropeshire was the oldest son of Capability and Nyokato Shropeshire. His grandfather was an English explorer that had settled down in the Congo and married a local woman. Cosgrove was born near present day Kikwit, Congo, in 1857. During his childhood his family became involved with the Belgian conquest of their land, fighting alongside British volunteers, including one John Greystone. Cosgrove became fast friends with Terrance Greystone and accompanied him on his terrestrial as well as interdimensional travels.

Cosgrove married his wife, Niambi, at the age of eighteen, and the two have several children, none of whom are Fringeworthy. During his career in TÆSS, Cosgrove was Viscount Greystone's right hand man and highest-ranking non-commissioned officer in the service.



ADVERSARIES

ASA – THE AFRICAN SOCIALIST ALLIANCE

Few communist governments survived the geo-political realignment of the 1990's. Even the largest communist nations were split into smaller regions that demanded self-determination and economic freedom. The exception to this was Socialist Africa, a collection of rag-tag countries and despotic leaders trying to hold onto their power bases. With the eventual disintegration of South Africa and the after effects of the Post-AIDS plague years, there had been little to combat the Libyan-equipped Army of Liberation that threw off the last vestiges of European Colonialism. At the time, the world was still minding its own economic store and believed the ASA to be transient. Aligned with them was communist Chile, several years into a dictatorship that had unwittingly stabilized the area and helped develop a long stagnant economy. The one reason why dictatorships tend to work for a while is that while they may be brutal and unkind to the common public, they are immensely efficient and in general, the public outcry of the oppressed is not.

With little to hold them together, the leaders of the ASA adopted a tried and true method of keeping the general public obedient. History has shown that if you can keep them either 'happy and ignorant' or 'angry and ignorant', you will find it less difficult to govern. The ASA, with serious food, economic and health problems at home, adopted the "enemy from outside as scapegoat" option. This they promoted to the hilt. They have a screaming hatred of Americans. Russians, who threw off Communism years earlier, are looked upon as traitors and collaborators.

The ASA would have been happy to remain solitary in their rule and not have to share any of their resources or Fringeworthy with any other nation, but the problem existed that the Rabina Sand Sea portal, which is the only portal they have exclusive control over, is damaged and tends to malfunction in a rather fatal way. For this reason and probably no other, they had to ally themselves with General Pablo Vilaro, supreme commander of Communist Chile. When a full Portal Ring Station was discovered on the Isle de Pascua, the Chilean government liberated the island and then turned it into a fortress that they control completely inside and out. Maintaining a considerable force outside of his own country required resources and money that was hard to come by in a nation as poor as Chile. Then General Vilaro saw, in his eyes, a wonderful opportunity. He would join his nation to other like-minded individuals and trade time on his portal station for the resources he needed to maintain his hold on it. The ASA saw two possible outcomes. Vilaro would eventually lose his working portal to the nation with enough money to take it from him and then they would still have a badly functioning portal; or they could join with him and reap the benefits of having a functional portal station at the cost of not owning the portal but using it at Vilaro's price. They decided it was better to deal with Vilaro than bow to the capitalists and admit defeat.

They collaborated and formed their own Interdimensional agency for exploration, which they called the **Unaligned Fringe Nations Exploration Cooperative (UFNEC)**. As the agency name would indicate, the ASA and the Chilean government came together and agreed upon a unified title that they would present to the world. They style themselves the **Unaligned Fringe Nations (UFN)** and with the support of a block of 54 nations in the General Assembly of the UN they have mired the debates and resolutions about the Fringe portals enough that no consensus about their status will ever be passed to change the situation. The UFN has adopted the theme that they are fighting a new wave of "Colonial Exploitation of the Fringepaths" and while obviously a party line that was thought up to legalize their actions, it contains enough of the possibility of truth to make the more conservative members of the General Assembly see things that way and vote against sanctions that would force the UFN to hand over their portals to the UN.

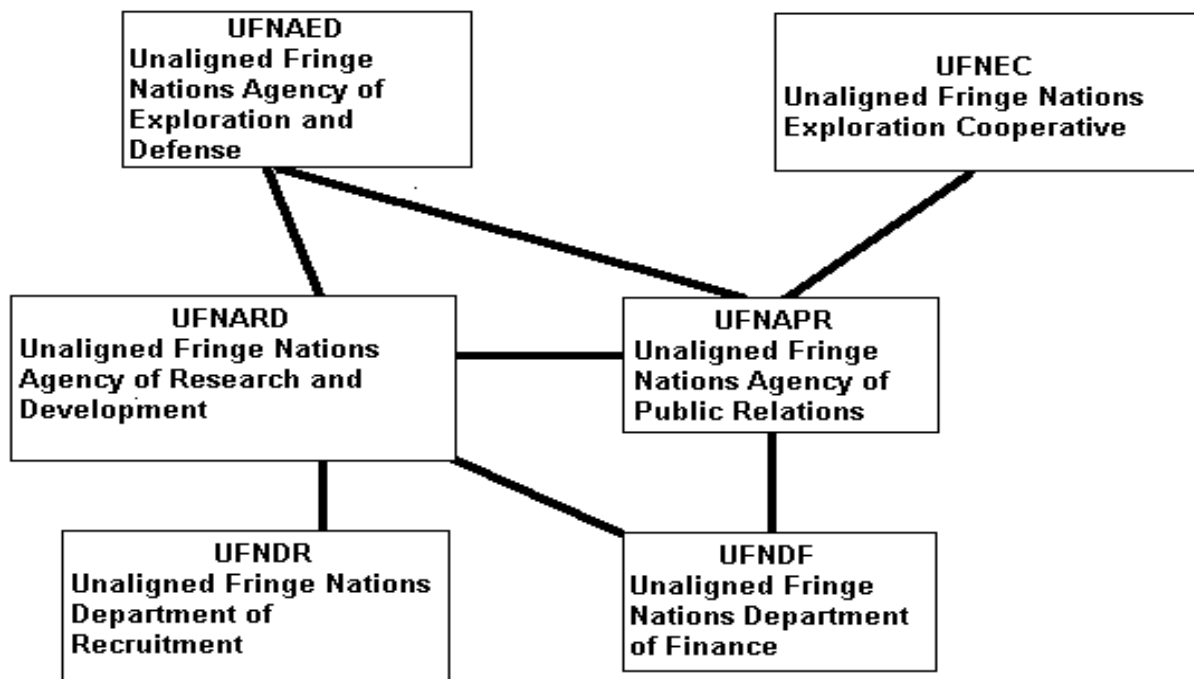
For the most part UFNEC interaction with the IDA has been rare and very standoff-ish. While some members of both sides have worked together to accomplish common goals, it has been made very clear in these interactions that "what I find is mine, what you find is yours!" There have been stories of theft between the teams and a mercenary attitude towards defense in the event of hostile encounters. Both sides claim the other is the bad guy, only interested in what they can grab for themselves and both claim the other would leave them to die at a moment's notice, if the chips were down. While none of these rumors have been verified, it does seem that the UFNEC tend to ask a lot of questions about what weapons have been found to be effective on the Fringepaths and where they were located or purchased.

This constant interest in weapons has worried the UNISS and forced them to add security to the Earth Prime Platform stations. The concern being that what used to be a considerable distance away is now walking distance. A ten-minute jog could take a strike force from Easter Island all the way to Hatsumi Base, Antarctica. Even if they

couldn't hold the stolen base, the fear is that they would damage or destroy the base so that they could have the only functioning Portal Station.

Since neither side trusts the other, serious quarantines have been set at both bases to any non-member who wishes to use the others portal. As it is, neither side has seriously compromised the other with the one exception of an armed intervention by IDSS to retrieve some accidentally misplaced artifacts that somehow got mixed up with the gear of a UFNEC retrieval team. No shots were fired but that is most often attributed to the fact that the 3 UFNEC members found 10 armed IDSS members between themselves and the Isle de Pascua portal. At that point they were prepared to submit to a search of their gear when the IDET members reported several missing items that they had had the forethought to document and photograph upon discovery. The outrage of the seizure of these items went on for weeks in the General Assembly but nothing really came of it.

What has been noticed by those who have used the Isle de Pascua portal is that the station appears to be identical in every way to the Hatsumi base portal right down to the number of doors and hallways. The difference in size of the bases, as described in the original discovery notes when the portal was found to be on Easter Island, has led the IDSS to suspect that the UFN has duplicated all the visible portions of Hatsumi Base (which would take up 40% of the originally documented space) in an effort to hide all the other sections they have added. This was first suspected when a traveler using the Isle de Pascua Portal recognized a cartoon on a notice board that he had seen at Hatsumi Base. Such duplication could have been a coincidence but it got the more crafty members of the IDSS thinking. Many other travelers using the Isle de Pascua Portal have recalled similar details when questioned by IDSS members. Enough material has been recovered to verify that the base at Isle de Pascua is an exact replica of the Hatsumi base. No non-member of the UFN has reported being shown any more of the Isle de Pascua than what is visible as the Hatsumi base copy. The other 60% of the dome space is unaccounted for and there-fore unknown.



UFNEC - UNALIGNED FRINGE NATIONS EXPLORATION COOPERATIVE

The official structure of the UFNEC is extremely streamlined and efficient. It was designed to oppose the UNIDA in form as well as function. Where the UNIDA created 21 additional agencies to provide a series of checks and balances to the system (in the form of official Red Tape) to prevent anyone from doing an end-run and abusing the resources available from the Fringepaths, the UFNEC is a model of simplicity. There are only 6 departments to the UFNEC. The UFNEC is the public face, which is all the rest of the world ever sees. The other 5 agencies are all interconnected and update each other on their latest projects weekly. They are the UFN Agency of Public Relations, the UFN Department of Finance, the UFN Agency of Exploration and Defense, the UFN Agency of Research and Development and the UFN Department of Recruitment.

UFNAPR - UNALIGNED FRINGE NATIONS AGENCY OF PUBLIC RELATIONS

The UFNAPR is given the unenviable task of keeping the rest of the world from coming in and wiping out the UFNEC for any past discretions or future possible political problems. They are made up of at least 20 former politicians and lawyers with enough experience in the world's political scene to know what their teams can get away with and what they cannot. None are Fringeworthy but all are experts at playing the legal game of keeping your opponent off-balance. They have averted many a disaster that could have turned the tide in the General Assembly against the UFNEC specifically and the ASA in general. They report to General Vilaro daily and the other heads of the ASA on a weekly basis.

UFNDF - UNALIGNED FRINGE NATIONS DEPARTMENT OF FINANCE

These are the well-paid financial wizards who keep the money coming in to continue to guard the Isle de Pascua portal and keep all the ASA afloat despite trade sanctions. None of them are thought to be Fringeworthy. Actually, except for the heads of the ASA and General Vilaro, no one knows their identities at all. Being businesspeople, they sell their services to the highest bidder and it is suspected that some of the richest people in the entire world are members of this shadowy department that even the number of members is unknown. Somehow, they manage to keep the ASA in the black and remain anonymous. They report to General Vilaro on a weekly basis and send updates of their meetings to both the UFNAPR and the UFNDR to let them know how the UFNEC stands financially and what the latest projections are for the coming quarter.

UFNAED - UNALIGNED FRINGE NATIONS AGENCY OF EXPLORATION AND DEFENSE

This is the unseen sister agency to the UFNEC. These are the troops that have been trained to go on the Fringepaths and return with whatever has been deemed valuable. They do their best to travel covertly and keep their numbers unknown and unrecognizable. Many soldiers have undergone surgery to appear similar to other members to disguise how many actual members are in their department. They are very well trained in guerrilla tactics, camouflage, hunting, traps and stealth. When a team of UFNEC (public face) explorers get into trouble, these are the ones sent to save the mission and retrieve whatever they UFNECs were bringing home. These are the most loyal party members and most rigid in their belief that party doctrine is "gospel" and all the rest is tripe or capitalist propaganda. They report on all their activities directly to the UFNAPR department after every mission and update the UFNARD team once a week.

UFNARD - UNALIGNED FRINGE NATIONS AGENCY OF RESEARCH AND DEVELOPMENT

The most interconnected department of the UFNEC is the agency for Research and Development. They are constantly working on ways to circumvent the strictures placed upon their troops by the Fringepaths energy ban. They are made up of the best and most unscrupulous minds money can buy. It's been said that everyone has a price. The ASA obviously met theirs. UNIDA researchers have often been frustrated with having their funding cut because it isn't proving to be cost effective or there is no interest in such a project. That rarely happens here. These scientists and engineers are working on the projects that they want to and are given an almost limitless budget as long as they tend to provide a new and workable item once a year. Every idea they come up with is immediately passed on to the Finance Department for approval and the best way to market it. Sad to say for the UNIDA but some of the best 2nd generation items made specifically for Fringepath use have come from the UFNARD team because they had the money to proceed down a specific path and weren't hampered by cost overruns, committee decisions or morals. The ASA and General Vilaro get an update of their latest projects once a week.

UFNDR - UNALIGNED FRINGE NATIONS DEPARTMENT OF RECRUITMENT

The PR department came up with the name for each UFNEC sub-department to put the best possible spin on what an agency actually does. This has never been more critical than in the UFNDR. What this department actually is is a school for indoctrination. Anyone in the ASA who is discovered to be Fringeworthy is immediately recruited by the state and transferred to the UFNDR to determine what their political beliefs are and how they will fit in the above structure. The two main options for such "recruits" are the UFNEC or the UFNAED. If the new recruit proves to be malleable enough or already has the "correct" worldview they are indoctrinated into a program that will lead them to be members of the UFNAED. Those that "fail" the initial interview or can't pass the physical requirements of the program that would lead them into the UFNAED, find themselves on the road to being the "public face" of the UFNEC. Their missions are never as hazardous as the UFNAED and so the soldier training is lessened, but the public relations and political training is increased. The UFNDR report to General Vilaro weekly on all their current "students". As long as a recruit is alive, a dossier is kept on that individual to determine if they are likely to defect or change their ideals when unleashed on a different world.

THE CHILEAN AND ASA VIEWS OF THE UN

"Chile and our ASA Brothers are under siege by the colonialist forces represented by the 'so called United Nations.' Sanctions that have been levied against our peaceful development of the Fringeways must be removed. Such sanctions have always impacted innocent citizens most negatively.

"Must we allow these men, this unholy Organization of the last of the last millennium, to hide beneath the auspices of peace while they attack innocent countries? Did we learn nothing from the evil machinations of the vipers Blair and Bush?

"The voice of the UNISS General Cartwright and the leaders of America, the EU, France, China and Russia will not be allowed to decide who shall rule these Other Worlds, who shall rule in Africa, who shall rule in Chile, who shall rule in Gaza, who shall rule over the oppressed peoples of Earth.

"We will fight for our rights and the technology that is gifted to us. We will fight the control of the UN and their running dog states. We will fight for what belongs to the people. This is why we will have full, unrestricted access to the roads to Infinity, without the greedy hands of the colonial powers that would strangle our prosperity."



-- **Pillar Rodriguez**
Former Chilean
Ambassador to the UN

"What a Load of Crap"

-- Captain Ed Powers

THE ENEMY CLOSE TO HOME

If there was a second Nightmare for UNISS, it was the ASA's access to the Fringepaths. While UNISS had four functional stations, the ASA had one in a cavern under Easter Island.

Initially the ASA, beyond its rhetoric, promised the UN that they would honor protocol and devote their Exploration for the benefit of mankind. In reality, they began the systematic looting of Alternates and the import of technology that had no business on Earth Prime.

The UN followed diplomatic protocol in dealing with the ASA until the massive explosion at the Isle of Pascua Facility. (The ASA claimed it was the UN who triggered the multi-megaton blast that collapsed the main cavern and created a thousand foot crater.)

At that point, all access to that Portal Station was locked off from the Earth Platform side. After 6 months of digging, Isle of Pascua ring station was unburied and readied for use.

With possession of a dark green crystal, the Chileans were able to turn their station back on. As they again accessed the Earth Platform, they were faced with an over-whelming response of Chinese, American, French and Russian firepower poised to repeat the entombment of their station.

Since the incident, the Chileans and ASA have been closely monitored to head off the recurrence of their smuggling Tehrmelern technology.



THE KUMI MOTHLANTHE STORY

This is Kumi Mothlanthe. He was pulled off a farm in Zimbabwe, Rhodesia and drafted into the ASA military because he was Fringeworthy. Kumi has little formal education, but can read at an 8th grade level. He is terrified of the Fringepaths and, at best, poorly trained by a Chilean Drill Instructor. He speaks just enough English to get by, even though English is the common language of the ASA.

His objectives are to get home and by his family an ox and chickens. He would love to own a wristwatch and an iPod.

"I do know what this all is. There are animals that walk like men and talk. The Chileans tell me what to do. But again and again they have threatened my family. We have been told one of my squad is part of the state security service and will kill me if I do not do what they say.

I just want to go home, away from this place of abominations.

MELLOR: THE ANCIENT ENEMY

The Tehrmeiern Engineer, Schmert gave us our first look at the wonder of the Fringepaths and along with it a rhyme.

*Mushy Mellor, Funny Fellor
Running 'midst the trees.
"Who's There?" I said,
As I stood on my head
But no one answered me.*

Speculation on the rhyme hinted that a race called the Mellor were loose in the Pathways or "Trees". The last lines gave the impression of shock or confusion. UNISS began to believe the designers of the Pathways were either driven from the system or exterminated. It was a frightening realization.

*Mushy Mellor, Hungry Fellor
Hiding 'midst the trees.
"Who's There?" I said,
As it bit off my head
And gurgled gleefully.*

-- Ed Powers, 0005 FD

MELLOR CONTACT

In FD +4, the worst of UNISS's fears were realized when an explorer team suffered casualties during the first Human-Mellor contact. The Tehrmeiern's old enemy was still out there and they were still hostile.

ROLL	TYPE	NAME	NUMBER ENCOUNTERED
01-75	1	Least Mellor	d100
76-85	2	Low Mellor	d100 x 0.5
86-90	3	Lesser Mellor	d20
91-95	4	Medium Mellor	d10
96-97	5	High Mellor	d4
98-99	6	Great Mellor	1 or 2
00	7	Master Mellor	1
*	0	Old Mellor	1
*	0b	Pack Mellor	1

* - Not a usual Mellor Encounter

MELLOR TYPES

There are seven distinct types of mutant Mellor, not including the original uncontaminated Mellor stock. The percentage listed is for the frequency of contact in Mellor Encounters followed in the next column by their general statistics.

NOTE: ABOUT MELLOR BODIES AND SHAPE SHIFTING

Mellor shape shifting often involves a great deal of internal re-organization. Not surprisingly, Mellor have no distinct internal organs to target with the exception of their brain, which is *usually* located in the thickest body section. The difference between the brain of a Master Mellor and a Least Mellor is the density of the tissue and the number of creases and folds. They both are about the size of a hardball and weigh from 5 to 25 ounces. Mellor bones are almost an afterthought. They seem to possess flexibility beyond any normal bone but can harden (some say at will) to something greater than shark cartilage. Needless to say, even an isolation cell is not a prison to a Mellor. A Master Mellor once escaped through a food slot.

STATISTICS

TYPE	0	1	2	3	4	5	6	7
Name	Old	Least	Low	Lesser	Medium	High	Great	Master
Size	M	T	S	S	M	M	M	M
Move	40	30	30	30	40	40	50	50
STR	16	2	3	7	10	20	30	16
DEX	16	18	16	14	16	18	20	16
INT	10	1	2	3	1d10(6)	3d6(10)	3d6(10)	3d6(10)
WIS	18	12	12	12	12	12	14	16
CON	10	6	8	12	10	10	40	16
CHR	18	16	16	16	16	16	16	16
HPT	16d8(72)	4d8-8(10)	4d8-4(14)	4d8+4(22)	8d8(36)	16d8(72)	16d8+320(392)	16d8+48(120)
AC	16	19	17	17	17	19	22	17
DR	3	3	5	7	7	5	4	3
REGEN	3	3	3	3	3	3	3	3
BAB	+9	+2	+2	+2	+4	+9	+9	+9
CLAW*	n/a	+6 1d2-4	+4 1d4-4	+3 1d6-2	+5 1d6	+12 1d10	+17 1d10	+10 1d6
BITE	n/a	+8 1d4-4	+6 1d6-4	+5 2d6-2	+7 2d10	+14 3d10	+19 4d10	+12 1d10+1
LEECH	No dam	n/a	n/a	+5 d1	+7 d2	+14 d4+1	+19 d6+1	+12 d10+1
FP* DC	n/a	20	20	20	22	26	26	26
FORT	+4	-1	+0	+2	+2	+4	+24	+7
REF	+7	+5	+4	+3	+5	+8	+9	+7
WILL	+12	+4	+4	+4	+6	+9	+10	+11

*Assumes Multi-attack

*Frightful Presence

SHAPE SHIFTING

The percentage possibility of a Mellor being able to duplicate the memories or shape of a victim is found by rolling a d100 under the Mellor's % chance of success shown in the table below. Mellor use three different methods to obtain the genetic material necessary for duplication of mind and body.

- **INGESTION: (I)** The victim's brain and spinal cord are ingested. This will take 30 minutes work and leave quite a mess
- **LIFE FORCE: (L)** The victim suffers constitution drain done by physical contact leaving the victim dead at CON -3
- **TOUCH: (T)** A single point of Con is lost for 1 hour in this harmless process

FAILURE OF BODY DUPLICATION

A failure to roll under this percentage leaves the Mellor a semi-formed creature of the victims shape and colour. Enough to pass inspection from a 40 ft distance but obvious at closer distances. This in no way impairs the Mellor physically. Mellor cannot assume a form of greater mass than itself + the mass of its latest victim.

FAILURE OF MEMORY TRANSFER

Failing to roll under this percentage leaves the Mellor possessing only whatever intelligence it already had with some possible flashes of recognition from its victim's memories. In effect it is a killer in the shape of its victim

MELLOR SKILLS

All types of Mellor have a +8 racial bonus to Balance, Climb, Escape Artist, Hide, Move Silently. These

were built into their design to allow them to easily infiltrate an area and make that first contact touch that would not only give them their new form, but also provide basic local information. The skills listed in the next section will be greatly enhanced after their first shape change. This is just the baseline to be expected.

DUPLICATION PERCENTAGE

TYPE	NAME	MEMORY TRANSFER	SHAPE TRANSFER	METHOD USED	TIME REQUIRED
0	Old	99%	99%	T	Standard Action
1	Least	0%	0%	n/a	n/a
2	Low	0%	25%	I	d10 min
3	Lesser	25%	50%	I,L	d10 min
4	Medium	40%	75%	I, L	d10 min
5	High	75%	95%	I, L	d10 min
6	Great	95%	98%	L or I	d6 min
7	Master	99%	99%	T, L or I	Standard Action

THE ED POWERS STORY

The world was at a 1950' technology level that lay in ruins. There were no people.

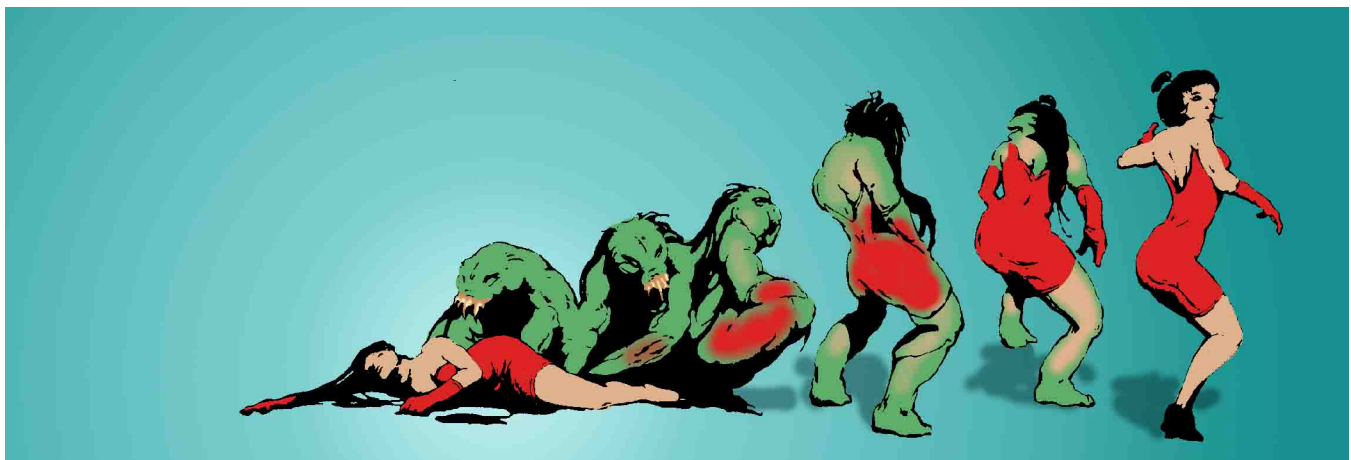
"Why barricade the outside of a meat Freezer?" said Carter as he pulled the door open.

"Wait", yelled Powers.

The Mellor stood a little bigger than a man. Shapeless and white in colour, it looked at Carter and gave him a toothy smile.

"What the... stammered Carter.

With little effort, the thing grabbed Carter's face and tore his head from his body. Ed Powers stood wide-eyed for a moment and then opened fire with his M-16 as the creature turned to him. The Mellor fell and died a foot from Ed, who continued to fire his now empty weapon



TYPES OF MELLOR

LEAST MELLOR

6 LBS

The Least Mellor are mindless eaters that will devour any life in their path. They often congregate in swarms of up to a thousand if food supplies are plentiful. If a Least Mellor consumes an amount of food equal to its body weight, it will fall into a comatose state for d4+4 hours after which it will divide into 2 Least Mellor. Least Mellor are the only Mellor that cannot shape shift to resemble their victim. Because of its fantastic metabolism, a Least Mellor will quickly begin to starve if food sources are not readily available. Starving Least Mellor will go into a cannibalistic frenzy and after consuming their body weight worth of food, the survivors will again enter a comatose state but instead of reproducing, the Least Mellor will enter into a state of hibernation that has been found to last up to 14000 years, possibly more. If disturbed, i.e. if food disturbs them, they will awaken in d10 seconds and show no lethargy or lack of ferocity.

LEAST MELLOR

Tiny Aberration (6 lbs)

STR 2
DEX 18
INT 1
WIS 12
CON 6
CHR 16

Hit Dice: 4d8-8 (10 hp)

AC 19 (Natural Armor +3, DEX +4, Size +2)

Move: 30

Space/Reach 2.5/0

Initiative: +4

BAB: +2

Att: 2 claw +6 d2-4, 1

Bite +8 d4-4

Saves:

Fort -1 Ref +5 Will +4

Feats:

Weapon Finesse
(claws & bite)

Multi-Attack

Pounce

Damage Reduction 3/0

Regeneration 3

Rage

Frightful Presence

Renown

Blindsight

Low Light Vision

Immune to Critical Hits

Skills:

Balance +12, Climb +4,

Escape Artist +12,

Hide +12, Jump +0, Listen +1,

Move Silently +12, Spot +1

CR 6



LEAST MELLOR SWARM

Tiny Aberration Swarm

Hit Dice: 12d8-24 (30 hp)

Initiative: +4

Move: 30

Armor Class: 19

(Natural Armor + 3,

DEX + 4, Size + 2)

Base Attack/Grapple: +9/0

Attack: Swarm (3d6)

Full Attack: Swarm (3d6)

Space/Reach: 10ft/0ft

Special Attacks:

Frightful Presence,

Distraction

Special Qualities:

Damage reduction 3/0,

Regeneration 3,

blindsight,

low light vision,

swarm traits

Saves:

Fort + 1, Ref +7 Will +7

Abilities:

Str 2, Dex 18, Int 1,

Wis 12, Con 6, Chr 16

Skills:

Balance +12,

Climb +4, Hide +12,

Jump +0, Listen +5,

Move Silently +12, Spot + 5

Feats:

Renown,

Weapon Finesse

Organization: Solitary,

pack (2-4 swarms),

infestation (7-12

swarms)

Challenge Rating: 6

Treasure: None

Advancement: None

Level Adjustment: -

Distraction (Ex): Any living creature vulnerable to a swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a Fortitude save (DC 14) negates the effect. Spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Concentration check.

Frightful Presence (Ex): This special quality makes a creature's very presence unsettling to foes. It takes effect automatically when the Mellor performs some sort of dramatic action (such as charging, attacking, or snarling). Opponents within 10 ft who witness the action may become shaken for 1d6+3 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 20). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

MELLOR – THE ULTIMATE SHAPESHIFTER

Mellor vary in appearance and basic body configurations, depending on the Ecology of the world they are adapted to and the genetics of the lifeforms they have killed and absorbed.



LOW MELLOR

35 LBS

The Low Mellor, like the Least Mellor, are vicious carnivores. In addition, it may take the shape of its last victim for camouflage. It can only assume the forms of animals or at best a mindless copy of an intelligent creature but is still limited by mass. It cannot assume a form of greater mass than itself + the mass of its latest victim. Low Mellor reproduce in one of two ways. A Low Mellor can inject a genetic capsule into a corpse which provides material sufficient to hatch another Low Mellor in d4 + 4 days. This newborn Low Mellor cannot take the form of the host shell it grew out of. If no victim is available and food is getting scarce the Low Mellor can either hibernate the same as Least Mellor or after d4+4 hours of coma, split into 2 Least Mellor. What makes the decision between hibernate or collapse and divide is uncertain since it has nothing to do with intelligent choice. It may be hormonal, age-driven, environmental or simply blind chance. We just don't know.

LOW MELLOR

Small Aberration
Shapechanger (35lbs)

STR 3
DEX 16
INT 2
WIS 12
CON 8
CHR 16

HD 4d8-4 (14 hpt)
AC 17 (Natural Armor +3,
DEX +3, Size +1)
Move 30
Space/Reach 5/5
Initiative +3

BAB: +2
Att: 2 claw +4 d4-4, 1
Bite +6 d6-4

Saves:
Fort +0 Ref +4 Will +4

Feats:

Weapon Finesse
(claws & bite)
Multi-Attack
Pounce
Damage Reduction 5/0
Regeneration 3
Rage
Frightful Presence
Renown
Blindsight
Low Light Vision
Immune to Critical Hits
Improved Natural Attack
Change Shape

Skills:

Balance +11, Climb +4,
Escape Artist +11, Hide +11,
Jump +0, Listen +1, Move
Silently +11, Spot +1

CR 7



LOW MELLOR SWARM

Small Aberration Swarm
Hit Dice: 12d8 - 12 (42 hp)
Initiative: +3
Move: 30

Armor Class: 17

(Natural Armor +3,
DEX +3, Size +1)

Base Attack/Grapple: +9/0

Attack: Swarm (3d6)

Full Attack: Swarm (3d6)

Space/Reach: 10ft/0ft

Special Attacks:

Frightful Presence,
Distraction

Special Qualities:

Damage reduction 5/0,
Regeneration 3,
blindsight,
low light vision,
swarm traits

Saves:

Fort +3, Ref +7 Will +9

Abilities:

Str 3, Dex 16, Int 1,
Wis 12, Con 8, Chr 15

Skills:

Balance +11,
Climb +4, Hide +11,
Jump +0, Listen +5,
Move Silently +11,
Spot +5

Feats:

Renown,
Weapon Finesse, Rage

Organization: Solitary,
pack (2-4 swarms),
infestation (7-12 swarms)

Challenge Rating: 7

Treasure: None

Advancement: None

Level Adjustment: -

Distraction (Ex): Any living creature vulnerable to a swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a Fortitude save (DC 15) negates the effect. Spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Concentration check.

Frightful Presence (Ex): This special quality makes a creature's very presence unsettling to foes. It takes effect automatically when the Mellor performs some sort of dramatic action (such as transforming, charging, attacking, or snarling). Opponents within 10 feet who witness the action may become shaken for 1d6+2 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 20). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

NOTES ON LOW MELLOR

When Schmert gave Sayuri Tanuma the enigmatic rhyme, "Mushy mellor, funny feller," humankind had no idea that these "funny fellers" were bloodthirsty eating machines that made sharks look like kittens.

First contact with just a handful of Mellor was a devastating setback to Fringe exploration. While these monsters had no access to the pathways, they had overrun a number of Alternate Earths and Tehrmelern facilities and home areas.

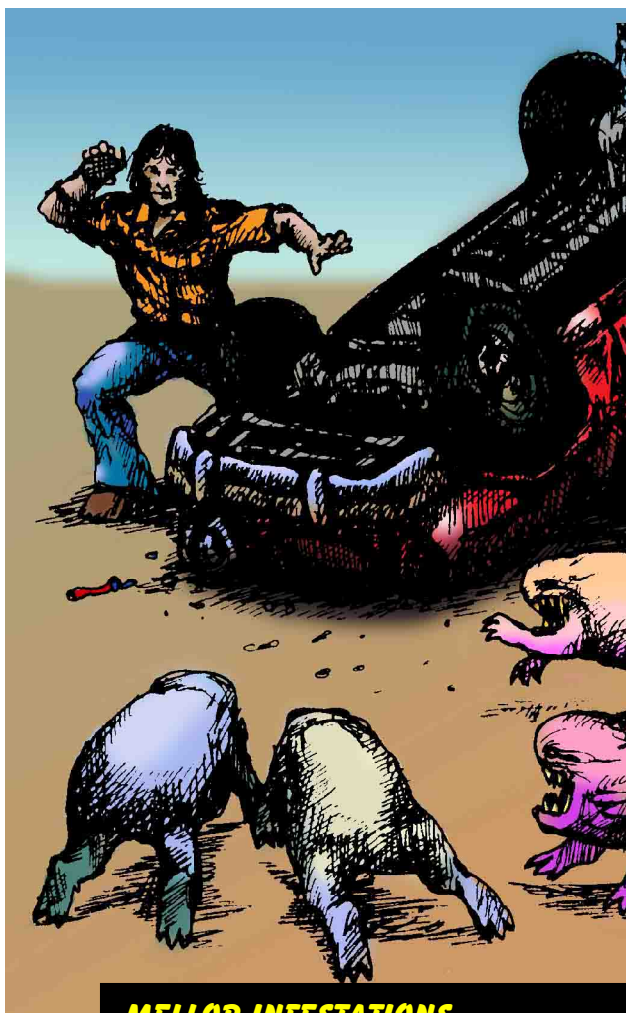
And then they discovered Mellor came in eight different genetic variants, each more dangerous and horrifying than the last.



LESSER MELLOR

70 LBS

The Lesser Mellor behave similar to Low Mellor in eating habits, hibernation and reproduction but what makes them a serious threat is that they are much better at shape shifting and possess a chance of absorbing their victims mind and memories. A successful Mind Transfer of the victim permanently adds 1 to the Lesser Mellor's INT up to a maximum value of 8. The chance may be slim but it makes them a far more dangerous encounter. The Lesser Mellor also has the ability to Leech Life Force from its victim in the form of CON. Any Lesser Mellor, that has built up its INT to 6 or better, can control and see through the eyes of any Least or Low Mellor within 2000 ft. The same limitations of shape shifting, reproduction and genetic collapse apply.



MELLOR INFESTATIONS

An uncontrolled Mellor outbreak on an Alternate Earth is fully equal to any imagined Biblical Armageddon. Mellor will exterminate every mammal, avian and reptile that they can catch.

This is not to say that Mellor cannot be killed. They are just very very difficult to kill for the unprepared.



LESSER MELLOR

Small Aberration
Shapechanger (70 lbs)

STR 7
DEX 14
INT 3+
WIS 12
CON 12
CHR 16

HD 4d8 + 4 (22 hpt)
AC 17 (Natural Armor +3,
DEX +3, Size +1)
Move 30
Space/Reach 5/5
Initiative + 2

BAB: + 2
Att: (2 claw + 3 1d6-2,
1 Bite + 5 2d6-2) or
Leech +5 Touch d1
(Con)

Saves:
Fort +2 Ref +3 Will +4

Feats

Weapon Finesse
(claws & bite)
Multi-Attack
Pounce
Damage Reduction 7/0
Regeneration 3
Rage
Frightful Presence
Renown
Blindsight
Immune to Critical Hits
Improved Natural Attack
Shape Change
Intelligence Leech
Memory Transfer
Mental Link to Low
and Least Mellor
Constitution Leech
Immune to Disease

Skills:

Balance +10, Bluff +4,
Climb +6, Escape Artist +10,
Hide +10, Intimidate +4,
Jump +0, Listen +1,
Move Silently +10, Spot +4

CR 8

Frightful Presence (Ex):

This special quality makes a creature's very presence unsettling to foes. It takes effect automatically when the Mellor performs some sort of dramatic action (such as transforming, charging, attacking, or snarling). Opponents within 10 feet who witness the action may become shaken for 1d6+2 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 20). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

"They done squeal like hogs durn feedin' time on an Arkansas farm."

**-- Billy Bob Goodge
IDET Agra Expert**

MEDIUM MELLOR

125 LBS

The Medium Mellor are like their monstrous predecessors in all respects other than size, strength and dexterity. The Medium Mellor has improved chances of duplication, mind transfer and better Life Force Leech. Medium Mellor that attain an INT of 8 – 10 can control and see through the eyes of any Lesser, Low or Least Mellor within 3000 ft. Medium Mellor reproduce the same as Lesser Mellor but now possess the intelligence to avoid the genetic collapse into a lesser form by willingly entering hibernation, available food permitting. This is the lowest form of Mellor that can travel the Fringepaths using a Fringeworthy form and a key crystal since the Tehmelern activated the Mutant Mellor detection system. Lower level Mellor lack the ability to successfully shape shift to a Fringeworthy form or the Intelligence to hack the system with a key crystal.



TAKING HUMAN FORM

While the Lesser Mellor can take a semblance of human form, the copy is often imperfect, memory transfer is vastly imperfect and the resultant creature is most often dumb as a box of rocks.

Unfortunately, the transformation destroys the brain of the victim that is ingested by the Mellor.



MEDIUM MELLOR

Medium Aberration
Shapechanger

STR 10
DEX 16
INT d10 (6)
WIS 12
CON 10
CHR 16

HD 8d8 (36 hpt)
AC 17 (Natural Armor +4,
DEX +3)
Move 40
Space/Reach 5/5
Initiative + 3

BAB: +4

Att: (2 claw +5 d6,
1 Bite +7 2d10) or
Leech +7 Touch d2
(CON)

Saves:

Fort +2 Ref +5 Will +6

Feats:

Weapon Finesse
(claws & bite)
Multi-Attack
Pounce
Damage Reduction 7/0
Regeneration 3
Rage
Frightful Presence
Renown
Blindsight
Low Light Vision
Immune to Critical Hits
Improved Natural Attack
Shape Change
Memory Leech
Mental Link to Lesser,
Low, and Least Mellor
Constitution Leech
Immune to Disease

Skills:

Balance +11, Bluff +7,
Climb +8, Escape Artist +11,
Hide +11, Intimidate +10,
Jump +1, Listen +3,
Move Silently +11, Spot +4

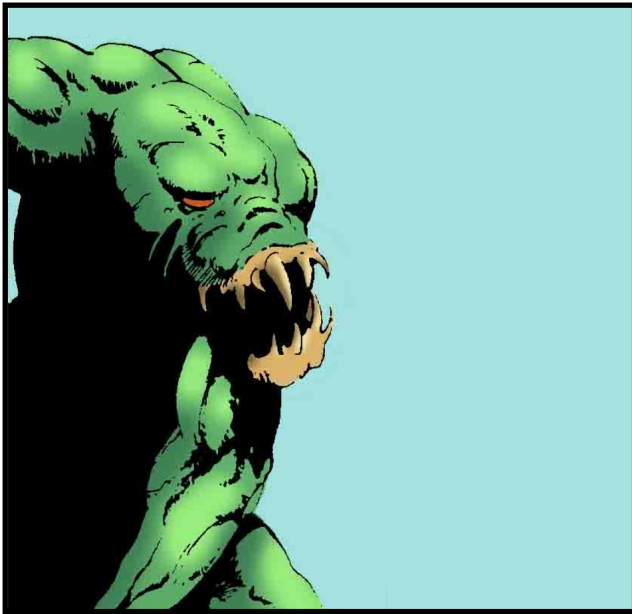
CR 8

Frightful Presence (Ex):

This special quality makes a creature's very presence unsettling to foes. It takes effect automatically when the Mellor performs some sort of dramatic action (such as charging, attacking, or snarling). Opponents within 10 feet who witness the action may become shaken for 1d6+2 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 22). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

"How you tell if folks is a Mellor? Tell 'em to take they shoes off."

-- Billy Bob Goodge
IDET Agra Expert



HIGH MELLOR

170 LBS

The High Mellor are the second most formidable of the Mellor. They possess the same abilities as other Mellor forms with some improved characteristics and damage per attack. The real threat is their intelligence. They are not mindless carnivores and will avoid obvious traps and even the occasional subtle one. As ferocious as they are, they will not charge blindly unless there is no other way to survive. They are more than willing to escape a deadly encounter alive and come back later to exact revenge upon a current opponent. They have a maximum intelligence of 18 and for every point over 10 they can store the memory of the physical form of a past victim to be called up with a few moments effort. While they are still limited by how much mass they can add to their new shape, they can shed up to 50% of their mass if that is what is required to make the duplication accurate and perfect. Adding back the mass is simply one huge meal away. They are able to control other High Mellor of lesser intelligence than themselves as well as all other lower forms of Mellor inside a 4000 ft range. Reproduction creates another High Mellor or two Medium Mellor.

HIGH MELLOR

Medium Aberration
Shapechanger (170 lbs)

STR 20
DEX 18
INT 3d6 (10)
WIS 12
CON 10
CHR 16

Skills:

Balance +12, Bluff +18,
Climb +13, Diplomacy +14,
Escape Artist +11,
Gather Information +11,
Hide +12, Intimidate +14,
Jump +6, Listen +3,
Move Silently +12, Spot +4,
Swim +6

CR 16

HD 16d8 (72 hpt)
AC 19 (Natural Armor +5,
DEX +4)
Move 40
Space/Reach 5/5
Initiative +4

BAB: +9

Att: (2 claw +12 d10,
1 Bite +14 3d10) or
Leech +14 Touch d4+1
(CON)

Saves:

Fort +4 Ref +8 Will +9

Feats:

Multi-Attack
Pounce
Damage Reduction 5/0
Regeneration 3
Rage
Frightful Presence
Renown
Blindsight
Low Light Vision
Immune to Critical Hits
Improved Natural Attack
Change Shape
Mental Link to High
and lower Mellor
Constitution Leech
Immune to Disease

Frightful Presence (Ex):

This special quality makes a creature's very presence unsettling to foes. It takes effect automatically when the Mellor performs some sort of dramatic action (such as transforming, charging, attacking, or snarling). Opponents within 10 feet who witness the action may become shaken for 1d6+3 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 26). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.



**DAVID LEXOR HELPS
CAPTURE A LEAST MELLOR**

THE ED POWERS STORY

David Lexor looked into a small hole in the side of Tehrmele industrial machinery. He noticed a red glint that reminded him of Ed Powers' crystal. "Hey, Ed, I think I found crystals!" he yelled as he plunged his arm into the machine.

"Wait," yelled the older explorer.

David Lexor's eyes showed the shock and horror as he pulled a red eyed Least Mellor from its lair.

GREAT MELLOR

90+ LBS (TALL)

The Great Mellor are the 2nd rarest and most deadly of the Mellor. With nearly perfect accuracy, they can duplicate almost any form they choose. They are crafty and highly intelligent. Great Mellor are usually accompanied by any number of inferior Mellor types which they can control from up to 2 miles away. They have extremely keen (very acute) senses and are almost never ambushed.



Great Mellor are +4 on all initiative rolls. For every point of INT they possess above 10 they can store the physical forms and memories of 3 previous victims of their choice. With a maximum INT of 18 they can conceivably store up to 24 different forms of their choice. Reproduction creates another Great Mellor or two High Mellor through genetic collapse.

GREAT MELLOR

Medium Aberration
Shapechanger (190+ lbs)

STR 30
DEX 20
INT 3d6 (10)
WIS 14
CON 40
CHR 16

Skills:

Balance +13, Bluff +18,
Climb +18, Diplomacy +16,
Escape Artist +13,
Gather Information +11,
Hide +13, Intimidate +12,
Jump +11, Listen +8,
Move Silently +13, Spot +9,
Swim +11

CR 16



HD 16d8 + 320 (392 hpt)
AC 22 (Natural Armor +7,
DEX +5)

Move 50

Space/Reach 5/10

Initiative + 9 (+5 DEX +4
Very Acute Senses)

BAB: +9

Att: (2 claw +17 d10,
1 Bite +19 4d10) or
Leech +19 Touch d6+1
(CON)

Saves:

Fort +24 Ref +9 Will +10

Feats:

Multi-Attack
Reach
Pounce
Damage Reduction 4
Regeneration 3
Rage
Frightful Presence
Scent
Renown
Blindsight
Low Light Vision
Immune to Critical Hits
Improved Natural Attack
Change Shape
Memory Leech
Mental Link to
other Mellor
Constitution Leech
Immune to Disease

Frightful Presence (Ex):

This special quality makes a creature's very presence unsettling to foes. It takes effect automatically when the Mellor performs some sort of dramatic action (such as transforming, charging, attacking, or snarling). Opponents within 10 feet may become shaken for 1d6+3 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 26). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

"That thing were nastier than a hungry bull gator."

**-- Billy Bob Goodge
IDET Agra Expert**

MASTER MELLOR

150+ LBS

The Master Mellor are the direct old Mellor stock contaminated by a hostile intelligence. These all but immortal creatures closely resemble the original stock of Mellor. Like the Old Mellor, the Master Mellor can hold up to 100 forms and minds in indefinite storage and is able to use any and all information from these minds. These Mellor invade worlds to take the form of great leaders and then plunge their societies into bloody wars of genocide. This Mellor is often sterile (99%). The Master Mellor can normally only reproduce by collapsing into 2 Great Mellor.



MASTER MELLOR ON EARTH PRIME

There has been some speculation that across the span human history a number of Master Mellor have infiltrated Earth Prime, remaking our religions and political paradigms to meet their own senseless and soul-destroying agendas.

When the Tehrmelern Schmert was asked if there were any Master Mellor on Earth Prime, he smiled and replied "Not any morre. Not since yourr Hitlerr and the Jackson entertterrainerr."

"He tapped me on the shoulder, and he said he was my father. He looked like my old man, raight down to the chaw. I stepped back and used the flamethrower. He burned real nice. Smelled kinda sweet and screamed real purty."

-- **Billy Bob Goodge**
IDET Mellor Tactical Squad

MASTER MELLOR

Medium Aberration
Shapechanger (150+ lbs)

STR 16
DEX 16
INT 3d6+ (10)
WIS 16
CON 16
CHR 16

HD 16d8 + 48 (120 hp)
AC 17 (Natural Armor +4,
DEX +3)
Move 30
Space/Reach 5/5
Initiative + 3

BAB: +9
Att: (2 claw +10 d6,
1 Bite +12 d6) or
Leech +12 Touch d10+1
(CON)

Saves:
Fort +7 Ref +7 Will +11

Feats:
Multi-Attack
Reach
Pounce
Damage Reduction 3/0
Regeneration 3
Rage
Frightful Presence
Renown
Blindsight
Low Light Vision
Immune to Critical Hits
Improved Natural Attack
Change Shape
Intelligence Leech
Memory Leech
Mental Link to Low
and Least Mellor
Constitution Leech
Immune to Disease

Skills:

Balance +11, Bluff +18,
Climb +11, Diplomacy +16,
Escape Artist +11,
Gather Information +11,
Hide +11, Intimidate +10,
Jump +4, Listen +5,
Move Silently +11, Spot +4,
Swim +4

CR 16

Frightful Presence (Ex):
This special quality makes a creature's very presence unsettling to foes. It takes effect automatically when the Mellor performs some sort of dramatic action (such as transforming, charging, attacking, or snarling). Opponents within 10 feet who witness the action may become shaken for 1d6+3 rounds. This ability affects only opponents with fewer Hit Dice or levels than the creature has. An affected opponent can resist the effects with a successful Will save (DC 26). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

**PANGO SPIT IS A
PARALYTIC AND
DETERRENT TO
MELLOR**



OLD MELLOR

150 LBS

Old Mellor are the immortal servants of the Tehrmelern that miraculously escaped the "Mellor Infestation". These extremely rare survivors are found in remote places still tending equipment or continuing a final order. They are gentle, impressionable and as trusting as children. Old Mellor are helpful, pleasant and have an outstanding capacity as information carriers. Each Old Mellor has the ability to remember up to 100 individuals. These forms are temporarily or permanently gained either visually or by touch (visual copies do not include memories).

Any Old Mellor that comes into direct contact with a Mutant Mellor will be infected and become a Master Mellor in 4d10 hours. The infection culminates with a violent psychological battle as the hostile invading intelligence takes control of its victim. How Old Mellor reproduce is still only speculation as there has been only one known specimen.



OLD MELLOR

Medium Aberration
Shapechanger (150 lbs)

STR 16
DEX 16
INT 10
WIS 18
CON 10
CHR 18

HD 16d8 (72 hpt)
AC 16 (Natural Armor +3,
DEX +3)
Move 40
Space/Reach 5/5
Initiative + 3

BAB: +9
Att: None

Saves:
Fort +4 Ref +7 Will +12

Feats:

Trustworthy
Stealthy
Ni
Deceptive
Damage Reduction 3/0
Regeneration 3
Blindsight
Low Light Vision
Immune to Critical Hits
Change Shape
Memory Leech
Immune to Disease

Skills:

Balance +11, Bluff +19,
Climb +11, Diplomacy +19,
Escape Artist +11,
Gather Information +12,
Hide +11, Jump +4, Listen +5,
Move Silently +11, Spot +7,
Swim +4, Treat Injury +11

CR n/a

PACK MELLOR

350 – 1000 LBS

A second form of Old Mellor is the basic Pack Mellor. These creatures share the shape shifting ability of the Old Mellor but not the high intelligence. The Pack Mellor becomes a riding or equipment-carrying animal native to the Alternate or Prime it is visiting.

The Pack Mellor, or as the explorers call them, Pokeys, are friendly and personable. They understand spoken commands and will do nearly anything if the reward is sardines.

The Transformation operates by sight. It is theorized that the Pack Mellor, when infected by the bite of hostile Mellor, becomes a number of Least, Low and Lesser Mellor.

GENERAL NOTES ON MELLOR

- 01 The higher the Mellor type, the more crafty, intelligent and less likely to sacrifice themselves.
- 02 A cornered Mellor will rage with a +4 to attack bonus on STR, DEX & CON, +2 to morale.
- 03 When a Mellor attacks, it reverts (88% chance) to its natural form.
- 04 A Mellor will always use acquired skills, equipment and the victim's memories to the greatest possible advantage.
- 05 Mellor bleed white in their natural or victim's form. Great Mellor and higher bleed the blood coloration of their victim if not surprised. This duplication is only skin deep.
- 06 Mellor of all types regenerate 3 points per round until killed.
- 07 The Mellor's genetic structure allows only the creation of equal or inferior types of Mellor
- 08 Great and Master Mellor can shed body mass up to 75% of their weight during an emergency
- 09 Mellor disintegrate when killed, leaving only a stain. Tissue from a Mellor cannot infect
- 10 Mellor leave behind a sickeningly sweet stench in the air whether in natural form or after a change
- 11 There is **no immunity** to the energy blasts that the Fringepaths direct at detected Mutant Mellor

SPECIAL MELLOR

Mellor types 4 to 6 have the GM's option of having special resistances and immunities at a cost. Roll a d100.

RESISTANCE

A resistance gives a Mellor the ability to take half damage from a specific type of attack

IMMUNITY

An immunity gives a Mellor total freedom from damage from a specific type of attack.

COSTS

Any Mellor with an Immunity or Resistance is sterile and unable to reproduce.

NUMBER OF RESISTANCES AND IMMUNITIES

% Roll	#	Result
01-50	1	Resistance
51-75	2	Resistances
76-85	1	Immunity
86-95	1 & 1	Immunity & Resistance
96-99	1 & 2	Immunity & Resistances
00	2	Immunities

TYPES OF RESISTANCE / IMMUNITY

01 FIREARMS (Small)

Damage from handguns and rifles under 0.50 cal

02 FIRE

Damage or distress from excessive heat and / or open flame or burning liquid

03 EXPLOSION

Damage from external explosion

04 POISON

Damage from toxic substances, inhaled, contact or ingested

05 ELECTRICITY

Damage from electrical shock

06 RADIATION

Damage from Alpha and Beta particles, Neutrons, and high frequency radiation like Gamma rays and X-rays.

07 FIREARMS (Large)

Damage from any puncture would of weapon rounds over 0.50 cal

08 COLD

Damage from applied or exterior cold. This Mellor type will not freeze or be slowed by excessive cold

09 TOXIC ATMOSPHERE

Damage from any mild to heavily toxic atmosphere or exposure to crushing pressure or vacuum

10 FALL / IMPACT

Will not splatter from impact or fall from extreme height

MELLOR TACTICS

Mellor tactics involve the infestation of worlds by infiltration using one or a number of High Mellor. From this point on, there are many strategies that have been used over the millennia. Depending on the intelligence of the High Mellor or the instructions given to it by the Great or Master Mellor involved, the High Mellor's strategy may be simple mayhem to extremely subtle deceit. Mellor below the rank of Great follow the instructions of the Mellor above them to the letter. They don't have ego or doubt in their superiors plan. This makes High Mellor the perfect "moles" for the Great or Master Mellor involved. The trouble arises when a Great Mellor, not the one originally instructing the High Mellor, gets involved or takes control of all Mellor beneath it in the immediate area and inadvertently exposes the High Mellor infiltrator for what it is. Far from perfect, the "control" exerted by other Mellor is only one-way and doesn't provide the controlling Mellor with any information about what the other Mellor was doing there. This has lead to the exposure of many secret Mellor in the past and probably prevented some worlds of the Old Commonwealth from falling when these super spies were revealed, but Great and Master Mellor, especially the Master Mellor, learn from their mistakes and now rarely send more than one Great Mellor with several High Mellor to perform any important task.

When there are only a few Mellor infiltrating a world, especially a world that may have the technology to resist an outright invasion, the Great and High Mellor will assume the forms of ordinary people and slowly insinuate themselves into the society. Immensely patient, they will wait years for the correct opportunity to duplicate the person who will get them the most influence possible. By working behind the scenes this way they will duplicate leaders of several nations and begin raising tensions and looking for ways to increase hostilities based on the standards of race, creed, colour, religion, etc... They will quietly replace many subordinates with equal rank Mellor and possibly even order some equal Mellor to collapse into lesser forms to fill the ranks as shock troops or terrorist cells.

When the numbers of Mellor are great or the Technology of the world low, the Mellor will invade a town or small city and begin by disrupting any form of communication present. They will seal off the town to prevent word of the takeover spreading too soon. All forms of animal life including the intelligent population will be rounded up and used as food to force-grow an army of inferior Mellor. The math is staggering in what is possible. A single farming community of 500 people with 2050 head of livestock can die in a single stealthy night and result in the creation of an army of 1000s. One 600-pound food animal can be sacrificed to produce 100 additional Least Mellor in as little as 5 hours. In 5-8 days, depending on how frequent communication is between communities, assuming no one comes looking in that time period a single Great Mellor with 100 Least Mellor could grow to 501

Great Mellor and over 200000 Least Mellor. Of those 500 new Great Mellor, at least half will be ordered to collapse into High Mellor and then Medium Mellor, swelling the high-ranking troops to 250 High Mellor and 500 Medium Mellor. Each Great Mellor, accompanied by a High Mellor with its paired Medium Mellor, will then take the forms they gained by attacking a local and with around 1000 Least Mellor apiece move out to infiltrate and destroy the next community. They may simply spread like an infection in all directions or some may travel very far to start an infection elsewhere. Some may even be instructed to go dormant in places to await reactivation if emergency reinforcements are required.

MELLOR ON THE FRINGEPATHS

In their last days, the Tehrmelern were able to reprogram the Fringepaths to distinguish between normal and mutant Mellor. Any mutant Mellor appearing on the Fringepaths in its natural form will trigger the Tehrmelern defense mechanism and receive continuous energy blasts (d100 pts of damage) as it passes through a portal or travels on the pathways. This blast is repeated every action until the Mellor is dead and it never misses.

Mutant Mellor above Lesser Mellor who have taken the form of a Fringeworthy being and possess a Crystal Key of any level above black (planetary) are able to hack the system so that they are not detected by the Tehrmelern defense mechanism and are free to travel to any world that is open to them so long as they remain in that Fringeworthy form. If a mutant Mellor, safely traveling on the Fringepaths, reverts to its natural state for some reason, such as combat (88% chance of doing so), it will be detected and destroyed by the defense system even if it again takes the form of a Fringeworthy. Once detected, the Mutant Mellor cannot hope to hide again from the defense system unless it can get off the Fringepaths and stay off for a minimum of 24 hrs. Mellor that are in their hibernation state, (the 14000+ year sleep) or frozen down to a temperature close to or below that of liquid nitrogen, are not detected as Mutant Mellor by the defense mechanism as they are not considered alive and can conceivably be transported from one world to another in this state. Why anyone would do so is a question most people don't want to think about.



THE ED POWERS STORY

Who would have thunk, humanoid robots. We found Mellor killers managing a High Tech Tehrmelern Facility. They bowed to us, brought us trays of fish flavored wine with little paper trees on the edges.

Mellor here take on a vaguely lizard-like form that is predominantly aquatic, but they are still Mellor with all that that implies. This world would be a paradise equal to any of Earth's pacific islands if it weren't for the monsters.

We later brought one of the robots back through the portal with disastrous results. It fell to pieces and leaked goo, leaving an armored shell.

FRINGE PIRATES

Let's face the facts. Earth Prime is not the only world to have discovered or rediscovered that its access to the Fringepaths has been restored. There are countless worlds out there that have access and if the numbers hold true for most of them, each world can have anywhere from 20-50 thousand potential Fringeworthy on them.

On Earth prime it is impossible to count how many people possess a moral standard below what is normally deemed acceptable. Add in the reality of multiple worlds and it is impossible to doubt that some of these individuals of low moral beliefs won't also be Fringeworthy.

Even what "Primers" see as a healthy moral standard may be considered odd and bizarre on another world. So the concept of Fringe Pirates, people who use the Fringepaths as a source of easy wealth with no consequences shouldn't be that hard to accept. It's not so far away from what the explorers do right now. A single ugly push down the moral scale is all it would take to make an IDET member into a Fringe Pirate. What is surprising is that the first encounter with Fringe Pirates took as long as it did to happen. The battle at +6 should have been anticipated and planned as a possible encounter by the IDSS. The fact that it did take so long to happen indicates a few possible realities that have yet to be verified.

One possibility is that the Fringe Pirates are from a prime or alternate very far away and they were just expanding their territory. Another suggests that groups of Fringe Pirates are relatively small, working in bands that patrol large areas and that they just hadn't bumped into an IDET by luck or design. Still another suggestion about the Fringe Pirates is that they are remnants of the old Commonwealth that managed to survive and after escaping their locked world, began doing what is necessary to survive in this new harsh reality.

There are other ideas about how Fringe Pirates came about and what their goals are, but one thing is certain. They are not to be trifled with. They ask for no quarter and give none. Fringe Pirates will do anything to achieve their goals and escape alive, including risking weapons fire and explosive use on the Fringepaths.

As a group they don't have any distinctive markings, flags or colours, so don't assume just because you meet someone on the paths that doesn't wear a uniform that they are Fringe Pirates. Don't let your guard down either.

A Fringe Pirate's greatest fear is to lose his freedom. They will sacrifice anything and anyone to maintain that freedom. Like a snake that is diving down its own lair hole, never chase a Fringe Pirate into territory you don't already know. They often have been out on the Pathways longer than "Primers" and know where and when to spring a trap or lead to an ambush. Let's be careful out there.



FRINGE PIRATES



DESCRIPTION:

It was called the Battle of +6. A group of mixed IDET and Victorians spotted another vehicle and a band of Fringeworthy explorers as they came out of an Alternate. Col. Nathaniel Brighton stepped forward and uttered the classic line "Good afternoon. We represent a group of worlds exploring this area and...". He was cut down in a hail of weapons fire. The ensuing firefight lasted 20 minutes and killed all but one of the attackers when an explosive pack was hit.

The analysis of the remains showed a group of Fringeworthy of human and alien origin. The carnage caused in the peaceful Cherokee settlement at +6, 2 branded them as pirates possibly of a larger group that may operate across many worlds. The survivor was placed in lockup at Hatsumi Base where he rarely talks, other than to taunt the UNISS psychologists in French. At least two additional Fringe-traveling races of non-human stock were found as well as materials stolen from dozens of cultures. Tehrmelern artifacts recovered included Crystals, Translators and Memory Spheres

RACIAL TRAITS:

- Str+?, Con+?, Int+?, Wis+2, Cha+2

BIOLOGY:

Size	Life Span
Per Race	Per race

Sex	Gestation	Survival	Births
Per race	Per race	Per race	Per race

Sleep Cycle	Voice
Per race	Per race

Smell	Vision	Taste	Touch	Hearing
Per race	Per race	Per race	Per race	Per race

HOME WORLD:

Location	Designation	Temperature
Per race	Per race	Per race

SOCIETY:

Temperament	Motive
30	20

Year Equivalent	Tech Expertise	Joined IDA
Any	Any Taken	Hostile

LANGUAGES:

Any possible, though the one living specimen speaks French and a conglomerate form of English, Germanic Latin, Alien and Chinese called "Fringe Pidgin

PERSONALITY & VIEWS:

UNISS	Fools
IDET	Targets
FAMILY	Who Cares?
WORK	To Stay Alive
PLAY	Shooting Prisoners
WEALTH	Everywhere
JUSTICE	Stupid Idea
HONOR	Useless
HUMANITY	Prey
POLITICS	Solved with a Noose
RED TAPE	Solved with a Gun
COMBAT	Life
THE FRINGES	Booty

AVAILABLE SKILLS:

Pillaging, Burning, Looting anything not nailed down, Torturing, Escaping, Conniving, Ambushing and Fighting

GOOD TRAITS:

Few

BAD TRAITS:

Danger to developing worlds, any Bad trait

USUAL QUOTE:

"I'll get his watch, you get his ears!"

NAMING:

Any race name, often nicknames for bravado or to claim an honor or boast of a successful raid.

ADVANCED CLASSES

TELEPATH

DESCRIPTION

Psionics are a natural ability that is channeled by the mind. For Fringeworthy, psionics are a dangerous reality. Known to exist for many centuries, these powers of the mind are more common on the Fringes. Psionics talents are also acquired by many of those who have access to the Fringepaths or close proximity to the Tehrmelern Portal Stations. After a year of working at Hatsumi Base, several non-Fringeworthy personnel manifested minor talents.

REQUIREMENTS

To qualify to become a Telepath, the character must fulfill the following criteria:

- **Base Attack Bonus:** +2
- **Skills:** Bluff 6 Ranks, Diplomacy 6 Ranks, Gather Information 6 ranks
- **Feat:** Latent Psi

CLASS INFORMATION

Hit Die: 1d6/level

Action Points: 6+ Character Level / 2(d)

Class Skills: *Autohypnosis (Wis), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Knowledge (behavioral sciences, current events, popular culture, philosophy and theology) (Int), Profession (Wis), Psicraft (Int), Read/Write Language (none), Sense Motive (Wis), Speak Language (none).*

Skill Points at Each Level: 5 + Int Modifier



CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	DEFENSE BONUS	REPUTATION BONUS
1st	+0	+0	+0	+2	Psionic skills, psionic powers	+0	+1
2nd	+1	+0	+0	+3	Trigger power, psionic powers	+1	+1
3rd	+1	+1	+1	+3	Bonus feat, psionic powers	+1	+1
4th	+2	+1	+1	+4	Power crystal, psionic powers	+1	+2
5th	+2	+1	+1	+4	Trigger power, psionic powers	+2	+2
6th	+3	+2	+2	+5	Bonus feat, psionic powers	+2	+2
7th	+3	+2	+2	+5	Combat manifestation, psionic powers	+2	+3
8th	+4	+2	+2	+6	Trigger power, psionic powers	+3	+3
9th	+4	+3	+3	+6	Bonus feat, psionic powers	+3	+3
10th	+5	+3	+3	+7	Maximize power, psionic powers	+3	+4

CLASS FEATURES

All of the following features pertain to the Telepath advanced class.

PSIONIC SKILLS

A Telepath has access to the following psionic skills. These skills are considered class skills for the Telepath, and he can use his skill points to buy ranks in them, just like other skills in the game.

AUTOHYPNOSIS (WIS): Trained only. You have trained your mind to resist certain injuries and threats while also gaining a few select benefits.

CHECK: The DC and effect depend on the task you attempt.

RESIST FEAR: In response to a fear effect, you can make an Autohypnosis check on your next action even if you've been overcome. A successful check grants you another saving throw with a +4 morale bonus to resist the fear.

TOLERATE POISON: In response to being poisoned, you can make an Autohypnosis check on your next action. A successful check grants you a +4 morale bonus on your saving throw to resist the poison's secondary damage.

WILLPOWER: If reduced to 0 hit points (disabled), you may make an Autohypnosis check. If successful, you can perform a strenuous action without taking 1 point of damage. A failed check carries no penalties—you can choose not to perform the strenuous action. If you do perform the strenuous action after failing the check, you take 1 point of damage, as normal.

TRY AGAIN?: For Resist Fear and Memorize, you can make a check once per round. You can't try again to tolerate poison. You can't try again in the same round for willpower.

SPECIAL: You can take 10 on Autohypnosis checks, but you can't take 20.

Most uses of Autohypnosis are attack actions. Willpower is a free action that can be attempted once per round.

TASK	DC
Resist fear	15
Memorize	15
Tolerate poison	Poison's DC
Willpower	20

CONCENTRATION (CON): The normal Concentration skill expands to include psionic applications, as defined below.

CHECK: You must make a Concentration check whenever you may potentially be distracted while engaged in an activity, including manifesting a power or concentrating on an active power, that requires your full attention.

If the check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of manifesting a power, the power is lost. If you were concentrating on an active power, the power ends. The table in the Concentration skill description summarizes the various types of distractions. In situations where the distraction occurs while you are manifesting a power, you add the level of the power to the DC.

TRY AGAIN?: You can try again, but doing so doesn't cancel the effects of a previous failure. If you lost a power, the power is lost.

Special: By making a check (DC 15 + power level), you can use Concentration to manifest a power defensively, thus avoiding attacks of opportunity. If the check succeeds, you can attempt the action without incurring any attacks of opportunity.

PSICRAFT (INT): Trained only. Use this skill to identify psionic powers as they manifest or psionic effects already in place.

CHECK: You can identify psionic powers and effects.

DC	TASK
15 + power level	Identify a psionic power as it manifests. (You must sense the power's display or see some visible effect to identify a power.) You can't try again.
20 + power level	Identify a power that's already in place and in effect. (You must be able to see or detect the effects of the power.) You can't try again.
20 + power level	Identify materials created or shaped by psionics. You can't try again.
30 or higher	Understand a strange or unique psionic effect. You can't try again.

TRY AGAIN?: See above.

TIME: Unless otherwise indicated, Psicraft is a move action.

PSIONIC POWERS

The Telepath's main strength is his ability to manifest psionic powers.

A psionic power is a one-time psionic effect. Psionic powers require power points to use. Unlike arcane spellcasters, Telepaths don't have spellbooks and they don't prepare powers ahead of time. In addition, a Telepath can use psionics while wearing armor without risking the failure of the power.

A Telepath's level limits the number of power points available for manifesting powers. In addition, a Telepath must have a key ability score equal to at least 10 + the power's level to manifest a particular power.

TELEPATH		– POWERS DISCOVERED BY LEVEL –					
LEVEL	PTS/DAY	0	1	2	3	4	5
1st	2	3	1	—	—	—	—
2nd	3	3	2	—	—	—	—
3rd	4	3	3	—	—	—	—
4th	7	4	3	1	—	—	—
5th	10	4	3	2	—	—	—
6th	15	4	3	2	1	—	—
7th	20	5	4	3	2	—	—
8th	27	5	4	3	2	1	—
9th	34	5	4	3	3	2	—
10th	43	6	4	3	3	2	1

The Telepath's selection of powers is extremely limited, although he enjoys ultimate flexibility. At 1st level, a Telepath knows three 0-level powers of your choice and one 1st-level power. At each level, the Telepath discovers one or more previously latent powers, as indicated on the table below.

The DC for saving throws to resist a psionic power is 10 + the power's level + the Telepath's key ability modifier.

A Telepath can manifest a certain number of powers per day based on his available power points. (0-level powers have a special cost; see FX Basics.) He just pays the power point cost of a power to manifest it, no preparation necessary. The base number of power points available per day is shown on the table above. This number is improved by bonus points determined by the Telepath's Charisma score, as shown on the table below.

CHA SCORE	BONUS POWER POINTS PER DAY
12-13	1
14-15	3
16-17	5
18-19	7
20-21	9
22-23	11

TRIGGER POWER

At 2nd, 5th, and 8th level, the Telepath chooses one psionic power that he can manifest for no power point cost. At each of these levels, you select one 0-3rd-level power you can use. From that point on, you can attempt to trigger that power without paying its cost. To trigger a power, you must have enough power points to cover the normal cost of the power manifestation. Then, make an ability check appropriate to the power. If you succeed at the ability check, the power manifests with no cost in power points. If the check fails, you pay the power point cost and the power manifests.

DCs for the ability check depend on the level of the power: 0-level, DC 11; 1st-level, DC 13; 2nd-level, DC 15; and 3rd-level, DC 17.

BONUS FEATS

At 3rd, 6th, and 9th level, the Telepath gets a bonus feat. The bonus feat must be selected from the following list, and the Telepath must meet all the prerequisites of the feat to select it.

Alertness, Animal Affinity, Attentive, Blind-Fight, Combat Expertise, Confident, Creative, Deceptive, Educated, Focused, Frightful Presence, Iron Will, Renown, Stealthy, Studious.

POWER CRYSTAL

At 4th level, the Telepath can store excess power points in a power crystal specially attuned to him. Encoding the crystal takes 24 hours and requires a gem with a purchase DC of 20. When complete, the power crystal is a psionically charged crystalline stone no more than an inch in diameter. A Telepath can possess no more than one power crystal at a time.

A power crystal is imbued with 5 power points when it is created. The Telepath can call upon these power points at any time and use them just as he would his natural power points. Once the crystal is depleted, the Telepath must refill it using up to 5 power points from his own reserves. A power crystal can be recharged after a Telepath has rested and renewed his own reserves of power points for the day. This is not and cannot be a Fringepath key

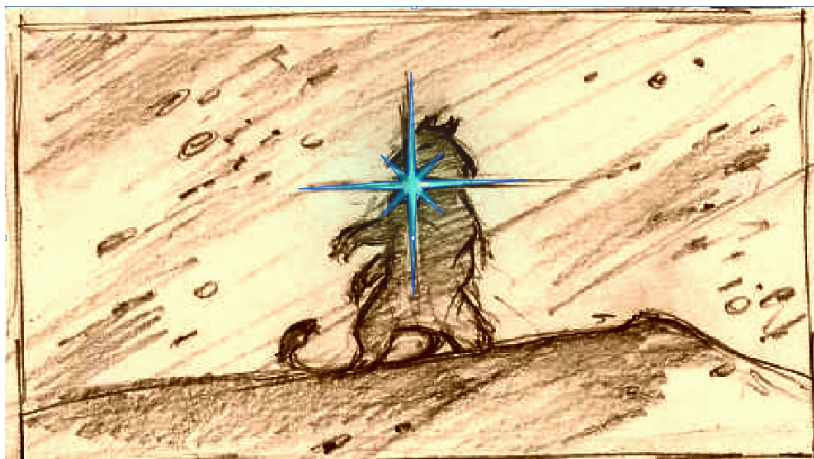
COMBAT MANIFESTATION

At 7th level, a Telepath becomes adept at manifesting psionic powers in combat. He gets a +4 bonus on Concentration checks to manifest a power while on the defensive.

MAXIMIZE POWER

At 10th level, a Telepath learns to manifest psionic powers to maximum effect. All variable, numeric effects of a maximized power automatically achieve their maximum values. A maximized power deals the most possible points of damage, affects the maximum number of targets, and so forth, as appropriate. Saving throws and opposed checks are not affected. Powers without random variables are not affected. A maximized power costs a number of power points equal to its normal cost +6.

From the Exploration Notebooks of Thomas Akxel



I was in an ash storm on Node -4 on a world that was designated Vulcan's Forge. I got separated from the group and turned to find the Tehrmelern Schmert behind me. He patted me on the head and pointed me in the right direction. I later found a green crystal in my pocket, along with a cookie. It tasted like fish.

MAGE

DESCRIPTION

The existence of Magic has long been theorized throughout the ages, but modern science discounts it. The Fringeworthy however are exposed to a great many new things, and on some primitive worlds... magic works. Some have found they have a talent for it and it has aided in their survival.

REQUIREMENTS

To qualify to become a Mage, the character must fulfill the following criteria:

- **Skills:** Craft (chemical) 6 ranks, Decipher Script 6 ranks, Knowledge (arcane lore) 6 ranks, Research 6 ranks
- **Feat:** Latent Mage

CLASS INFORMATION

Hit Die: 1d6/level

Action Points: 6+ CL/2(d)

Class Skills: *Computer Use (Int), Concentration (Con), Craft (chemical) (Int), Craft (pharmaceutical) (Int), Craft (visual arts) (Int), Craft (writing) (Int), Decipher Script (Int), Investigate (Int), Knowledge (arcane lore, art, current events, earth and life sciences, physical sciences, popular culture, technology) (Int), Profession (Wis), Read/Write Language (none), Research (Int), Speak Language (none), Spellcraft (Int).*

Skill Points at Each Level: 7 + Int Modifier



CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	DEFENSE BONUS	REPUTATION BONUS
1st	+0	+0	+0	+2	Arcane skills, arcane spells, summon familiar	+1	+1
2nd	+1	+0	+0	+3	Scribe scroll, arcane spells	+1	+1
3rd	+1	+1	+1	+3	Bonus feat, arcane spells, brew potion	+2	+1
4th	+2	+1	+1	+4	Scribe tattoo, arcane spells	+2	+2
5th	+2	+1	+1	+4	Spell mastery, arcane spells	+3	+2
6th	+3	+2	+2	+5	Bonus feat, arcane spells	+3	+2
7th	+3	+2	+2	+5	Combat casting, arcane spells	+4	+3
8th	+4	+2	+2	+6	Spell mastery, arcane spells	+4	+3
9th	+4	+3	+3	+6	Bonus feat, arcane spells	+5	+3
10th	+5	+3	+3	+7	Maximize spell, arcane spells	+5	+4

CLASS FEATURES

All of the following features pertain to the Mage advanced class.

ARCANE SKILLS

A Mage has access to the following arcane skills. These skills are considered class skills for the Mage, and he can use his skill points to buy ranks in them.

CONCENTRATION (CON): The normal Concentration skill expands to include arcane applications, as defined below.

CHECK: You must make a Concentration check whenever you may potentially be distracted while engaged in an activity, including casting a spell or concentrating on an active spell, that requires your full attention.

If the check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If you were in the process of casting a spell, the spell is lost. If you were concentrating on an active spell, the spell ends.

The table in the Concentration skill description summarizes the various types of distractions. In situations where the distraction occurs while you are casting a spell, you add the level of the spell to the DC.

TRY AGAIN?: You can try again, but doing so doesn't cancel the effects of a previous failure. If you lost a spell, the spell is lost.

SPECIAL: By making a check (DC 15 + spell level), you can use Concentration to cast a spell defensively, thus avoiding attacks of opportunity. If the check succeeds, you can attempt the casting without incurring any attacks of opportunity.

CRAFT (ALCHEMICAL) (INT): Trained only. This skill expands to include alchemy, which can be used to create potions.

SPELLCRAFT (INT): Trained only. Use this skill to identify spells, as they are cast or spells already in place.

CHECK: You can identify spells and magic effects. Additionally, certain spells allow you to gain information about magic provided that you make a Spellcraft check as detailed in the spell description.

TRY AGAIN?: See above

TIME: Unless otherwise indicated, using the Spellcraft skill is a move action.

DC	TASK
15 + spell level	Identify a spell being cast. (You must see or hear the spell's verbal or somatic components.) You can't try again.
15 + spell level	Learn a spell from a spellbook or scroll. You can't try again for that spell until you gain at least 1 rank in Spellcraft.
15 + spell level	Prepare a spell from a borrowed spellbook. One try per day.
15 + spell level	When casting detect magical aura, determine the school of magic involved in the aura of a single item or creature you can see. (If the aura isn't a spell effect, the DC is 15 + one-half caster level.)
20 + spell level	Identify a spell that's already in place and in effect. (You must be able to see or detect the effects of the spell.) You can't try again.
20 + spell level	Identify materials created or shaped by magic, such as noting that an iron wall is the result of a wall of iron spell. You can't try again.
20 + spell level	Decipher a written spell (such as a scroll) without using read magic. One try per day.
25 + spell level	After rolling a saving throw against a spell targeted at you, determine what spell was cast upon you. This is a reaction.
25	Identify a potion. This takes 1 minute.
30 or higher	Understand a strange or unique magical effect. You can't try again.

ARCANE SPELLS

The Mage's key characteristic is the ability to cast arcane spells. He is limited to a certain number of spells of each level per day, according to his Mage level. In addition, the Mage receives bonus spells based on his Intelligence score. Determine the Mage's total number of spells per day by consulting the two tables below.

MAGE LEVEL	---- SPELLS PER DAY BY SPELL LEVEL ----					
	0	1	2	3	4	5
1st	3	1	—	—	—	—
2nd	4	2	—	—	—	—
3rd	4	2	1	—	—	—
4th	4	3	2	—	—	—
5th	4	3	2	1	—	—
6th	4	3	3	2	—	—
7th	4	4	3	2	1	—
8th	4	4	3	3	2	—
9th	4	4	4	3	2	1
10th	4	4	4	3	3	2

The Mage must prepare spells ahead of time by resting for 8 hours and spending 1 hour studying his spellbook. While studying, the Mage decides which spells to prepare. To learn, prepare, or cast a spell, the Mage must have an Intelligence score of at least 10 + the spell's level.

A Mage can prepare a lower-level spell in place of a higher-level one if he desires.

The Difficulty Class for saving throws to resist the effects of a Mage's spells is 10 + the spell's level + the Mage's Intelligence modifier.

ARCANE SPELLS AND ARMOR

The Mage can become proficient in the use of armor, but he still has a difficult time casting most arcane spells while wearing it. Armor restricts movement, making it harder to perform the complicated gestures needed to cast spells with somatic components. When casting an arcane spell with a somatic component, the chance of arcane spell failure depends on the type of armor being worn and whether the Mage has the appropriate Armor Proficiency feat, as shown below.

ARMOR TYPE	ARCANE SPELL FAILURE (PROFICIENT)	ARCANE SPELL FAILURE (NONPROFICIENT)
Light	10%	20%
Medium	20%	30%
Heavy	30%	40%

INT SCORE	--- BONUS SPELLS BY SPELL LEVEL ---					
	0	1	2	3	4	5
12-13	—	1	—	—	—	—
14-15	—	1	1	—	—	—
16-17	—	1	1	1	—	—
18-19	—	1	1	1	1	—
20-21	—	2	1	1	1	1
22-23	—	2	2	1	1	1

The Mage must study his spellbook each day to prepare his spells. The Mage can't prepare any spell not recorded in his spellbook (except for read magic, which the Mage can prepare from memory). The Mage begins play with a

spellbook containing all 0-level arcane spells and three 1st-level arcane spells of the player's choice. For each point of Intelligence bonus the Mage has, his spellbook holds one additional 1st-level arcane spell. Each time the character attains a new level of Mage, he gains two new spells of any level or levels that he can cast, according to his new level. The Mage can also add spells found in other Mages' spellbooks.

A spellbook can be an actual book or any other information storage device, such as a notebook computer, desktop computer, or PDA (personal data assistant).

SUMMON FAMILIAR

A Mage has the ability to obtain a familiar. A familiar is magically linked to its master. In some sense, the familiar and the Mage who controls it are practically one being. That's why, for example, the Mage can cast a personal range spell on a familiar even though normally he can only cast such a spell on himself. A familiar is a magical beast, similar physically to the normal creature it resembles. However, a familiar grants special abilities to its master, as described below. A special ability granted by a familiar only applies when the Mage and the familiar are within 1 mile of each other. For all familiar special abilities based on the master's level count only Mage levels. Any levels from classes other than Mage are not included in this calculation unless specifically stated otherwise. Depending on what kind of creature the familiar is, the master gains a special benefit, as summarized on the above table.

FAMILIAR QUALITIES: Use the basic statistics for a creature of its type but make these changes.

HIT DICE: Treat as the Mage's character level (for effects related to Hit Dice). Use the familiar's normal total if it is higher.

HIT POINTS: One-half the Mage's total, rounded down.

ACTION POINTS: A familiar cannot gain or spend action points and a Mage cannot spend an action point through his familiar.

ATTACKS: Use the Mage's base attack bonus. Use the familiar's Dexterity modifier or Strength modifier, whichever is greater, to determine the familiar's melee attack bonus with unarmed attacks. Damage equals that of a normal creature of its type.

SAVING THROWS: The familiar uses the Mage's base saving throw bonuses if they're better than the familiar's. The familiar uses its own ability modifiers to saves, and does not enjoy other bonuses that the Mage may have (such as from feats).

SKILLS: For each skill, use either the normal skill ranks for a creature of its type or the Mage's skill ranks, whichever is better. In either case, the familiar uses its own ability modifiers. Regardless of a familiar's total skill modifiers, some skills may remain beyond the ability of the familiar to perform (such as Craft, for instance).

FAMILIAR	SPECIAL BENEFIT
Bat	Mage gains +3 bonus on Listen checks
Cat	Mage gains +3 bonus on Move Silently checks
Ferret	Mage gains +2 bonus on Reflex saves
Hawk	Mage gains +3 bonus on Spot checks in daylight
Owl	Mage gains +3 bonus on Spot checks in dusk or darkness
Rat	Mage gains +2 bonus on Fortitude saves
Snake (Tiny viper)	Mage gains +3 bonus on Bluff checks
Toad	Mage gains +3 hit points

FAMILIAR SPECIAL ABILITIES: Familiars have special abilities, or impart abilities to their Mages, depending on the level of the Mage.

NATURAL ARMOR (EX): This number represents a bonus to the familiar's existing natural armor bonus to Defense. Add the given value directly to the familiar's Defense. It represents a familiar's preternatural toughness.

Familiar's Intelligence (Ex): The familiar's Intelligence score. (Normal creatures of its type have a much lower Intelligence score.)

ALERTNESS (EX): The presence of a familiar sharpens its master's senses. While the familiar is within 5 feet, the Mage gains the Alertness feat.

SHARE SPELLS (SU): At the Mage's option, he may have any spell he casts on himself also affect his familiar. The familiar must be within 5 feet at the time. If the spell has duration other than instantaneous, the spell stops affecting the familiar if the creature moves farther than 5 feet away. The spell's effect is not restored even if the familiar returns to the Mage before the duration would otherwise have ended. Additionally, the Mage may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself. The Mage and the familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

EMPATHIC LINK (SU): The Mage has an empathic link with the familiar out to a distance of up to 1 mile. The Mage can't see through the familiar's eyes, but the two of them can communicate telepathically. Note that the relatively low Intelligence of a low-level Mage's familiar limits what it is able to communicate or understand, and even intelligent familiars see the world differently from humans.

TOUCH (SU): The familiar of a Mage who is 3rd level or higher can deliver touch spells for him. When the mage casts a touch spell, he can designate his familiar as the "caster." (The Mage and the familiar have to be in contact at the time of casting.) The familiar can then deliver the touch spell just as the Mage could. As normal, if the Mage casts another spell, the touch spell dissipates.

IMPROVED EVASION (EX): If a familiar is subjected to an attack that normally allows a Reflex saving throw for half damage, the familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

SPEAK WITH FAMILIAR/SPEAK WITH MASTER (EX): A Mage of 5th level or higher and his familiar can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

SPEAK WITH ANIMALS OF ITS TYPE (EX): The familiar of a Mage of 7th level or higher can communicate with animals of approximately the same type as itself: bats and rats with rodents, cats with felines, ferrets with creatures of the family Mustelidae (weasels, minks, polecats, ermines, skunks, wolverines, and badgers), hawks and owls with birds, snakes with reptiles, toads with amphibians. The communication is limited by the Intelligence of the conversing creatures.

SPELL RESISTANCE (EX): The familiar of a Mage of 9th level or higher gains spell resistance equal to the Mage's level + 5.

SCRIBE SCROLL

Starting at **2nd level**, a Mage can create scrolls from which he or another spellcaster can cast a scribed spell. You can create a scroll of any spell you know. Scribing a scroll takes one day. The purchase DC for the raw materials to scribe a scroll is 13 + the scroll's spell level + the scroll's caster level. The Mage must also spend experience points to scribe a scroll. The XP cost is equal to the spell level * the caster level * the purchase DC of the raw materials. Finally, the Mage makes a Craft (writing) check. The DC for the check is 10 + the spell level + the caster level of the scroll. If the check fails, the raw materials are used up but the XP are not spent. The Mage can try scribing the scroll again as soon as he purchases more raw materials.

Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when scribing the scroll. A scroll can be written on a sheet of paper or parchment, or it can be saved as a file on a computer or PDA.

BONUS FEATS

At **3rd, 6th, and 9th level**, the Mage gets a bonus feat. The bonus feat must be selected from the following list, and the Mage must meet all the prerequisites of the feat to select it:

Attentive, Archaic Weapons Proficiency, Combat Expertise, Educated, Frightful Presence, Low Profile, Nimble, Studious.

BREW POTION

At **3rd level**, a Mage can create potions, which carry spells within themselves. The Mage can create a potion of any spell of 3rd level or lower that he knows. The spell must target a character or characters. Brewing a potion takes 24 hours. When the Mage creates a potion, he sets the caster level. The caster level must be sufficient to cast the spell in question and no higher than the Mage's class level. The caster level has an effect on the purchase DC of the raw materials to brew the potion, the skill check to create the potion, the experience point cost to brew the potion, and the DC of a saving throw (if applicable) to resist the effect of the potion.

The purchase DC for the raw materials to brew a potion is 15 + the potion's spell level + the potion's caster level.

The Mage must also spend experience points to brew a potion. The XP cost is equal to the spell level * the caster level * the purchase DC of the raw materials. Finally, the Mage makes a Craft (chemical) check. The DC for the check is 10 + the spell level + the caster level of the potion. If the check fails, the raw materials are used up but the XP are not spent. The Mage can try brewing the potion again as soon as he purchases more raw materials.

When a Mage creates a potion, he makes any choices that he would normally make when casting the spell. Whoever drinks the potion is the target of the spell. Any potion that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the raw materials cost, the Mage must expend the material component or pay the XP when creating the potion.

SCRIBE TATTOO

At **4th level**, a Mage can create tattoos on his body or someone else's. Tattoos function similarly to scrolls and are created in the same way (see the scribe scroll ability), except that the pertinent skill is Craft (visual arts). See Chapter Ten: FX Abilities for more about tattoos.

SPELL MASTERY

At **5th and 8th level**, a Mage gains the spell mastery ability. Each time, the Mage chooses a number of spells that he already knows equal to his Intelligence modifier. From that point on, the Mage can prepare these spells without referring to a spellbook.

COMBAT CASTING

At **7th level**, a Mage becomes adept at casting spells during combat. He gets a +4 bonus on Concentration checks made to cast a spell while on the defensive.

MAXIMIZE SPELL

At **10th level**, a Mage learns to cast some of his spells to maximum effect. All variable, numeric effects of a maximized spell automatically achieve their maximum values. A maximized spell deals the most possible points of damage, affects the maximum number of targets, and so forth, as appropriate. Saving throws and opposed checks are not affected. Spells without random variables are not affected.

When a maximized spell is prepared, it is treated as a spell of three levels higher than the spell's actual level. Therefore, a Mage can only maximize 0-, 1st-, or 2nd-level spells—a maximized 1st-level spell is treated as a 4th-level spell when you decide what spells the Mage will have available for the coming day, so it limits the number of other 4th-level spells the Mage can prepare. Likewise, a maximized 2nd-level spell is treated as a 5th-level spell.

EXPLORER (IDET)

DESCRIPTION

IDET are the primary Fringeworthy teams for exploration. IDET handles both preliminary portal surveys, and full-scale exploration and science missions. They are the backbone of the UNIDA Fringeworthy teams. The IDET Explorer has lived on the Fringes and managed to survive a number of dangerous missions: a true survivalist in every sense of the word.

REQUIREMENTS

To qualify to become an IDET Explorer, the character must fulfill the following criteria:

- **Skills:** Knowledge (earth and life sciences) 6 ranks, Knowledge (history, physical sciences, or theology and philosophy) 4 ranks, Search 4 ranks, Survival 6 ranks.

CLASS INFORMATION

Hit Die: 1d8/level

Action Points: 6+ CL/2(d)

Class Skills: *Balance (Dex), Bluff (Cha), Climb (Str), Crystal Use (Wis), Decipher Script (Int), Disable Device (Int), Drive (Dex), Gather Information (Cha), Handle Animal (Cha), Investigate (Int), Jump (Str), Knowledge (arcane lore, art, earth and life sciences, history, physical sciences, theology and philosophy) (Int), Listen (Wis), Navigate (Int), Pilot (Dex), Read/Write Language (none), Research (Int), Ride (Dex), Search (Int), Sense Motive (Wis), Speak Language (none), Spot (Wis), Survival (Wis), Swim (Str), Treat Injury (Wis).*

Skill Points at Each Level: 6 + Int Modifier

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	DEFENSE BONUS	REPUTATION BONUS
1st	+0	+1	+1	+1	Explorer lore, survivalist	+1	+0
2nd	+1	+2	+2	+2	Resolve, skilled searcher	+1	+0
3rd	+2	+2	+2	+2	Bonus feat	+2	+1
4th	+3	+2	+2	+2	Trap sense (+1)	+2	+1
5th	+3	+3	+3	+3	Extra step	+3	+1
6th	+4	+3	+3	+3	Bonus feat	+3	+2
7th	+5	+4	+4	+4	Trap sense (+2)	+4	+2
8th	+6	+4	+4	+4	Explorer's evasion	+4	+2
9th	+6	+4	+4	+4	Bonus feat	+5	+3
10th	+7	+5	+5	+5	Extra step, trap sense (+3)	+5	+3

CLASS FEATURES

The following class features pertain to the Explorer advanced class.

EXPLORER LORE

An Explorer picks up stray and obscure facts during her adventures. She may make a special Explorer lore check with a bonus equal to her Explorer class level + her Intelligence modifier to see whether or not she knows some relevant knowledge about notable people, legendary items, or noteworthy places. If the Explorer has 5 or more ranks in Knowledge (history), she gains a +2 bonus on this check. She may take 10 but cannot take 20 on this check. An Explorer lore check does not reveal the powers of a magic or psionic item but may give some hint as to its general function; an Explorer may not take 10 or take 20 on this check.

TABLE: EXPLORER LORE

DC	TYPE OF KNOWLEDGE	EXAMPLES
10	Common, known by at least a substantial minority of the local population.	A local official's hobbies and interests; common legends or rumors about a powerful place of mystery.
20	Uncommon but available, known by only a few people in the area.	The coordinates of a known but uncharted world; legends or rumors about a powerful psionic artifact.
25	Obscure, known by few, hard to come by.	The customs of a documented alien species; the true homeworld of an ancient royal dynasty.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the knowledge's significance.	The most likely location of a long-lost pharaoh's tomb; the history of a powerful artifact and its creator; the likely coordinates of a fabled but as-yet-undiscovered planet.

SURVIVALIST

At **1st level**, the Explorer gains the bonus feats Guide and Track.

RESOLVE

Beginning at **2nd level**, an Explorer gains a morale bonus equal to one-half her Explorer class level (rounded down) on saving throws to resist fear effects and Intimidate checks.

SKILLED SEARCHER

When actively searching for secret doors or traps, an Explorer of 2nd level or higher gains a bonus on her Search checks equal to one-half her Explorer class level (rounded down).

BONUS FEATS

At **3rd, 6th, and 9th level**, the Explorer gets a bonus feat. The bonus feat must be selected from the following list, and the Explorer must meet all the prerequisites of the feat to select it.

Action Boost, Advanced Two-Weapon Fighting, Aircraft Operation (spacecraft), Archaic Weapons Proficiency, Attentive, Brawl, Dodge, Educated, Endurance, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Heroic Surge, Improved Feint, Improved Knockout Punch, Improved Two-Weapon Fighting, Jack of All Trades, Knockout Punch, Mobility, Nimble, Renown, Spacer, Street fighting, Studious, Track, Two-Weapon Fighting, Vehicle Expert.

TRAP SENSE

At **4th level**, an Explorer gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to Defense against attacks made by traps.

These bonuses rise to +2 at 7th level and +3 at 10th level.

EXTRA STEP

An Explorer of **5th level** or higher can spend an action point to take an extra 5-foot step during her turn, as a free action. This extra 5-foot step does not provoke attacks of opportunity.

At 10th level, the Explorer can take the extra 5-foot step without spending an action point.

EXPLORER'S EVASION

If an Explorer of **8th level** or higher is exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the Explorer suffers no damage if she makes a successful saving throw. If the Explorer already has evasion, she gains improved evasion instead. Improved evasion works similar to evasion, except the Explorer suffers only half damage on a failed saving throw.



**IDET EXPLORERS
FINDING FELLOW
EXPLORERS ON THE
PATHWAYS**

SECURITY OFFICER (IDSS)

DESCRIPTION

The IDSS are more than just pure Security Officer. They are solidier, bodyguard, cavalry and search and rescue. Anytime action is necessary, the IDSS is called in. Chances are if you're in trouble, these are the guys you're hoping show up soon.

REQUIREMENTS

To qualify to become an IDSS Security Officer, the character must fulfill the following criteria:

- **Base Attack Bonus:** +3
- **Skills:** Knowledge (tactics) 3 ranks.
- **Feat:** Personal Firearms Proficiency.

CLASS INFORMATION

Hit Die: 1d10/level

Action Points: 6+ CL/2(d)

Class Skills: *Demolitions (Int), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (current events, history, popular culture, tactics) (Int), Listen (Wis), Navigate (Int), Profession (Wis), Read/Write Language (none), Speak Language (none), Spot (Wis), Survival (Wis), Swim (Str).*

Skill Points at Each Level: 5 + Int Modifier

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	DEFENSE BONUS	REPUTATION BONUS
1st	+0	+1	+1	+0	Weapon Focus	+1	+0
2nd	+1	+2	+2	+0	Weapon specialization	+1	+0
3rd	+2	+2	+2	+1	Bonus feat	+2	+0
4th	+3	+2	+2	+1	Tactical aid	+2	+0
5th	+3	+3	+3	+1	Improved critical	+3	+1
6th	+4	+3	+3	+2	Bonus feat	+3	+1
7th	+5	+4	+4	+2	Improved reaction	+4	+1
8th	+6	+4	+4	+2	Greater weapon specialization	+4	+1
9th	+6	+4	+4	+3	Bonus feat	+5	+2
10th	+7	+5	+5	+3	Critical strike	+5	+2

CLASS FEATURES

The following features pertain to the Security Officer advanced class.

WEAPON FOCUS

At **1st level**, a Security Officer gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Security Officer chooses a specific weapon. The Security Officer can choose unarmed strike or grapple as the weapon. The Security Officer must be proficient with the chosen weapon.

The Security Officer adds +1 to all attack rolls made using the selected weapon.

WEAPON SPECIALIZATION

At **2nd level**, a Security Officer gains weapon specialization with a specific melee or ranged weapon that he or she also has applied the Weapon Focus feat or class feature to. The Security Officer gets a +2 bonus on damage rolls with the chosen weapon.

BONUS FEATS

At **3rd, 6th, and 9th level**, the Security Officer gets a bonus feat. The bonus feat must be selected from the following list, and the Security Officer must meet all the prerequisites of the feat to select it.

Ability to Deal with Aliens, Advanced Firearms Proficiency, Archaic Weapons Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Brawl, Burst Fire, Cleave, Combat Reflexes, Drive, Exotic Firearms Proficiency, Exotic Melee Weapon Proficiency, Far Shot, Great Cleave, Improved Brawl, Improved Knockout Punch, Knockout Punch, Power Attack, Track, Vehicle Expert.

TACTICAL AID

As a full-round action, the Security Officer provides tactical aid to all of his allies (including himself) within sight and voice range of his position. This use of tactical aid requires an action point.

This aid provides a +1 competence bonus on attack rolls. The bonus lasts for a number of rounds equal to one-half of the Security Officer's level in the advanced class, rounded down.

IMPROVED CRITICAL

For the weapon the Security Officer has applied weapon specialization to the Security Officer's threat range increases by one.

IMPROVED REACTION

At 7th level, a Security Officer gains a +2 competence bonus on initiative checks.

GREATER WEAPON SPECIALIZATION

At 8th level, a Security Officer gains greater weapon specialization with the weapon he or she selected at 2nd level. This ability increases the bonus on damage rolls to +4 when using the selected weapon.

CRITICAL STRIKE

At 10th level, a Security Officer gains the ability to automatically confirm a threat as a critical hit when attacking with the weapon he or she has applied weapon specialization to, eliminating the need to make a roll to confirm the critical hit.

From the Exploration Notebooks of Thomas Akxel



They drilled us and drilled us and drilled us with automatic weapons and pistols. I thought it was a waste of time until we ran into our first Great Meller.

I think we used more than half of our ammunition in killing the godawful thing. It roared like a lion before it dissolved into a sweet-smelling goo. We were damn lucky nobody but that ugly puss bag was injured. I want to learn to use a flamethrower.

ENGINEER (IDEC)

DESCRIPTION

The IDEC Engineers keep the vehicles rolling, and gear in great shape... and all those MARVELOUS toys that keep the Explorers alive. They're the backbone of the Fringeworthy teams.

REQUIREMENTS

To qualify to become an IDEC Engineer, the character must fulfill the following criteria:

- **SKILLS:** Computer Use 6 ranks, either Craft (electronic) 6 ranks or Craft (mechanical) 6 ranks, and Disable Device 6 ranks.

CLASS INFORMATION

Hit Die: 1d6/level

Action Points: 6+ CL/2(d)

Class Skills: *Computer Use (Int), Craft (electronic, mechanical) (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Knowledge (behavioral sciences, earth and life sciences, physical sciences, popular culture, technology) (Int), Navigate (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Speak Language (none), Spot (Wis).*

Skill Points at Each Level: 7 + Int Modifier

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	DEFENSE BONUS	REPUTATION BONUS
1st	+0	+0	+0	+2	Jury-rig +2	+1	+0
2nd	+1	+0	+0	+3	Extreme machine	+1	+0
3rd	+1	+1	+1	+3	Bonus feat	+2	+1
4th	+2	+1	+1	+4	Build robot	+2	+1
5th	+2	+1	+1	+4	Mastercraft	+3	+1
6th	+3	+2	+2	+5	Bonus feat	+3	+2
7th	+3	+2	+2	+5	Jury-rig +4	+4	+2
8th	+4	+2	+2	+6	Mastercraft	+4	+2
9th	+4	+3	+3	+6	Bonus feat	+5	+3
10th	+5	+3	+3	+7	Mastercraft	+5	+3

CLASS FEATURES

The following features pertain to the Engineer advanced class.

JURY-RIG

An Engineer gains a +2 competence bonus on Repair skill checks made to attempt temporary or jury-rigged repairs. See the Repair skill for details on jury-rigging.

At 7th level, this competence bonus increases to +4.

EXTREME MACHINE

If it has mechanical or electronic components, an Engineer of 2nd level or higher can get maximum performance out of it. By spending 1 action point and making either a Craft (electronic) or Craft (mechanical) check (whichever is appropriate for the machine in question), the Engineer can temporarily improve a machine's performance—at the risk of causing the machine to need repairs later. The DC for the Craft check depends on the type of improvement being made, as shown on the table below.

The Engineer performs the extreme modifications in 1 hour. The Engineer can't take 10 or take 20 on this check. If the check succeeds, the effect of the improvement lasts for a number of minutes equal to his or her

IMPROVEMENT	CRAFT DC	REPAIR CHANCE (D%)
RANGED WEAPONS		
+1 to damage	15	01–25
+2 to damage	20	01–50
+3 to damage	25	01–75
+5 ft. to range increment	15	01–25
+10 ft. to range increment	25	01–50
ELECTRONIC DEVICES		
+1 equipment bonus	15	01–25
+2 equipment bonus	20	01–50
+3 equipment bonus	25	01–75
VEHICLES		
+1 on initiative checks	20	01–25
+1 to maneuver	25	01–50
+2 to maneuver	30	01–75

Engineer class level, beginning when the object is first put into use. The Engineer selects the single improvement he or she wants to make prior to making the check. After the duration of the effect ends, the machine reverts to its previous state and a repair chance percentile roll is made. The result of this roll indicates whether the machine requires repairs before it can be used again.

BONUS FEATS

At **3rd, 6th, and 9th level**, the Engineer gets a bonus feat. The bonus feat must be selected from the following list, and the Engineer must meet all the prerequisites of the feat to select it.

Alien Technology Use, Builder, Cautious, Combat Expertise, Educated, Gear head, Personal Firearms Proficiency, Point Blank Shot, Studios.

BUILD ROBOT

An Engineer of **4th level** or higher can build remote-controlled robots that are Tiny or Diminutive in size. These robots serve as the Engineer's eyes, ears, or hands out to a predetermined distance away from the character when the Engineer wants to use one of the following skills: Computer Use, Demolitions, Disable Device, Listen, Repair, or Spot. The Engineer must have at least 1 rank in the skill that he wants to program into the robot. The Engineer can only control one robot at a time and only one of his robots can be active at any time.

Follow these steps to build a robot.

WEALTH CHECK: The purchase DC for the components needed to construct a robot is based on the robot's size.

Make the Wealth check to purchase and gather the necessary components prior to starting construction.

CONSTRUCT FRAME: The robot's body determines its size, shape, locomotion, and hit points. The DC of the Craft (mechanical) check is set by the robot's size and modified by the form of locomotion selected.

SIZE	PURCHASE DC
Diminutive	18
Tiny	15

SIZE	CRAFT DC
Diminutive	15
Tiny	12

COMPONENTS	DC MODIFIER
FRAME SHAPE AND LOCOMOTION ¹	
Bipedal	+4
Quadruped	+3
Treads	+2
Wheels	+1
EXTERNAL COMPONENTS ²	
Manipulators ³	+3
Audio/visual sensor	+2
REMOTE RANGE ¹	
Remote control link, 100 feet	+1
Remote control link, 200 feet	+3
Remote control link, 300 feet	+5

¹ Select only one of the options in this category.

² Select one or more of the options in this category.

³ Necessary for a robot built to use any skill except Listen or Spot.

Select a frame size and form, add manipulators and sensors as necessary, and choose a type of remote control link. Add all the modifiers to determine the check's DC. Make the Craft (mechanical) check to construct the robot's frame.

It takes an Engineer 30 hours to construct a Diminutive robot frame or 12 hours to construct a Tiny robot frame. A Diminutive robot can be 6 to 12 inches long or tall and weighs about 1 pound. A Tiny robot can be 13 to 24 inches long or tall and weighs up to 3 pounds. Statistics for these robots can be found in the Creature listings.

Construct the Electronics: The next step is to build the internal electronics for the robot and install them in the frame. The DC is based on the size of the robot and modified by the number of components that need to be wired together. For a Diminutive robot, the DC is 20. For a Tiny robot, the DC is 15. Add +1 to the DC for each external component and +2 for the remote link. Make the Craft (electronic) check. It takes an Engineer 12 hours to wire a Diminutive robot or 6 hours to wire a Tiny robot.

PROGRAM THE ROBOT: The Engineer programs the robot as the final step. Decide how many ranks of the appropriate skill to program into the robot, up to the number of ranks the Engineer has in the skill. An Engineer's robot can only contain programming for one skill. Make the Computer Use check to program the robot.

The DC for the Computer Use check is 20, modified by the number of ranks the Engineer wants to program into the robot (+1 to the DC for each rank). It takes 1 hour to program the robot.

REPROGRAMMING: A robot can be reprogrammed at any time. Doing this requires 1 hour of work and a Computer Use check (DC 20 + the number of ranks programmed into the robot).

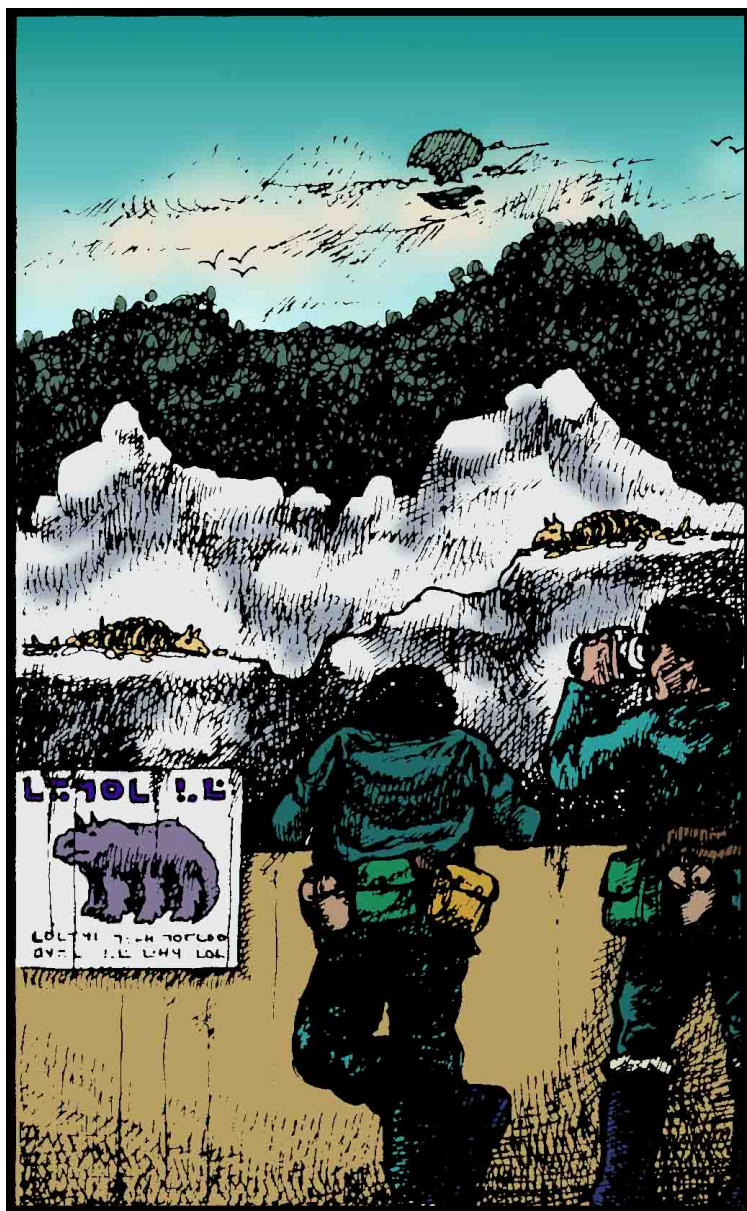
MASTERCRAFT

At **5th level**, the Engineer becomes adept at creating mastercraft objects. He or she applies the mastercraft ability to one of his or her Craft skills (electronic or mechanical). From this point on, he or she can build mastercraft objects using that skill. With Craft (electronic), the Engineer can build electronic devices. With Craft (mechanical), the Engineer can build mechanical devices, including weapons. On average, it takes twice as long to build a mastercraft object as it does to build an ordinary object of the same type. The cost to build a mastercraft object is equal to the purchase DC for the components (see the appropriate Craft skill description) + the bonus provided by the mastercraft feature. An Engineer can add the mastercraft feature to an existing

ordinary object by making the Wealth check and then making the Craft check as though he or she were constructing the object from scratch.

In addition to the Wealth check, the Engineer must also pay a cost in experience points equal to $25 \times$ his or her Engineer level \times the bonus provided by the mastercraft feature. The XP must be paid before making the Craft check. If the expenditure of these XP would drop the Engineer to below the minimum needed for his or her current level, then the XP can't be paid and the Engineer can't use the mastercraft ability until he or she gains enough additional XP to remain at his or her current level after the expenditure is made.

When successfully completed, a mastercraft object provides a +1 bonus to its quality compared to an ordinary object of the same type. All weapons and armor, and certain other types of equipment, such as computers and electronic devices, can be constructed as mastercraft objects. At 8th level, the Engineer can add the mastercraft ability to another Craft skill, or he or she can improve his or her ability in the skill selected at 5th level, so that his or her mastercraft objects provide a +2 bonus. At 10th level, the Engineer adds another +1 bonus to his or her mastercraft ability. If the Engineer focuses his or her ability on one Craft skill, his or her mastercraft objects now provide a +3 bonus. If the Engineer already has the ability for both Craft skills, he or she chooses which one to improve to a +2 bonus. The Craft DC for a mastercraft object is the same as for a normal object of the same type, as described in the Craft skill, with the following modification: For a +1 object, add +3 to the Craft DC; for a +2 object, add +5 to the Craft DC; and for a +3 object, add +10 to the Craft DC.



ENGINEERS

The IDA noted that of the Fringeworthy found on Earth, a surprising number were imaginative people along with a disquieting number of Engineers. The average engineer was more than happy to join the IDA, without regard to their country of origin. The IDET noted there were shoulder patches that appeared mysteriously on shorts and jackets.

Given time, the engineers began to poke into and recover Tehrmelern technology at an alarming rate. With the blessings of the agency, a support facility was created on Mars for the analysis and cataloging of these artifacts. This was considered a smart move to protect Earth Prime from nasty surprises such as the one that destroyed the Isle DePascua Portal Station. With this first base established, the IDA quickly built a second facility on the asteroid Vesta to do biological analysis, test agricultural samples, and do Mellor research. All of this was closely watched by the IDA and universally condemned by the Chileans and the ASA.

"It's a job, but it sure beats being in an auto Plant in Ohio, No Unions to count screwdrivers. Some of this stuff is way cool. Figuring it out is even cooler. There are entire cities out here and other Earths where things were built differently. Found a 1981 Tucker StarLiner v14 Convertible abandoned. That's going home with me for restoration. Wait till the Detroit Autoshow sees this baby!"

-- Karl Hanig

TRANSPORTER (IDTT)

DESCRIPTION

When 100 tons of whatever; absolutely, positively has to be there overnight or 10000 people will die, don't call your local courier, you call the IDTT. They can get what you need in 24 hours; through rain, sleet, snow and 1000 least Mellor if they are within 10 nodes of your position. The Rescue Teams are a wonderful sight to see coming over the hill when the tigers are closing in but someone had to drive them there. That someone is you friendly neighborhood IDTT.

REQUIREMENTS

To qualify to become an IDTT Transporter, the character must fulfill the following criteria:

- **Skills:** Drive 6 ranks, Repair 6 ranks.

CLASS INFORMATION

Hit Die: 1d8/level

Action Points: 6+ CL/2(d)

Class Skills: *Balance (Dex), Concentration (Con), Craft (electronic, mechanical) (Int), Disable Device (Dex), Drive (Dex), Knowledge (current events, popular culture, streetwise, technology) (Int), Listen (Wis), Profession (Wis), Navigate (Int), Pilot (Dex), Read/Write Language (none), Repair (Int), Speak Language (none), Tumble (Dex).*

Skill Points at Each Level: 5 + Int Modifier

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	DEFENSE BONUS	REPUTATION BONUS
1st	+0	+1	+2	+0	Uncanny Dodge*	+1	+0
2nd	+1	+2	+3	+0	Leadfoot, sense of direction	+1	+0
3rd	+2	+2	+3	+1	Bonus feat	+2	+1
4th	+3	+2	+4	+1	Born to drive	+2	+1
5th	+3	+3	+4	+1	Need for speed	+3	+1
6th	+4	+3	+5	+2	Bonus feat	+3	+2
7th	+5	+4	+5	+2	Nursing the turns	+4	+2
8th	+6	+4	+6	+2	Redlining the needle	+4	+2
9th	+6	+4	+6	+3	Bonus feat	+5	+3
10th	+7	+5	+7	+3	On a dime	+5	+3

CLASS FEATURES

The following features pertain to the Transporter advanced class.

UNCANNY DODGE X

The Transporter gains the ability to perform Uncanny Dodge with whatever vehicle he or she is operating, or increases the potency of this ability if they already have it. This version of Uncanny Dodge applies to all actions taken while driving. In all other ways, it is identical to the personal version. If the Transporter does not have Uncanny Dodge 1 (usually gained as a Fast hero), he or she gains Uncanny Dodge 1: If the Transporter already has Uncanny Dodge 1, it is increased to rank 2: He or she can no longer be flanked when operating a vehicle, and can react to opponent vehicles on opposite sides as easily as to a single attacking vehicle. If the Transporter already has Uncanny Dodge 2, no further benefit can be gained from this ability.

LEAD FOOT

At 2nd level, the Transporter gains a +2 competence bonus on initiative checks when controlling a vehicle.

SENSE OF DIRECTION

At 2nd level, the Transporter is accustomed to finding his way quickly through strange cities and locations. He gains a competence bonus equal to his Transporter level when making Navigate checks while driving. This does not allow the Transporter to have any insight into traffic conditions, road conditions, or local traffic patterns (such as one-way streets or traffic circles). It merely allows him to determine the most direct path toward a known object or location, or to have a general sense of the compass points, without consulting a map.

BONUS FEATS

At 3rd, 6th, and 9th level, the Transporter gets a bonus feat.

The bonus feat must be selected from the following list, and the Transporter must meet all of the prerequisites of the feat to select it.

Brawl, Builder, Code of Honor, Deceptive, Dodge, Drive-By-Attack, Follow That Car, Force Stop, Gear head, Guide, Improved Brawl, Lucky, Renown, Street fighting, Vehicle Dodge, Vehicle Specialization.

BORN TO DRIVE

At 4th level, the Transporter has become a world-class expert at driving some vehicles. He gains a competence bonus equal to his Transporter level when making Drive checks while behind the wheel of a vehicle for which he has the Vehicle Specialization feat.

NEED FOR SPEED

At 5th level, the Transporter can improve the top speed of a ground vehicle that he controls. The vehicle's top speed is increased by 25%.

NURSING THE TURNS

At 7th level, the Transporter can get better performance out of a vehicle, reducing some of its penalties. The Transporter may spend 1 action point to negate the maneuver penalty or initiative penalty of a vehicle he controls until the beginning of the Transporter's next turn.

REDLINING THE NEEDLE

At 8th level, the Transporter treats check/roll modifiers for all-out and highway speeds as street speeds (reduce to -1 as opposed to -2 and -4, respectively). (See Table 5-13: Vehicle Speeds and Modifiers in the d20 Modern Roleplaying Game.)

ON A DIME

At 10th level, the Transporter is able to make his vehicle perform tricks that no one else can. Each round he may perform one extra stunt per turn. Normally performing a stunt is considered a move action, so a character can only perform two stunts in a single turn. On a dime allows the Transporter to perform up to three stunts.

This extra stunt may not be traded out for a different move action—it must be used for performing a vehicular maneuver.

A TRUCKER'S STORY

One of the most important missions on the Fringepaths involves trucking materials to and from Earth Prime. The transportation experts are a rare breed, whether from the Americas, Asia or the Middle East. They are tough and proud of their jobs. Within a year of the opening of the Paths to trucks, there were several supply dumps that became de facto truck stops. These Oasis' on the pathways became well known for their hospitality. A warm shower, good food and a place to relax with a bar was their motto.

PROFILE JOANNY LINNEL, TRUCKER, AGE 42, SARNIA, CANADA

"Its like a boring freeway and you can't run electrical systems out there. No radio, no music and only propane lighting. Portal to Portal, we average 25 mph with the modified diesels. Just a couple hours to the next platform. The longest runs take about a day or so. Not a lot of traffic either. The New Truckstops are great. Food, Fuel and Parking. They are taking IDA Payment Chits, Gold, and Technology. 'Big Bob Davis says thay actually had a Tehrmelern drop in a couple weeks ago and have coffee. She paid with a handful of crystals and bought out the canned Sardines in the Grocery as well as three Stuffed Pango Beanie Babies. Go Figure"

From the Exploration Notebooks of Thomas Arxel

I think I'm in Love. ♥♥♥



FRINGE PIRATE

DESCRIPTION

Lets face it, no matter how altruistic that UNIDA tries to be, there are going to be innumerable amoral types out to swindle, steal, strip mine, etc the Fringes. Collectively, these are the Fringe Pirates. Using their Fringeworthiness to make a quick buck, gain power, or just plain abuse the Fringes.

REQUIREMENTS

To qualify to become a Fringe Pirate, the character must fulfill the following criteria:

SKILLS:

Bluff 6 ranks, Disguise 4 ranks, and Intimidate 6 ranks.

CLASS INFORMATION

Hit Die: 1d8/level

Action Points: 6+ CL/2(d)

Class Skills: *Bluff (Cha), Crystal Use (Wis), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gamble (Wis), Gather Information (Cha), Knowledge (behavioral sciences, business, civics, current events, history, popular culture, streetwise, theology and philosophy) (Int), Perform (act) (Cha), Read/Write Language (none), Research (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (none), Tumble (Dex).*

Skill Points at Each Level: 6 + Int Modifier

CLASS LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL	DEFENSE BONUS	REPUTATION BONUS
1st	+0	+0	+1	+2	Cheat fate	+0	+0
2nd	+1	+0	+2	+3	Thousand faces	+1	+0
3rd	+2	+1	+2	+3	Bonus feat	+1	+1
4th	+3	+1	+2	+4	Fortune's favor (+2)	+1	+1
5th	+3	+1	+3	+4	Warp probability (30 ft.)	+2	+1
6th	+4	+2	+3	+5	Bonus feat	+2	+2
7th	+5	+2	+4	+5	Fortune's favor (+4)	+2	+2
8th	+6	+2	+4	+6	Warp probability (60 ft.)	+3	+2
9th	+6	+3	+4	+6	Bonus feat	+3	+3
10th	+7	+3	+5	+7	Fortune's favor (+6)	+3	+3

CLASS FEATURES

The following class features pertain to the Fringe Pirate advanced class.

CHEAT FATE

Fortune favors the Fringe Pirate. Once per day, he may re-roll one roll that he has just made before the success or failure of the result is announced. The Fringe Pirate must take the result of the re-roll, even if it's worse than the original roll.

THOUSAND FACES

A Fringe Pirate's ability to manipulate probability makes him unpopular in certain circles, increasing the need for a ready number of disguises. At **2nd level**, the Fringe Pirate becomes a master of the quick disguise. He can don a convincing disguise in one-tenth the normal time (1d4 minutes).

BONUS FEATS

At **3rd, 6th, and 9th level**, the Fringe Pirate gets a bonus feat. The bonus feat must be selected from the following list, and the Fringe Pirate must meet all the prerequisites of the feat to select it.

Action Boost, Blind-Fight, Confident, Deceptive, Educated, Elusive Target, Low Profile, Nimble, Renown, Trustworthy.

FORTUNE'S FAVOR

Starting at **4th level**, the Fringe Pirate learns to subtly manipulate the fortunes of his adversaries, making him harder to strike in combat. He can spend an action point to gain a +2 luck bonus to Defense against all attacks for 1 round. The Fringe Pirate must use this ability on his turn, and the bonus lasts until just before the Fringe Pirate's next turn. A Fringe Pirate uses this ability instead of Dodge on his turn.

The luck bonus to Defense increases to +4 at 7th level and +6 at 10th level.

WARP PROBABILITY

At **5th level**, the Fringe Pirate can affect another creature's attack roll, skill check, ability check, level check, or saving throw. As a free action during another creature's turn, the Fringe Pirate can spend an action point to alter the target's d20 roll result. The Fringe Pirate must be within 30 feet of the target, must be able to see the target, and must declare that he's spending the action point before the result of the target's roll is revealed. The Fringe Pirate's action-point die result counts either as a bonus or penalty to the target's roll, at the Fringe Pirate's discretion.

At **8th level**, the range of this ability increases to 60 feet.

From the Exploration Notebooks of Thomas Aksel



We captured our first Fringe Pirates at Node +10. Arrrrr Arrrrr Arrrrr, they were a scurvy lot of humans from a number of Alternates.

In a glass and steel cage, we found a Pangolisk that was starving and very agitated. The Pirates wouldn't say much to us, but we soon discovered that the Pangolisk could talk as well as any parrot and was adamant in dragging us to another node to help rescue a crateful of baby Pangos and quite a stash of the Pirate's high-tech treasure.

We also found several ID&ET uniforms that belonged to missing explorers. I kinda suspect that the Chinese security people who took them into custody will thoroughly question them before putting a bullet in their heads.

The Pangolisk said her name was "Irl." She called Captain Powers "Oss" the whole time she was with us. Now everybody's doing it whenever the brass is out of earshot.

We like those little spiked monsters a lot.

CRITTERS AND ALIENS

Basic Critters are covered in the OGL rules that will give GMs all the Instructions necessary to generate any normal, supernatural, technological, ancient or exotic animal needed for any adventure. For the GMs we give a catalog of existing Alien races that could conceivably be encountered in the Fringeworthy Multi-verse. For more information on these newer Alien races, please consult the appropriate Tri Tac Games source book listed below.

ALIEN CATALOG

RACE	HT	SENSES	PL	ST	CN	DX	IN	WS	CH	SPECIAL	ECL	ORIGIN
		S/V/TA/TO/H										
Humans-IDET	78	+0+0+0+0+0	PL6	+0	+0	+0	+0	+0	+0	None	1	Fringeworthy
Humans-ASA	72	+0+0+0+0+0	PL6	-1	+1	+0	-1	-1	-1	None	1	Fringeworthy
Humans-Heavies	62	-1-1+0+0+0	PL5	+2	+1	-1	+1	+4	-1	None	2	Fringeworthy
Humans-Victorians	74	+0+0+0+0+0	PL4	+0	+0	+0	+0	+1	+1	None	1	Fringeworthy
Humans-Golden Horde	65	+1+0+0-1+0	PL3	-1	+1	+1	-2	-2	-1	None	1	Fringeworthy
Humans-Norlanders	80	+1+1+0+0+1	PL3	+3	+2	+1	-2	-2	+0	None	1	Fringeworthy
Humans-Neandertal (Old Men)	67	+2-1+2+0+1	PL0	+6	+4	-1	+0	+4	+0	None	2	Fringeworthy
Humans-Romana Universa	65	-1+0+0+0+0	PL2	+1	+2	+0	-2	-1	-2	None	1	Fringeworthy
Slargs	72	+3+na+2+0+3	PL?	+3	+3	+0	-2	-2	+2	Radar Sense	1	Fringeworthy
T"Ziel	88	+4+0+1-1+0	PL2	+4	+3	+1	-3	+1	-2	None	1	Fringeworthy
Blizniz	74	+3-1-2+2+2	PL1	+4	+4	+0	-3	+4	+2	Alert+1	4	Fringeworthy
Dimixi	55	+1+2+0-3+1	PL5	+1	+1	+3	+1	+0	+4	Spin Web/Alert+1	3	Fringeworthy
Keegak	54	-2-1-2+0+0	PL5	-3	+4	+1	+2	+2	+3	None	2	Fringeworthy
Tehrmelem	66	+4+3+3+4+4	PL9	-2	+1	+2	+5	+2	+3	Alert+3	6	Fringeworthy
Broupian	36	-4+2+0+3+0	PL2	-2	+6	+3	+1	+4	-1	Psychological Stun	2	Fringeworthy
Pangolisk	48	+6-2+1+2+2	PL?	-4	+6	-1	-1	-4	+1	Paralytic Spit	2	Fringeworthy

RANDOM LIFE-FORM DESIGN

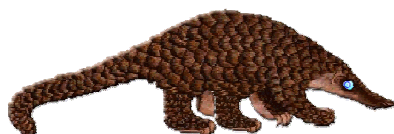
For general use, we have included a set of tables that will randomly generate life forms. Start with a rough pencil sketch and develop accordingly. Each step takes you toward the finished form.

- 01 Roll the number of Body Segments, Head Chance, and the Chance for a Tail
- 02 Roll Symmetry and Body Shape
- 03 Roll Posture
- 04 Roll Head Attachment, if any
- 05 Roll Manipulative Members and Shape
- 06 Roll Walking Members and Shape
- 07 Roll Face, Design and Senses
- 08 Roll Skin Covering and Texture
- 09 Roll Skill Color and Pattern
- 10 Roll Defense, Temperament and Niche

DESIGNING ALIENS

ALIEN DESIGN

The general design of alien life is the decision of the GM or randomly generated with the following tables. Always start with the alien's attribute modifiers set to 0. As you generate the creature, add and subtract modifiers from the creature's base Str, Dex and Con. The other attributes are up to you set. Remember that you can always add on to what you roll up on these tables, it's your Alien.



BODY SEGMENTS

Your basic structural block is the body segment. Humans have two segments that are fused together. An ant has three body segments that are distinctive. A starfish has both, fused in the center, but distinctive when it comes to its arms.

Not all creatures have heads or tails, so after you roll for number of body segments, roll the Head chance and then the Tail chance

BODY SEGMENTS

D100	SEGMENTS	HEAD	TAIL	DEX
01-10	01	20%	10%	-2
11-20	01	40%	20%	-2
21-40	02	60%	40%	--
41-50	02	80%	60%	--
51-70	03	60%	40%	+1
71-80	03	40%	20%	+1
81-90	04	20%	10%	+2
91-95	05	10%	05%	+2
96-98	06	08%	05%	+2
99-00	d6+6	05%	05%	+2

SYMMETRY

All life has some sort of body plan base that is mirrored one or more times. Humans are bilateral; starfish are pentaradial or have 5-fold symmetry. This symmetry extends to the head as well, when present. Not every creature has a head and when one isn't present, the creature's different senses may be equally divided over its body plan. Other body parts, such as a mouth may be shared between the different sides of the body. A starfish has 100's of eyes along its sides,

but has one mouth. A non-symmetrical creature would be similar to a sponge or a coral, and it can take on any shape.

Roll on the following tables to determine the alien's body symmetry and general shape.

D100	SYMMETRY	LIMBS PER SEGMENT
01-80	Bilateral	2
81-85	Trilateral	3
86-90	Quadrilateral	4
91-95	Pentaradial	5
96-99	Multilateral d6+5 sides	Equal to # of sides
00	Non-symmetrical	d6+1

BODY SHAPE

D100	SHAPE
01-10	Rounded
11-20	Barrel Shaped
21-40	Tubular
41-75	Flattened
76-85	Semi-Rounded
86-90	Semi-Flattened
91-95	Two Basic Shapes Roll again, ignoring this result
96-98	Disproportioned
99	Non-conventional
00	Slightly Variable

POSTURE

D100	ORIENTATION	STR	DEX
01-75	Horizontal	+2	-2
76-95	Vertical	--	--
96-99	Horizontal and Vertical	+2	--
00	Vertical and Horizontal	-1	-1

BODY CONNECTIONS

D100	SEGMENTS
01-50	Distinctive
51-98	Fused
99-00	Both

HEAD ATTACHMENT

D100	CONNECTION
01-25	Direct
26-85	Short Neck
86-95	Medium Neck
96-99	Long Neck
00	Very Long Neck

FACIAL ORGANIZATION

D100	ORGANIZATION
01-90	Face in centralized area
91-99	Decentralized face
00	Sensors where necessary

FACE STRUCTURES

Mouth	Roll a d6 on Description Table.
Face	Roll a d6 on Description Table.
Nose	Roll a d10 on Description Table.
Eyes (d6 in quantity)	Roll a d10 on Description Table.
Ears	Roll a d10 on Description Table.
Teeth	Roll a d6 on Description Table.

ARM AND LEG LENGTH

Roll separately for locomotive and manipulative limbs

D100	LENGTH
01-70	Short (.25 of body span)
71-85	Medium (.50 of body span)
86-95	Long (.75 of body span)
96-00	Very Long (equal to body span)

MANIPULATIVE MEMBERS

The chance of digits ending in claws is 20%, 50% for carnivores. Ignore for pincers.

D100	LENGTH
01-25	Short Digits (.25 size of hand span)
26-50	Medium Digits (.50 size of hand span)
51-75	Long Digits (.75 size of hand span)
76-98	Very Long Digits (equal to hand span)
99	Tentacles (D100 percent of body length.)
00	Pincers (two to four in symmetry)

LOCOMOTIVE LIMBS / FOOT TYPE

The chance of claws on the foot is 25%, 75% for carnivores.

D100	TYPE
01-10	Flat, Stumpy Pads
11-20	Hooves
21-40	Partial Hooves
41-75	Fused Toes
76-85	Non-Manipulative Toes
86-90	Semi-Prehensile Toes
86-90	Semi-Prehensile Toes
86-90	Semi-Prehensile Toes
91-95	Prehensile Toes
86-90	Semi-Prehensile Toes
91-95	Prehensile Toes
96-98	Prehensile Toes with Semi-Usable Thumb
99-00	Prehensile Toes with Usable Thumb



DESCRIPTOR TABLE

DIE ROLL	DESCRIPTION
01	Nil
02	Very Small
03	Small
04	Medium
05	Large
06	Very Large
07	Covered Hole
08	Sensory Spot
09	Sensory Stalk
10	Antenna Stalk



D8	SENSE TYPE
01	Infrared
02	Low Light Vision
03	Sonar
04	Spatial Sense
05	Color Vision: 50% less color, 50% more color
06	Electric Sense
07	Radio
08	Roll twice, ignoring this result

DIETARY REQUIREMENTS

D100	TYPE
01-25	Omnivore
26-75	Carnivore
76-98	Parasite
99-00	Herbivore

"LIFESTYLE"

D100	TYPE
01-50	Diurnal
51-75	Either
76-00	Nocturnal

PARENTING

D100	HOW YOUNG ARE CARED FOR
01-25	Abandons Young
26-75	Protects Young
76-00	Fierce Protector

PREFERRED FOOD

D100	TYPE
01-10	Dead & Rotting
11-25	Scavenging
26-85	Fresh
86-00	Live

CARNIVORE -- HUNTING

D100	KIND OF HUNTER
01-25	Poor Hunter
26-50	Good Hunter
51-75	Excellent Hunter
76-00	Crafty Hunter

Carnivores have to hunt for their food, so are rated as to how skillful a hunter they are

NUMBER OF YOUNG

D100	NUMBER
01-29	1
30-85	d4
86-90	d6
91-95	d4 +1
96-98	d6 +1
99-00	d10 +1

BIRTHING TYPE

D100	TYPE
01-75	Live
76-98	Egg
99-00	Parasitic

COLORATION

D20	COLOR	D20	COLOR
01	White	11	Purple
02	Black	12	Gray
03	Pink	13	Gold
04	Tan	14	Silver
05	Brown	15	2 Shades
06	Orange	16	3 Shades
07	Red	17	4 Shades
08	Yellow	18	2 Colors
09	Blue	19	3 Colors
10	Green	20	4 Colors

PATTERN

D20	COLOR	D20	COLOR
01	Solid Areas	11	Bright Colors
02	Large Spots	12	Unnatural Colors
03	Small Spots	13	Stripes & Spots
04	Bands	14	Wide Bands
05	Splotches	15	Bands & Splotches
06	Dotted	16	Color Mimic
07	Large Stripes	17	Vegetation Mimic
08	Small Stripes	18	Earth Color Mimic
09	Camouflage	19	Rock Mimic
10	Seasonal Shift	20	Ocean Mimic

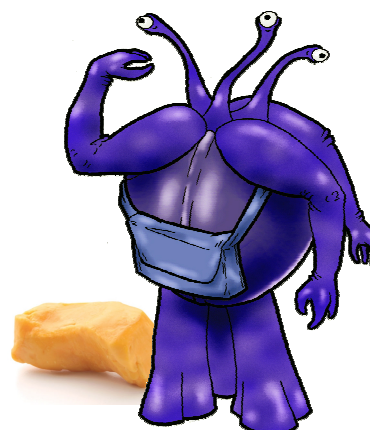
Mimics listed here have color and patterns that may match the predominant planetary colors.

DESIGNER LIFE FORMS

It became apparent, as the explorers observed the Broupians, an evolved plant-like life form, that they were probably a Tehrmelern designed helper -- like the original Mellor.

Broupians are highly resistant to climatic extremes and heal damage at an phenomenal rate. These enigmatic creatures have been spotted near clusters of Tehrmelern hometrees.

In the presence of Mellor, or when annoyed or attacked, Broupians release an odiferous gas that provokes a blast of fear. Biologists who have attempted to obtain tissue and sap samples have often found themselves sitting in a corner and contemplating the void surrounding the Fringpaths.



DISEASES AND TOXINS

DISEASES

STRENGTH OF DISEASE DC = 10+2D4

The following listing is a group of terrestrial diseases and disease effects that have been found on Alternate Earths. See your specific d20 guide for more information on common diseases and maladies that can affect the characters.

DISEASE TABLE

DISEASE	TYPE	DC	INCUBATION	INITIAL	CYCLE	SECONDARY
Anthrax	Inhaled/Injury	16	1d2 days	1 Con	24 hrs	1d4 Con*
Smallpox	Inhaled/Contact	15	2d4 days	1 Str, 1 Con	24 hrs	1d2 Str, 1d2 Con
Pneumonia	Inhaled	12	1d4 days	1 Str	24 hrs	1d3 Str, 1d3 Con
Hantavirus	Injury	14	1 day	1d2 Str	24 hrs	1d2 Str*and 1d2 Con*
Necrotizing faciitis	Contact	13	1d6 days	1 Con	24 hrs	1d3 Con*
West Nile virus	Injury	12	1d4 days	1 Dex, 1 Con	24 hrs	1d2 Dex, 1d2 Con*
Salmonella	Ingested	13	1 day	1 Str, 1 Dex	24 hrs	1 Str, 1d3 Dex
Hydroexpulsis	Injury	15	1d6 hours	1d2 Con	2 hrs	1d2 Con

*If damage is sustained, make a second saving throw to avoid 1 point being permanently drained (instead of damaged).

RANDOM DISEASES

CAUSE OF DISEASE

%	%	CAUSE OF DISEASE
1	5	Plant Vector
6	10	Food Source
11	25	Common Animal Vector
26	50	Insect Vector
51	85	Contact With Victim
86	90	Contact With Infected Material
91	95	Uncommon Animal Vector
96	97	Waterborne
98	99	Airborne
100	100	Roll Twice (For 2 separate vectors)

INITIAL STAT EFFECTS

%	%	STAT EFFECT
1	52	1
53	77	1d2
78	90	1d3
91	97	1d4
98	100	1d6

SECONDARY STAT EFFECTS

%	%	STAT EFFECT
1	11	1
12	33	1d2
34	67	1d3
68	89	1d4
90	100	1d6

INCUBATION TIME

%	%	INCUBATION TIME
1	6	2d4 days
7	16	1d6 days
17	32	1d4 days
33	48	1d3 days
49	65	1d2 days
66	81	1 day
82	90	2d6 hours
91	97	2d4 hours
98	100	1d4 hours

EFFECTS OF DISEASE

%	%	EFFECTS
1	19	Str
20	42	Con
43	55	Dex
56	60	Int
61	64	Wis
65	68	Cha
69	72	Blindness*
73	75	Dazed*
76	77	Deafness*
78	81	Fatigued*
82	84	Nauseated*
85	86	Paralyzed*
87	89	Unconscious*
90	91	Other*
92	100	Roll Twice

CYCLE TIME

%	%	CYCLE TIME
1	1	1 week
2	2	6 days
3	4	5 days
5	7	4 days
8	16	3 days
17	33	2 days
34	67	24 hours
68	84	12 hours
85	93	6 hours
94	97	3 hours
98	99	2 hours
100	100	1 hour

VECTOR

%	%	TYPE
1	25	Inhaled
26	37	Ingested
38	62	Injury
63	81	Contact
82	87	Other
88	100	Roll Twice

*: The duration of this effect is usually until the disease has been cured

Remember that most diseases can be treated by one of the following: broad spectrum antibiotics, antibiotic specifics, herbal remedies or topical preparations.

Note: Initial and Secondary Effects are normally the same, just more severe in the Secondary period of time

Note: Secondary Effects are usually equal to or worse then the initial effects

TOXINS & POISONS

TOXIN / POISON TABLE

POISON	TYPE	DC	INITIAL	SECONDARY	PDC	RESTRICTION	CDC	CTIME
Arsenic	Ingested	15	1d4 Str	2d4 Con	9	Res(+2)	24	4 hr.
Atropine	Injury	13	1d6 Dex	1d6 Str	3	Res(+2)	14	1 hr.
Belladonna (plant)	Ingested	18	1d6 Str	2d6 Str	14	Lic(+1)	n/a	n/a
Blue vitriol	Injury	12	1d2 Con	1d2 Con	3	Res(+2)	9	1 hr.
Blue-ringed Octopus	Injury	15	1d4 Con	1d4 Con	14	Lic(+1)	n/a	n/a
Chloral hydrate	Ingested	18	1d6 Dex	Uncon 1d3 hrs	12	Res(+2)	28	8 hr.
Chloroform (fumes)	Inhaled	17	Uncon 1d3 hrs	N/A	9	Res(+2)	24	4 hr.
Curare (plant)	Injury	18	2d4 Dex	2d4 Wis	15	Res(+2)	n/a	n/a
Cyanide	Inhaled / ingested	16	1d6 Con	2d6 Con	15	Mil(+3)	31	15 hr.
Cyanogens	Inhaled	19	1d4 Dex	2d4 Con	12	Mil(+3)	28	8 hr.
DDT	Inhaled / ingested	17	1d2 Str	1d4 Str	9	Lic(+1)	20	4 hr.
Knockout gas	Inhaled	18	1d3 Dex	Uncon 1d3 hrs	12	Res(+2)	26	8 hr.
Lead arsenate (gas)	Inhaled	12	1d2 Str	1d4 Con	6	Res(+2)	17	2 hr.
Lead arsenate (solid)	Ingested	12	1d2 Con	1d4 Con	6	Res(+2)	18	2 hr.
Mustard gas	Any Exposure	17	1d4 Con	2d4 Con	12	Mil(+3)	26	8 hr.
Paris green (gas)	Any Exposure	14	1d2 Con	1d4 Con	9	Res(+2)	20	4 hr.
Paris green (solid)	Ingested	14	1d4 Con	1d4 Con	9	Res(+2)	24	4 hr.
Tetradotoxin (Puffer fish)	Injury / ingested	13	1d6 Str	Para 2d6 min	13	Lic(+1)	n/a	n/a
Rattlesnake venom	Injury	12	1d6 Con	1d6 Con	12	Lic(+1)	n/a	n/a
Sarin nerve gas	Any Exposure	18	1d4 Con	2d4 Con	15	Ill(+4)	30	15 hr.
Scorpion/tarantula venom	Injury	11	1d2 Str	1d2 Str	12	Lic(+1)	n/a	n/a
Strychnine	Injury / ingested	19	1d3 Dex	2d4 Con	9	Res(+2)	23	4 hr.
Tear gas	Any Exposure	15	Blind1d6rounds	N/A	9	Res(+2)	21	4 hr.
VX nerve gas	Any Exposure	22	1d6 Con	2d6 Con	21	Ill(+4)	42	48 hr.

1: Chloroform gives off vapor that causes unconsciousness. Applying chloroform to an unwilling subject requires a successful grapple check and pin.
n/a: Certain poisons can't be made with the Craft skill. Instead, such a poison must be obtained by extracting it from the creature in question.

TEHRMELEARN HOMES

Across the Fringepaths were scattered Tehrmelearn settlements that range from genetically altered trees to high-tech monoliths. Tehrmelearn craftsmanship in both bioengineering and high-tech composites is legendary and as yet unequalled across the explored Alternates.

While some Tehrmelearn structures show evidence of orderly evacuation, a number have been found that contain a wealth of abandoned artifacts.

THE ED POWERS STORY

The Tehrmelearn megalith spire was one hundred stories of apartments mixed with recreation facilities and shops.

David Lexor poked into the first shop and tapped the first display case. The case lit showing a rack of handcrafted jewelry. The second and third were stocked with tools and art objects. The fourth case, however, illuminated only to reveal more than 100 least Mellor in hibernation. Ed grabbed David by the collar and whispered, "Run, dammit, just run." Their ATV was accelerating away from the structure when they heard the bloodcurdling screams of thousands of least Mellor.



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MISCELLANEOUS SURVIVAL ISSUES

ASPHYXIATION

A character in an airless environment (underwater, vacuum) can hold his or her breath for a number of rounds equal to his or her Constitution score. After this period, the character must make a Constitution check (DC=10) every round to continue holding his or her breath. Each following round, increase the DC by +1.

When the character fails one of these Constitution checks, he or she begins to suffocate or drown. In the next round, the character falls unconscious with +0 hit points. In the following round, the character drops to -1 hit points and is dying. In the third round after failing the check, the character dies of suffocation or drowning.

RADIATION

RADIATED AREAS	MINIMUM EXPOSURE TIME				
	1 RND	1 MIN	10 MIN	1 HR	1 DAY
Lightly Irradiated	mild	mild	mild	mild	low
Moderately Irradiated	mild	mild	low	low	mod
High Irradiated	low	low	mod	mod	high
Severely Irradiated	mod	mod	high	high	sev
RADIATED MATERIALS					
Lightly Radioactive Material	mild	mild	low	low	low
Moderately Radioactive Material	low	low	mod	mod	mod
Highly Radioactive Material	mod	mod	high	high	high
Severely Radioactive Materials	high	high	sev	sev	sev

Radiation in D20 is meant to simulate 'adventurous' worlds, not strict realism. It is all too easy to die from radiation poisoning in the real world. The "Radiation Effects Table" is meant as a guideline and not meant to be strictly representative of radiation effects in the real world.

RADIATION EFFECTS TABLE

EXPOSURE	DC	INCUBATION	INITIAL	SECONDARY
ild	12	1 day	1d4-2 Con	1d4-2 Con
Low	15	4d6 hrs	1d6-2 Con	1d6-2 Con
Moderate	18	3d6 hrs	1d6-1 Con	1d6-1 Con
High	21	2d6 hrs	1d6 Con	1d6 Con
Severe	24	1d6 hrs	2d6 Con	2d6 Con



TEMPERATURE

Heat and cold deal damage that cannot be recovered until the character counteracts or escapes the inclement temperature. As soon as the character suffers any damage from heat or cold, he or she is considered fatigued.

A character not properly equipped to counteract the heat or cold must attempt a Fortitude saving throw each hour (DC 15, +1 for each previous check). Failure means that the character loses 1d4 hit points. Heavy clothing or armor provides a -4 penalty on saves against heat but grants a +4 equipment bonus on saves against cold. A character that succeeds at a Survival check (DC 15) gains a +4 competence bonus on the save (see the Survival skill).

Searing heat or bitter cold (desert or arctic conditions) forces a character to make a Fortitude save every 10 minutes. Failure means that the character loses 1d6 hit points. Appropriate clothing and successful use of the Survival skill can modify the save, as noted above.

STARVATION AND THIRST

Sometimes heroes might find themselves without food and water. In normal climates, heroes need at least 1/2 gallon of fluids and about 1/4 pound of decent food per day to avoid the threat of starvation. In very hot climates, heroes need two or three times as much water to avoid dehydration.

A character can go without water for one day plus a number of hours equal to his or her Constitution score. After this, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of damage. A character can go without food for three days, in growing discomfort. After this, the character must make a Constitution check each day (DC 10, +1 for each previous check) or sustain 1d6 points of damage.

Damage from thirst or starvation cannot be recovered until the hero gets water or food, as needed. Even magical or psionic effects that restore hit points cannot heal this damage.

GRAVITY

“Normal gravity” equates to gravity on Earth. Environments with normal gravity impose no special modifiers on a character’s ability scores, attack rolls, or skill checks. Likewise, normal gravity does not modify a creature’s speed, carrying capacity, or the amount of damage it takes from a fall.

LOW GRAVITY

In a low-gravity environment, the pull of gravity is significantly less than what we experience living on Earth. Although an object’s mass doesn’t change, it becomes effectively lighter. This means that creatures bounce when they walk. It becomes easier to move and lift heavy objects as well as perform Strength-related tasks. In addition, creatures take less damage from falling.

SPEED: A creature’s speed increases by +5 feet in a low-gravity environment. This bonus applies to all of the creature’s modes of movement.

CARRYING CAPACITY: A creature’s normal carrying capacity is doubled in a low-gravity environment. In addition, the creature gains a +10 bonus on any Strength check made to lift or move a heavy unsecured object.

SKILL CHECK BONUSES: Creatures in a low-gravity environment gain a +10 bonus on Strength-based skill checks (including Climb, Jump, and Swim checks).

ATTACK ROLL PENALTY: Creatures take a –2 penalty on attack rolls in a low-gravity environment unless they are native to that environment or have the Zero-G Training feat.

DAMAGE FROM FALLING: Creatures do not fall as quickly in a low-gravity environment as they do in a normal- or high-gravity environment. Falling damage is reduced from 1d6 points per 10 feet fallen to 1d4 points per 10 feet fallen.

LONG-TERM EFFECTS: Long-term exposure to low-gravity conditions can cause serious problems when returning to normal gravity. A creature that spends 120 hours or more in a low-gravity environment takes 1d6 points of temporary Strength damage upon returning to normal gravity.

HIGH GRAVITY

In a high-gravity environment, the pull of gravity is significantly greater than that which we experience living on Earth. Although an object’s mass doesn’t change, it becomes effectively heavier. It becomes harder to move and carry heavy objects as well as perform Strength-related tasks. In addition, creatures take more damage from falling. Even the simple task of walking or lifting one’s arms feels more laborious.

SPEED: A creature’s speed decreases by –5 feet (to a minimum of +0 feet) in a high-gravity environment. This penalty applies to all of the creature’s modes of movement.

CARRYING CAPACITY: A creature’s normal carrying capacity is halved in a high-gravity environment. In addition, the creature takes a –10 penalty on any Strength check made to lift or move a heavy unsecured object.

SKILL CHECK BONUSES: Creatures in a high-gravity environment take a –10 penalty on Strength-based skill checks (including Climb, Jump, and Swim checks).

ATTACK ROLL PENALTY: Creatures take a –2 penalty on attack rolls in a high-gravity environment unless they are native to that environment.

DAMAGE FROM FALLING: Creatures fall more quickly in a high-gravity environment than they do in a normal- or low-gravity environment. Falling damage is increased from 1d6 points per 10 feet fallen to 1d8 points per 10 feet fallen.

LONG-TERM EFFECTS: Long-term exposure to high-gravity conditions can cause serious problems when returning to normal gravity. A creature that spends 120 hours or more in a heavy-gravity environment takes 1d6 points of temporary Dexterity damage upon returning to normal gravity.

ZERO GRAVITY

Creatures in a zero gravity environment can move enormously heavy objects. As movement in zero gravity requires only the ability to grab onto or push away from larger objects, Climb and Jump checks no longer apply.

Most creatures find zero gravity environments disorienting, taking penalties on their attack rolls and suffering the effects of Space Adaptation Syndrome (space sickness). In addition, creatures in zero gravity are easier to bull rush than in other gravity environments.

SPACE ADAPTATION SYNDROME: A creature exposed to weightlessness must make a Fortitude save (DC 15) to avoid the effects of space sickness. Those who fail the save are shaken, and those who fail the save by 5 or more are also nauseated. The effects persist for 8 hours. A new save is required every 8 hours the creature remains in a zero-g environment. Creatures with the Zero-G Training feat do not suffer the effects of space sickness.

SPEED: While in a zero gravity environment, a creature gains a fly speed equal to its base land speed, or it retains its natural fly speed (whichever is greater). However, movement is limited to straight lines only; a creature can change course only by pushing away from larger objects (such as bulkheads).

CARRYING CAPACITY: A creature's normal carrying capacity increases by 10 times in a zero gravity environment. In addition, the creature gains a +20 bonus on any Strength check made to lift or move a heavy unsecured object.

ATTACK ROLL PENALTY: Creatures take a -4 penalty on attack rolls and skill checks while operating in a zero gravity environment unless they are native to that environment or have the Zero-G Training feat.

MODIFIED BULL RUSH RULES: A creature affected by a bull rush is pushed back 10 feet, plus 10 feet for every 5 points by which its opponent's Strength check result exceeds its own.

LONG-TERM EFFECTS: Long-term exposure to zero gravity conditions can cause serious problems when returning to normal gravity. A creature that spends 120 hours or more in a zero gravity environment takes 2d6 points of temporary Strength damage upon returning to normal gravity.

WEIGHT VS. MASS

While an object in zero gravity loses weight, it does not lose mass or momentum. Thus, while a character could push a 10-ton piece of equipment around in space, albeit slowly, getting it to stop is a bit more difficult. If a character were to come between that piece of equipment and a solid object, that character would be crushed as if he were in full gravity—just more slowly.

For simplicity, assume that a Strength check to lift or move an object in zero gravity gains a +20 circumstance bonus. However, stopping an object already in motion does not receive this same bonus.

ATMOSPHERE

CORROSIVE ATMOSPHERE

Some atmospheres (breathable or not) contain corrosive chemicals and gases. Corrosive atmospheres slowly eat away at foreign equipment and can cause significant equipment failure. The corrosion can be particularly troublesome in atmospheres that demand special survival gear, as any breach in a protective environmental suit renders it useless. Unprotected equipment exposed to a corrosive atmosphere takes 1d4 points of acid damage per hour of exposure. This damage ignores hardness and deals damage directly to the equipment, eating away at it slowly.

Creatures not wearing protective gear in a corrosive atmosphere take 1d4 points of acid damage per round of exposure.

THIN ATMOSPHERE

Planets with thin atmospheres have less oxygen per breath than the standard Earth atmosphere. Many thin atmospheres are the equivalent of being at a high elevation on Earth, such as on top of a mountain or in the upper atmosphere. A creature exposed to a thin atmosphere must succeed on a Fortitude save (DC 20) every hour. On the first failed save, the creature is fatigued. A fatigued creature that fails a subsequent save becomes exhausted for as long as it remains in the thin atmosphere. After 1 hour of complete, uninterrupted rest in a normal atmosphere, an exhausted creature becomes fatigued. After 8 hours of complete, uninterrupted rest, a fatigued creature is no longer fatigued.

THICK ATMOSPHERE

Thick atmospheres are those that contain a more dense concentration of certain elements, like nitrogen, oxygen, or even carbon dioxide, than the standard Earth atmosphere. These dense atmospheres sometimes contain a different balance of elements, while others simply contain a higher number of gas particles in each breath. The effects of exposure to a thick atmosphere are similar to those of a thin atmosphere (see Thin Atmosphere, above), except the Fortitude save DC is 15 instead of 20.

TOXIC ATMOSPHERE

Some atmospheres (breathable or not) contain toxic gases that are debilitating or lethal to some or all forms of life. The atmosphere is treated as always containing a type of inhaled poison.

VACUUM

Despite some popular myths, moving into a vacuum does not cause the body to explosively decompress, nor does it cause instant freezing as heat bleeds away from the body. Rather, the primary hazards of surviving in the vacuum of space are the lack of air and exposure to unfiltered ionizing radiation. It is not a quick and painless death. The person tends to hang around awhile and this makes for a pretty horrific end.

On the third round of exposure to vacuum, a creature must succeed on a Constitution check (DC 20) each round or suffer from aeroembolism ("the bends"). A creature that fails the save experiences excruciating pain as small air bubbles form in its bloodstream; such a creature is considered stunned and remains so until returned to normal atmospheric pressure. A creature that fails the Constitution check by 5 or more falls unconscious.

The real danger of vacuum comes from suffocation, though holding one's breath in vacuum damages the lungs. A character who attempts to hold his breath must make a Constitution check (DC 15) every round; the DC increases by 1 each round, and on a successful check the character takes 1 point of Constitution damage (from the pressure on the linings of his lungs). If the check fails, or when the character simply stops holding her breath, she begins to suffocate. In the next round, she falls unconscious with +0 hit points. The following round, she drops to -1 hit points. On the third round, she drops to -10 hit points and dies.

Unfiltered radiation bombards any character trapped in the vacuum of space without protective gear. A creature exposed to this ionizing radiation suffers from severe sunburn as well as the effects of radiation exposure; the degree of exposure depends on the nearest star's classification (see Star Systems below for more information).

DECOMPRESSION

The sudden decompression of a starship, vehicle, or other object can be dangerous to creatures inside. Whenever a sealed environment within a vacuum is breached, all of the air inside rushes out quickly to equalize the air pressure. Creatures within the decompressing environment must succeed on a Reflex save (DC 15) or be thrust toward the breach (and possibly beyond it) at a speed of 60 feet per round. Creatures that are three size categories larger than the breach's size category are big enough not to get pushed toward the breach (no Reflex save required). For example, a Fine breach pushes only Fine, Diminutive, and Tiny creatures toward it; creatures of small size or larger are unaffected.

If the breach's size category is larger than the creature's size category, the creature passes through the opening and is blown out into the vacuum. If the breach's size category is the same as the creature's size category, the creature is blown out into the vacuum and takes 1d6 points of damage as it gets pushed through the breach. If the breach is one or two size categories smaller than the creature's size category, the creature isn't thrust into the vacuum but takes 2d6 points of damage as it slams against the area around the breach. It takes another 2d6 points of damage each round until the air completely evacuates from the decompressed compartment or until the creature pulls itself away from the breach with a successful Strength check (DC 20).

TABLE: DECOMPRESSION TIMES

BREACH SIZE	DECOMPRESSION TIME
Fine (1-inch square)	3 rounds per 10-foot cube of air
Diminutive (3-inch square)	3 rounds per 10-foot cube of air
Tiny (6-inch square)	2 rounds per 10-foot cube of air
Small (1-foot square)	2 rounds per 10-foot cube of air
Medium (2 1/2-foot square)	1 round per 10-foot cube of air
Large (5-foot square)	1 round per 10-foot cube of air
Huge (10-foot square)	1 round per 20-foot cube of air
Gargantuan (15-foot square)	1 round per 30-foot cube of air
Colossal (20-foot square)	1 round per 40-foot cube of air

The time it takes for all of the air to evacuate from a compartment depends on the size of the breach and the volume of the decompressing compartment, as shown in **Table: Decompression Times**.

Once the air has completely rushed out through the breach, the pressure equalizes and the interior environment becomes a vacuum.

ALLERGENS

%	ALLERGY
1-75	None
76-85	Minor
86-95	Significant
96-98	Debilitating
99-00	Dangerous

A frequent concern of Fringeworthy who are exploring Alternate Earths is contact with common or uncommon allergens. These minor to major exposures can drop a

character's statistics or even precipitate major complications. This can manifest as anything from a case of barely noticeable sniffles to full anaphylactic shock and is variable to species and to the populations of Alternative worlds.

Allergies are treated by drugs or, in extreme cases, extracting the victim back through the portal.

A tiny percentage of the Fringeworthy will suffer from significant allergies.



GM NOTES ON RUNNING A SUCCESSFUL CAMPAIGN

The kind of campaign you run should be a best fit between the role-playing style of your players, the kind of characters they want to play and your own GM style. If you want to run a campaign of political infighting and they want to shoot monsters, it will not end well. Many GMs and players create an agreement with broad strokes before the campaign starts to uncover expectations on both sides of the screen.

A campaign can change over time. If the team starts as one of the first through the Hatsumi Portal, their first world will be the Fringepath itself. Later, as its secrets are revealed, the team can use the Fringepath as a tactical tool and refuge when world or solar system exploring. Eventually, it can become simply a means to get from point A to B.

The scope of Fringespace is titanic. Worlds thought fully explored can yield new adventures as natives uncover new artifacts. Political and religious alliances can change, turning the Fringeworthy from friends into hated enemies. Over-reaching groups can unleash hellish diseases and world-cracking weapons by design or mistake. That's just one world.

As the campaign winds on, worlds will begin to interact with each other. Power centers will be found on the Fringepaths. As more secrets of the Fringepaths are exposed, safe areas may become deathtraps for attack or defender alike. Your campaign should abound with opportunities to strike out in new directions.

You don't have to be IDET. Once you are in Fringespace, there is little stopping you from striking out on whatever path suits you. Many teams have found a world that suited them and stayed for the duration (such as the Bureau 13 Prime). Others have found the IDA to be too stifling, too compromising, or too slow to grasp an opportunity. As you meet other power centers you might find a better fit, even to the point of being a double agent. Be careful, the Fringepaths only seem safe. Don't forget the **Mellor**.

THERE ARE 4 BASIC ADVENTURE ARENAS IN FRINGEWORTHY:

EARTH PRIME

- Characters spend their time enmeshed in the political, social or economic maneuverings of the nations of the world as they attempt to gain advantage from discoveries of the Fringe.
- They are managers in the IDA or more directly involved in the development of new technologies.
- They can work with the Alien Corp to integrate alien species into the IDA workforce.
- They guard Hatsumi Base from enemies and opportunists from within and without.

THE FRINGEPATHS

Fringespace is a world unto itself and qualifies as an Otherspace, except that it is suited to human life. You must understand that it is an artificial construct, and so its behavior is **default** behavior. IDA will learn how to unlock new features, surmount limitations and prohibitions, and even exploit its nature for unlimited power and eternal life. Fringespace will become a partner. An entire campaign could take place solely in pursuit of discovering its secrets and bending it to the purposes of the IDA.

SPACE EXPLORATION

Including the system platform for the Prime plus the eight system platforms for the Star Hub Platform, there are 9 solar systems that can be explored for each Fringespace node. Many of these portals will go to micro-gravity environments such as asteroids and small moons.

These are excellent launch platforms for even primitive spacecraft. Satellites for Earth orbit can be launched cheaply, even from great distances, since the main cost is getting the satellite into space.

Since the Star Platform goes to stars within a 40 light year radius of the Prime's solar system, stars that were only blobs of light can be examined closely. Theories of solar development can be proven based on new evidence. Alien civilizations can be discovered, which if space faring, can provide proven technological advances.

WORLD EXPLORERS

A million, million worlds are a lot of territory, but the primes and alternates are all in some way analogs of our Earth. The myriad ways in which they differ provides a rich campaign path. Extinct species can be hunted or captured for resettlement. Expended mines on Earth Prime Zero are untouched elsewhere. Disasters on one world can provide a warning on another similar Earth. Wars can be won or lost with the introduction of new technologies from the explorers. Making short-cut journeys through the prime planetary portals, bringing needed medicines faster than the quickest jets, can cure plagues.

THERE ARE MANY TYPES OF CAMPAIGNS THAT CAN BE RUN WELL

EXPLORATION AND SURVEY

It's a big unknown universe out there, but the team only wants to find out what's near the portal before moving on. They seek low hanging fruit and spectacle. While this type of adventure seems easiest, since the team mostly reacts to the new world, first contact scenarios are always fraught with unexpected peril and setbacks.

DIPLOMACY

Once the initial contact is made, power centers quickly appear and natives seek to exploit the explorers and be exploited in turn. Drawing on historical examples of Earth Prime Zero, explorers can see the pitfalls and promote mutually beneficial cooperation between groups, including IDA. Great dividends later are reaped as stable worlds, friendly to IDA, provide havens and re-supply stations. Sometimes past mistakes on our world can be redeemed.

VIGILANTE

The universe is full of bad people, who take advantage of the weak. They need to be cut down and IDET is the lawnmower. These teams are the gunslingers of IDET who gain great pleasure at taking the local warlord down a notch. They love playing knights in shining armor. Extreme groups will start revolutions if they think a regime is evil or if the people suffer oppression without hope of change.

WORLD CONQUEROR

They seek more primitive worlds and champion a group seeking world dominance. Once achieved, they take their tribute off world to benefit Earth Prime or to underwrite further world conquests. This is a common tactic of extreme political or religious factions in IDET. Usually this is in conflict with the UN articles of conduct, but may be unenforceable.

ARMS DEALER

Where there is advantage to be had, usually someone is willing to kill to get it. There is a lot of profit or advantage to be gained by helping a rising power center. An arms dealer cares not about the collateral damage as long as the desired outcome is achieved. A few just want to share their love of destruction.

HISTORIAN

History is written by the winners, so an unbiased account of events is impossible to find. Worlds that are temporally offset provide priceless opportunities to discover what really happened. The subtle nuances of the interplay of the personalities and forms of legendary leaders, religious belief, philosophy, and culture all work to create the true history that may have never been known before. Becoming the confident of a king is a dream come true for this explorer.

RELIGION BUILDER

Most Fringeworthy have a religious faith due to choice, geography, or tradition. Many feel that their beliefs need to be spread throughout Fringespace for the enlightenment or salvation of the heathen. It is very easy for an explorer to pose as a higher being on a primitive world. Unless the rest of the team takes action, zealots usually succeed to some extent.

FRINGE POLICE

People are flawed no matter what forms they take. Fringe police spend most of their time patrolling, checking for contraband, or chasing Fringe Pirates. They are often the first on the scene of a disastrous Fringe Weather incident. They are usually the first to discover Fringe aware worlds that mount their own exploration teams. Sometimes worlds will war on themselves or each other using the portals. Fringe Police are masters of using Fringespace for tactical advantage and they have the best weapon tech available. Somebody has to keep the peace.

BIG GAME HUNTER

Most of the great beasts of Earth Prime are gone, but on alternates they shake the earth, sky, and seas. These explorers may appear as one of the other groups, but show their true colors when opportunity arises.

MELLOR HUNTER

Once you confront a Mellor, you are scarred forever. You will lose beloved friends and limbs. Some try to exorcise their trauma by seeking the destruction of the malevolent race in all its varied forms. Some form assault teams for personal payback. Others are content to identify their stomping grounds and nuke from orbit. However, they absolutely will not stop until they are sure the Mellor are eradicated.

ARTIFACT HUNTER

Elvis is alive on many alternates with new albums for sale. Famous movies star different actors. Destroyed or lost works of art can be found intact. These explorers play the what-if game and harvest whatever they think will find a ready market back on Earth Prime Zero or its trading partners. If not just in it for the money, these hunters are rabid collectors or glory hounds.

TECHNOLOGY HUNTER

Earth Prime is heading for an ecological collapse. Only new and revolutionary tech from advanced worlds or left behind on fallen worlds will save her. They operate with a sense of urgency, knowing that fame and glory await their successes and billions will die if they fail. However, they tend to fall afoul of the guardians of ancient artifacts or knowledge, or they are in turn exploited by high tech cultures. In campaigns where exploration teams are rewarded monetarily for bring back technology; greed can push explorers toward exploitation of the native population. Even combat between teams on the pathways over choice items is not unknown.

MERCHANT

Such a deal they have for you. This is a common role during extended exploration of a world. Many campaigns expect teams to live off the land and trade is a far more flexible tool than a hoe. Buying low and selling high is usually pretty easy once you find out what a culture values. The best traders love the deal for itself. If both sides think they got the best of the deal, the merchant has done her job.

AGENTS OF GOOD INTENTIONS

These teams delight in problem solving. They see themselves as agents of good will, nudging a world down a better path, thwarting evil and oppression where possible. This is the ideal that the UN wants IDET to be. Unless they are careful, they can find themselves vigilantes, religion builders, or even world conquerors. Restraint and a light touch usually produces better results. They have to be willing to walk away, leaving others to finish the job.

In a realistic campaign, teams will find themselves with many opportunities to be more than one of these roles. This is a good thing since a campaign that focuses on only one type of adventure will lose its freshness quickly. Travelogues make for boring adventures. They always need a human context.

PORTAL AVAILABILITY

While the ability to lock portals has been in all prior editions of the game, the extensive degree of lockdown is new. This was done for three reasons:

1. Hatsumi Base is the least desirable of all the surface portals due to the hostile environment of the Antarctic. Most of the military bases nearby are evacuated during the winter months. Building a large base requires that there be no other alternative. Even so, the best plan would be to supply it from friendly Fringe worlds. Once the Richardson Mountain and Siberian portals are made available, shifting operations to those bases and marginalizing Hatsumi base is inevitable. Therefore, in the standard campaign, only two Prime portals are not locked down: Hatsumi and Isle de Pascua. The latter is under the control of the hostile ASA, which prevents the UN from exploiting it as it certainly would. If you do not want to include the ASA in your campaign, the Easter Island portal should be locked down as well.

Besides the tradition of Hatsumi Base being the first and main IDET embarkation point, it is a very cool place to start an adventure. It is in a bleak, yet beautiful, inhospitable land. The base is surrounded by masses of moving, cracking, crushing sheets of ice that hides a technological marvel: the electrostatic force dome that houses the portal in a building that reeks of antiquity. Explorers travel through an armored articulated tunnel from Hatsumi Base to the dome, hearing the ice sighing and rumbling like a living thing. As cool as all this is, it would not be realistic or practical if another portal was available to IDET.

2. The Rabina Sand Sea Portal is a problem portal that can easily kill a number of explorers before they abandon attempts to transit safely. Locking it down until Hatsumi base boasts a fully equipped hospital and burn ward is a kindness those players will appreciate.

Likewise, other problem portals on other platforms can be quarantined until the team is able to handle them. This is no insult. Early teams will be poorly equipped and hampered by a lack of basic understanding of Fringespace.

3. If only one or two portals are available per platform, teams will be more spread out and self-reliant. The GM will not have to constantly track the actions of teams the next portal over on a platform, effectively running two or more adventures at the same time – unless she so desires. Later, as higher-level security crystals are found, portals can be opened near Earth Prime instead of an ever-widening frontier as teams seek new portals to explore. Without this lockdown, the GM will have to prepare 8 or more adventures for each session, just in case the team decides they want to give the portal next door a try. There are a number of “portal map” products available from Tri Tac Games. If you decide to use them, you can make available only the ones you find interesting instead of having to slavishly follow the published layout.

Therefore, the GM must be very careful to not release high level crystals early in the campaign or the pathways will be wide open.

FRINGE PIRATES

They can be simply bandits or vanguards of a huge expeditionary force. Most campaigns treat them as low-level threats that are pushed back easily once IDET and the Alien Corps is well established in Fringe Space. They can be powerful GM tools for revealing the secrets of the Pathways. One of the greatest challenges is to uncover more knowledge without it being a boring report from IDA Tech Services. The pirates can show how some of the limitations can be overcome by using these secrets to their advantage against the team. Thus, Fringe Pirates provide both a foil and a source of revelation.

EXAMPLES:

- During early exploration, the team has to rely on bicycles or steam powered vehicles because standard electrically fired gasoline engines won't work. They run into a pack of pirates who run circles around the team with their armored battlewagons. The team smells their exhaust and identifies the diesel fumes. They either figure out that a diesel engine will work in Fringespace or this gives the GM justification for someone in IDA Tech Services to make the deduction.
- Freshly outfitted with a diesel hummer, the team runs into the pirates again. Fearing that they are no match for the heavily armored and weaponed vehicles, the team tries to run for it down a pathway. Unfortunately the eight-foot pathway intimidates them and they won't travel at top speed. They hope the same fear of running off the road will slow the pirates. To their horror, outrigger-like extensions fold away from the pirate vehicles and attach under the pathway, locking them on the roadway. Now they can travel at top speed, quickly catching the team.
- The team finally has a battlewagon of their own and runs into the pirates yet again. The pirates pull up a ramp and just touch a portal. The team fires on the pirates just as the portal begins to pull them through. This triggers the unknown portal defense, which sends 100 points of damage per round to all attackers of someone making a transit. The team has to abandon their vehicles and watch as they turn to slag before them. The pirates finish the transit and return to gloat or finish the job.

Pirates may have traveled widely and might know of other Fringespace exploring groups. Pirates may for a price reveal all kinds of useful information. Their multi-species make-up informs teams of some of the nearby Fringe-capable races. Never play pirates as fools. The team should take care to avoid leading them back to Hatsumi Base, since the pirates and IDA are in competition.

If Fringe Pirates are used in this fashion, it is best to make them less bloodthirsty. Pirates seek booty and can settle for taking tribute from the team, extorting them again and again. They might even show admiration for team's spunk for attempting to thwart them. Making a few of them charming or attractive can't hurt.

TECHNOLOGY

Be very careful how fast you release new technology into the campaign. Many teams enjoy the challenge of working with limited resources and applying ingenuity. It will take time to assimilate any technology. A technologically advanced trading partner who is aware of Fringespace may quickly become Earth's worst competitor.

One technique is to provide artifacts that are so highly advanced that they cannot be reproduced until the IDA progresses a few tech levels. If the majority of high tech is introduced in this fashion, the players will be frustrated when the IDA removes these items from the team so scientists on Earth Prime can investigate. This is a common complaint when crystals are found.

Map out a timetable for useful tech and the consequences of its introduction so it can be a known aspect of adventure planning. If you run a technology or artifact hunting campaign, advance the campaign timeline more quickly so the basic tech and spin-off possibilities have time to express themselves in the campaign history and in social and political changes as well.

SAYURI HATSUMI

Sayuri has been implanted with a lot of information by Schmert about Fringespace that she does not consciously access. This was proven when she was put under hypnosis and spoke Latin, a language she never learned on Earth Prime. She can be used to reveal secrets whenever the GM desires, preferably when there seems to be no solution. Do this sparingly or the team will become reliant on her and the IDA will surely keep her under lock and key. This also means that she is Schmert's puppet. Can anyone ever completely trust her motivations again? If the GM doesn't want to include Sayuri, new NPCs or even team members can find themselves with implanted knowledge or motivations.

IDET TEAM LIAISON

Dealing with red tape and forms is the bane of all adventuring groups who are sponsored by large organizations. Providing an advocate who acts as a go between puts a face on the IDA. This liaison keeps requisitions moving, handles finances, and champions the team when they run afoul of regulations or political machinations. A liaison works on behalf of a team, but is not a stooge. All should be strong willed, competent, and as hungry for advancement as the team itself. Make them real.

AGGRESSION

After teams have run up against dangerous foes, especially Mellor, they may decide to travel in armored, armed groups, ready to unleash death for minor provocation. An armored or armed vehicle scares inferior cultures into pre-emptive attack or flight. An advanced culture will see it as a sign of immaturity or uncontrolled aggression. Rarely does it aid in communicating honestly with natives or establishing enduring relationships. Many teams have found more advantage in being underestimated by new contacts.

MELLOR

Planning when to introduce the Mellor is one of the most important tasks a GM has. Adding them to a campaign forever alters that campaign. Do not be in a hurry to introduce them unless you are playing a Mellor Hunter campaign.

While Mellor are vicious, tenacious, brutal, killing machines, they are also very, very wily. If they have any intelligence at all, they know that the Fringeworthy are their only means of escape from their world and will work tirelessly to build trust and beguile the team members. Their first act will not be to replace a team member. It is their last, preferably right before leaving for Fringespace.

Remember that a Mellor must be in the form of a Fringeworthy team member and be carrying a crystal to defeat the Fringespace Mellor Detector. They can carry the crystal inside their body.

The team may know a Mellor as a tribal leader who has been very helpful in their explorations. They may have returned time and again to a world to find their base guarded by this devoted individual. Often the Mellor are the power behind a throne.

Only after the mask is removed will the team see that the Mellor, usually through puppets, orchestrated wars, social upheavals, or religious jihads that have plagued this world. Mellor rarely work alone. They were designed to work with a society to bring about change. That purpose, perverted, is still empowered by their innate talents and an army of inferior Mellor under the absolute mental control of the highest type.

Once exposed, the Mellor will delight in destroying the team by whatever means possible. They are all Tweedle Dum to a Tweedle Dee somewhere so they have no fear of death. Almost always the first hostile encounter with Mellor causes at least half of the team to be killed, permanently maimed, or wounded nigh unto death. Total party kills are common unless the GM provides a means of escape.

If you make the Mellor unbeatable, it will have a chilling effect on your campaign, and may irrevocably alter the tone. Remember that there are some very simple tests that can detect a Mellor. However, they will use whatever means they have to thwart that purpose. Body taboos are common among cultures and can be justifiably used to rebuff a physical examination.

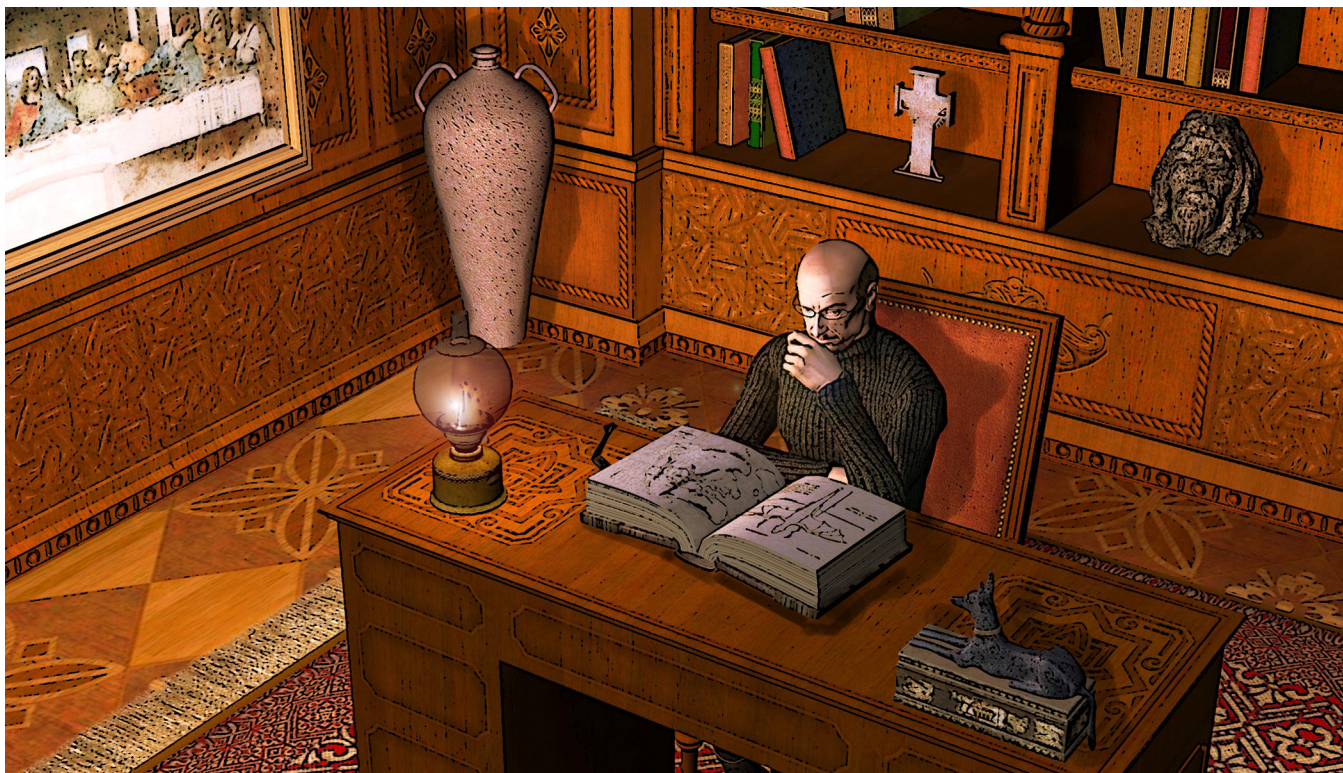
THE OLD COMMONWEALTH

Since the collapse of the Commonwealth, many worlds have rebuilt, collapsed, and rebuilt again. The Mellor destroyed most full-member worlds. The second tier members with client status had the best chance of hanging on to a remnant of civilization and recovering.

Some have turned isolationist and will treat any offer of inter-world cooperation with suspicion and hostility. If they even remember the Commonwealth, they will remember it as that which betrayed them, brought suffering, despair, even genocide.

Others have ventured out on the Fringepaths – for conquest. Entire worlds may be consumed of resources and tribute in an empire of a few dozen nodes. IDET should be very careful. The empire may know the nature of Fringespace far better than they do.

There will be those worlds that pine for the old days of comfort and wonders. IDET will find valuable allies if they can offer aid and generous trading terms. Many secrets lay waiting in long forgotten relics of the old age.



CAMPAIGN CHECKLIST

Remember that these are what the designers consider to be best practices. Your campaign is your own, carved from the heart of your imagination, passion, and experience. Take from this list what serves your purposes and style.

1. Make a GM/Player compact of what kind of campaign to run. This may or may not turn out to be the flavor of the actual campaign. Just remember that if you want them to be heroes and they want to be pirates, they'll be pirates no matter what you do. Be flexible.
2. Decide where in the Fringeworthy timeline to start the campaign and what elements of the standard campaign to keep. This will determine what is known of Fringespace, which Earth Prime portals and bases are open, and what members of the Alien Corps are available for player characters (if any).
3. Help players create characters with full back-stories, characterization, and motivations (short and long term). Let them add details over time.
4. Assuming that the players are explorers, create an IDET liaison. No liaison should ever be quite what the players expect or easy to deal with.
5. Determine what tech and resources are available to the characters and how they may access them.
6. Determine how characters will be rewarded for achieving the goals of the IDA. Experience and wealth come to mind.
7. Create a beginning set of adventures to achieve one or more of the characters' goals and to provide leadership opportunities for the players. At times the 'face' of the group will end up being someone totally unexpected.
8. Decide on a long-term goal and create adventure arcs to achieve it.
9. Always have a backup plan. It is important to have a way out if the players manage to box themselves into an inescapable doom.
10. Rinse and repeat.

This book only contains some of the secrets of the Fringepath. There are many more to be revealed in later supplements. You've just started on the adventure.

TIMELINE-BASED CAMPAIGN MODELS

▣ The Early Years - "Road to the Future - Discovered"

SUMMARY

EARTH, 0000-0005 F.D. (2013-2020 A.D.)

This is the very beginning; the discovery of the Tehrmelern Portal System by the humans of, what will from now on be designated, "Earth Prime".

The people of Earth Prime are about to get a huge shock. Not only are we not alone in the universe, but there are many, many universes and they are all accessible, on foot, by means of an alien technology found in Antarctica. The world will be full of hysterical points of view. There will be recruitment posters, business ventures, corporate and government espionage at unheard-of levels. The security measures to protect the identified Fringeworthy will be massive since they will usually be detected in public and the detection squads will probably be followed by who knows what interests, in an effort to get an inside track on this new horizon. The story can begin with a PC's discovery of their special nature. This allows the PCs to decide if they are going to take any of these most likely lucrative but probably illegal offers made by who knows. Or it can begin on their first world adventure. What kind of world will they visit first? Will they be sent to an alternate or will they stick to their own universe and map out where their planetary, system and star portals lead. Wherever they go, there is a timeline that does involve major characters of the game. Certain discoveries will not be made immediately. There will be no Mellor encounters in the first 5 years of exploration. Furthermore, there are no reported incidents with Fringe Pirates or Tehrmelern other than rare brief sightings of Schmert.

The discovery and first contact with all the races not indigenous to Earth Prime are clearly laid out. So if you decide to follow the timeline as it stands and set yourself at the beginning, you may be on hand when the Heavies are first encountered; or the Victorians, or the T"Ziel. You could even be part of the contact team as long as the major players are still present. If you place your campaign after a specific contact date, you can conceivably be one of those races, looking to leave your world for whatever reasons make sense to you.

CAMPAIGN IN BRIEF

As a beginning Fringeworthy, the explorer's motives are their own. Like all quickly cobbled together organizations, UNIDA is going to have a period where chaos will rule and paper pushers will flourish. With the desperate drive to find as many Fringeworthy as possible to make up the IDETs, few people are going to be scrutinizing Fringeworthy resumes and people of all sorts of character are going to get in. Who knows what kind of deals will be made before a PC ever sets foot on a platform? The GM should be careful when mapping his campaign not to send his players to a world that has already been identified in the timeline as a major player. All the major race worlds are identified at the top of each race for this reason.

THE ROLE OF THE HEROES

Essentially, the PCs will be in one of two groups: Explore or Supply. Their job will be to visit new worlds, determine what life is present, record all the information and return to base with that information. Conversely, they could be bringing supplies to teams situated on specific worlds where research is being performed. On route to locate these static teams they could have any number of adventures up to and including rescue missions, running battles or reporting all hands lost. The first adventures, excluding those catalogued in the timeline are open to anything the mind can conceive.

CAMPAIGN TRAITS

The technology will be limited to what has been discovered works on the Fringepaths; bicycles, diesel powered jeeps and trucks. All the fancier items the UNIDA have developed should be considered 2nd Generation tech. Once the PCs have determined how tech works on the Fringepaths and what fails to work, they can then begin seeing new tech that has been developed with the Fringepaths in mind. (They should not be given this info. Let them discover that their laptops are empty after a mission or their digital cameras have no evidence of what they discovered recorded on them.) We are talking about the early missions, I'm sure quite a few discoveries and once in a lifetime images were lost because someone didn't have a simple flash camera on hand. K.I.S.S. – Keep It Superbly Simple is a good handle to put on the first few adventures. It may be necessary to teach a few lessons along the way. The IDETs didn't know how to interpret the pylon readings the first time they saw them. Every team could conceivably have relevant excerpts from the Antarctic Journal but they don't cover everything.

BACKGROUND

The PCs are new on the scene. They have no idea what they may encounter on the Fringepaths. They don't know what the rules are. They don't know who else may be out there. Someone had to discover that atmosphere only extended 90' laterally from the path. Hopefully it won't be your character.

THE WORLD

The world begins in an uproar about the new universes out there. There will be everything from political upheaval to religious fanaticism. Then it will die down when it is determined only 1 in 100000 are Fringeworthy. Still, there will spring up, overnight, a black market for Fringe tech and artifacts. Fortunes will be made and lost and people will be hurt by it. The discovery that any pregnant Fringeworthy who portal travels during the pregnancy will have a Fringeworthy offspring has raised the promise of a great number of explorers in 20 years as well as spawned a number of questionable practices regarding impregnation. The world turns.

KEY CONCEPTS

People are people and they will behave that way. Keep your situations real, keep your encounters realistic and keep your PCs motivations always first in their minds.

▮ Established Exploration - “The Fringepaths – Bane or Boon?”

SUMMARY

EARTH PRIME. 0005-0020 F.D. (2021-2030 A.D.)

By and large the world has stayed the same. The new age of brotherhood that the discovery of the Tehrmelern Portal System promises to bring is still in its infancy. Five years is not long enough to bring about such a global change in the beliefs and attitudes of the people of Earth Prime. There are still minor wars, but they are mostly being fought for different reasons. The Tehrmelern Portal System or the so-called “Fringepaths” as the public has dubbed them have brought about significant change in our worlds goals and needs. With whole worlds that are automated farms to use for supply, the UNIDA have been feeding many who previously had nothing. With enough food and shelter, outbreaks of disease that were endemic in overpopulated areas are becoming fewer and fewer. The Power that the UN now wields has been recognized by the world in general and the number of member nations has almost doubled. Unfortunately everyone is still functioning on the old belief system as if the discovery of the Fringepaths was a new continent to be plundered and exploited. The IDA still has not made peace with its dark twin, the ASA and while open conflicts between them have not broken out, there are still suspicions, dangerous encounters and lots of sabre-rattling going on. Economically, the future of Earth Prime is looking good. With 10 new members in the IDA and countless other worlds to discover and bring into the fold, it is a good time to be alive if you are Fringeworthy,

CAMPAIGN IN BRIEF

All the major races have been contacted and with the creation of IDAC (Interdimensional Alien Corps), PCs can now run characters of any race they wish. The more exotic races will be rarer but present in IDET groups. According to the Timeline, the PCs are ripe for their first encounter with Mellor, Fringepirates, undiscovered Tehrmelern Technology and major characters or new races. 2nd Generation technology designed specifically for the Fringepaths is now becoming available. Up until this point, the humans of Earth Prime have been the most technologically advanced of the races encountered (excluding the Tehrmelern of course). This can now change. Just because Earth Prime has nuclear power, space travel, advanced medicine and is developing alternative energy sources doesn't mean we are on top. There can be races that have been using the Fringepaths for a century or more, out there waiting to make contact with us. It also doesn't mean that our road to technological advancement is the only one that can be taken. GMs should be creative. With an infinite number of universes out there, any tech that is conceivable can be found.

THE ROLE OF THE HEROES

Along with the earlier roles of Explorer and Supplier come the new jobs of Observer, Soldier, Spy and Trader. The Observer is going to be the IDET group assigned to a world not yet ready for contact. They will go in “in costume” so as not to draw attention to themselves and learn from this new world what their values are, their system of governing and approximate technology level. They will make notes about when they feel this world will be ready for formal contact and how it should be gone about. The Soldier is the IDET group whose primary function is protection of the Explorer, Supplier, Observer and Trader teams from any hostiles they encounter as they travel the paths and platforms. Their other role is the launching of rescue missions and when formal enemies have been encountered, search and destroy missions. The high-ranking officer in a soldier team may even be equipped with a relatively high ranking crystal and the right to use it to change the settings on a given portal he or she deems too dangerous to leave open. The Spy is the lone Fringeworthy traveler who visits another world with the intention of obtaining secret or advanced intelligence and technology from a world that is not an IDA member.

The Trader is exactly as he sounds. He deals with everyone and anyone. He has to be careful who his clients are and what he decides to trade but as there is little in the way of border guards or tariffs for bringing in Fringepath artifacts, his life can be as dangerous or lucrative as he is willing to risk.

CAMPAIGN TRAITS

This could be considered the “Flash before the Bang” for Earth Prime and the IDA. This is the era where the IDA is still discovering all the good things about the Fringepaths but hasn’t yet had any truly horrific encounters. It is the time where the IDA may have grown to believe they are the most advanced technologically, since the Tehrmelern are no longer here. Overconfidence and casual attitude should be part of the everyday life of the Fringe Explorer since nothing has come out to challenge their supremacy as yet. The PCs are at that perfect time to introduce them to a real threat.

Let them encounter a Mellor-devastated world. Maybe they will find a few least Mellor in hibernation and not recognize them for what they are until it is too late. Maybe they will encounter a higher form in disguise that, now released from its prison, will try to find out where they come from and how to infiltrate their society. The time is perfect for the UNIDA to get a serious scare about the fact that the Mellor are still out there waiting for a chance to rise up and wipe out all non-Mellor races. Maybe the first Mellor encounter will go down as a perfectly normal experience without the players ever knowing that they have been identified and targeted for genocide.

BACKGROUND

Right now the basics have been determined and laid out for all IDET explorers. What is safe and what isn’t is part of the standard operating procedures for all Fringeworthy. The paper pushers have had their fun but most likely the untrustworthy Fringeworthy agents have either been discovered and removed from service; or quite possibly are dead. The Fringepaths can be very unforgiving when it comes to mistakes made and backstabbers tend to find few people willing to stick their necks out for them.

Technologically, the paths are still a million years ahead of Earth Prime, but necessity is the mother of invention and the tech boys at UNIDA will have come up with a few gadgets that manage to get around the Fringepath energy strictures.

THE WORLD

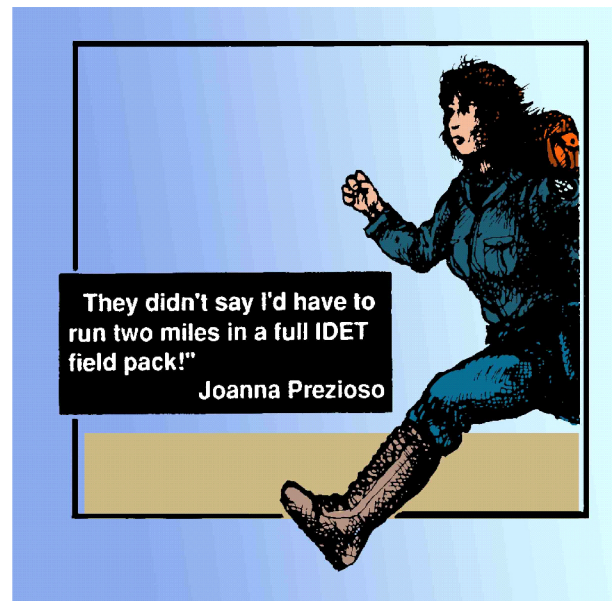
The Fringepaths is becoming more of a household word. It has become fashionable to be able to trace your lineage to someone who is Fringeworthy. The Fringeworthy are the new Superstars whose only entrance requirement is to make an alien crystal glow when they hold it. All the status barriers set up over generations have been fully toppled on their ear when Mr. Privileged has to take a back seat in the adventure of the millennium to Mr. Born-on-the-Streets. Interestingly enough, this has produced two contradictory forces on Earth Prime. The first is procreation – have as many kids as possible in the hopes of producing one that is Fringeworthy. The second is severe limitations on procreation because the improved food and living conditions has caused a population explosion and there is only so much space available on Earth Prime. Although the ability to be Fringeworthy has no racial prejudice or privilege; once discovered, such children are spirited off to Exceptional schools to receive the best education and lifestyle possible in the hopes of training future explorers early.

KEY CONCEPTS

The Fringepaths are ours for the taking. The Tehrmelern are gone and we will reap where they have sown. We are currently the most advance culture using the paths and therefore we shall get the lion’s share of the goods. There is no one to truly oppose us in this endeavor and since there is enough for everyone we will share with our friends but only because it makes us look noble. After all, who is out there who could say otherwise?

ADVENTURE HOOKS

One of the secrets that has been smuggled out of Hatsumi Base is the Attunement rate for non-Fringeworthy to become Fringeworthy by close proximity to Fringepath Crystal Keys or portals. The portals are too well guarded, but it is suspected that a small number of crystal keys of low rank (black or grey) were smuggled out of the base. They are being used in a clandestine attempt to produce a large number of future Fringeworthy by being placed in a group of nurseries at privately run hospitals. The newborns will be exposed to them daily in an attempt to artificially induce Fringeworthiness in this select group who will be raised with a master race education. What the super-privileged cannot obtain by monetary means they will resort to technology to purchase.



Anniversary of Discovery - "You take the High Road and I'll Take the Low Road"

SUMMARY

EARTH PRIME, 0020+ F.D. (2031+ A.D.)

"Good Evening, Bill Bounds reporting here at Hatsumi Base in Antarctica. It is the 20th Anniversary of the Discovery of the Fringepaths and to date the Unified Worlds have

accomplished 'a good start' as described in Time Magazine. During these 20 years the laws governing trade, travel and aid using the Fringepaths have been tested and hammered out. All parties in the IDA have agreed to the Fringetech Accord which will see that all cultures receive equal shares in all discoveries and advances made directly related to the Fringepath discovery. [Cue the smile]

"It was here, 20 years ago today, that the first-ever Fringepath exploration from Earth Prime took place. In 10 minutes, as the clock counts down to the second, the original Fringepath Explorer, Dr. Sayuri Tanuma will walk through the ring behind me and recreate that historic journey to the Earth Prime platform...and here she is, Dr Tanuma..."

"...The majority of our viewers are not 'Fringeworthy' and so will never know what it feels like to stand on a Fringe Platform or even another world; but that may be changing in the foreseeable future. Thanks to Fringetech and the pathways leading to other worlds in our solar system, we will soon realize the colonization of Mars at a tenth the expected cost. When the biosphere is fully constructed and tested via Fringepath, it will then be possible to send spaceships to Mars full of colonists who will simply move in to their new homes."

"In other news, the African Socialist Alliance lost another 200 points on the Dow Jones today when more Fringe Artifacts that were found on the open market and traced back to the ASA were conclusively proven to be clever forgeries. While the new owners may never get the monetary compensation they want, the damage done to the A.S.A.'s credibility may be more than worth it. This is Bill Bounds, Good Night."

CAMPAIGN IN BRIEF

A lot of the novelty of the Fringepaths has worn off. They have become the means of supporting the incredible demands of an overpopulated planet. The people of Earth Prime have had their lifestyles raised to a level that cannot be sustained without the constant supplies brought in from the Alternate World Farms. As with all changes in lifestyle, those who have want more and will not accept losing what they have. The increased food and resources available from the Fringepaths have raised the quality of life all around the globe. Punitive laws have been put in place to reduce birth rates where they were out of control but they are proving to be too little, too late. At this point in history, Earth Prime has a huge population of educated people who will not stand idly by if the level of their day-to-day lifestyle is radically changed or begins to drop. This will put tremendous pressure on the IDA to keep the flow of food and raw materials flowing in. It has been calculated that thousands would die in the first day if the Fringepaths were blocked or delayed even as little as 36 hours. The IDA is aware of this problem and is attempting to compensate with increased flow through the Fringepaths and more efficient paperwork. The same is happening on the other IDA worlds. This makes attacks by Fringe pirates very worrisome. Convoys hijacked or even delayed as little as 12 hours can have terrible repercussions. The real threat is the possibility of the Mellor realizing the precarious nature of the situation and taking advantage of it. By simply attacking enough convoys or using suspicion of piracy by another IDA member, whole worlds could be thrown into chaos and war.

THE ROLE OF THE HEROES

Exploration is still one of the key roles of the IDETs but many times in this era, they will be called upon to guard Platforms or protect shipments of supplies. From the free elite, the Fringeworthy have been reduced to the pack mules that keep the bread coming into the house. The state is precarious and the Fringeworthy know that right now, the world cannot survive without their help. Until a balance is achieved where the member worlds of the IDA have enough control over their natural drives and enough supplies to maintain themselves through a temporary blockade, the life of the Fringeworthy is going to be more guard duty and less explorer.

CAMPAIGN TRAITS

The IDA is well aware of how dangerous the situation is. They also are the only ones who know about the threat of the Mellor. This information has not been passed on to the general population for fear that it would cause mass hysteria. The last thing a world full of people just beginning to trust each other needs is a reason to start suspecting their neighbor is a xenocidal, shape-shifting beast bent on wiping out all races but its own. All IDETs will be given rotating shifts so that they can still do some exploration but will be required to do guard duty at least 50% of the time they are on the Fringepaths. To this end they will be well armed and requests for weapons will not be delayed by red tape or counseled against as possibly making a bad first impression. In an effort to prevent any misunderstandings between races that could also be guarding convoys of needed supplies, the IDETs will try to incorporate as many mixed race teams as possible. The standing order is "only fire when fired upon".

BACKGROUND

Up until now, being Fringeworthy has been exciting, sometimes dangerous and often really cool. At this point in history however, it has been explained to the teams just how important the flow of supplies to the IDA worlds is. They have been made aware of the consequences of any disruption in that flow. All the teams are feeling a little put upon but they all realize how important they have become. Until a good buffer is achieved between the have and the need, the Fringeworthy may be all that stands between peace and global war. To this end all Fringeworthy are now considered even more valuable. No one is expendable and no one is to be lost on a mission if there is any way to avoid it. All teams are on maximum alert and severe penalties will be applied to any member, regardless of rank, if they are found to not be following the new safety regulations. The word is "if your armor chafes, pad it. Just don't get caught not wearing it."

THE WORLD

It is a very dangerous time; a lot like the Cold War. Every group of Fringeworthy met on the paths may be viewed with suspicion unless they are recognized as members or friends. The IDA will be mixing teams from many worlds to keep the possibility of misunderstandings to a minimum. On the outside of every mission is the possibility of an attack by the newly discovered Fringe Pirates and the slowly encroaching Mellor Menace. The teams are more likely to shoot and ask questions later and that has to be kept to a minimum.

KEY CONCEPTS

With the increasing flow of supplies from the Farm Alternates and the increased security on these missions, the Fringe Pirates may attempt to move in on worlds that the IDA cannot properly protect with their numbers spread so thin. The Mellor may be watching and waiting for the opportunity to interrupt a convoy or gain passage on one and then infiltrate the world the convoy is supplying.

▣ New Commonwealth - "The New Renaissance Begins..."

SUMMARY

EARTH PRIME, 0120- F.D. (2133+ A.D.)

The Fringepaths were discovered on Earth Prime more than 120 years ago. In that time, the world has moved on. It has grown into what it should be; a member of an expanding community of worlds where want and need and hate and envy are words that have been shed from the common people's experience. The newly formed community of universes suffered bumps and bruises along the way, but that is all behind them now. The Mellor regrettably, have been destroyed. The Keegak are no more. The new Commonwealth numbers nearly a hundred member worlds and all are being brought up to an equal level of technology. Contact has been made with several worlds that were members of the original Tehrmelern Commonwealth and they are eager to share in the prosperity such an arrangement provided.

CAMPAIGN IN BRIEF

This is a foreseeable future for the people of the IDA. The Mellor War is over. The Third Keegak betrayal was exposed and this time, there were no gentle Tehrmelern to prevent the genocide that followed. But that was decades ago. The new commonwealth is slowly contacting more worlds and gaining more understanding of the Tehrmelern Technology. Thanks to the hard work of Schmert and his clan of faithful engineers, the Fringepaths are nearly repaired. Tehrmelern are rarely seen anymore and it is suspected that Schmert's people, their work nearing completion, may be moving on to a private location where they can take a well earned rest. The new commonwealth is still centuries away from understanding or duplicating the technology of the Tehrmelern and even further away from discovering the true purpose of the Fringepaths; but that is not to say they haven't made advances on their own. While nowhere near the advancement of the Tehrmelern, the commonwealth has developed some simple organic technology that functions while on the Fringepaths. They will have access to nanotechnology that will extend lives and repair cellular damage due to age or disease. While humans still don't know what makes a person Fringeworthy or not and research is still being done in this area, the actual mechanism is no longer needed. It has become common practice to give all children born, low rank Crystal Keys as birthing gifts. These are "Fostered" until the crystal glows in the child's presence. At which time, it is given to a new parent's child for "Fostering". This has had the effect of increasing the number of Fringeworthy in the population to almost 30%. The work is promising and now quite practical. In less than a century, the trait may be present in all living humans.

THE ROLE OF THE HEROES

New worlds are still being contacted. The Traditional roles are still present since no one knows what they will encounter out there but some new roles have arrived. Contact Specialist, Diplomat and Fringe Technician have been added to the list. The Contact Specialist has the job of studying the information gathered by the many Observers and deciding what would be the best way to bring the new world into the fold or if such an action is even possible. The Commonwealth council would have approved all this in advance but they still have to send

someone out, eminently trained in all the arts of knowing who to contact and when to make such an approach. Such skills were deemed necessary when several truly disastrous meetings were attempted and whole IDET teams were summarily executed or lost for years. While contact with the first members of the IDA was successful, looking back on the methods used and the results obtained, it has been suggested that the first IDET explorers were born under very fortunate stars.

The Diplomat is that role who visits other worlds that are aware of the Fringepaths and the New Commonwealth but have chosen not to join. Relations have to be kept with such worlds and boundaries set for expansion since they have as much right to use the Fringepaths as any other sentient. They would maintain embassies on such planets and provide legal advice and council to commonwealth explorers, traders, tourists, immigrants and emigrants.

The Fringe Technician is the person who has devoted his life to knowing all that is currently known about the Fringepaths and the Tehrmelern's Technology. While they actually only know a fraction of what is really out there to discover, they have been invaluable in developing new technology to work on the paths and are usually the ones an IDET teams calls when they have a problem with a portal or a new piece to Tehrmelern tech they need to understand and use. If there are 100 levels to Fringe Tech, they have obtained 10, which is respectable, since the average Fringeworthy has 1.

CAMPAIGN TRAITS

A new "Golden Age" is upon the IDA and this can make people believe that nothing can go wrong. History has shown humanity again and again that "those who fail to learn from it are doomed to repeat it forever". While PCs will have access to a very high level of technology, they will also have to deal with more issues than who has the biggest gun. BFG9000 notwithstanding, there is always someone out there with a bigger gun and less qualms about using it. There is also the possibility of a confrontation with another "New Commonwealth". It has been less than 150 years since the Fringepaths were discovered and yet there were already Fringepirates within a decade of that date. They had to come from somewhere. Who is out there and what have they been building all this time? There is also to consider the Original Tehrmelern who left the current Fringepaths to create another one of their own. They could have arrived at their new Promised Land 40 years ago. Let us not forget that they once went to war against their own people just because of competition within their own sphere of expertise. Will they truly ignore all that is being done with their former creation or will they look in on us from time to time, hopefully not resenting what they see; that we have made it work where they could not.

BACKGROUND

The New Commonwealth is upon us all. Everyday the Fringepaths become more integral to the continued existence of the worlds making up the IDA. From the few surviving members of the Old Commonwealth a very harsh lesson has been learned; "Don't put all your eggs in one basket!" While Fringetech has enabled all the member worlds to achieve the level of technology and comfort they wish, it has not halted the exploration into other sciences. The Fringepaths made it simple to build bases on or in orbit of several planets in the solar systems of the primes but from there, colonies were established that have become safety valves for overpopulation and isolationists. The Non-Fringeworthy had to take the old "across-normal-space" method to get there but they are now self-sufficient and trade goods with their parent worlds. Every colony does it's best to rely on the Fringepaths as little as possible lest they suffer the death the Old Commonwealth did when the Fringepaths were unexpectedly cut off.

THE WORLD

Life is good. More people are born or become Fringeworthy every year. The IDA has all the components of a newly birthed empire. Will it stay benevolent or will it begin to exploit nearer, less developed, worlds because the need for materials outweighs the cost of transporting from further alternates? How long this golden age will last is anyone's guess, but Schmert will be watching to see what happens.

KEY CONCEPTS

Soon all the Fringepaths will be restored and the New Commonwealth can truly begin to function as the old did. The real question is will Schmert and his brethren allow it to get that far? Will he truly share technology that is so far ahead of the human race; with them on an equal footing? Because that is what is necessary to bring the higher levels of the Fringetech online. Schmert is immortal and has had a long time to think about what he would do when the Fringepaths are fully repaired. Has he learned from the mistakes of his people?

Whenever anyone visits a historical alternate they expect to find huge changes, but what if the changes were minor? Could you conceivably meet yourself with only a few differences in personality or personal history?

ADVENTURE HOOKS

A group of IDET explorers visit an unexplored world only to be either warmly welcomed as old friends or hostilely driven off as worst enemies and discover that while they themselves have never been here, someone masquerading as them has. This is not just a group who is falsely representing IDET but a group of actual

doppelgangers who have had interaction with the people of this world (positive or negative). Somewhere off the beaten path is a universe of Earth Prime alternates that are so close to the original that they could and have been mistaken for the other. What are their motivations and goals? They obviously have some variation of IDET on their world but what are its goals and how long has it been in operation?

▣ Other Campaign Models

INTER-DIMENSIONAL FORCE

CONCEPT: Fringeworthy Combat Teams working to free hostages, disrupt Terrorism and provide security for the Pathways and Alternates.

CORPORATE TRADING COMPANY

CONCEPT: Teams of economic and Development specialists looking for ideas and technology across the Fringes.

FREE TRADERS

CONCEPT: Fringeworthy and Ex Pirates working for themselves to find opportunities across the Alternates. Often they run independent stations to help IDET explorers.

FIRST TEAMS

CONCEPT: Teams of exploration and contact specialists who open Alternates for exploration and catalog the world.

ECO TEAMS

CONCEPT: Teams of biological specialists surveying worlds and collecting species for return to earth and other worlds. Often called the Dodo squad. They also disperse endangered species to other Alternates where they can thrive.

MEDICAL RESCUE TEAMS

CONCEPT: Medics and Doctors on the Fringepaths to do Rescue and provide medical knowledge to Alternate Earths.

ERADICATION TEAM

CONCEPT: A highly armed Mellor disposal unit.

MAJOR CAMPAIGN CONCEPTS

CONCEPT: Major happenings that can change the scope of the game. These are world shattering events that the players can be caught in.

MELLOR APOCALYPSE

CONCEPT: Mellor have infested earth and the allied Alternates leaving the Fringeworthy for themselves. This can also be a Complete Lockdown of Earth from Fringeworthy access for a time of troubles.

DISCOVERY OF THE SHUTTLES

CONCEPT: The Fringepaths are Engineering tunnels for a much bigger system and have a system of shuttles that can easily transport people and materials great distances. Earth is the center point of 100 million alternates and at either end is the T Prime, the Tehrmelern Homeworld that is over run with Mellor.

RETURN OF THE TEHRMELERN

CONCEPT: The Tehrmelern are coming back and about to RESET the Fringepaths to open Earth as a T Prime. This will open a full 600 foot portal cluster on Earth Prime and link it to the Old Tehrmelern Commonwealth. They have found a solution to the Mellor problem. Earth is about to get a half million Tehrmelern refugees who will bring the fruits of their culture and a 'Golden Age' to mankind.

SECOND COMMONWEALTH

CONCEPT: With Earth becoming a T Prime and Joining the Commonwealth, Many have become Fringerunners, Truckers that are travelling the Fringeroads to Other Worlds. These 'Big Riggs' are now the lifeblood of Earth's Commerce.

SECOND COMMONWEALTH IN PERIL

CONCEPT: There are forces that do not want the return of the Tehrmelern or their Human allies.

FRINGEPATH DATA

While the designers could have mapped out a system platform and 8 star system platforms for each Node, we know that the majority of players will concentrate their exploration efforts on the Prime and Alternate platforms. Therefore, to maximize the usability of these maps, only information for Prime Platforms and Alternate Platforms for nodes –6 to +6 is provided. System and Star data is provided for Node 0 (Earth Prime) as an example. This data was taken from the TTS Fringeworthy product: Catalog of Alternate Worlds.

For this edition the Victorians from Alternate +2/7 has been moved to the Prime +2 and expanded. The original entry of Turtle World replaces it on the Alternate Platform.

KEY FOR MAPS

##	Number of the portal (corresponds to its position on the Platform)
TYPE	Warp (W), Warp with Rainbow Fringe (W(R)) or Ring Station (RS)
LOCK	At what security level is the portal set – from none (UN) to Top Security (11). At none, a crystal is not needed to make changes to the control pylon's settings. A portal may have a very high security but still be active.
STATUS	Is the portal active (ACT) or inactive (INA)? Any portal can be turned on or off if it is unlocked or you have a crystal of sufficient security level. There is no planetside Warp and no lit indicator lights on the control pylon if it is inactive. Most portals are inactive when first found. Status is only provided for Earth Prime platform.
ACCESS	Open (ACC), Limited (LIM), or Forbidden (FOR) - Is the portal difficult to use due to environmental conditions (freezing temperatures, low pressure, zero G)? Does the team require special gear to explore safely (a submarine if underwater)? Then access is limited. It does not mean that the portal is in an inconvenient location, since most are. However, if use is restricted but not forbidden for political reasons or the presence of active hostiles, then access will be listed as LIM. Forbidden is an operational decision by the IDA. Most Mellor infestations are classified FOR.
PL	Progress Level (-- or 0 to 9) Technology level of intelligent life near the portal. This is not an indication of the presence of Commonwealth artifacts.
NOTES	Use this section to indicate Problem Portals, Mellor Infestations, Pylon indicators of dangerous conditions.

HOW TO USE A PORTAL MAP

These are simple settings for your adventures. At first glance many seem uninteresting. However, a fetid swamp may border a ninja training ground, an ancient ghostly manor, a forgotten weapon laboratory, or a simple village of immortal, psionic squirrels. Many worlds hold relics of Commonwealth superscience.

Where a key value is missing, the GM is to supply it, based on her adventure design. A value is only provided when it is indicated by the portal description.

REMEMBER

- Most Portals are initially locked. While the security level should appear random, the levels are actually set to allow the GM to control the campaign. You don't want all your teams exploring the same platform. You want to prevent fledgling teams from encountering Mellor. You want to reserve some portals to explore later instead of having to travel 20 nodes to find one unexplored. See **GM NOTES ON RUNNING A SUCCESSFUL CAMPAIGN** for more detail on these issues.
- Most Portals are Warps. However, Ring Stations can be hidden inside of caverns or on remote islands and mountaintops. Warps are very, very difficult to find without a crystal if the rainbow fringe is deactivated. However, due to the war, most warps have the rainbow fringe turned off.
- Nearly one thousand years have passed since the war. Due to the lingering effects of weapons used, many worlds have experienced massive climatic changes from when the portal was first created.

PROGRESS LEVELS (PL) – open content from d20 Future SRD

A Progress Level (PL) is an indication of the state of technology that exists in a particular society or civilization (which, in a science fiction setting, may be located on a planet other than Earth). This state of technological development generally pervades all aspects of a culture, particularly at higher levels (PL 5 and beyond) when long-range communication is virtually instantaneous. Even at lower levels, it's unlikely—but not impossible—for a group of humans (or other sentient beings) to be at one Progress Level in some respects and at another one in other respects.

Progress Level may vary wildly from place to place on the same world or even the same continent.

PL 0: STONE AGE

The major achievements of a Stone Age society are the use of fire, the domestication of animals, and the invention of agriculture. An individual living in a Stone Age society is primitive, but he isn't necessarily gullible, stupid, or easily frightened by advanced technology. Common weapons in a PL 0 civilization include the club, the dagger, the spear, and the bow. Armor made from hide or leather is possible, as are wicker shields. Communication beyond the local tribe or settlement doesn't exist. Travel is accomplished by foot or by simple rafts or canoes. Simple pottery, stoneworking, and woodworking are possible.

PL 1: BRONZE/IRON AGE

Early human civilizations began to work metal toward the end of the Stone Age. The malleability of copper led to its becoming the first metal to be "tamed." Adding tin to copper created a much stronger alloy: bronze. This advance allowed for the crafting of tools and weapons of great durability. In turn, those improved tools made possible the working of iron, which soon replaced bronze as the metal of choice for tools and weapons.

In a Bronze/Iron Age society, advances in pottery, construction, and agriculture allow for the concentration of populations into larger and larger groups, with a corresponding upswing in the accumulation and sharing of knowledge. The rise of nations, citystates, and empires begins in the Bronze Age. Organized efforts to improve communications allow regional societies to exist. Galleys and small sailing vessels are capable of relatively long voyages, and some cultures may build extensive road or canal networks to link distant places. Improvements in agricultural efficiency permit the rise of artisans, craftsmen, professional soldiers, and other occupations that are not directly concerned with gathering food.

The sword replaces the club and the dagger as the preferred weapon of infantry. Chariots briefly dominate warfare before cavalry (aided by the introduction of the stirrup) renders chariots obsolete. The first true military forces or tactical systems appear. Armor can now be made from sewn plates or scales, metal links, or even forged breastplates, and a variety of metal melee weapons dominate the battlefield.

PL 2: MIDDLE AGES

Maturing civilizations experience a period of turmoil and adjustment at this Progress Level. Developments continue in architecture, commerce, metallurgy, and mathematics. Wider dissemination of information becomes possible thanks to more advanced printing techniques. Sea communications dominate in the later part of this stage of development, and sturdy seafaring carracks and galleons open the door to the next Progress Level.

As populations increase and knowledge of agriculture evolves, an increasing percentage of the population relocates into growing cities and towns. Toward the end of this Progress Level, the feudal system, in which a small class of nobles ruled a large population of agricultural workers, begins to collapse. Specialized crafts develop, universities appear, and the middle class is born. The first corporations emerge in the form of trade guilds. The evolution of strong systems of trade and finance tends to distribute a society's wealth more evenly among its members, diluting the power of the nobility.

Tools of warfare undergo a significant revolution. Sophisticated chain and plate armors protect warriors from harm, and elaborate fortifications become something of an art form. Toward the end of the Middle Ages, the introduction of simple gunpowder weapons signals the imminent end of knights, heavy armor, and organized armies of swordsmen.

PL 3: AGE OF REASON

The Age of Reason is an era in human history when the development of ideas and systems of thought takes precedence over technological invention. The scientific method improves humankind's understanding of the world. Experimentation becomes the means by which the physical properties of nature are systematically examined. The study of the various scientific disciplines—chemistry, electromagnetics, medicine, biology, and astronomy—flourishes. Instruments such as microscopes and telescopes enable scientists to greatly extend the range of their observations and discoveries. The new reliance on science generates waves on all levels of society. Superstition falls away, and exploration of the world reaches its apex. Society begins to experiment with new forms of organization, such as democracy. Corporations and economic alliances continue to evolve. Economically, this Progress Level is a transition from the cottage industries of the Middle Ages to industrialization.

The cannon becomes the dominant factor in naval warfare, while massed musket fire and horse-pulled field pieces rule the battlefield. Even the reliable bow vanishes, replaced by the flintlock. Light melee weapons remain common.

PL 4: INDUSTRIAL AGE

In the fourth Progress Level, the theoretical knowledge of the previous era matures into widespread practical application. The harnessing of hydraulic, steam, and electric power creates an explosion of commerce and industry. Developments such as the telegraph, the telephone, and the radio make true global communication possible. Breakthroughs in manufacturing techniques allow the construction of heavy ironclad vessels, rail transportation, and architecture of previously unimaginable size. Pioneers venture high into the atmosphere and descend into the sea's depths.

Urbanization is complete as individuals gather in smaller environments where they can more easily exchange goods and information. Corporations expand in power, many establishing themselves throughout the explored world. Governments are based on political and economic factors.

The means of war change swiftly through the period. Aircraft and submersibles join the list of military assets. Reliable and accurate rifles, pistols, and machine guns become common. Mechanized war machines herald the first great change in the art of battle since the end of the knight.

PL 5: INFORMATION AGE

The Industrial Age relied on chemical power, but in the Information Age, computer technology and electronics rule supreme. Satellite information systems and the Internet connect the globe digitally. This Progress Level also sees the introduction of fission power and weapons reducing the importance of fossil fuels. The automobile replaces the locomotive as the common form of travel. The first steps toward space travel involve massive chemical rockets, unmanned probes and satellites, and short-term manned missions.

The technology of the era allows greater citizen participation in government. The emergence of international alliances begins to dissolve borders between nations. Corporations gather power and begin to threaten government authority. Technology has a greater effect on individual lifestyles than on society as a whole. Most weapons at this time are refined versions of Industrial Age equipment. Rifles, machine guns, and heavy howitzers are still used by the world's soldiers. Computerized targeting systems and guided weapons make warfare much more precise and efficient. Strategic weapons, tested but never used, exhibit the species' power to exterminate itself in minutes.

Humanity experienced its Information Age as anxious years full of minor crises. The tension gradually alleviates through the age, and as the era ends new superpowers form.

PL 6: FUSION AGE

The development of fusion power provides an efficient, nonexpendable energy source that almost obliterates the need for chemical fuel sources. Advanced space exploration and colonization become possible. Computers become even more accessible, reliable, and powerful, leading to the development of virtual systems and widespread access to the global Internet. Slowly, society experiences another revolution as individual nations are replaced by world powers. Megacorporations number among these new superpowers as the line between the national citizen and corporate employee is rendered indistinct. Armed with the means to eradicate the entire species, the world powers keep conflicts to the level of skirmishing and posturing, and integration of the Information Age's improvements proceed peacefully.

Scientific advances in genetic engineering lead to artificial evolution and the first government- and corporate-sanctioned attempts to genetically manipulate human beings. Early results are encouraging, with the manifestation of positive and negative mutations in the species toward the end of the age. Scientists also perfect cloning technology, and the first human clones are created.

In the later years of this age, the first crude applications of gravity induction technology appear, in the form of civilian and military vehicles that can move through the air without using physical propulsion or consumption of fuel.

Chemical-powered explosives and firearms remain the weapons of choice; fusion technology can't be effectively miniaturized for personal combat. Nevertheless, advanced chemistry and superconducting technology change the materials and capabilities of many weapons. True spaceships become possible, propelled by powerful fusion drives, but still require a reaction mass to traverse space.

The age sees the tenuous settlement of other planets and asteroids within the same star system.

PL 7: GRAVITY AGE

As this Progress Level opens, the invention of two key technologies herald humanity's climb to the stars. The gravity induction reactor systematically replaces fusion power as an even more efficient source of energy that can be miniaturized with great ease. With the use of the mass reactor, world powers explore, divide, and colonize the entirety of the local star system. For the most part, life on the home planet is unchanged.

The second advance of the era brings perhaps the greatest upheaval in the history of human civilization. The introduction and integration of gravity induction technology leads to the creation of the induction engine, which allows starships to bridge the gap between the stars. Political and economic reorganization occurs as the species spreads far from home.

Projectile firearms are in their last days, as crude energy weapons become available. Powered armor is available to warriors of this age. Personal (melee) weapons enjoy a resurgence, due in large part to a shift in military tactics—armed conflict between individuals seldom occurs on an army scale, but more frequently involves engagements of small units in conditions when ranged weapons are not necessarily effective.

Computer technology links every society, settlement, and outpost of a star system in a single information net, creating an unparalleled and expedient exchange of knowledge and data for business, entertainment, and research.

PL 8: ENERGY AGE

The continuing miniaturization of induction engine technology allows power plants the size of marbles to harness the basic forces of creation. Powerful personal force screens and energy weapons dominate the battlefield, as projectile weapons finally disappear after ruling the battlefield for a thousand years. Miniaturized sensors, shields, and engines allow mass production of small, practical starfighters. At the other end of the spectrum, advanced construction techniques allow humans to build enormous, self-sustaining cities in space.

PL 9 AND HIGHER

Generally, these Progress Levels are beyond reach or comprehension, although isolated worlds or undiscovered species may exist that have access to them. In many cases, the signature technologies of an earlier age are abandoned in favor of more elegant and more powerful technologies.

Practical control of matter at the subatomic level, the ability to travel through time, or the power to “fold space” to shorten travel distances may be possible at this stage of technological development.

PURCHASING ITEMS OF LOWER OR HIGHER PROGRESS LEVEL

Progress Levels are relative, and depending on the economics of a campaign, a GM may choose to make certain items of a higher or lower Progress Level unavailable, cheaper, or more expensive to purchase. For the sake of game balance, GMs who want to make lower-PL and higher-PL items available to characters should adjust the purchase DCs of items as follows.

- -2 to Purchase DC for each Progress Level lower than the current Progress Level, except in the case of valuable antiques.
- +5 to Purchase DC for equipment from the next highest Progress Level (the limit for purchasing cutting-edge technology).

WORLDS ON THE FRINGE

WHAT'S THE LAND LIKE?

Roll a d 100 to generate the planet's appearance.

01-10	UNBROKEN LAND MASSES
11-25	SUPER CONTINENTS
26-75	SEVERAL LARGE CONTINENTS
75-98	CONTINENTS AND ISLANDS
99	SMALL CONTINENTS AND ISLANDS
00	ISLAND CHAINS

WHAT'S THE GEOLOGY LIKE?

Roll a d 100 for the general geology of the world.

01-10	GEOLOGICAL HELL <i>Rich in mountain chains, earthquakes, and high volcanic activity.</i>
11-25	HIGHLY ACTIVE GEOLOGY <i>With mountain chains, volcanoes, and generally commonly active geology.</i>
26-75	ACTIVE GEOLOGY <i>With mountain chains, and varied geology. Has generally rare geologically activity.</i>
76-95	PASSIVE GEOLOGY <i>Geological disturbances are at best uncommon to unknown in many areas.</i>
96-00	NON ACTIVE GEOLOGY <i>This geology is inactive or staggeringly slow.</i>

WHAT'S ALIVE?

Life almost invariably develops wherever there is a near-terrestrial climate. Roll a d100 for alien life and diversity.

01-05	NOT MUCH <i>Other than a few things hobbling out of the seas and some plant growth, there's just not a whole lot here.</i>
06-10	SPARSE <i>Some life, diversified plant life and a few biological surprises, but not many.</i>
11-25	AVERAGE <i>A good diversity of ecology, life forms, plants and food chains.</i>

26-75 LIVELY

Lots of life forms in many food chains. A very wide and surprising diversity.

76-95 FRANTIC

All sorts of competitive life forms and plants with many forms that are hostile.

96-00 MANIACAL

Everything here is competitive, diversified, well developed and generally looking to add you to its daily food requirements.

BIO-COMPATIBILITY

Roll a d100 for the bio-compatibility of life forms, whether there are usable foods for your species in the environment.

01-05 NO COMPATIBILITY / TOXIC

Nothing remotely resembling food exists here. If anything, it's toxic in the extreme. 98% it's Toxic.

06-10 VERY LITTLE COMPATIBILITY

A few scattered items may be compatible, but they are few and very far between. 95% it's Toxic.

11-25 LITTLE COMPATIBILITY

A one in 4 chance of finding something edible that isn't toxic. 75% it's Toxic.

26-75 FAIR COMPATIBILITY

About half of what you can find edible, will be good for you. Taste is another matter. 50% it's Toxic.

76-95 HIGH COMPATIBILITY

Most of what you can find won't kill you. These are highly unusual worlds like Terra. 40% it's Toxic.

96-00 VERY HIGH COMPATIBILITY

A paradise of a world where very little is toxic. Only 30% of the life forms are without food value.

INTELLIGENT LIFE FORMS

Life is everywhere. Throughout the Fringes worlds have developed sentient life forms who aspired to reach the stars. Forming society and industry, they often disperse into the vastness of interstellar space. Few find the Fringes or the Pathways. Whether seeded or naturally developing, they ferociously cling to life and eventually lock into that long ladder to sentience and civilization.

INTELLIGENCE

01-50	NONE <i>No Intelligent Forms Yet</i>
51-75	NEAR INTELLIGENCE <i>Primitive Forms of Intelligence</i>
01-50	PRIMITIVE <i>True Intelligence, Primitive Culture</i>
91-98	DEVELOPING CULTURE <i>True Intelligence, Go to Culture</i>
99-00	DEVELOPED CULTURE <i>True Intelligence, Multiple Races</i>

OPTIONS

You can index the start of the cultural generators at a level for primitives or on the main tables after a check on the species use of energy. You also have the option to create the history of the intelligence by GM fiat or the following tables.

ORIGIN OF INTELLIGENCE

01-25	UPLIFTED RACE <i>Raised to Intelligence by the Tehrmeleern</i>
26-75	OLD RACE ASSISTED <i>Tehrmeleern pushed the race to civilization.</i>
76-98	INDEPENDENT DEVELOPMENT <i>Life developed without interference.</i>
99-00	DESIGNER LIFE FORMS <i>Lifeforms designed by other lifeforms</i>

PRIMITIVE MAN

As your players explore the Fringes, they will often run across primitive intelligences in various developmental stages.

1-	PRIMITIVE
50	<i>Primitives possess a rudimentary intelligence and the basic beginnings of culture.</i> • EARTH TYPE: <i>Australopithecus</i>
51-75	EARLY <i>The first 'true' intelligence. Capable of early weapon and stone usage. Often have fire and the beginnings of social structure.</i> • EARTH TYPE: <i>Homo Erectus, Neanderthal</i>
76-99	MODERN <i>The species is advanced. May have various races and the beginning of ethnic diversities.</i> • EARTH TYPE: <i>Cro-Magnon, Modern Man</i>
00	SUPERIOR <i>A slightly more advanced version of the species, with some improved physical and mental capabilities. These improvements are due both to genetic engineering and normal species development.</i>

CULTURE SHOCK

When meeting primitive cultures, a wide variety of social structures and beliefs will be encountered. This often leads to the phenomenon of culture shock.

Explorers without Anthropological or related skills will find their general state of mind rattled by customs and beliefs that border on the bizarre.

Primitive cultures, on the other hand, will probably see any advanced technology as being magic, or just ignore it completely.

REACTION TO CULTURE SHOCK

01-05	Ignore Strangers
06-75	Run in Terror
76-85	Welcome Strange Guests
86-95	Attack on Sight
96-99	Attack if Taboos are Broken
00	Worship as Gods

NUTRITION

01-05	Cannibalistic
06-75	Omnivorous
76-90	Vegetarian
91-95	Carnivorous
96-00	Parasitic

RELIGION

01-05	Agnostic
06-50	Nature
51-75	Polytheistic
76-85	Monotheistic
86-95	Ancestor
96-99	Cult
00	Atheist

FAMILY

01-05	None
06-75	Nuclear
76-85	Extended
86-95	Highly Extended
96-99	Fostering
00	Other

MARRIAGE

01-55	Monogamous
56-85	Polygamous
86-90	Polyandrous
91-96	Clan Marriage
97-99	Line Marriage
00	Other

SOCIETY

Generating a world's society involves the use of a large number of factors that relate to culture, resources and general lifestyle.

MODIFIERS ON A SOCIETY'S DISPERSAL

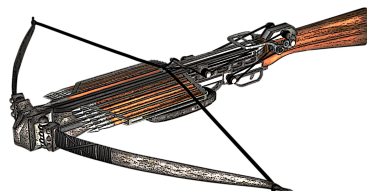
01-02	Highly Shifting Resources	-03
03-04	Seasonable Shifting Resources	-02
05-08	Stable Resources	n/a
09	Very Stable Resources	+01
10	Near Perfect Stability	+02

MODIFIERS ON PROGRESS (Roll d4 times)

01	Intolerant Religion or Government	-04
02	Long-Term Oppression	-01
03	Restrictive Hierarchy	-01
04	Tight Social Structure	-01
05	Long-Term Violence or Wars	-02
06	Short-Term Violence or Wars	-01
07	Failing Economics	-01
08	Racial Injustice	-01
09	Printing I Open Information	+02
10	Progressive Views	+02

LAWS

01	No Laws, Anarchy	-03
02-03	"Eye-For-An-Eye" Justice	-02
04-05	Law for Serious Social Offenses	-01
06-07	Law for General Social Offenses	+01
08-09	Law for Profit and Social Control	-01
10	Law for a Society's Total Control	-02



WARFARE

01	War is Unknown	-02
02-03	War is Nearly Unknown	-01
04-05	War is Very Rare	+0
06-07	War is Rare	+01
08-09	War is Frequent	+02
10	War is Constant	+01

MOBILITY/URBANIZATION RESULT

01-02	Nomadic
03-04	Rural, Dispersed
05-07	Rural and Sparse Urban Areas
08-09	Urban and Rural Cultures
10	Dense Urban and Rural Cultures

PROGRESS

Roll a d10 and apply your modifiers to find the state of progress of the society.

01	Regressing, Fallen
02	Collapsing
03	Failing
04	Stagnant
05	Borderline Stagnant
06	Developing Very Slowly
07	Developing Slowly
08	Developing
09	Developing Quickly

TECHNOLOGY

With these general guidelines, the GM is able to easily generate the technological development of any society.

REMEMBER

- Generate an Energy Use Level by rolling a d100 on the table below.
- For primitive and non-energy dependent cultures, (50 or less), roll ad100 on the PRIMITIVE CULTURE tables for the technological and social progress. Do not go beyond that point.
- For higher technology (50 or above), roll a d10 on the HIGH TECH tables for the society's progress.
- Index power level to the column on the HIGH TECH tables

ENERGY USE RESULT

01-25	Predominant use of Brute Force, some limited fire use.
26-50	Use of Brute Force with high skills in the use of fire.
51-75	Use of Steam Engines and related technology.
76-80	Use of Internal Combustion and power by natural chemical sources.
81-85	Early electrical power, circa 1895.
86-90	Generated Electricity, circa 1930.
91-95	Nuclear Fission for electric or steam generation.
96-97	Commercial Fission use. Solar power.
98	Fusion. Commercial solar electric.
99	Commercial Fusion, Geomagnetic Taps.
00	Mass to energy / Antimatter use.

PRIMITIVE TECHNOLOGY

Energy Level Under 51
Roll a d10 for each category.

STONE USE

01-02	Basic use of stone tools, natural shelters only.
03-05	Rough-shaped stone for foundations.
06-08	Shaped stone for most building.
09	Heavy stone construction and carving.
10	High Monolithic and complex stone construction the norm. Stone carved with detail and for art.

FOOD GATHERING

01-02	Gathering and some hunting.
03-04	Hunting and some Gathering.
05-08	Subsistence Agriculture.
09	Improved breeding of a number of species.
10	Highly diversified and specialized Agriculture and farming knowledge.

ANIMAL HUSBANDRY

01-02	None
03-05	Domestication of a small number of species for work and food production.
06-08	Domestication for food production.
09	Improved breeding of a number of species.
10	Diversified breeding for needs and improvement of a species.

CERAMICS

01-02	None
03-05	Fired, early ceramics and pots.
06-08	Ceramics and glazing.
09	Ceramic building materials, glass.
10	Refined glass, high ceramic use.

EARLY METALWORK

01-02	Soft / malleable metals.
03-05	Bronze, early iron and forging.
06-08	High use of iron, casting.
09	Creation of high carbon steel.
10	Creation of low carbon steel.

MEDICINE

01-02	None
03-05	Little effective use.
06-08	Effective use on limited areas by natural means.
09	Natural medicine, early physiology and simple surgical procedures.
10	Effective repair of complex medical problems with simple natural methods.

SOCIAL SCIENCE

01-02	None
03-05	Social science for social necessity.
06-08	Higher authority sets some social control of the population.
09	Use of social science to orient the population.
10	Social controls, custom or law in high use.



HIGHER TECHNOLOGY

Index by Energy Level
High Power Use Technology

ENERGY LEVELS 50-85 USE COLUMN A

ENERGY LEVELS 86-00 USE COLUMN B

A	B	SYNTHETICS
01-02	01	Simple Alloys.
03-05	02-05	Complex alloys and very early synthetics.
06-10	06-08	Plastics
	09	Special alloys and synthetic fuels are in general use.
	10	Use of complex synthetics and organic chemistry.

A	B	CHEMICAL
01-02	01-02	Simple Chemistry
03-07	03-05	Basic Chemistry
08-10	06-08	Use of complex chemistry.
	09	Use of synthetic chemistry and organic chemistry.
	10	Use of complex synthetics and organic chemistry.

A	B	MECHANICAL
01-02	01-02	Simple use or very basic mechanical devices .
03-05	03-04	Complex mechanical devices.
06-10	05-08	Complex mechanical devices and very simple automation in use.
	09	Complex automation, very high use of mechanical devices.
	10	Very complex mechanical devices and high automation.

A	B	ELECTRICAL USE
01-04	01-02	Knowledge of, but with very little effective use in everyday life.
05-09	03-05	Simple use, as Earth's 1900's.
10	06-08	Common household use in day-to-day life.
	09	Household dependency, very high use for communications.
	10	Travel, communications, every aspect of life.

A	B	MEDICINE
01-04	01-02	General medical diagnosis and treatment on most areas.
05-09	03-05	Specialized treatment for many areas, repair, and physical reconstruction.
10	06-08	Synthetic replacement, use of synthetic and tailored drugs in medicine.
	09-	Regeneration, Autodoc, and cold sleep technologies.
	10	Use of varied life prolongation methods and effective resuscitation.

GM'S NOTES

These guidelines can, with a little work, create countless societies or give an odd flavor to the creation of scenarios.

Remember that these tables are optional for GM use and modified as he or she sees fit.

A	B	COMPUTER TECHNOLOGY
01-08	01-02	Bulky mechanical devices of very limited functions.
09	03-06	Bulky semi-electrical devices of limited functions.
10	07	Light- weight devices of limited functions.
	08	Bulky - devices of advanced functions.
	09	Light - weight devices of data storage and advanced functions.
	10	Micro - Miniaturized computing devices of highly advanced functions.

A	B	SOCIAL SCIENCE
01-02	01-02	No use of social science.
03-05	03-05	Social control in nominal use.
06-09	06-08	Some social control in use.
10	09	High use of social control.
	10	Knowledge of the deep motivations of a society and control of its operation.

A	B	FLIGHT
01-04	01-02	General knowledge of the principles but no applied use.
05-09	03-05	Balloon technology, gliders, very early powered flight.
10	06-08	Airplane Technology
	09	Jet Technology
	10	Goto EARLY SPACE FLIGHT

A	B	EARLY SPACE FLIGHT
01-09	01-02	Early Testing
10	03-05	Early Orbital Flights
	06-08	Space Stations
	09	Interplanetary Exploration
	10	System Colonies, goto STARFLIGHT

A	B	STARFLIGHT
STOP	01-02	Slow ships, Multi-Generation
	03-05	Slow ships, years per lightyear traveled.
	06-08	Early exploration of the nearest stars with early FTL drives.
	09	Colonization of Near Stars.
	10	Commercial Starflight.





U.N.I.S.S. PLATFORM DATA

NODE: -006

Code: 979-441-959-997



PRIME PLATFORM: EMPTY EARTH

Another Earth Prime with natural resources but no human population. With buffalo and saber tooth cats. The IDA is debating ASA's use of this alternate for mining, oil fields, and stripping natural resources. This potential, unspoiled Earth has caused extreme debate within the UN on territorial rights. Claimed by the ASA by right of a small base at portal 1. The small group here is harvesting buffalo in quantity for transport back to Earth Prime.

##	LOCATION/DESIGNATION	TYPE	LOCK	STATUS	ACCESS	PL	NOTES
01	Kansas Plains					--	
02	Brazilian Highlands					--	
03	Alexis Creek, Canada					--	
04	Russian Steppes					--	
05	Gobi Desert, Mongolia					--	
06	Southern England					--	
07	Goose Lake, Oregon					--	
08	Flagstaff, AZ					--	

ALTERNATIVE PLATFORM

##	LOCATION/DESIGNATION	TYPE	LOCK	STATUS	ACCESS	PL	NOTES
01	Island Chain					-	Tropical Island with quantities of fruit and an over-abundance of sharks. Claimed by the IDA as a repair center and medical facility but actually a supply dump designed to watch the Chileans on the Prime.
02	Chicago 1928					4	Chicago in the roaring 20's. Earth Alternate with far too many gangsters, crooked politicians, and overworked police. There was no St. Valentines Day Massacre here and organized crime has gotten even more of a foothold in everyday life.
03	Neanderthal Earth					0	A slowly growing society of Neanderthals. Civilized and with a rich culture. Absolutely terrified of the IDET explorers. They have had bad dealings with the ASA explorers they first contacted. There may have been extreme social damage done to these gentile folks.
04	Plague 1943					4	A bio-weapon created by the Nazis, this has decimated the population of the US and England. The war is continuing as the disease mutates into more or less lethal forms every 90 days.
05	Cuba 1964					4	A land invasion of Cuba is imminent. The Russians are threatening to launch nukes from Cuba, and President Nixon is getting ready to fight WWIII.
06	Almost Camelot					2	Here there are knights and dinosaurs. Kingdoms cover the planet peacefully, most of the time. Continents are radically different though the population is human. These dragons are real and are Tyrannosaur that are larger and smarter.
07	Fundamentalist US					5	A fundamentalist movement in the 1970's took this US and plunged it into a harsh religious dictatorship. Canada and Mexico are free. By 1995, Russia is capitalistic and fears the US and the harsh 'god fearing' nation it has become. Church police are hunting the faithless, Moslems, Jews, and others for deportation.
08	American Irish Revolt					4	Deep in Pennsylvania a huge Irish colony is fighting the Catholic Democrats for independence. The year is 1921. No WWI or Russian revolution. Mexico is hostile to the US. Texas is an independent republic. Texas has fought three wars with Mexico, and is under fire for a 50 mile wide strip of land on its southern border. The Irish are receiving support from Mexico, who hopes to damage the mutual Texas/US aid pact.



U.N.I.S.S. PLATFORM DATA

NODE: -005

Code: 557-674-576-852

**PRIME PLATFORM: AIRTHAI**

Home of the Norlanders, descendants of arctic rim dwelling people who recolonized their Earth after a sweeping plague decimated the lower latitudes. The Norlanders are fast becoming a supply house for the IDA. Warp stations on the Italian continent have become growing cities. The IDA plans a special station on Ambon Island for Tehrmelern artifact research.

##	LOCATION/DESIGNATION	TYPE	LOCK	STATUS	ACCESS	PL	NOTES
01	Amazon Basin					4	
02	Australian North Coast					4	
03	Oulu, Finland					4	
04	Bari, Italy	RS				4	
05	Palermo, Italy	RS				4	
06	Kazakh Upland					4	
07	Kolyma Mountains, Russia					4	
08	Ambon Island, Banda Sea	RS				4	

ALTERNATIVE PLATFORM

##	LOCATION/DESIGNATION	TYPE	LOCK	STATUS	ACCESS	PL	NOTES
01	White Oasis					--	Miles of oasis in a sea of white sand. Diggings show extensive machinery holding the climate of this area in check. Few life forms. Water and food are available in limited quantities.
02	Ice Sheets					--	Large ice sheets cover this geological alternate. The atmosphere is thin but pure, showing air being regenerated by plankton at the equatorial sea. This ice age may have been recent as there are traces of humanoids on the ice caps and a small dump of empty whisky bottles, food cans, socks, and a broken shovel. There is speculation that the owners of this dump may have been other Fringeworthy.
03	Other Folks					3	Meter high gray humanoids. Possibly an alternate species in their age of exploration. Ethical restrictions forbid contact at the present time. Portal is in southern Greece. First contact was met with horror and gunfire as the natives defended their world.
04	Corona Concordia					1	A hostile, low technical, religious tyranny. Geologically the same Earth. This split came after the fall of their Rome and continued to their present with Christians and Gnostics still at odds over the true meanings of Advent and the Son of God. There is often peace for years and then open warfare.
05	Toxic Sea					--	A rugged by corroded sea coast. Chemically destroyed ruins and oxides are all that remain of some extensive city ruins. Life forms are toxic. Dog sized spiders spit corrosives. Sea gulls are plentiful and are meat eaters.
06	Rock Forest					--	Odd ethereal landscape of towering platforms of sandstone, reaching up to 500 feet or more. Some grasses and plants at the tops. Two moons and slightly different star platforms.
07	Washington, DC 1957	W			LIM	4	Defective – will not allow exit for 72 hours Dead center in the White House Rose Garden. Dewey is the second term President in this historical alternate. Here the Korean/Chines War was ended by McArthur with liberal use of nuclear weapons.
08	Forest					--	Just an extensive climax spruce forest. Animals and plants are Earth Prime normal but scarce. No native forms of intelligence. Predators range from small packs of running birds to a bear-like tree dweller with great sloth-like claws and a very bad attitude.

FRINGEPATH NODE -004



U.N.I.S.S. PLATFORM DATA

NODE: -004

Code: 544-577-588-439



PRIME PLATFORM: EARTH 1880

While this world is a quiet Earth Alternate, its first portal is a Geronimo Transfer above a barn on a small Italian farm. After initial contact, Benidito Carlote has built a platform to keep explorers from falling off the barn roof into the pig pen. The owner of this farm is now providing produce to the IDET explorers who have befriended him. This Alternate has not had many wars over its history and is very stable.

##	LOCATION/DESIGNATION	TYPE	LOCK	STATUS	ACCESS	PL	NOTES
01	Bologna, Italy	W		ACT		3	Geronimo Transfer
02	Gouda, Holland					3	
03	Aran Island, Ireland					3	
04	Helsinki, Finland					3	
05	Coney Island, NY					3	
06	Cedar Point, OH					3	
07	Tocipilla, Chile					3	
08	Guadalupe Mountains, Mexico					3	

ALTERNATIVE PLATFORM

##	LOCATION/DESIGNATION	TYPE	LOCK	STATUS	ACCESS	PL	NOTES
01	Mesa					9	Mellor Tehrmelern recreational alternate with amusement park, shops, and a distant starport. This area is heavily infested with Mellor and is extremely dangerous.
02	Here There Be					2	A religious tyranny where fear of the paranormal never left. The world stagnated under continued inquisitions. The church conclave rules in 1880 and still burns heretics, witches, scientists, and anybody else who is politically dangerous.
03	Stir Fry	W				4	Timed Transfer 20+d20 days Peking China a few weeks before the Boxer Rebellion. Explorers are dropped in the British enclave and stranded during the worst of the fighting.
04	Riftwall					5	Ever foggy world of ruins and creatures in the fog. Life forms are hellish and tough. This Earth suffered some trans-dimensional ecological catastrophe in its 1990's. The few survivors are in desperate need of weapons and medicine.
05	New York Subway					4	Warp opens in the middle of a subway tunnel. This Earth Alternate is in the year 1947. With no WWII and high political intrigue between Nazis, Communists, and the League of Nations. America is stable though it has a growing Communistic and Fascist movement.
06	Super Continent					8	Vast world of sealed warehouses, guarded by machines that stun but never kill. The world has been manicured into one large park land.
07	Vulcan's Forge					--	Huge, active volcanoes block sunlight with ash and fire. An amazing chemical warehouse that once had human life until a multiple asteroid strikes shattered the continents, created nuclear winter, and geological upheaval.
08	Ice Wall					9	A large cavern that ends in an ice wall. Tunnelled, the cavern opens to a huge starport in the Alpine Mountains. Tehrmelern starships, huge spheres, by the hundreds sit here. The wall refills with ice in 72 hours. These ships are programmed for starflight to other worlds. All destinations are deserted. There are wolves in the pine forests here. Occasionally a ship can be seen to leave or return from somewhere. Tracks show there may be other things here that are living around the ships or using them.

FRINGEPATH NODE -003



U.N.I.S.S. PLATFORM DATA

NODE: -003

Code: 182-248-129-979



PRIME PLATFORM: ZENDAVO

A semi-technical 'godlike' ruler watches over her peasants and peoples with a system of Dukes. Not far from her crystal city the Tremchuks are trying to ferment revolution and create a socialist state. They are terrorizing the smaller, 'peaceful', humanoids who are far too uneducated to know they are being oppressed. Well..maybe. The IDA still hasn't figured out who all the players are or their motives. Generally a pleasant land filled with happy brainless folks.

##	LOCATION/DESIGNATION	TYPE	LOCK	STATUS	ACCESS	PL	NOTES
01	Tremchuk Village					3	
02	Southland					2	
03	Eastern Desert					2	
04	Central Kingdom					2	
05	Western Sea Coast					2	
06	Wabanu Land					2	
07	Mountain Man Land					1	
08	Gorlok Forest					2	

ALTERNATIVE PLATFORM

##	LOCATION/DESIGNATION	TYPE	LOCK	STATUS	ACCESS	PL	NOTES
01	Arctic					1	
	Very cold with little else but Eskimos and Polar Bears with an attitude						
02	French Resistance 1790					3	
	Paris at the height of the revolution. This political Alternate is having a much more brutal revolution as the monarchy makes a final stand and is importing mercenaries.						
03	Trazon					2	Member of Alien Corps
	Home of the T'Ziel, a race of lizard-like humanoids who are just out of their Bronze age. The T'Ziel have sent warriors to learn of the Fringepaths and the Humans who have befriended them. This race has joined the IDA as a full partner and continues to show a willingness to learn and improve their society. The T'Ziel have produced several brilliant mediators and highly spiritual thinkers who have taken high positions within the IDA hierarchy on Earth Prime.						
04	Normandy Coast	W				2	
	Year 1020 with Viking raids common. People are not friendly to strangers. Warp opens into the market square of the village.						
05	Domes on the Barren	RS				9	
	Tehrmelern Eco Domes hold the last life of this world in suspended animation. The star is declining. A quarter million of the protohumans in statis are waiting to be transported to another place.						
06	Castles on the Hudson					2	
	Spanish settled Americas with castles along the Hudson River. A stagnant 1500's culture with early steam and flintlock firearms. Some problems with natives and the Chinese. Several of these Baronies have come into contact with IDET and are providing supply and trade.						
07	Ashfields					--	Becomes IDET Supply/Vehicle Center #4
	This world suffered intensive radiation and heat several thousand years before. Only now is recovering with simple grasses and rich seas.						
08	Aftermath 2117					6	
	A post WWII world has just woke to the fact that the US military built underground complexes for the production of Hunter-Killer robots. Now the factories have been activated and are starting to produce these terror/revenge weapons to depopulate Russian cities. Their mission is to scavenge materials to build more machines and to dispose of humans. Unfortunately, the war was won by neither side, and this new world order is a peaceful combination of the best of both political systems.						



U.N.I.S.S. PLATFORM DATA

NODE: -002

Code: 856-931-898-145

**PRIME PLATFORM: BLAST'IT 2970**

A far future, post holocaust world of depression and the ends of an advanced human society submerged in a harsh feudal state. Warlords control the peasants and technology and strangle the rebirth of technology, reading, and imagination. Peasants believe in magic and the retribution of god and his Nuclear Fire. Mutations abound, alien life forms brought back to Earth have escaped and generally the place is a depressing mess. All signs point to a multi world conflict and that humanity probably lost.

##	LOCATION/DESIGNATION	TYPE	LOCK	STATUS	ACCESS	PL	NOTES
01	Geneva, NY					2	
02	Gulbarga, India					2	
03	Boffa Coast, Guinea					2	
04	Nemirov, Ukraine					2	
05	South Downs, England					2	
06	Vancouver, Canada					2	
07	Rumford, Maine					2	
08	Cleveland, Ohio					2	

ALTERNATIVE PLATFORM

##	LOCATION/DESIGNATION	TYPE	LOCK	STATUS	ACCESS	PL	NOTES
01	Martian America, NYC					6	
	In 1939 the Martians landed, prevented WWII and created a new world order. This world order has left humanity as third class citizens on their own world. Now 1969.						
02	Strip Mine					--	
	An amazing landscape of rectangular, water filled holes stretch off to the horizon. These measure a mile or more and are connected by 50-foot tunnels. Fish are plentiful.						
03	US 1941 Olympia, WA					4	
	Early in 1941, this Earth has a Master Mellor in the form of Hitler. Contacted by IDET, the Mellor was destroyed and an IDA outpost established.						
04	Chiller, Naples, FL	W				4	
	Florida road 1932. Non-living objects transferred to this world begin to loose heat, a degree every minute and eventually freeze to absolute zero where they implode. Objects brought out begin to heat until they burn. Alternate Physical laws.						
05	Dmz 67 Vietnam	W				5	
	Firebase on the border of North Vietnam. This garden spot helps hold the North in check and is in a constant state of siege.						
06	Mirror Bright					3	Problem Portal
	Damaged Transit Portal to a Victorian Earth. Portals shimmering surface will Hot or Cold Transfer along with a Bad Transition that destroys equipment. Portal exits in Edinburgh, Scotland.						
07	Maelstrom					--	
	This opens to a pathway that was sheered off by an energy vortex. Appears to end at a wide whirlpool of energy. Suspected cause of several Pocket Stops and defective portals.						
08	Romana Universa				ACC	4	Joins IDA
	Home of the Romana Universa, the Rome that did not fall. By their 20th century a quagmire of social mismanagement, this world is striving to help the IDA while trying to restructure its economy. Slavery has been recently abolished and there are extreme problems in the outlying empire as well as open defiance in Jerusalem. The Christian faith is on the rise again. Their martyr was a Jesus who was felled by an arrow shaft at the gates of Rome in 49 CE. There is trouble with the Persians and the followers of a second Christian prophet named Mohammed. China has awakened and met the Romans in the middle of North America. Both sides have modern weapons and nerve gas. The Chinese will not deal with the IDA.						



U.N.I.S.S. PLATFORM DATA

NODE: -001

Code: 528-538-728-292

**PRIME PLATFORM: ERDE PRIME**

Colder and with 1.2 gravity, Erde may well have been inhabited by accident from Earth some 2000 years ago. This developing technological world is populated by a hearty Germanic stock that is technically in their early 17th Century. Erders have become fast friends of the IDA and are gleaming the best of what their neighboring Earth has to offer.

##	LOCATION/DESIGNATION	TYPE	LOCK	STATUS	ACCESS	PL	NOTES
01	Winthrop, MN					4	
02	Erfurt, Germany					4	
03	Coburg, Germany					4	
04	Kalisz, Poland					4	
05	Crete, Italy					4	
06	Quezzane, Morocco					4	
07	Ratik, Marshall Islands					4	
08	Napier, New Zealand					4	

ALTERNATIVE PLATFORM

##	LOCATION/DESIGNATION	TYPE	LOCK	STATUS	ACCESS	PL	NOTES
01	Mohav Green Station					7	Becomes IDA station This far future Earth was ravaged by interstellar war. Remaining was a great dome of plants and wildlife maintained by robots. Now an IDA station as the world is empty of human life.
02	Salt Marsh					2	Hot salt marshes and reptile like humanoids. They live a nomadic existence and roll by with wagons as the marshes dry out twice a year. A dead caravan lies near the portal.
03	Chung Kuo	W				3	Home of the IDA partner Golden Horde. Now a trading partner to Earth Prime. Basically a primitive people ruled by their Great Kahn. While the IDA considered partnership with this empire a mistake, time has shown them to be honest and responsive to positive change. The Great Kahn is no fool to the new wealth and technology that has saved his empire from the Eastern Barbarians.
04	Suburbia 1952	W				5	A 1950's Toronto Canada. The sun is oddly bright and the Fringeworthy immediately got a bad feeling. In d10+WIZ minutes dangerous paranoia began to manifest along with a powerful migraine headache. Only aspirin and alcohol dilute this effect.
05	Kansas City 1840	W(R)				5	Problem Portal A Ghost Transfer with the addition of a ghost like gargoyle predator that preys on the Ghosted explorers. Explorers will end up in a running battle that only they can see. Otherwise the world is healthy and progressive.
06	Dragon Earth, Cleveland					4	About 1935 Dragons were discovered to be real. Technical society has grown under the shadow of these great creatures as they returned to grace the skies. They cause problems but are loved by the population who consider them good luck. The largest dragons measure over a hundred feet and there are multiple species. They prefer Deer and Cattle as a primary food.
07	Zen Mesa					3	Mellor Buddhist monks in the Himalayas have trapped a psionic Master Mellor behind a wall. Causes all forms of effects as the creature looks for weak minds to help it escape from its centuries long imprisonment.
08	Cylinder Forest					6	Ten miles of Space habitat. The cylinder is forested and produces a palm like tree with an oil-based coconut. The oil is burnable as fuel. Other types of coconut have been found that contain food or chemical compounds.

FRINGEPATH NODE +000



U.N.I.S.S. PLATFORM DATA

NODE: +000

Code: 875-525-119-000



PRIME PLATFORM: EARTH PRIME

The Earth Prime where the IDA is based, home of humanity and self designated Prime Location Zero on a new map of the Fringepaths. This is the center of the IDA and the IDET teams who are exploring and helping other worlds.

##	LOCATION/DESIGNATION	TYPE	LOCK	STATUS	ACCESS	PL	NOTES
01	Antarctica Main operation and exploration center for the Fringepaths	RS	UN	ACT	ACC	5	
02	Providence Channel, Bahamas Underwater, may be malfunctioning	RS	>1	INA	LIM	5	
04	Richardson Mountains, Canada Sealed station on top of a mountain that will become high tech receiving station	RS	>1	INA	LIM	5	
05	Isle De Pascua, Chile Uncertain future. With a change in political climate, the Easter Island Portal could become a major center; This is not expected soon due to the volatile nature of the Chilean leaders and their allies in the African Socialist Alliance. Ring station is in an underground cavern	RS	UN	ACT	LIM	5	
07	Sea of Japan, Japan Underwater	RS	>1	INA	LIM	5	
08	Cherskiy Mountains, Russia This mountain station will become a main outfitting and equipment base	RS	>1	INA	LIM	5	
10	North Sea, Britain Underwater	RS	>1	INA	LIM	5	
11	Rabina Sand Sea, Libya The Rabina Portal fails to work, shocks the user into unconsciousness and sets them on fire	W		INA	ACC	5	Problem Portal

ALTERNATIVE PLATFORM

##	LOCATION/DESIGNATION	TYPE	LOCK	STATUS	ACCESS	PL	NOTES
01	Binary Sky Alternate Climate with a small white star on the edge of the system. This world is a little harsher in climate extremes and life forms tend to be tough and hungry. Flowering plants are rare and some evolved dinosaurs prowl the highlands. The IDA plans to use an outpost on this world to research artifacts and as a holding area for biological specimens.	W			ACC	--	
02	Victorian Earth Alternate Historical Close historical of Earth Prime still in its Victorian Age. Culturally off limits to exploration and trade except for official missions from the Victorians of P +2	W			ACC	4	
04	Ice Fields A comet strike turned this 1957 Alternate Earth into a frozen wasteland populated by Tunneling Scavengers.	W			ACC	5	
05	Soviet America A freak technological breakthrough resulted in the Soviet conquest of America in the 1980's. Warp opens into a semi-rural area near Columbus, Ohio.	W			ACC	5	
07	Alien Battlefield Blasted desert like ruin and junkyard thought to be a Tehrnelern home world. Suffered massive use of thermonuclear weapons, though there is little lingering radiation, and geological upheaval. Extremely Dangerous. First IDET contact with Mellor was here in the ruins. The surviving Tehrnelern, Schmert has been seen here at the site of a huge Chestnut tree that seems to be a natural haven for surviving wildlife. He calls it his home tree.	RS			ACC	9	Mellor
08	Pocket Stop A garbage dump of material from Earth Prime's Bermuda Triangle and other areas. Filled with ships, aircraft, cars and just plain rubbish. Most things here appear relatively well preserved and may have come from the Bermuda Triangle region of Earth Prime as well as many other Earths.	RS			ACC	--	

- 10 Rain Forest** W ACC +0
A World hugging rain forest populated by humans in small tribes. Climate in this world is seasonally a few degrees warmer and wetter. This change came about 20,000 years before. Natives here are hostile and this world is prohibited from exploration.
- 11 Hunting Lodge** RS ACC +0
Alternate Geological where the single continent is locked into the early Cretaceous. Populated with friendly proto-humanoids, dinosaurs and a single IDA outpost. The lodge is a stopping point for incoming travelers. Plans here involve a security complex and a vehicular center if they can keep the dinosaurs and the monkeys out of the area.

SYSTEM PLATFORM

##	LOCATION/DESIGNATION	TYPE	LOCK	STATUS	ACCESS	PL	NOTES
01	Titan	W			LIM	--	
02	Io	W			LIM	--	
04	Venus	W			LIM	--	
05	Venus	W			LIM	--	
07	Mars	RS			LIM	--	Red desert region.
08	Mars	W			LIM	9	5km from portal is a small domed biological Tehrmelern laboratory
10	Mars	W			LIM	--	Red rocky mountains.
11	Asteroid (Vesta)	W			ACC	--	Hollowed out asteroid, filled with breathable air and grass like plants.

STAR PLATFORM

##	LOCATION/DESIGNATION	TYPE	LOCK	STATUS	ACCESS	PL	NOTES
01	Alpha Centauri	PP	--	ACT	ACC	--	Sequence: A / Class: G2
01					LIM	--	Planet, Small [Dia: 6500, Grav: +0.8, Moons: 1, Atmos: Normal, Temp: Cold (23), Life: No Life]
02					LIM	--	Planet, Large [Dia: 9000, Grav: 1.5, Moons: 2, Atmos: Thin, Temp: Frozen (-211), Life: No Life]
04					LIM	--	Planet, Large [Dia: 10000, Grav: 2, Moons: 4, Atmos: Thin, Temp: High Terran (106), Life: No Life]
05					LIM	--	Planet, Small [Dia: 6000, Grav: +0.7, Moons: 2, Atmos: Normal, Temp: Frozen (-62), Life: No Life]
07					LIM	--	Planet, Small [Dia: 5500, Grav: +0.6, Moons: +0, Atmos: Thin, Temp: Frozen (-260), Life: No Life]
08					LIM	--	Asteroid [Dia: 2719, Grav: +0.1, Moons: +0, Atmos: Vacuum, Temp: Absolute (-640), Life: No Life]
10					LIM	+0	Planet, Medium [Dia: 7000, Grav: +0.85, Moons: 3, Atmos: Thin, Temp: Terran Warm (100), Life: Abundant, Fair Compatibility, Near Intelligence, Dominant Species: Mammal]
11					LIM	--	Planet, Medium [Dia: 7000, Grav: +0.85, Moons: 2, Atmos: Thin, Temp: Terran Hot (121), Life: No Life]
##	LOCATION/DESIGNATION	TYPE	LOCK	STATUS	ACCESS	PL	NOTES
02	Proxima Centauri	PP	--	ACT	ACC	--	Sequence: C / Class: M5.5
01						--	Planet, Medium [Dia: 8000, Grav: 1, Moons: +0, Atmos: Normal, Temp: Terran Warm (95), Life: No Life]
02					LIM	--	Planet, Small [Dia: 6000, Grav: +0.7, Moons: 2, Atmos: Normal, Temp: Frozen (-461), Life: No Life]
04					LIM	--	Planet, Medium [Dia: 7500, Grav: +0.9, Moons: +0, Atmos: Thin, Temp: Burning (733), Life: No Life]

05		LIM	--	
	Planet, Medium [Dia: 7500, Grav: +0.9, Moons: 1, Atmos: Thin, Temp: Frozen (-92), Life: No Life]			
07		LIM	--	
	Planet, Small [Dia: 6500, Grav: +0.8, Moons: +0, Atmos: Dense, Temp: Very Hot (285), Life: No Life]			
08		LIM	--	
	Planet, Large [Dia: 9000, Grav: 1.5, Moons: 3, Atmos: Dense, Temp: Cold (8), Life: No Life]			
10		LIM	--	
	Planet, Large [Dia: 9000, Grav: 1.5, Moons: 6, Atmos: Very Thin, Temp: Very Hot (280), Life: No Life]			
11		LIM	--	
	Planet, Medium [Dia: 8000, Grav: 1, Moons: 1, Atmos: Dense, Temp: Burning (906), Life: No Life]			

##	LOCATION/DESIGNATION	TYPE	LOCK	STATUS	ACCESS	PL	NOTES
04	Barnard's Star Class: M5	PP	--	ACT	ACC	--	
01						--	
	Planet, Small [Dia: 6000, Grav: +0.7, Moons: 2, Atmos: Normal, Temp: Terran Warm (88), Life: Lively, Fair Compatibility, None, Dominant Species: Mammal]						
02						--	
	Planet, Large [Dia: 9000, Grav: 1.5, Moons: +0, Atmos: Very Dense, Temp: Frozen (-59), Life: No Life]						
04					LIM	--	
	Asteroid [Dia: 2548, Grav: +0.3, Moons: +0, Atmos: Vacuum, Temp: Absolute (-640), Life: No Life]						
05						--	
	Planet, Large [Dia: 9000, Grav: 1.5, Moons: 1, Atmos: Thin, Temp: Terran Cool (46), Life: Average, Fair Compatibility, None, Dominant Species: Mammal]						
07					LIM	--	
	Planet, Medium [Dia: 7500, Grav: +0.9, Moons: 1, Atmos: Normal, Temp: Frozen (-230), Life: No Life]						
08					LIM	--	
	Planet, Small [Dia: 6000, Grav: +0.7, Moons: +0, Atmos: Dense, Temp: Frozen (-363), Life: No Life]						
10					LIM	--	
	Planet, Medium [Dia: 7000, Grav: +0.85, Moons: 1, Atmos: Dense, Temp: Cold (16), Life: No Life]						
11					LIM	--	
	Planet, Large [Dia: 10000, Grav: 2, Moons: 5, Atmos: Thin, Temp: Burning (765), Life: No Life]						

##	LOCATION/DESIGNATION	TYPE	LOCK	STATUS	ACCESS	PL	NOTES
05	Wolf 359 Class: M6	PP	--	ACT	ACC	--	
01					LIM	--	
	Planet, Large [Dia: 8500, Grav: 1.25, Moons: 1, Atmos: Dense, Temp: Burning (955), Life: No Life]						
02					LIM	+0	
	Planet, Small [Dia: 5500, Grav: +0.6, Moons: +0, Atmos: Very Thin, Temp: Terran Cool (56), Life: Lively, Little Compatibility, Near Intelligence, Dominant Species: Crustacean]						
04						--	
	Planet, Medium [Dia: 7000, Grav: +0.85, Moons: 2, Atmos: Thin, Temp: Terran Cool (52), Life: No Life]						
05					LIM	--	
	Planet, Medium [Dia: 7000, Grav: +0.85, Moons: 3, Atmos: Dense, Temp: Frozen (-371), Life: No Life]						
07					LIM	--	
	Planet, Large [Dia: 9000, Grav: 1.5, Moons: 1, Atmos: Thin, Temp: Frozen (-200), Life: No Life]						
08					LIM	--	
	Planet, Medium [Dia: 7000, Grav: +0.85, Moons: +0, Atmos: Vacuum, Temp: Absolute (-640), Life: No Life]						
10					LIM	--	
	Planet, Large [Dia: 9000, Grav: 1.5, Moons: 4, Atmos: Normal, Temp: Frozen (-216), Life: No Life]						
11					LIM	--	
	Planet, Large [Dia: 8500, Grav: 1.25, Moons: 3, Atmos: Normal, Temp: Hot (198), Life: No Life]						



##	LOCATION/DESIGNATION	TYPE	LOCK	STATUS	ACCESS	PL	NOTES
07	Lalande 21185 Class: M2	PP	--	ACT	ACC	--	
01					LIM	--	Planet, Small [Dia: 6000, Grav: +0.7, Moons: 1, Atmos: Very Dense, Temp: Very Hot (281), Life: No Life]
02					LIM	--	Planet, Small [Dia: 6000, Grav: +0.7, Moons: 2, Atmos: Very Dense, Temp: Burning (355), Life: No Life]
04					LIM	--	Planet, Medium [Dia: 7000, Grav: +0.85, Moons: 3, Atmos: Thin, Temp: Hot (134), Life: No Life]
05					LIM	--	Planet, Medium [Dia: 7500, Grav: +0.9, Moons: 3, Atmos: Vacuum, Temp: Absolute (-640), Life: No Life]
07					LIM	--	Planet, Medium [Dia: 7000, Grav: +0.85, Moons: 2, Atmos: Normal, Temp: Terran Hot (113), Life: No Life]
08						1	Planet, Large [Dia: 8500, Grav: 1.25, Moons: 6, Atmos: Normal, Temp: Terran Warm (94), Life: Average, Fair Compatibility, Primitives, Dominant Species: Mammal]
10					LIM	--	Planet, Large [Dia: 10000, Grav: 2, Moons: 6, Atmos: Dense, Temp: Terran Warm (98), Life: Lively, Fair Compatibility, None, Dominant Species: Avian]
11					LIM	--	Planet, Medium [Dia: 8000, Grav: 1, Moons: 2, Atmos: Vacuum, Temp: Extremes - Hot (179) to Absolute (-640) in the shade, Life: No Life]

##	LOCATION/DESIGNATION	TYPE	LOCK	STATUS	ACCESS	PL	NOTES
08	Epsilon Eridani Class: K2	PP	--	ACT	ACC	--	
01					LIM	--	Planet, Large [Dia: 8500, Grav: 1.25, Moons: +0, Atmos: Very Thin, Temp: Hot (139), Life: No Life]
02					LIM	--	Planet, Large [Dia: 9000, Grav: 1.5, Moons: 5, Atmos: Vacuum, Temp: Extremes -Terran Hot (130) to Absolute (-640) in the shade, Life: No Life]
04					LIM	--	Planet, Small [Dia: 6500, Grav: +0.8, Moons: 1, Atmos: Thin, Temp: Hot (176), Life: No Life]
05					LIM	--	Asteroid [Dia: 2546, Grav: +0.1, Moons: +0, Atmos: Vacuum, Temp: Absolute (-640), Life: No Life]
07					LIM	--	Planet, Medium [Dia: 8000, Grav: 1, Moons: 3, Atmos: Thin, Temp: Frozen (-476), Life: No Life]
08					LIM	--	Planet, Large [Dia: 9000, Grav: 1.5, Moons: 5, Atmos: Normal, Temp: Terran Cold (38), Life: Lively, Little Compatibility, None, Dominant Species: Warm-Blooded Reptile]
10					LIM	--	Planet, Large [Dia: 10000, Grav: 2, Moons: 4, Atmos: Vacuum, Temp: Absolute (-640), Life: No Life]
11						1	Planet, Small [Dia: 6000, Grav: +0.7, Moons: 1, Atmos: Very Thin, Temp: Cold (5), Life: Lively, High Compatibility, Near Intelligence, Dominant Species: Crustacean]

##	LOCATION/DESIGNATION	TYPE	LOCK	STATUS	ACCESS	PL	NOTES
10	Luyten 726-8 Sequence: A / Class: M5.5	PP	--	ACT	ACC	--	
01						--	Planet, Medium [Dia: 8000, Grav: 1, Moons: 1, Atmos: Normal, Temp: Terran Warm (83), Life: No Life]
02					LIM	--	Planet, Small [Dia: 5500, Grav: +0.6, Moons: 1, Atmos: Vacuum, Temp: Absolute (-640), Life: No Life]
04					LIM	--	Planet, Large [Dia: 10000, Grav: 2, Moons: 5, Atmos: Very Thin, Temp: Freezing (-16), Life: Lively, Fair Compatibility, None, Dominant Species: Mammal]

- 05 LIM --
Planet, Small [Dia: 5500, Grav: +0.6, Moons: 2, Atmos: Normal, Temp: Burning (242), Life: No Life]
- 07 LIM --
Planet, Medium [Dia: 7000, Grav: +0.85, Moons: +0, Atmos: Normal, Temp: Frozen (-401), Life: No Life]
- 08 LIM --
Planet, Medium [Dia: 7500, Grav: +0.9, Moons: 1, Atmos: Very Dense, Temp: Frozen (-351), Life: No Life]
- 10 LIM --
Planet, Medium [Dia: 7000, Grav: +0.85, Moons: 4, Atmos: Normal, Temp: Burning (676), Life: No Life]
- 11 LIM --
Planet, Large [Dia: 9000, Grav: 1.5, Moons: 6, Atmos: Vacuum, Temp: Extremes - Very Hot to Absolute (-640) in the shade (161), Life: No Life]

##	LOCATION/DESIGNATION	TYPE	LOCK	STATUS	ACCESS	PL	NOTES
11	Ross 154 Class: M4.5	PP	--	ACT	ACC	--	
01					LIM	--	
	Planet, Medium [Dia: 7000, Grav: +0.85, Moons: 2, Atmos: Dense, Temp: Very Hot (219), Life: No Life]						
02					LIM	--	
	Planet, Large [Dia: 10000, Grav: 2, Moons: 1, Atmos: Thin, Temp: Terran Hot (125), Life: No Life]						
04					LIM	--	
	Planet, Medium [Dia: 7000, Grav: +0.85, Moons: 2, Atmos: Very Thin, Temp: Frozen (-287), Life: No Life]						
05					LIM	--	
	Planet, Medium [Dia: 7500, Grav: +0.9, Moons: 1, Atmos: Very Dense, Temp: Frozen (-280), Life: No Life]						
07					LIM	--	
	Planet, Small [Dia: 5500, Grav: +0.6, Moons: 1, Atmos: Vacuum, Temp: Terran Warm (91), Life: No Life]						
08					LIM	--	
	Asteroid [Dia: 1637, Grav: +0.2, Moons: +0, Atmos: Vacuum, Temp: Absolute (-640), Life: No Life]						
10					LIM	--	
	Planet, Medium [Dia: 8000, Grav: 1, Moons: 3, Atmos: Dense, Temp: Burning (803), Life: No Life]						
11					LIM	--	
	Asteroid [Dia: 1988, Grav: +0.3, Moons: +0, Atmos: Vacuum, Temp: Absolute (-640), Life: No Life]						

From the Exploration Notebooks of Thomas Akxel



Who would have thunk
that Bernard's Star
would have had an
Earth-like world with
terrestrial animals
under a red star.
What's even more
surprising are a set of
Stonehenge-like ruins.
Gordon said "Boy, those
druids really got
around, eh? Next, I
guess, is walking trees."



U.N.I.S.S. PLATFORM DATA

NODE: +001

Code: 478-173-465-764

**PRIME PLATFORM: IDET BAR & GRILL**

Unlike many of the other inhabited Earths, this prime is pristine and empty. Several Fringeworthy have set up a rest stop at portal 8 and called it the IDET Bar and Grill. This is an open place with a full Tehrmelern Ring Station. Many Fringeworthy help stock and drop supplies to former explorers and kinfolk who have retired to this quiet place. Some Fringeworthy do not want to go back to their respected countries and find this world a refuge.

##	LOCATION/DESIGNATION	TYPE	LOCK	STATUS	ACCESS	PL	NOTES
01	Dense Forest					--	
02	Tundra Lake				LIM	--	
04	Mountain Valley					--	
05	Caves/Hills					--	
07	Ocean Beach					--	
08	Jungle River Shore					--	
10	Snow Valley				LIM	--	
11	Forest	RS	UN	ACT	ACC	--	

ALTERNATIVE PLATFORM

##	LOCATION/DESIGNATION	TYPE	LOCK	STATUS	ACCESS	PL	NOTES
01	L.A. Wasteland					5	
	In 1971 the city of LA was burned off with hydrogen weapons. The entire region is behind a 40-foot fence and the native military has orders to shoot to kill.						
02	Colony				ACC	2	
	A primitive colony on the English shore. Unknown ethnic group or year approximations. Iron age people with higher degree of medicine and social organization.						
04	Stone Bridge				ACC	+0	
	Endless stone bridge that has no end in sight. Crosses a great salt marsh and continues into a marsh. The other direction takes it across shallow waters and into another swamp.						
05	Happy Place				ACC	5	
	Amusement park on an alternate earth. Language is French variant and political structure is completely different. The food is excellent, the rides strange.						
07	Ducts	W			ACC	--	
	Another Tehrmelern construct of 4' ductwork that appears to be a maze into infinity. Gusts of air blast through sections. This area is dangerous. Warp opens into a circular chamber with 50 openings.						
08	Police State					5	
	An early 2000's US under a harsh police state protecting from German invasion. This 'Internal Police Force' is efficient and harsh on suspected Un-American Activity.						
10	Fields & Fruit	RS			ACC	6	
	Farm fields tended by machine. These fields and orchards are harvested, processed and freeze dried in underground factories. Packages are stored in vast warehouses.						
11	Green Tubes	RS			ACC	7	Asteroid
	Thousands of miles of greenhouses radiating from a central null gravity cavern. Again we see machine tended crops and flowers though these are always growing and fresh.						



U.N.I.S.S. PLATFORM DATA

NODE: +002

Code: 133-677-382-446



PRIME PLATFORM: VICTORIANS

Victorian Earth where the British Empire never fell and the Tech level is a late 1870's level. Close partner to IDA with their Trans-Ethereal Exploration Service. This world was out on the Fringepaths nearly a year before the IDA started operations. They explored nodes +2 to -2. With use of steam, the Victorians have aggressively joined in the exploration and defense of their world. Victoria II adores the high technology that her expeditions bring back and is pushing a worldwide search for more Fringeworthy. Relations with this world's Victorians and the Brits of Earth Prime have been strained as the Brits are called slackers and looked down upon. Earth Prime's Brits consider the Victorians pompous jerks.

##	LOCATION/DESIGNATION	TYPE	LOCK	STATUS	ACCESS	PL	NOTES
01	Indian Ocean	W	UN	INA	ACC	4	The ring station is submerged under the waters of the Indian Ocean and buried in the sediment of the Gurupur River. The transit warp for the ring station appears on a spit of land in the mouth of the Gurupur. The spit is not isolated; there are numerous salt farms and fishermen living on this narrow tongue of land.
02	Base: Atlantis	RS	11	INA	LIM	4	Atlantic Ocean [Domed Underwater] In 1898 (FD +2), the portal to the underwater dome in the Atlantic Ocean was unlocked and the remnants of the Tehrmelern base were explored. The remains of four Tehrmelern were found in a makeshift tomb, one with a pale green crystal key, and four translator beads in the skulls of the dead. No cause of death was determined, and two of the bodies were sent to Earth Prime for study. The dome was at the bottom of the Atlantic Ocean, under thousands of feet of water. There was an airlock, and sub pen, but the pen was dry and no vehicles were present. There was evidence that someone had found the dome prior to its discovery by TÆES and had taken many items. The sub pen showed signs that a vessel of some sort had been there earlier, but it is now gone. What happened to it is a mystery. The base was cleaned up and in 1900 (FD +4) was commissioned as the research and quarantine base for TÆES. Because only those people with the Gift can visit Atlantis, the base is only inhabited for research purposes or when something needs to be quarantined. A squad will visit once a month when the base is not in use
04	Base: Pembroke's Pavilion	RS	UN	INA	ACC	4	In the middle of the Great Victoria Desert in Australia, lies this ring station. It was found half buried in the sand, but it has been subsequently excavated and made somewhat livable under a massive cast iron pavilion. Due to it's isolation and location, this ring is only used for the very large vehicles used by the TÆES teams. The base was named after its architect and engineer, Sir Clive Responsibility Pembroke. Sir Clive was born in Sydney and studied under that engineering genius of the 19 th century, Isambard Kingdom Brunel. Despite his advanced years of 78, Sir Clive braved the sun and heat and oversaw the construction of the "Great Desert Pavilion" and its ancillary buildings. The pavilion is kept cool through a clever use of heat differential between the floor of the pavilion and it's peak. During the hottest part of the day, a breeze blows from the edges of the pavilion and straight up through the venturi built into the peak. Sir Clive died a year later after the pavilion was finished, and is buried in his family plot in Sydney.
05	Base: The Ice Cave	RS	UN	ACT	LIM	4	Russia (N 68° 37' 21", E 170° 24' 22") Officially, the name of this base is the Ice Cave, appropriate for a permafrost cave in a stepped mountain, in northern Siberia. Unofficially, the cave is called "The Czar's Palace", and currently it not used for security reasons, and the fact Queen Victoria did not want to anger the Czar with intrusions onto his soil. The cave is halfway up the mountain, but is set deep into its core, and is pitch black inside. The only exit is a tight tunnel that snakes through the living rock of the mountain. The Ice Cave itself is barely large enough to hold the ring station.
07	Velingara Crater, Senegal	W	8	ACT	ACC	4	At the very center of this ancient crater, buried under 100' of earth, rock and stone, is the ring station. The crater is millions of years old and possibly predates the appearance of the Tehrmelern as a sentient species. The transit warp appears on the surface directly above the buried ring. Why the ring was buried here, is unknown.

08 **Kubu Island, Botswana** W 7 ACT ACC 4
In the middle of the Makgadikgadi Pans, a vast salt flat in Botswana is Kubu Island, a granite rock, home to baobab trees and not much else. Incredible hot and arid, this is the location of another buried ring station. Actually, buried may not be the right word, encased in solid granite is more like it. How and why the ring was so sealed into the rock is unknown. However, where the warp is located, is also the location of a local shrine and is a center of worship for the locals that make the pilgrimage out to Kubu Island.

10 **Base: Mok'ele-mbembe** RS UN ACT ACC 4 Congo Democratic Republic
Mok'ele-mbembe is the main base of operations for TÆES and it is centered on the ring station and limestone caves situated within County Greystone in the Congolese Protectorate. It was code-named Mok'ele-mbembe after the pygmy brontosaurus living within the county. Workers dug out the pathway, following an old trail that had been carved by the Tehrmelern and others.

The caves are now well lit with simple electric lights. The entrance to the ring station is behind a set of massive metal doors that have to be opened by a steam engine. There are spy holes and periscopes that look into the chamber, so that no uninvited guests are allowed in to the main base proper. The sealing of the ring station chamber was a major operation as fifteen different entrances were found carved into the limestone walls. Of those fifteen, only four are still in use as they lead to dead end caves, in addition to the main entrance itself.

11 **Roman Temple to Jupiter** RS 2 ACT ACC 4 Cohasset, Massachusetts, American Commonwealth
Home to the famous ancient Roman ruins from a failed colony of Rome in 120 AD, the Ring Station is located 100 feet under the ruins of the Temple to Jupiter, the name given to what is really a Roman villa. Initially only accessible through the portal, the entrance to the chamber containing the Ring Station was buried under tons of rubble and debris. Later this will be cleared and access to the portal granted through a narrow passageway.

ALTERNATIVE PLATFORM

##	LOCATION/DESIGNATION	TYPE	LOCK	STATUS	ACCESS	PL	NOTES
01	Blight				ACC	4	Earth-like world under the attack of a different ecology. A Fungoid blight is taking hold of an abandoned rural area. Close cultural at 1905. Complex situation.
02	Tehrmelern Shore	RS			ACC	9	Crumbling Tehrmelern factory complex hanging over an ocean. Populated by lizard like Gulls. The huge complex is dangerously close to falling into the sea. No purposes are apparent.
04	Mastodon Valley					+0	Ice age valley, complete with Mastodons and Saber tooth cats. Also Neanderthals who are far smarter then they appear. Caution is advised.
05	Bright	W			LIM	--	A very normal forest environment except the light is 10 times normal in brightness. Its night is brighter then normal daylight. Protective helmets a must as well as sun block SPF80.
07	Mogul India					4	An early 20th century earth where the Indian Empire controls Asia and Europe. Colonies in the Americas are under siege by armed and organized natives.
08	Cretaceous Earth					--	Proposed research station This Alternate is still in the Cretaceous Age where dinosaurs still roam. It will become a research station for the study of Extinct species.
10	Turtle Earth	W			ACC	4	Proposed IDET training ground An odd stunted earth with the majority of life a warm-blooded variant of the basic turtle design. Can grow up to 12 feet in length. Many fill niches as scavengers and herbivores. A few designs are predatory runners with less armor but heavy beaks. A single species of primitive avian fills the sky as a scavenger. Relatively safe IDET training ground as nothing moves at a high rate of speed other than the Gulls. No higher intelligence noted anywhere
11	Parkson's Desert					--	An American style desert planet complete with cactus and wildlife adapted to long dry spells. May have natural resources in metals and oil.



U.N.I.S.S. PLATFORM DATA

NODE: +003

Code: 621-987-864-427

**PRIME PLATFORM: BIO WAR EARTH**

Portal is in Huntington, WV in the mid 60's. Warp is on the lawn of a University. This world is a mess. A recombinant strain of DNA has been introduced and spread by a flu-like vector. The victims suffer genetic mutation and activation of dormant DNA. Other strands are assimilated. Over 90% of the population is dead or infected with this horror as the few researchers search for a vaccine. What triggers the mutagens to activation is unknown. IDET explorers are immune.

##	LOCATION/DESIGNATION	TYPE	LOCK	STATUS	ACCESS	PL	NOTES
01	Ruins of Toledo	W			ACC	5	
02	Rural Mississippi					5	
04	Northern Italy					5	
05	Eastern Japan, Honshu					5	
07	Ukranian Steppes, Russia					5	
08	Central Uruguay					5	
10	Australian Northern Coast					5	
11	Winnipeg, Canada					5	

ALTERNATIVE PLATFORM

##	LOCATION/DESIGNATION	TYPE	LOCK	STATUS	ACCESS	PL	NOTES
01	Castle Earth					3	Medieval patchwork society in its early 20 th century. Castles and villages cover the planet where a thousand kingdoms vie for power and continued wealth. Peasants are forming revolts. Some magicians have shown definite Psionic abilities. Gunpowder is limited to nobility.
02	Sinking Earth	W				0	About 300 AD the oceans begin to rise and now humankind, 2000 years later adheres to the last islands and mountaintops. Technology is poor but the fishing is great.
04	Another Tundra					--	Seasonal change. Caribou, a few wolves, but little else. No radio, technology or inhabitants spotted.
05	Indian Wars					3	Indians in North America are being supplied arms from the Japanese to fight the white European colonist in 1730. The west coast is Japanese colonized and growing.
07	Salt Mines					2	Huge mines carved into salt and stone. Appears a storage area for blocks of rust and rotting papers by the ton. Perhaps thousands of years old. Sumerian style writing. The blocks of rust are iron chests of ceramic tablets with dense packed writing. In some of the boxes that are now open to the air are jewels and small art objects.
08	Hefty					4	Higher gravity and very short, squat folks who top out at 3 feet in height. In the midst of a long stable steam age. No flight. Little crime or social problems.
10	Float	W				--	A null gravity void of freezing temperatures and islands of rock and junk. This mass is an enigma to the explorers. Junk appears to come from many worlds. Hard to return to the warp as there seem to be currents in the air that push you away from the entry area.
11	Mind Transfer	W				4	Problem Portal The explorers' minds transfer into animal bodies on the Near-Cultural Alternate. The population is very superstitious and technologically in their mid 1800's. Steam and water power are prevalent as well as some sort of an advanced feudal system. There are roads and steam vehicles, mostly limited to work trucks.



U.N.I.S.S. PLATFORM DATA

NODE: +004

Code: 544-562-429-934

**PRIME PLATFORM: MAT'DEMKA**

Home of the insect-like race, the Dimixi. Close partner to humanity and Mankind. With 4 active portals, the Dimixi have become one of the leading supporters of the IDA and their goals. Their earth is close in continental design, though more fragmented with higher mountains. With an amazing large world population. Few are Fringeworthy or want to leave the comfort of home.

##	LOCATION/DESIGNATION	TYPE	LOCK	STATUS	ACCESS	PL	NOTES
01	Kendrak	W	UN	ACT	ACC	5	
02	Kebukka Staging Area	W	UN	ACT	ACC	5	
04	Tmekka Storage Facility	W	UN	ACT	ACC	5	
05	Skekame			INA		5	
07	Pe'kakk Desert	W	UN	ACT	ACC	5	
08	Senderkatt Government Center			INA		5	
10	Stemta Mountains			INA		5	
11	Kentak'Da			INA		5	

ALTERNATIVE PLATFORM

##	LOCATION/DESIGNATION	TYPE	LOCK	STATUS	ACCESS	PL	NOTES
01	LA 1994 Gangwar	W				5	In the hood the gangs are in control. Warp opens into south central LA. The IDET explorers are fair game to hijacking and crime.
02	Island	W				6	A growing and progressive earth in the year 2130. Island in the Bahamas with a large microwave relay and satellite communication pylon.
04	Parking Lot	W				4	In the 1960's this is a close Earth Alternate. Supermarket parking lot in the Indianapolis area. Vehicle designs are more 40's than 60's.
05	Central Germany	W				4	Mid 1944 a few hundred yards from a British/American POW camp.
07	Salt Flats Pocket Stop	W					Hard salt crust that has trapped several ships. Nomads fighting ship people for food and especially protein. Ships were lost from Earth Prime Bermuda area.
08	Endless Tomatoes	W					Tomato fields. Planted by a now retired IDET explorer named Donahue. Fields and peaceful villages dot the landscape for miles, and relished by the proto-humans who tend them. There is a stand near the portal with a crude painted sign: 3/\$1.
10	Visage in Red, Toledo, Ohio	W					Odd cultural Earth. Portal opens in bank lobby. Oddly a hospital in the city is named Tehrmelern General. Peaceful world. Effective government. Investigation will show a Master Mellor is experimenting on humans in the depths of the hospital. This Mellor has held the same shape for a century and is stranded here. He is trying to create other Master Mellor without success. His only help is a smart Great Mellor named Gault who holds human shape but is at best a mutant. He is vicious, cannot easily change shape, and none to bright. However he is loyal and deadly. This Dr Edward Tehrmelern/Great Mellor is hunting for Fringeworthy to use as guinea pigs – to turn children into Mellor hatcheries.
11	Iron Mines					1	Primitive iron mines in Central Italy in the year 200. Slaves, criminals, and free workers mine for the wealthy. Control is by the Greek empire. Here the Romans never rose to power and the Greeks seem to have a low tech state but stable domination of the region



U.N.I.S.S. PLATFORM DATA

NODE: +005

Code: 459-773-692-864

**PRIME PLATFORM: ENDLESS DARK AGE**

Locked in the dark ages, this world fell twice to the Mongols and continued to be polarized into small kingdoms. Ebb and flow, the plagues never came. By the year 1976, they barely have the printing press and the first inklings of scientific reason. Here wars are still fought for religion and the divine right of kings. The Americas are locked under the control of a strong Amerind empire linked to a Central/South Amerind Empire of fierce Aztec Warrior Kings.

##	LOCATION/DESIGNATION	TYPE	LOCK	STATUS	ACCESS	PL	NOTES
01	Central Florida Swamp	W				3	
02	Madrid, Spain					3	
04	Hunan, China					3	
05	Central Mexico					3	
07	Stonehenge, England					3	
08	Honshu, Japan					3	
10	Highlands, Ceylon					3	
11	Oahu, Hawaii					3	

ALTERNATIVE PLATFORM

##	LOCATION/DESIGNATION	TYPE	LOCK	STATUS	ACCESS	PL	NOTES
01	Purpleweed					4	
	A mildly hallucinogenic grain that provides complete nutrition. Causes sterility and apathy. This 1960's world is overrun and humanity almost wiped out. Being assisted by the IDA, the portal opens in Central Iowa.						
02	Purpleweed World					--	
	Alternate Biological was origin of Purple Weed. Non-toxic to animal forms that populate this jungle Earth. No higher forms of life and many toxic plants make this place a prohibited world.						
04	Purple Tundra					--	
	Third worlds devastated by the Purple Weed. Non-populated but all native plant forms and mammals have been crowded out of vast areas. This second infected world show some form of Fringeworthy incursion and cross world contamination at least 40 years before. There is a long abandoned encampment near the portal.						
05	Hot Rock					--	
	High pressure, hot world. Rich in metals but requires heavy environmental equipment. Sun is larger and white. Radiation hazard – negligible. No Moon. Close samples show huge deposits of Bauxite. There area also vast salt domes.						
07	Zarbachee	W				0	All are Fringeworthy
	Home of the IDET Partner Blizniz, an oddly elephantine and intelligent species that is happily helping explore the Pathways. Most of this world is a vast semitropical savannah with a few structures that have been created by the IDA for the native race.						
08	Jurassic Beach	RS				--	
	Western coast of supercontinent. Full ring station and building now collapsed and a nest for flyers. Area is rife with dinosaurs and classified as mildly hazardous.						
10	Crossroads	W				4	
	Far Crossroads in Kansas. 1930's technology with many variants in history and government. Generally a boring place though there is a hardware and feed store a mile down the road. Hoover is again in office as nothing is happening and there are no war clouds on the horizon in Europe.						
11	Norgill's Caverns					--	
	An unexplored collection of endless caverns. No potential resources. Luminous moss and crayfish-like life forms. Little Else.						



U.N.I.S.S. PLATFORM DATA

NODE: +006

Code: 493-113-743-759

**PRIME PLATFORM: NAZI GERMANY '49**

This alternate has a warp cluster in German – a very rare happening. Hitler is chancellor, but the Nazi regime never took it's evil path to plunge Europe into WWII. There were no death camps or ethnic clensings. Government and minorities all have the purpose of concentrating on increasing National Productivity. A strong partner with France, Italy, Russian, and England. There is talk of an European Union. There is a looming problem with isolationist America and its own racial problems. In 1949 the first German was launched into orbit.

##	LOCATION/DESIGNATION	TYPE	LOCK	STATUS	ACCESS	PL	NOTES
01	Ruhr Valley, Germany	W				4	
02	Baltimore, MD					4	
04	Berlin	W				4	
05	Angel Falls, Venezuela					4	
07	Dresden	W				4	
08	North Berlin, Germany	W				4	
11	Hamburg	W				4	
12	Warsaw, Poland					4	

ALTERNATIVE PLATFORM

##	LOCATION/DESIGNATION	TYPE	LOCK	STATUS	ACCESS	PL	NOTES
01	Romanesque	RS				1	
	A single huge continent and humans at approximately 100 AD. Full ring station is set into a temple and the priests are waiting for the return of the Gods.						
02	North Georgia					1	
	Many Cherokee Indians. Not friendly and apparently pre-European contact about 900 AD.						
04	Scrub					--	
	Another useless desert world with Joshua Trees. Vast areas of scrub junipers and large flying insects the size of birds.						
05	America Under Siege	W				4	
	The armies of the world have locked off Canada, US, and Mexico to Panama. Occassionally bombing the coastal cities. Baltimore shore warp in the midst of a devastated city. About 1969. The IDA suspects this America is being punished for some real or imagined evil, though information is scarce and the survivors are prone to shoot first.						
07	God's Planet						
	Pious people under the thumb of a psychotic but god-like power. Generally medieval in technology under the eyes of the church of One. IDET explorers are immune to much of the psionic wrath of this creature that calls itself God. The IDA suspects that it may be a physical thing hidden somewhere.						
08	Earth Six	W				5	
	Earth at 1996. Portal is in the midst of a busy freeway. Government appears a harsh police state under a dictatorship. An underground is growing. TV is just being released to the public and programming is pure propaganda.						
10	Minoan City					2	
	A Minoan city on the lower foot of Italy. Huge population of over a million and a thriving sea trade with India and Egypt. Colonies in Greenland and on the Newfoundland coast.						
11	Cavern Keep					--	
	Huge cavern and tunnels. Site of a long used campsite and some higher tech tools being used. Stocks of freeze-dried fruit, nuts, and sardines. Caves are lit by luminous fungi nd mushrooms. No sign of the inhabitants. This may be a stopping site of other explorers of the pathways. A paperback left here is by an unknown French author published in 2008 AL. the novel is a cheap romance.						

CHARACTER REWARDS AND EXPERIENCE

MISSION REWARDS

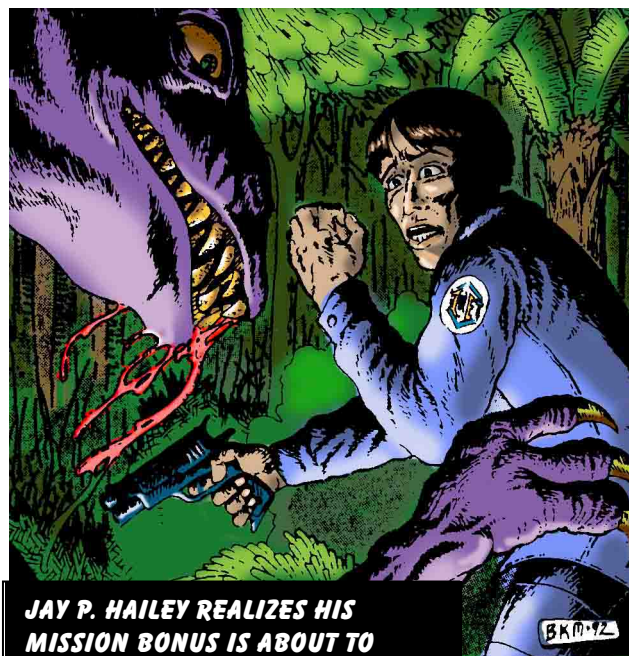
Exploration is its own reward, but cash helps as well. The UNIDA pays a Mission Bonus based on resources, cultures and artifacts that the explorers discover.

MISSION SITUATIONS	WEALTH BONUS
Careless Destruction of UN Property	Subtract from wealth bonus as if you had purchased the item
Finding primitive artifacts	+4 Wealth Bonus
Finding equivalent artifacts	+5 Wealth Bonus
Finding advanced artifacts	+6 Wealth Bonus
Finding extra ordinary resources	+5 Wealth Bonus
Finding an primitive culture	+2 Wealth Bonus
Finding an equivalent culture	+4 Wealth Bonus
Finding an advanced culture	+9 Wealth Bonus
Science Mission	+3 Wealth Bonus
Humanitarian Mission	+1 Wealth Bonus
Engineering Mission	+2 Wealth Bonus
Covertly Finding a Hostile World	+3 Wealth Bonus +1 / DC level over 15
Covertly Exploring a Hostile World	+5 Wealth Bonus +1 / DC level over 20
Diplomatic Mission	+3 Wealth Bonus
Dealing with Live Tehrmelern	+4 Wealth Bonus
Tehrmelern Crystal Recovery	+6 Wealth Bonus
Tehrmelern Technology Recovery	+8 Wealth Bonus
Eliminating Limited Mellor Infestations	+5 Wealth Bonus
First Contact with Fringe Traveling Civilization	+9 Wealth Bonus
Resolving Hostile Situations on Alternate Earths	+3 Wealth Bonus
Resolving World-Critical Situations on Alternate Earths	+6 Wealth Bonus
Rescuing Fringeworthy in Distress	+7 Wealth Bonus
Figuring out what the hell these tables mean	+8 Wealth Bonus

GM NOTES: The designers have been obliged to explain a few of the quirks that you will find in these example characters. To accommodate all the rules we were forced to create character classes that don't exist in the standard D20 Modern and the nomenclature could get a little confusing to some people.

We see no point in creating "Ordinaries" to be used as archetypes. Who wants to play a character that starts out life truncated? If you think about it, the characters you will be playing or creating are *supposed* to be special. That's why they can do what they do and live through it. If you wish to create such already-weakened or limited characters, it is simply a matter of reducing what is currently given using the D20 OGL. That is not to say that there won't be times advanced players won't want to try an "Ordinary" with their reduced Skill-Set and Feat List, but it's not worth the effort to create both and mix them in a list of example characters. It also gets messy trying to come up with a good nomenclature to identify them. For this purpose we will assume that all example characters to follow are "Heroes".

EXAMPLE CHARACTERS



NOTABLE CHARACTERS

These characters were built with the assumption that they began their careers before joining either IDET or TÆES. Therefore, the appropriate template was applied after that time, splitting their experience and limiting their skills and feats to non-Fringeworthy specific choices until their respective portals were discovered. Your characters could place all character development post Fringe discovery. Then they would be able to take Fringeworthy specific skills and feats immediately or apply the template.

Bonuses from attributes have been applied to skill levels. Bonuses from feats or talents have been applied if the feat has an (*) following it. Some feats or talents require extra time, etc and are not applied except in play.

ED POWERS

COMPUTER TECHNICIAN (DEDICATED 2) / IDET RECRUIT

(TOUGH 3): CR 5; Medium-size humanoid; HD 2d6+2 plus 3d10+2; HP 37; Mas 11; Init +2; Spd 30 ft; Defense 15 / 14 / 15, (+0 Dex / +4 class, / +1 Armor); BAB +3; Grapple +0; Atk +0 melee, +0 ranged (2d6+1, Pistol, 9mm) or (2d8+0, AK-47); FS 5 ft by 5 ft; Reach 5 ft; SQ; AL USA, IDET, IDA, UN; SV Fort +4, Ref +0, Will +2; AP __; Rep +2; Str 11, Dex 10, Con 14, Int 15, Wis 13, Cha 12.

OCCUPATION: White Collar

PERMANENT CLASS SKILLS: Computer Use, Diplomacy, Crystal Use, Disguise, Gather Information, Knowledge Technology, Survival, Treat Injury

SKILLS: Bluff 2, Climb 3, Computer Use 9, Concentrate 4, Craft Mech 5, Crystal Use 3, Demolition 3, Diplomacy 5, Disable Device 3, Disguise 2, Drive 4, Escape Artist 1, Gamble 3, Gather Info 2, Intimidate 5, Investigate 4, Knowledge Physical 6, Knowledge Tactics 6, Knowledge Tech 6, Listen 2, Move Silently 1, Read/Write Language English, Repair 4, Sense Motive 3, Speak Language English, Spot 4, Survival 4, Treat Injury 4

FEATS: ADA, Armor Proficiency Environmental, Attentive*, Brawl, Confident*, Educated (Knowledge (Tactics, Technology))* , Fringeworthy, GearHead*, Personal Firearms Proficiency, Simple Weapons Proficiency

TALENTS: **Dedicated:** - Skill Emphasis (Computer Use +3)*

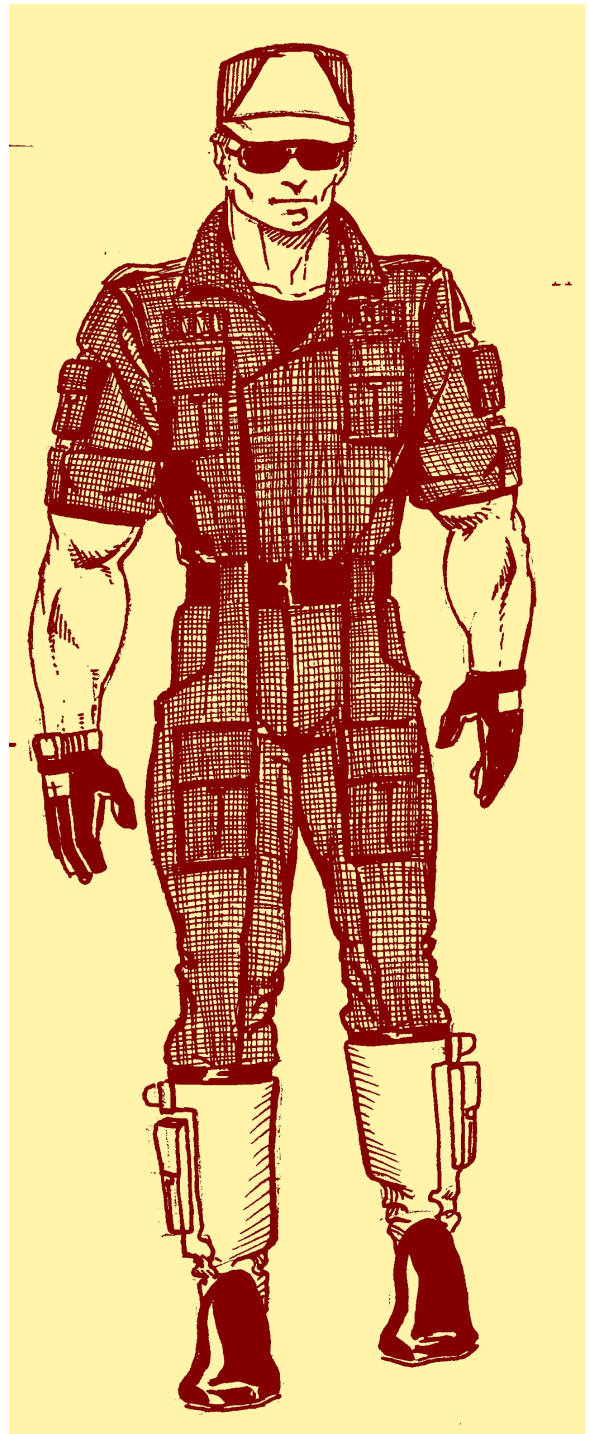
Tough: - Remain Conscious
 - Robust

POSSESSIONS: Wealth +17

Height: 5ft 11"	Hair: Brown	Age: 38
Weight: 190lbs.	Eyes: Blue	(FD 0)

THE ED POWERS STORY

The uniforms were comfortable, waterproof, had plenty of pockets and were reconfigurable. To change the style to meet conditions. The nearly knee-high Canadian-made Blanchard boots were considered a joke until they started to save lives. The shin guards were mostly traded away or dumped off the Pathways.



SAYURI TANUMA

RESEARCHER (SMART 3) / IDET RECRUIT (SMART 4): CR 7; Medium-size humanoid; HD 7d6+1; HP 28; Mas 11; Init +1; Spd 30 ft; Defense 13 / 12 / 13, (+1 Dex / +2 Class / +1 Armor); BAB +3; Grapple +0; Atk +1 melee, +1 ranged (2d6+1, Pistol, 9mm) or (2d8+0, AK-47); FS 5 ft by 5 ft; Reach 5 ft; SQ (AL) Japan, IDET, IDA, UN; Fort +2, Ref +2, Will +4; AP 2; Rep +3; Str 9, Dex 12, Con 12, Int 17, Wis 14, Cha 14.

OCCUPATION: Adventurer

PERMANENT CLASS SKILLS: Climb, Drive, Crystal Use, Disguise, Gather Information, Knowledge Technology, Survival, Treat Injury

SKILLS: Bluff 3, Climb 6, Computer Use 12, Craft Writing 7, Crystal Use 9, Decipher Script 6, Demolitions 7, Diplomacy 8, Disable Device 7, Disguise 3, Drive 9, Escape Artist 3, Gather Info 3, Intimidate 3, Investigate 8, Jump 1, Knowledge Civics 6, Knowledge Current Events 8, Knowledge Physical Sciences 6, Knowledge Politics 5, Knowledge Streetwise 6, Knowledge Tactics 7, Knowledge Technology 8, Listen 4, Move Silently 2, Profession 6, Read/Write Language English, Read/Write Language Hindi, Research 11, Sense Motive 5, Speak Language English, Speak Language Hindi, Spot 6, Survival 9, Swim 0, Treat Injury 7

FEATS: ADA, Alertness*, Armor Proficiency Environmental, ATU, Cautious*, Educated [Knowledge (Physical Sciences, Technology)]*, Fringeworthy, Lighting Reflexes, Personal Firearms Proficiency, Simple Weapons Proficiency, Studious*, Vehicle Expert

TALENTS: **Smart:** - Savant (Computer Use + 7)*
 - Linguist
 - Exploit Weakness
 - Plan

POSSESSIONS: Undercover Vest, Pistol, 9mm, AK-47; Wealth +19

Height: 5ft 2in	Weight: 110lbs.	Hair: Black	Eyes: Dark Brown	Age: 29 (FD 0)
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GORDON CONRAD

LABORER (FAST 3) / IDET RECRUIT (DEDICATED 3): CR 6; Medium-size humanoid; HD 3d8 plus 3d6; HP 31; Mas 11; Init +3; Spd 35 ft; Defense 19 / 18 / 16 (+3 Dex / +5 Class / +1 Armor); BAB +4; Grapple +3; Atk +3 melee or +6 ranged (2d6+0, Pistol, 9mm), or (2d8+0, AK-47); FS 5 ft by 5 ft; Reach 5 ft; SQ (AL) USA, IDET, IDA, UN; Fort +2, Ref +5, Will +2; AP 2; Rep +2; Str 13, Dex 17, Con 12, Int 10, Wis 13, Cha 12.

OCCUPATION: Blue Collar

PERMANENT CLASS SKILLS: Repair, Intimidate, Drive, Crystal Use, Disguise, Gather Information, Knowledge Technology, Survival, Treat Injury

SKILLS: Crystal Use 4, Disable Device 1, Disguise 2, Drive 12, Escape Artist 7, Gather Info 2, Intimidate 5, Jump 3, Knowledge Streetwise 5, Knowledge Tactics 3, Knowledge Tech 1, Move Silently 4, Pilot 4, Read/Write Language English, Read/Write Language French, Repair 5, Speak Language English, Speak Language French, Spot 2, Survival 4, Swim 2, Treat Injury 5, Tumble 6

FEATS: Acrobatic*, Advanced Firearm Proficiency, ADA, Armor Proficiency (Light), Armor Proficiency (Environmental), Combat Martial Arts, Combat Reflexes, Fringeworthy, Personal Firearms Proficiency, Simple Weapons Proficiency, Toughness 1

TALENTS: **Fast:** - Evasion
 - Uncanny Dodge 1

Dedicated: - Skill Emphasis (Drive + 3)*
 - Aware

POSSESSIONS: Undercover Vest, Pistol, 9mm, AK-47; Wealth +18

Height: 6ft 2in	Weight: 190lbs.	Hair: Black	Eyes: Blue	Age: 32 (2008)
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WEI LEI

ENTREPRENEUR (SMART 2) / IDET RECRUIT (DEDICATED 2): CR 4; Medium-size humanoid; HD 4d6; HP 15; Mas 9; Init +2; Spd 30 ft; Defense 17 / 16 / 15 (+2 Dex / +4 Class / +1 Armor); BAB +2; Grapple +0; Atk +2 melee, +2 ranged (2d6+1, Pistol, 9mm), or +2 ranged (2d8+0, AK-47); FS 5 ft by 5 ft; Reach 5 ft; SQ (AL) People's Republic of China, IDET, IDA, UN; Fort +2, Ref +0, Will +4; AP 4; Rep +3; Str 9, Dex 14, Con 9, Int 16, Wis 13, Cha 14.

OCCUPATION: Entrepreneur

PERMANENT CLASS SKILLS: Bluff, Diplomacy, Crystal Use, Disguise, Gather Info, Knowledge Technology, Survival, Treat Injury

SKILLS: Bluff 6, Computer Use 7, Crystal Use 11, Diplomacy 7, Disguise 5, Drive 3, Escape Artist 4, Gamble 5, Gather Info 5, Handle Animal 4, Investigate 8, Knowledge Business 10, Knowledge Civics 8, Knowledge Current Events 7, Knowledge History 7, Knowledge Politics 7, Knowledge Technology 8, Move Silently 4, Profession 2, Read/Write Language English, Read/Write Language Mandarin, Sense Motive 5, Speak Language English, Speak Language Mandarin, Spot 3, Survival 5, Treat Injury 2

FEATS: ADA, Armor Proficiency (Light), Armor Proficiency (Environmental), Attentive*, Deceptive*, Fringeworthy, Latent Psi, Personal Firearms Proficiency, Simple Weapons Proficiency, Trustworthy*, Vehicle Expert

TALENTS: **Smart:** - Savant [Knowledge (Business + 2)]*

Dedicated: - Skill Emphasis [Crystal Use + 3]*

POSSESSIONS: Undercover Vest, Pistol, 9mm, AK-47; Wealth +17

Height: 5ft 2"	Weight: 130lbs.	Hair: Black	Eyes: Black	Age: 30 (2008)
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DR TAKAHIRO HATSUMI

RESEARCHER (SMART 8): CR 8; Medium Humanoid (human); HD 8d6+2, hp 43, Mas 12; Init +0, Spd 30 ft.; Def 13 / 13 / 13, (+0 Dex / +3 Class / +0 Armor); BAB +4, Grapple +0; Atk unarmed strike +0 melee (1d3-1 non-lethal); FS 5 ft./5 ft.; SQ (AL) IDET, UN, Japan; Fort +2, Ref +2, Will +4; AP 9, Rep +6; Str 10, Dex 11, Con 15, Int 17, Wis 12, Cha 12.

OCCUPATION: Academic

PERMANENT CLASS SKILLS: Computer Use, Craft Writing, Knowledge Physical Sciences

ALL SKILLS: Bluff 4, Computer Use 9, Concentration 4, Craft Electronic 7, Craft Mechanical 9, Craft Writing 10, Decipher Script 10, Diplomacy 7, Investigate 10, Knowledge Civics 10, Knowledge Current Events 10, Knowledge Physical Sciences 19, Knowledge Technology 19, Navigate 5, Pilot 3, Profession 6, Read/Write Arabic, Read/Write Chinese, Read/Write English, Read/Write Japanese, Read/Write Hindi, Read/Write Russian, Read/Write Tehrmeleern, Research 11, Sense Motive 3, Speak Arabic, Speak Chinese, Speak English, Speak Japanese, Speak Hindi, Speak Russian, Speak Tehrmeleern, Swim 2, Survival 5, Treat Injury 3

FEATS: ATU, Builder [Craft (Mechanical, Electronic)]*, Educated [Knowledge (Physical Sciences & Technology)]*, Iron Will, Lightning Reflexes, Renown, Simple Weapons Proficiency, Studious*, Vehicle Expert

TALENTS: **Smart:** - Savant (Physical Sciences + 8)

 - Savant (Technology +8)

 - Linguist

 - Exploit Weakness

POSSESSIONS: Wealth +12

Height: 5ft 7"	Weight: 150lbs.	Hair: Black	Eyes: Black	Age: 60 (2008)
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TERRANCE GREYSTONE

ADVENTURER (TOUGH 3) / TÆES (DEDICATED 3): CR 6; Medium-size humanoid; HD 3d10+1 plus 3d6+1; HP 34; Mas 12; Init +0; Spd 30 ft; Defense 14 / 14 / 14 (+0 Dex / +4 Class / +0 Armor); BAB +4; Grapple +0; Atk +0 melee (1d3+0, Fist), or +2 ranged (2d6+0, Pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ (AL) Cosgrove, Eng, HMTAES, IDET; Fort +4, Ref +2, Will +3; AP 3; Rep +2; Str 11, Dex 11, Con 12, Int 17, Wis 11, Cha 17.

OCCUPATION: Adventurer

PERMANENT CLASS SKILLS: Bluff, Treat Injury, Craft Mechanical (Steam), Crystal Use, Diplomacy, Gather Information, Knowledge Physical Sciences (Steam Technology), Survival, Treat Injury

SKILLS: Bluff 5, Climb 1, Computer Use (Mechanical) 5, Craft Mechanical 5, Craft Writing 5, Crystal Use 6, Decipher Scripts 4, Diplomacy 6, Disable Device 4, Drive 3, Gamble 2, Gather Information 4, Handle Animal 5, Intimidate 5, Knowledge Physical Sciences (Steam Powered) 6, Knowledge Streetwise 5, Knowledge Technology 5, Listen 3, Navigate 4, Read/Write English, Read/Write French, Read/Write Latin, Ride 2, Search 5, Sense Motive 4, Speak English, Speak French, Speak Kikongo, Spot 3, Survival 6, Treat Injury 3

FEATS: ADA, Alertness, Archaic Weapons Proficiency, ATU, Combat Martial Arts, Confident*, Fringeworthy, Personal Firearms Proficiency, Primitive Firearms Proficiency, Simple Weapons Proficiency, Track

TALENTS: **Tough:** - Remain Conscious
 - Robust

 Dedicated: - Empathy
 - Improved Aid Another

POSSESSIONS: Pistol; Wealth +22

Height: 6ft	Weight: 160lbs.	Hair: Dark brown	Eyes: Brown	Age: 35 (FD 0)
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COSGROVE SHROPESHIRE

ADVENTURER (TOUGH 3) / TÆES (BODYGUARD 2): CR 5; Medium-size humanoid; HD 3d10 plus 2d12; HP 33; Mas 10; Init +0; Spd 30 ft; Defense 13 / 13 / 13 (+0 Dex / +3 Class / +0 Armor); BAB +3; Grapple +1; Atk +0 melee (1d4+2, knife), or +0 ranged (2d8+0, rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ (AL) Terrance, Eng, HMTAES; Fort +4, Ref +4, Will +1; AP 3; Rep +1; Str 12, Dex 10, Con 10, Int 14, Wis 16, Cha 13.

OCCUPATION: Adventurer

PERMANENT CLASS SKILLS: Escape Artist, Move Silently, Craft Mechanical (Steam), Crystal Use, Diplomacy, Gather Information, Knowledge Physical Sciences (Steam Technology), Survival, Treat Injury

SKILLS: Bluff 2, Climb 3, Concentrate 6, Craft Mechanical (Steam Powered) 3, Crystal Use 4, Diplomacy 2, Drive 2, Escape Artist 2, Gather Information 4, Gamble 5, Handle Animal 2, Intimidate 9, Knowledge Current Events 4, Knowledge History 3, Knowledge Physical Sciences (Steam Technology) 3, Knowledge Streetwise 5, Listen 5, Move Silently 2, Navigate 4, Read/Write English Read/Write French Speak English Speak French Speak Kikongo Spot 5, Survival 6, Treat Injury 4

FEATS: ADA, Alertness*, Confident*, Brawl, Combat Martial Arts, Combat Reflexes, Fringeworthy, Personal Firearms Proficiency, Primitive Firearms Proficiency, Simple Weapons Proficiency

TALENTS: **Tough:** - Remain Conscious
 - Robust

 Bodyguard: - Harm's Way
 - Combat Sense 1

POSSESSIONS: Wealth +9

Height: 5ft 8in	Weight: 120lbs.	Hair: Black	Eyes: Brown	Age: 39 (FD 0)
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CHARACTER ARCHETYPES

Since nothing is known of the Character Abilities, a zero adjustment to skills levels is assumed.

TECHNICIAN

DESCRIPTION: The Computer Tech is your basic pc wiz who got herself into a really good job doing nothing but computer repair, design and / or security. She's your hacker that made a good "honest" life for herself. If there is a new pc out there, she knows about it. A new virus or software upgrade – she has it or has encountered it. She keeps her finger on the pulse of all new tech and could literally upgrade a digital watch into a pocket calculator. Keep her safe. You never know when you are going to have to bypass that electronic lock or secure that vault door.

STAT BLOCK

(Smart 1): CR1; Medium Humanoid (human); HD 1d6+ __, hp __, Mas __; Init __, Spd 30 ft.; Def __ / __ / __ (__ Dex / __ Class / __ Armor); BAB __, Grapple __; Atk __; FS 5 ft./5 ft.; Reach 5ft; SQ (AL) any; Fort +0, Ref +0, Will +1; AP +0, Rep +0; Str __, Dex __, Con __, Int __, Wis __, Cha __

OCCUPATION: Technician

PERMANENT CLASS SKILLS: Computer Use, Knowledge Technology, Repair

FEATS: GearHead (+2 Computer Use)*, Builder (+2 Craft Electronics, +2 Craft Mechanical)*, Simple Weapons Proficiency

SKILLS: *Computer Use +7, Concentration +2, Craft (Electronics) +6, Craft (Mechanical) +6, Decipher Script +3, Knowledge (Current Events) +3, Knowledge (History) +3, Knowledge (Physical Sciences) +3, Knowledge (Technology) +6, Repair +5*

TALENTS: **Smart:** - Savant [Knowledge (Technology)]*

POSSESSIONS: Personal Laptop, PDA, Blackberry, Cell phone, Pager, Electronics repair kit, 3 pens, notepad, sci-fi or horror novel, MP3 player, full-sized repair kit, assorted spare parts, components, spools of wire, old broken parts.

ENFORCER

DESCRIPTION: All societies have their people whose job it is to "protect and serve". These individuals have the training and responsibility to make sure that everyone follows the spirit of the local law and criminals are brought to justice. They keep the peace and therefore have to be trained how to do that.

STAT BLOCK

(Strong 1): CR 1; Medium Humanoid; HD 1d8+ __, hp __, Mas 15; Init __, Spd 30 ft.; Def __ / __ / __ (__ Dex / __ Class / __ Armor); BAB __, Grapple __; Atk nightstick __ melee (1d6+ __), small pistol __ranged (2d6); FS 5 ft./ 5 ft.; Reach 5ft; SQ (AL) any; Fort +1, Ref +0, Will +0; AP +0, Rep +0; Str __, Dex __, Con __, Int __, Wis __, Cha __

OCCUPATION: Blue Collar

PERMANENT CLASS SKILLS: Drive, Intimidate

FEATS: Personal Firearms Proficiency, Simple Weapons Proficiency, Armor Proficiency (Light)

SKILLS: *Climb +2, Drive +3, Intimidate +3, Knowledge (Civics) +2*

TALENTS: **Strong:** - Extreme Effort

POSSESSIONS: small pistol (such as a Beretta 92F), 2 clips (15 rounds each), nightstick, and undercover vest.]

POLITICIAN

DESCRIPTION: The Politician is the person we put our trust in. This person has all through their life known they want to move up in the world and be one of the “movers and shakers”. This is the person we give the power to so that they can make a difference in our lives. They have always had the ability to make us believe that we don’t mean anything and could never make a difference but they can. The power they have is the power we willingly gave them because we trust them to do what is right with it.

STAT BLOCK

(Charismatic 1): CR 1; Medium Humanoid; HD 1d6+__, hp __, Mas 15; Init __, Spd 30 ft.; Def __ / __ / __ (__ Dex / __ Class / __ Armor); BAB __, Grapple __; Atk __; FS 5 ft./5 ft.; Reach 5ft; SQ (AL) any; Fort +1, Ref +1, Will +0; AP +0, Rep +2; Str __, Dex __, Con __, Int __, Wis __, Cha __

OCCUPATION: White Collar

PERMANENT CLASS SKILLS: Diplomacy, Knowledge (Civics)

STARTING FEATS: Simple Weapons Proficiency, Trustworthy (+2 Diplomacy, +2 Gather Information)*, Deceptive (+2 Bluff, +2 Disguise)*

SKILLS: Bluff +6, Diplomacy +7, Disguise + 2, Gamble +2, Gather Information + 2, Knowledge (Business) +4, Knowledge (Current Events) +4, Knowledge (Civics) +5, Sense Motive +2

TALENTS: **Charismatic:** - Charm

MERCENARY

DESCRIPTION: The Mercenary or Merc is the soldier who had official training in one or more branches of the military and for some reason decided that it wasn’t the lifetime career she wanted. That reason, more often than not is money. Where the enlisted soldier is guided by ideals like country and honor and whatever propaganda she has been fed by their respective government, the merc is only interested in the bottom line...”how much will this job pay me?” The merc’s loyalties are first and foremost to herself, her team and her employer **in that order**. If ever the merc believes what she is getting paid for a job doesn’t balance what she is risking, (life, limb, imprisonment) she isn’t likely to keep doing it. This may be cause for contract renegotiation and can occur in the middle of a mission. If you want a merc’s loyalty, be straight with her. No hidden dangers, no missing payments, and no attempts at losing the merc in the middle of a firefight. A Merc may up her price when you tell her everything, but then she prepares and knows what she is getting into. The mission is a lot more likely to succeed if she doesn’t have to weigh her loyalty in the middle of a battle.

STAT BLOCK

(Strong 1): CR 1; Medium Humanoid (human); HD 1d8+__, hp __, Mas 14; Init __, Spd 25 ft.; Def __ / __ / __ (__ Dex / __ Class / __ Armor); BAB __, Grapple __; Atk assault rifle __ ranged (2d8); FS 5 ft./ 5 ft.; Reach 5ft; SQ (AL) any; Fort +1, Ref +0, Will +0; AP +0, Rep +0; Str __, Dex __, Con __, Int __, Wis __, Cha __

OCCUPATION: Military

PERMANENT CLASS SKILLS: Demolitions, Knowledge (tactics)

FEATS: Advanced Firearms Proficiency, Combat Reflexes, Personal Firearms Proficiency, Simple Weapons Proficiency

SKILLS: Climb +2, Demolitions +2, Hide+1, Knowledge (Tactics) +3, Survival +1, Treat Injury+1,

TALENTS: **Strong:** - Melee Smash

POSSESSIONS: automatic rifle with illuminator and bayonet, 8-10 clips of ammunition with tracers (30 rounds), 9mm pistol with 4-6 clips (15 rounds), 4 frag grenades, 2 flash grenades, combat knife, light-duty vest, Kevlar helmet, mesh load-bearing vest, MOLLE backpack (with rain suit, chemical/biological suit, sleeping bag, MREs), fatigues and jacket, combat boots, gas mask, night vision goggles, squad-level radio, 2 canteens (1 quart), 2 white smoke grenades, first aid pouch.

RESEARCH SCIENTIST

DESCRIPTION: The Researcher is an academic that has been brought onto the mission because they have an expertise that would be beneficial to the group. Technically, that fits almost anyone, but the researcher's expertise is not with using explosives or weapons or meeting people. The researcher's specialty is with a specific and narrow branch of science. Very often, a mission has been endangered simply because the agents involved lacked a particular skill or knowledge that would have prevented a pitfall. If you can read the sign on the door that says "**Do not Open, the Doom of the World Resides Here**" you are less likely to open it. Not physically trained, your researchers are not the buff soldier-types you usually keep company with but you will want to keep them safe as their knowledge can be far-reaching and extremely helpful.

STAT BLOCK

(Smart 1): CR 1; Medium Humanoid (human); HD 1d6+ __, hp __, Mas 12; Init __, Spd 30 ft.; Def __ / __ / __ (__ Dex / __ Class / __ Armor); BAB __, Grapple __; Atk unarmed strike __ melee (1d3-1 non-lethal); FS 5 ft./5 ft.; Reach 5ft.; SQ (AL) any; Fort +0, Ref +0, Will +1; AP +0, Rep +1; Str __, Dex __, Con __, Int 15, Wis __, Cha __.

OCCUPATION: Academic

PERMANENT CLASS SKILLS: Craft (Writing), Knowledge (primary), Research

STARTING FEATS: Builder [+2 Craft (primary), +2 Craft (secondary)]*, Simple Weapons Proficiency, Studious (+2 Decipher Scripts, +2 Research)*

SKILLS: Bluff +1, Computer Use +3, Concentration +2, Craft (writing) +3, Craft (primary) +3, Craft (secondary) +3, Decipher Script +3, Diplomacy +2, Knowledge (primary) +4, Knowledge (technology) +3, Profession +4, Repair +1, Research +6

TALENTS: **Smart:** - Savant (+1 Research)

POSSESSIONS: various personal effects, laboratory

FARMER

Description: The rural laborer, most often a farmer, is the salt of the Earth. They tend crops or raise livestock, are strong, hard workers and tough as nails. They have good work habits, don't pretend to be sophisticated and often have a very colorful sense of humor.

STAT BLOCK

(Tough 1): CR 1; Medium Humanoid (human); HD 1d8+ __, hp __, Mas 13; Init __, Spd 25 ft.; Def __ / __ / __ (__ Dex / __ Class / __ Armor); BAB __, Grapple __; Atk __; FS 5 ft./5 ft.; Reach 5ft; SQ (AL) Family, Faith, Country; Fort +1, Ref +0, Will +0; AP __, Rep __; Str __, Dex __, Con __, Int __, Wis __, Cha __.

OCCUPATION: Rural

PERMANENT CLASS SKILLS: Handle Animal, Repair

FEATS: Builder (+2 Craft (chemical), +2 Craft (Mechanical))* , Surface Vehicle Operation (heavy wheeled), Simple Weapon Proficiency, Personal Firearms Proficiency

SKILLS: Craft (Chemical) +3, Craft (Mechanical) +3, Craft (Structural) +2, Drive +2, Handle Animal +2, Repair +3

TALENTS: **Tough:** - Cold Resistance 1

NOTE: - At this point in our list of Archetypes we get into the possibility of having classes who are completely different races as starting characters with differing views of what makes up a character. The most disparate ideas are between the Humans and the T'Ziel. The following templates are of Human and T'Ziel viewpoints



MILITARY OFFICER

STAT BLOCK

(Fast 1): CR 1; Medium Humanoid (human); HD 1d8+ __, hp __, Mas 13; Init __, Spd 25 ft; Def __ / __ / __ (__ Dex / __ Class / __ Armor); BAB __, Grapple __; Atk __; FS 5 ft./5 ft.; Reach 5ft; SQ (AL) military unit, any; Fort +0, Ref +1, Will +0; AP __, Rep __; Str __, Dex __, Con __, Int __, Wis __, Cha __.

OCCUPATION: Military

PERMANENT CLASS SKILLS: Knowledge (Tactics), Survival

FEATS: Armor Proficiency (Light), Personal Firearms Proficiency, Simple Weapon Proficiency, Educated (+2 Knowledge (primary), +2 Knowledge (secondary))*

▣ Human Military Officer

DESCRIPTION: The military officer is a character who has advanced through the command structure of whatever service they are in to a position of authority. The burden of command presses the officer to roles and skills not used by lowly grunts. While able to handle field work effectively, her duties are often more clerical unless she changes her career focus.

SKILLS: Drive +2, Computer Use +2, Intimidate +2, Knowledge (Tactics) +5, Knowledge (Civics) +3, Pilot +3, Survival +3

TALENTS: **Fast:** - Evasion

POSSESSIONS: 9 mm pistol with 2-3 clips (15 rounds), combat knife, light-duty vest, combat fatigues and jacket, combat boots, squad-level radio, tactical map, first aid pouch, range-finding binoculars, GPS receiver, ½ dozen mixed NiH batteries, solar recharger, hand-powered recharger.

▣ T'Ziel Military Officer

DESCRIPTION: The military officer is based in a position of authority but isn't afraid to get his hands dirty. There are times when soldiers need the guiding hand of experience. That's where he comes in.

SKILLS: Balance +3, Intimidate +2, Knowledge (Tactics) +6, Knowledge (History) +3, Survival +4, Swim +2

TALENTS: **Fast:** - Evasion

POSSESSIONS: 9 mm pistol with 2-3 clips (15 rounds), combat knife, light-duty vest, Kevlar helmet, combat fatigues and jacket, combat boots, squad-level radio, tactical map, first aid pouch, range-finding binoculars, GPS receiver, ½ dozen mixed NiH batteries, solar recharger, hand-powered recharger.

WARRIOR, PRIMITIVE

DESCRIPTION: The primitive warrior may not carry an AK47 or have a bandoleer of grenades across his or her chest, but that is no reason to discount how dangerous they can be. They are often experts at stalking prey, have lightning reflexes and have no difficulty taking down an enemy from distance or up close and personal. Be wary of upsetting them. They can be the best of allies but take insults and betrayal very seriously. Working all day to bring home dinner teaches you that life is have and not to be trivialized

STAT BLOCK

(Tough 1): CR 1; Medium Humanoid (human); HD 1d10+ __, hp __, Mas 13; Init __, Spd 25 ft; Def __ / __ / __ (__ Dex / __ Class / __ Armor); BAB __, Grapple __; Atk __; S/R 5 ft./5 ft.; AL Family, Tribe, People; SV Fort +1, Ref +0, Will +0; AP __, Rep __; Str __, Dex __, Con __, Int __, Wis __, Cha __.

OCCUPATION: Military

PERMANENT CLASS SKILLS: Hide, Move Silently

FEATS: Archaic Weapon Proficiency, Alertness (+2 Listen, +2 Spot), Simple Weapons Proficiency

▣ Human Warrior

SKILLS: Hide +3, Listen +2, Move Silently +3, Spot +2, Survival +4, Swim +2

TALENTS: **Tough:** - Damage Reduction 1

POSSESSIONS: pouch, 6 darts, bottle-poison tree frog, blowgun, bow (short), quiver (10 arrows 1d6), hunting spear (1d8), stone knife (1d6), war club (1d8)

▣ T'Ziel Warrior

SKILLS: Intimidate +4, Listen + 3, Move Silently +2, Spot +3, Survival +4,

TALENTS: **Tough:** - Damage Reduction 1

POSSESSIONS: pouch, large hunting spear (1d10), atlatl, quiver (10 throwing spears 1d8), stone knife (1d6), war axe (1d10), lacquered cuirass armor

SHAMAN, PRIMITIVE

DESCRIPTION: The shamans have a great responsibility. They are leaders, spiritual guides, healers and keepers of secrets. They are second in power only to the midwives and eldest woman of the tribe. Their leadership can raise the tribe to the Promised Land or plunge them into war and death. They take this burden willingly and seriously.

STAT BLOCK

(Dedicated 1): CR 1; Medium Humanoid (human); HD 1d6+__, hp __, Mas 13; Init __, Spd 25 ft; Def __ / __ / __ (__ Dex / __ Class / __ Armor); BAB __, Grapple __; Atk __; FS 5 ft./5 ft.; Reach 5ft; SQ (AL) Tribe, Family, People; Fort +1, Ref +0, Will +1; AP __, Rep __; Str __, Dex __, Con __, Int __, Wis __, Cha __.

OCCUPATION: Doctor

PERMANENT CLASS SKILLS: Craft (Pharmaceutical), Knowledge (Earth & Life Sciences)

FEATS: Archaic Weapons Proficiency, Latent Mage, Simple Weapons Proficiency

▣ Human Elder

SKILLS: Concentration +2, Craft (Pharmaceutical) +4, Knowledge (Earth & Life Sciences) +4, Perform (Dance) +2, Survival +3, Treat Injury+5

TALENTS: **Dedicated:** - Healing Knack (+2 Treat Injury)*

POSSESSIONS: pouch, bone needles, gut, herb bag, stone knife (1d6), 1 random level (0-4) crystal key, club (1d6), staff (1d4), assorted gourds, 2 days dried food, small bag of bones, totem

▣ T'Ziel Elder

SKILLS: Concentration +2, Craft (Pharmaceutical) +4, Knowledge (Theology and Philosophy) +4, Perform (Dance) +2, Survival +3, Treat Injury+5

FEATS: Archaic Weapons Proficiency, Latent Mage, Simple Weapons Proficiency

TALENTS: **Dedicated:** - Healing Knack (+2 Treat Injury)*

POSSESSIONS: pouch, bone needles, gut, herb bag, stone knife (1d8), 2-3 random level (1-5) crystal keys, spiked club (1d8), staff (1d6), assorted gourds, 2 days dried food, small bag of bones, totem



SCENERIO

A HOT NIGHT AT HOTEL PARADISO



It quickly became common knowledge that things came off the Fringepaths.

Teams of military sentries on the Earth Prime Platform were hurriedly revised to include zoologists and anthropologists, whose specialties would better prepare them to triage incoming life forms for potential hazards to Earth.

Not too long after Slargs showed up for free food, sentries made note of an odd collection of alien life

forms that came off the Alternate Platforms, scratched their heads and woke up half an hour later. Pangolisks and Broupians had now come to Earth, foreshadowing the appearance of the Old Men. The IDA took this in stride as the IDET explorers became fond of the enigmatic critters and showed great respect for the Old Men.

Our scenerio starts one dull night when a Broupian appears on the Earth Prime Platform towing a shopping cart that contains a wooden box labeled in 16th century Italian. In the box is a sleeping Slarg puppy (commonly referred to as a stinkpot) and a pair of what your zoologist guesses are green-striped Pangolisk eggs. The Broupian gestures, with repeated and increasing urgency, out toward the pathways. It then hands your team leader a pair of red key crystals.

After a surprisingly long and high-speed drive along the Alternate Pathways, the Broupian gestures at an Alternate Portal that has always been locked to IDA exploration. The portal opens to an idyllic beachfront hotel with amazingly well kept grounds. The Broupian gestures toward the hotel and trumpets "Broup" in a satisfied tone. Players may notice that there are other tire tracks here as well as a Dutch beer bottle, a crumpled pack of Chilean cigarettes, and food wrappers lettered in Babylonian cuneiform.

The inside of the structure is obviously meant to be a hotel. There is a three floor cluster of rooms with a courtyard. In the center of the courtyard is a well-manicured and fragrant hanging garden. Tending the garden is an automation, an obvious robot that has seen better days. The automation does not speak, but gestures toward the main desk.

If explorers are reasonably quiet, they will hear small voices discussing something in English, French, Russian and Italian.

Pieces of the conversation are as follows:

*Mom shouldn't have given you the green crystal.
We weren't supposed to go off
You didn't catch it.
It went off the edge. We can't call Mom.
Told you I was here with Dad and the fruit was good.
You'd think that, You're a girl.
We are in so much trouble.
I'm Hungry
The garden is full of stuff. The Uncle said so.
There are Bad ones Out there.
But it's safe in here.
There's Pangos and the Broops will tell us.*

*What if the Humans come?
The good ones or the nasty ones?
The Old Men
What about the Slargs?
They Smell Bad
Uncle feeds them
We could run for the Gate.
The bad one would shoot us.
He shot the Broup.
It made the Broup mad.
You can't make a Broup mad
They smell as bad as Slarg*

THE KIDS

What your team finds are not human children. You have found three young Tehrmeleln. Shurrrhy is the smiling and curious one. Shurrdan often has an angry or mischievous look. AyaShrr is the innocent one, and the only female of the trio.

The Tehrmeleln are cautious. They watch the explorers and each makes a hand gesture, displaying a white crystal in an obviously warning posture. By this time, there are four Pangolisks circling the youngsters like cats waiting for dinner.

If the explorers talk to the Kits, the young Tehrmeleln will lighten their mood. If offered sardines, they will bowl the explorers over like puppies.

Then something else shows up. Froglike and obviously a form of Mellor, this creature is no Mellor the IDET explorers have ever seen. It croaks at the Tehrmeleln and they answer it. This is Uncle, an Old Mellor.

The Tehrmeleln will tell the explorers that they have been holed up because there is something in the palm jungle that both the Pangos and the Broupians do not like. They think it's an Old One, a Bad Old One, like Uncle, but NOT like Uncle.

As your team is listening to this, Uncle will present them with fruit, attempt to pat their heads, and sing to them in a froggy voice.



THE PIRATE ENCAMPMENT

Your group can quickly find a deserted encampment in the palm jungle -- the tire tracks are obvious. There are vehicle tracks that lead back toward the Warp. Equipment left in the encampment is a tangle of things taken from a dozen worlds. A quick search reveals stocks of IDET material that went missing with a group of ASA Explorers a month previously. There is also a headless corpse in one of the tents, approximately one week dead. Out behind the tents is a refuse pit that reeks of death and decay. Clouds of bloat flies lead your team to two dead Slargs. It is obvious that both were shot and tossed over the broken shell of an empty Chilean-made cryonics container.

Tracks on the far side of the rubbish are impressions left by an odd clawed foot.

After your explorers finish their recon, they return to the cool of the hotel. As the last of the team crosses the doorsill, sniper fire chips the stonework above his or her head. Your team is now under fire from a sniper. At best, he is a lousy shot. From what you can see, he has the general look of a Fringe Pirate with a deformed leg.

The Pirate yells at the Explorers in Dutch and demands a crystal to leave *'this god forsaken place.'* He says a demon Shape Taker has killed his brother.



NOT SO FROZEN CARGO

It doesn't take a Tehrmeleln Theoretical Engineer to deduce that this is a High Mellor who has killed the Fringe Pirate and shot the Slargs. The young Tehrmeleln seem to suspect this, as well. The Broupians and Pangolists are beyond agitated whenever this pirate speaks.

Fortunately, as long as the Pangos are present, the Mellor will not attack the hotel. It knows the Pangos spit a Mellor-toxic paralytic, and being paralyzed for a third time today is not on his agenda. He has also been burned once by a Tehrmeleln crystal used in defensive mode.

ROBOTS AND PANGOS

But there are more things going on in this hotel. If your party explores inside the building, they will find that the robot they had previously discovered is a high tech marvel of tarnished brass and copper. It seems to have no function other than tending the garden and leaving fruit in bowls for the Pangos. In turn, the Pangos have built a small community of nests here under the hydroponic racks.

ROOM EXPLORATION

ROOM 8. Smelling like old socks and bacon, this room contains a six foot pile of old shredded clothes, a few dried hams that have seen better days, a turkey carcass and several empty bottles of beer. The clothing moves and shifts, concealing something living. The pile ultimately parts to reveal two Slarg Puppies. Their first words to the explorers, in annoyingly squeaky voices, are "FEED US!"



ROOM 4. This room has three more Pangos guarding several nests of green-striped eggs. They immediately decide your team is the best thing since toasted marshmallows. They present their eggs to the Fringeworthy, and leave for the downstairs. The explorers are now babysitters. If your team is takes on the chore and is observant, they have a chance to notice that the Pangos give Room 12's door a wide berth as they amble down the hallway.

ROOM 12. Oddly enough, unlike the other 11 suites, the door to this apartment has been padlocked from the outside. From the inside comes the sound of scratching and an odd squealing sound, as if someone was kicking pigs. There are six Least and one Low Mellor here. If the team is competent, this aspect of the scenario should not present too much of a problem, other in that the Mellor are fast, small, and hungry. The Fringeworthy may well see an example of the Pango's ability to spit and paralyze a Mellor during the melee.

ROOM 2. Here the team will find an escaped captive that belonged to the Fringepirates. He is a seven year old boy who speaks French. He is armed with a 357 Magnum and is flanked by two green Broupians. It appears the child has given medical attention to a Broupian who has been shot and is leaking a sap-like liquid. Give this kid food and he is your friend. He tells you the Pirate that had kidnapped him opened the cold box and let the monster out. Any further exploration turns up nothing more exciting than shabby hotel furniture and out-of-date clothes.



MAKING DECISIONS

At this point, the Fringeworthy will have hard decisions concerning what to do with the Tehrmelern Kits, the Slargs, Uncle, and the French boy, who would like nothing better than to end the lives of the marauding Fringe Pirates.



From here, the main objective is to get rid of the Mellor that is sniping at the team, bundle the entire collection of lifeforms together and get them back to Hatsumi Base without injuries. As these are the first young Tehrmelern that have ever been seen, the IDA will rate their safety at the highest level and reward the team fabulously.

After they dispose of the Mellor, they need to secure with this load it is going to be one hell of a drive home. As they approach the Warp a half mile down the beach, things become much more complicated.

Having gotten the six Pangos and their eggs secured, the Slarg pups safely into animal carriers, and the Tehrmelern, Uncle, and the French boy into the back seat of the hummer, your team will be startled to see a second vehicle come roaring out of the Warp. It is not the IDA.

There are four Fringe pirates with a wealth of crates of supplies and a second pair of French hostages. As soon as they see the IDET Hummer, they lock and load a 50 cal machine gun and face the explorers down. They want to know where their man is and become very interested in the Hummer's cargo when they see Shurrdan stick his head up and give them a dirty look.

THE PIRATES' DEMANDS

The Pirates make it known they want equipment, crystals, and a Pango. The Pangos become highly agitated and attempt to wrap themselves around the explorers ankle and shoulders. They do not want to go. What the explorers don't know is that the Pangos, when close enough, will spit at and stun the Pirates.

You get the impression they don't want to fight, but could nonetheless be extremely dangerous. The team's easiest recourse is to turn this situation into a standoff and negotiate. The whole trick with the Pirates is honesty -- telling them their man was killed by a Mellor.

If all else fails and your team is in trouble, figure that Mama Tehrmelern will show up and stun the truck load of Pirates.

If all goes well, and you reach Hatsumi Base without excessive mayhem, she will be waiting for you there. In either case, for keeping her brood safe she will reward your explorers with a handful of common crystals and a few with colors the IDA has never before seen. She will pat the explorers on the head and tell them in a sing-song British accent that they can babysit her family anytime. **Reward the team well for a good rescue, less well in case of loss or injury of any of the involved parties other than the Mellor and Pirates.**



SCENERIO 2

THE GAS N' GO INCIDENT

Your Team has been handed an emergency assignment. A mixed Russian and Chinese group on Platform -52 has run into a critical situation three platforms near your current base of exploration.

Yoon Young Kwan is breathless as he explains that the teams Moskovi H (a Russian Copy of the Hummer ATV) sprung an oil leak. In a quick decision the team of 4 drove into Portal -52 to make use of a 1950's Alternate and a nearby Service Station. Little did they know the simple repair would lead them into serious trouble with the Local backwoods Kentucky Police.



ALTERNATE PLATFORM -52

It is the 1950's, at the height of the McCarthy Era, a time of fear and Witch Hunting for Communists, this is a bad place for anyone with an Eastern European accent. While the team told the owner they were Polish from Milwaukee going camping, the station owner noted the Russian markings under the vehicle. Ignoring the bribe in Gold offered, he called the local police and had the team arrested. These are not sophisticated folks. They are basic and a little less informed than mainstream America.

YOON ESCAPES

Yoon was in the rest room when the police arrived and headed off into the woods, going back to the Rainbow Warp a mile away. The warp is a family backyard. He figures the vehicle is impounded and his team is in the local jail a few miles to the north in Elkton.

Sheriff Odell Byrd has made a call to Washington to the FBI claiming he has captured Russian Spies. The FBI in turn thinks he has had one glass of white lightning too many and promise to dispatch a pair of agents from Bowling Green within 24 hours to evaluate the situation. The Sheriff has removed an AK-47 Assault Rifle and a laptop and is scrutinizing them. He recognizes the laptop as some form of advanced technology since his nephew reads Amazing Science Fiction.

THE RESCUE

The mission of your group is to remove the IDET explorers from the jail by Direct or Covert action, and to rescue the vehicle and any high tech in the hands of the Sheriff.

ARRIVAL OF THE FBI

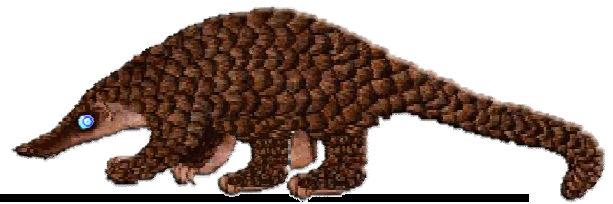
This will be complicated by the advent of the FBI agents, curious townspeople, and a very obnoxious kid with a BB gun.

FBI Agents B.K. Taylor and Eugene Asplund may well show up a little early if the explorers are handling the situation far too easily.

Experience for this should be high if they pull it off without a hitch, and with minimal property damage and loss of life. This is a good training mission.



APPENDIXES



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IDET CODE OF CONDUCT

WE ARE UNITED NATIONS INTERDIMENSIONAL EXPLORER TEAMS

Introduction

The United Nations Organization embodies the aspirations of all the people of the world for peace. In this context the United Nations Charter requires that all personnel must maintain the highest standards of integrity and conduct.

We will comply with the Guidelines on International Humanitarian Law for Forces Undertaking United Nations Peacekeeping Operations and the applicable portions of the Universal Declaration of Human Rights as the fundamental basis of our standards.

We, as explorers, represent the United Nations. As a result we must consciously be prepared to accept special constraints in our public and private lives in order to do the work and to pursue the ideals of the United Nations Organization.

When possible we will be accorded certain privileges and immunities arranged through agreements negotiated between the United Nations and the host dimension solely for the purpose of discharging our exploration duties. Expectations of the world community and the local population will be high and our actions, behavior and speech will be closely monitored.

We will always:

- ✦ Conduct ourselves in a professional and disciplined manner, at all times;
- ✦ Dedicate ourselves to achieving the goals of the United Nations;
- ✦ Understand the mandate and mission and comply with their provisions;
- ✦ Respect the environment of the host dimension;
- ✦ Respect local customs and practices through awareness and respect for the culture, religion, traditions and gender issues;
- ✦ Treat the inhabitants of the host dimension with respect, courtesy and consideration;
- ✦ Act with impartiality, integrity and tact;
- ✦ Support and aid the infirm, sick and weak;
- ✦ Obey our United Nations superiors and respect the chain of command;
- ✦ Respect all other explorers and members of the mission regardless of status, rank, ethnic or national origin, race, gender, or creed;
- ✦ Support and encourage proper conduct among our fellow explorers;
- ✦ Maintain proper dress and personal deportment at all times;
- ✦ Properly account for all money and property assigned to us as members of the mission; and
- ✦ Care for all United Nations equipment placed in our charge.

We will never:

- ✦ Bring discredit upon the United Nations, or our nations through improper personal conduct, failure to perform our duties or abuse of our positions as explorers;
- ✦ Take any action that might jeopardize the mission;
- ✦ Abuse alcohol, use or traffic in drugs;
- ✦ Make unauthorized communications to external agencies, including unauthorized press statements;
- ✦ Improperly disclose or use information gained through our employment;
- ✦ Use unnecessary violence or threaten anyone in custody;
- ✦ Commit any act that could result in physical, sexual or psychological harm or suffering to members of the local population, especially women and children;
- ✦ Become involved in sexual liaisons which could affect our impartiality, or the well-being of others;
- ✦ Be abusive or uncivil to any member of the public;
- ✦ Willfully damage or misuse any United Nations property or equipment;
- ✦ Use a vehicle improperly or without authorization;
- ✦ Collect unauthorized souvenirs;
- ✦ Participate in any illegal activities, corrupt or improper practices; or
- ✦ Attempt to use our positions for personal advantage, to make false claims or accept benefits to which we are not entitled.

In closing

We realize that the consequences of failure to act within these guidelines may:

- ✦ Erode confidence and trust in the United Nations On Earth Prime (++0);
- ✦ Jeopardize the achievement of the mission; and
- ✦ Jeopardize our status and security as explorers.

OPTIONAL RED TAPE NIGHTMARES

WORKING WITHIN THE UNIDA STRUCTURE

Decision making in the UN and UNIDA structure takes time. Each proposal, mission, or special task passes from Agency to Agency until it reaches its final destination.

THE ED POWERS STORY

The FAO has seen the beginnings of food shortages in the politically troubled Philippines. Knowing resources are finite and economics of supply and demand are fragile, they appeal to their Sister Agency, the IDFAO to harvest the Tehrmelern Agriculture Alternate at -7,1. This automated remnant processes, packages, and cold stores rice in tremendous underground warehouses. Classed as a C priority. In 10 days the request is moved from the IDFAO the Interdimensional Social and Economic Council. In 6 more days it takes a stop at the Interdimensional Security Advisory to determine if this is a good idea and necessary. After an OK it takes 8 more days to reach the Interdimensional Administrative & Budgetary Committee to see if resources are available. In a record 3 days the package goes to UNISS and is transferred to IDET after 7 more days. Within 5 days this major use of trucks and personnel are coordinated by the IDSS, IDET, IDEC and the IDTT. Supply takes another 10 days to coordinate and reschedule other lower priority projects. Barring an emergency and 10 days of miscellaneous delay, the project sets out only 59 days after the initial papers are drawn and sent to committee.

As the grain moves through the Cherski Supply, Storage and Holding Center it is sealed in plastic canisters, gamma irradiated for preservation, and shipped to the hungry people of the Philippines.

Ed Powers shakes his head at the amount of paperwork and delay in implementing this simple project. He thinks, given time, he could help speed the process. Ed has more to learn.

UNIDA POLICY & PROBLEMS

TIME & DECISION MAKING

The following tables are used to find the time necessary for decision making and other problems related to dealing with a bureaucracy. The GM rates the situation or may randomize what higher echelons believe the situation to be.

INTERAGENCY DECISION MAKING

ROLL	CLASS	TIME
01-25	F Trivial	2d10 +2 weeks
26-50	E Routine	d10 +2 weeks
51-75	D Necessary	2d10 +2 days
76-85	C Important	d10 +2 days
86-95	B Critical	2d10 +2 hours
96-99	A Hyper Critical	d10 +2 hours
00	' Miracle	2d10 +2 minutes

LOCATING LOST PAPERWORK

01-25	F	Real Easy to Find	d10 +1 minutes
26-50	E	Easy to Find	d10 +5 minutes
51-75	D	Average	d10+9 minutes
76-85	C	Buried	d10 +1 hours
86-95	B	Really Buried	2d10 +2 hours
96-99	A	Missing	3d10 +2 hours
00	'	Completely Lost	4d10 +2 hours

RANDOM FACTORS

Random factors can be anything from unsigned papers to accidental translation to Hindi. A 25% chance, on a d100, that you can improve the situation or bog it down further.

LOCATING PERSON IN AUTHORITY

ROLL	CLASS	TIME
01-25	F Real Easy to Find	d10 +1 minutes
26-50	E Easy to Find	d10 +2 minutes
51-75	D Average	d10 +3 minutes
76-85	C Difficult to Find	2d10 +2 minutes
86-95	B Hard to Find	3d10 +2 minutes
96-99	A Missing	4d10 +2 minutes
00	' Lost	5d10 +2 minutes

PURCHASING OR TRANSPORT

ROLL	CLASS	TIME
01-25	F Real Easy	d10+2 hours
26-50	E Easy	2d10 +2 hours
51-75	D Moderate	d10 +2 days
76-85	C Difficult	2d10 +2 days
86-95	B Hard	3d10 +2 days
96-99	A Nearly Impossible	4d10 +2 days
00	' Impossible	5d10 +2 days

LOCATING ITEM IN SUPPLY

ROLL	CLASS	TIME
01-25	F Real Easy to Find	d10 +1 hours
26-50	E Easy to Find	d10 +2 hours
51-75	D Average	d10+3 hours
76-85	C Difficult to Find	2d10 +2 hours
86-95	B Hard to Find	3d10 +2 hours
96-99	A Missing	4d10 +2 hours
00	' Lost	5d10 +2 hours

FRINGEWORTHY d20 CHARACTER SHEET

Character Name					Player Name						
Race	Class(es);Level(s)			Experience	Occupation		(Homeworld) Nationality				
Age	Gender	Height	Weight	Eyes	Hair	Skin	Smell	Vision	Taste	Touch	Hearing

ABILITIES

	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

TOTAL	CURRENT HP
HP HIT POINTS	

	TOTAL	CLASS BONUS	EQUIP BONUS	DEX MOD	SIZE MOD	MISC BONUS	ARMOR PENALTY
DEF		10+					

BASE ATTACK BONUS	SPEED	REPUTAION	ACTION POINTS	WEALTH BONUS

	TOTAL	DEX MOD	MISC MOD
INITIATIVE MODIFIER			

	TOTAL	BASE SAVE	ABILITY MOD	MISC MOD
FORTITUDE (CONSTITUTION)				
REFLEX (DEXTERITY)				
WILL (WISDOM)				

	TOTAL	BASE ATTACK BONUS	STR MOD	SIZE MOD	MISC MOD
MELEE ATTACK BONUS					
RANGED ATTACK BONUS					

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

TALENTS	SPECIAL ABILITIES

SKILLS

CC	SKILL NAME	KEY ABILITY	SKILL MOD	ABILITY MOD	RANKS	MISC MOD
	Balance	DEX				
	Bluff	CHA				
	Climb	STR				
	Computer Use	INT				
	Concentration	CON				
	Craft:	INT				
	Craft:	INT				
	Craft:	INT				
	Crystal Use	WIS				
	Decipher Script ❖	INT				
	Demolitions ❖	INT				
	Diplomacy	CHA				
	Disable Device ❖	INT				
	Disguise	CHA				
	Drive	DEX				
	Escape Artist	DEX*				
	Forgery	INT				
	Gamble	WIS				
	Gather Information	CHA				
	Handle Animal ❖	CHA				
	Hide	DEX*				
	Intimidate	CHA				
	Investigate ❖	INT				
	Jump	STR*				
	Knowledge❖:	INT				
	Knowledge❖:	INT				
	Knowledge❖:	INT				
	Listen	WIS				
	Move Silently	DEX*				
	Navigate	INT				
	Perform:	CHA				
	Perform:	CHA				
	Perform:	CHA				
	Pilot ❖	DEX				
	Profession	WIS				
	Read/Write Lang❖:	--				
	Read/Write Lang❖:	--				
	Read/Write Lang❖:	--				
	Repair ❖	INT				
	Research	INT				
	Ride	DEX				
	Search	INT				
	Sense Motive	WIS				
	Sleight of Hand ❖	DEX				
	Speak Language❖:	--				
	Speak Language❖:	--				
	Speak Language❖:	--				
	Spot	WIS				
	Survival	WIS				
	Swim	STR*				
	Treat Injury	WIS				
	Tumble ❖	DEX*				

❖ = Cannot be used Untrained (w/+0 ranks)

WEAPON			TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	

WEAPON			TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	

WEAPON			TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES	

◆ ◆ ◆

ARMOR				TYPE	EQUIP BONUS	PROFICIENT <input type="checkbox"/>
						Y / N
ARMOR PENALTY	WEIGHT	SPEED	SIZE	MAX DEX	SPECIAL PROPERTIES	

◆ ◆ ◆

VEHICLE			CREW	PASS	INIT	MAN	TOP SPEED
CARGO	DEFENSE	HARDNESS	HIT PTS	SIZE	PDC	RES	RANGE

◆ ◆ ◆

[illegible]

STANDARD FEATS	
<input type="checkbox"/> Acrobatic	<input type="checkbox"/> Lightning Reflexes
<input type="checkbox"/> Aircraft Operation*	<input type="checkbox"/> Low Profile
<input type="checkbox"/> Alertness	<input type="checkbox"/> Medical Expert
<input type="checkbox"/> Animal Affinity	<input type="checkbox"/> Meticulous
<input type="checkbox"/> Archaic Weapons Proficiency	<input type="checkbox"/> Nimble
<input type="checkbox"/> Armor Proficiency (light)	<input type="checkbox"/> Personal Firearms Proficiency
<input type="checkbox"/> Armor Proficiency (medium)	<input type="checkbox"/> Advanced Firearms Proficiency
<input type="checkbox"/> Armor Proficiency (heavy)	<input type="checkbox"/> Burst Fire
<input type="checkbox"/> Athletic	<input type="checkbox"/> Exotic Firearms Proficiency*
<input type="checkbox"/> Attentive	<input type="checkbox"/> Strafe
<input type="checkbox"/> Blind-Fight	<input type="checkbox"/> Point Blank Shot
<input type="checkbox"/> Brawl	<input type="checkbox"/> Double Tap
<input type="checkbox"/> Improved Brawl	<input type="checkbox"/> Precise Shot
<input type="checkbox"/> Knockout Punch	<input type="checkbox"/> Shot on the Run
<input type="checkbox"/> Improved Knockout Punch	<input type="checkbox"/> Skip Shot
<input type="checkbox"/> Street fighting	<input type="checkbox"/> Power Attack
<input type="checkbox"/> Improved Feint	<input type="checkbox"/> Cleave
<input type="checkbox"/> Builder	<input type="checkbox"/> Great Cleave
<input type="checkbox"/> Cautious	<input type="checkbox"/> Improved Bull Rush
<input type="checkbox"/> Combat Expertise	<input type="checkbox"/> Sunder
<input type="checkbox"/> Improved Disarm	<input type="checkbox"/> Quick Draw
<input type="checkbox"/> Improved Trip	<input type="checkbox"/> Quick Reload
<input type="checkbox"/> Whirlwind Attack	<input type="checkbox"/> Renown
<input type="checkbox"/> Combat Martial Arts	<input type="checkbox"/> Run
<input type="checkbox"/> Improved Combat Martial Arts	<input type="checkbox"/> Simple Weapons Proficiency
<input type="checkbox"/> Advanced Combat Martial Arts	<input type="checkbox"/> Stealthy
<input type="checkbox"/> Combat Reflexes	<input type="checkbox"/> Studious
<input type="checkbox"/> Confident	<input type="checkbox"/> Surface Vehicle Operation*
<input type="checkbox"/> Creative	<input type="checkbox"/> Surgery
<input type="checkbox"/> Deceptive	<input type="checkbox"/> Toughness**
<input type="checkbox"/> Defensive Martial Arts	<input type="checkbox"/> Track
<input type="checkbox"/> Combat Throw	<input type="checkbox"/> Trustworthy
<input type="checkbox"/> Improved Combat Throw	<input type="checkbox"/> Two-Weapon Fighting
<input type="checkbox"/> Elusive Target	<input type="checkbox"/> Imp. Two-Weapon Fighting
<input type="checkbox"/> Unbalance Opponent	<input type="checkbox"/> Adv. Two-Weapon Fighting
<input type="checkbox"/> Dodge	<input type="checkbox"/> Vehicle Expert
<input type="checkbox"/> Agile Riposte	<input type="checkbox"/> Force Stop
<input type="checkbox"/> Mobility	<input type="checkbox"/> Vehicle Dodge
<input type="checkbox"/> Spring Attack	<input type="checkbox"/> Weapon Finesse*
<input type="checkbox"/> Drive-By Attack	<input type="checkbox"/> Weapon Focus*
<input type="checkbox"/> Educated*	<input type="checkbox"/> Windfall**
<input type="checkbox"/> Endurance	
<input type="checkbox"/> Exotic Melee Weapon Proficiency*	FRINGEWORTHY FEATS
<input type="checkbox"/> Far Shot	<input type="checkbox"/> Ability To Deal With Aliens (ADA)
<input type="checkbox"/> Dead Aim	<input type="checkbox"/> Alien Technology Use (ATU)
<input type="checkbox"/> Focused	<input type="checkbox"/> Energy Weapons Proficiency
<input type="checkbox"/> Frightful Presence	<input type="checkbox"/> Fringeworthy
<input type="checkbox"/> Gear head	<input type="checkbox"/> Latent Mage
<input type="checkbox"/> Great Fortitude	<input type="checkbox"/> Latent Psi
<input type="checkbox"/> Guide	<input type="checkbox"/> Primitive Firearms Proficiency
<input type="checkbox"/> Heroic Surge	<input type="checkbox"/> Armor Proficiency (Environmental)
<input type="checkbox"/> Improved Damage Threshold**	<input type="checkbox"/> Vehicle Mounted Weapons Prof.
<input type="checkbox"/> Improved Initiative	
<input type="checkbox"/> Iron Will	

**UNISS
STAR SYSTEM
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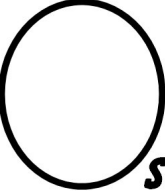
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**UNISS
SURVEY CODE**

Survey By

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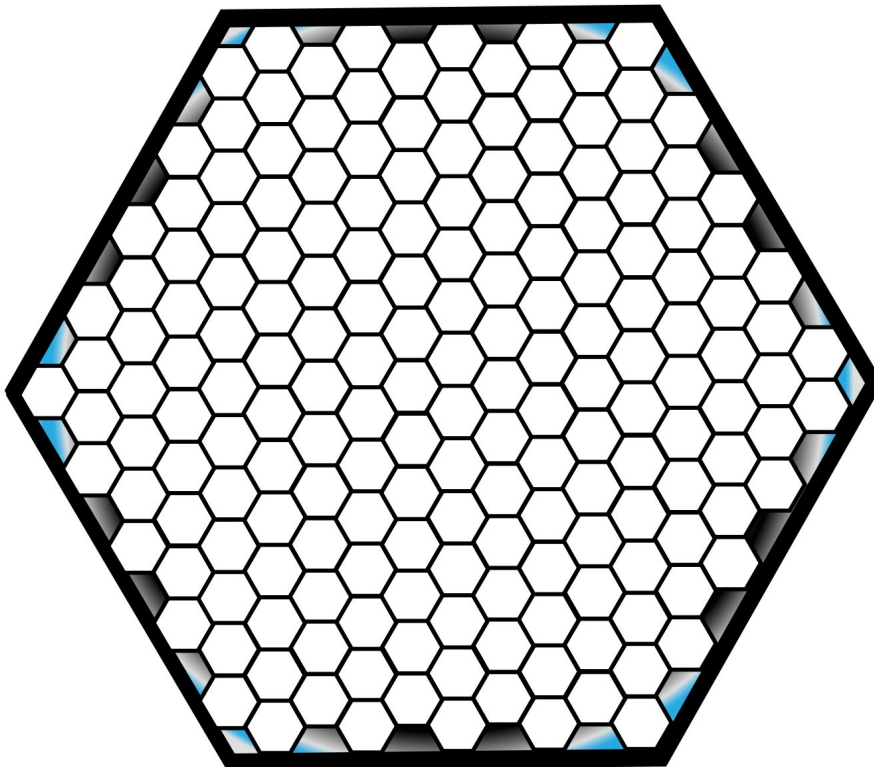
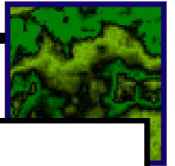
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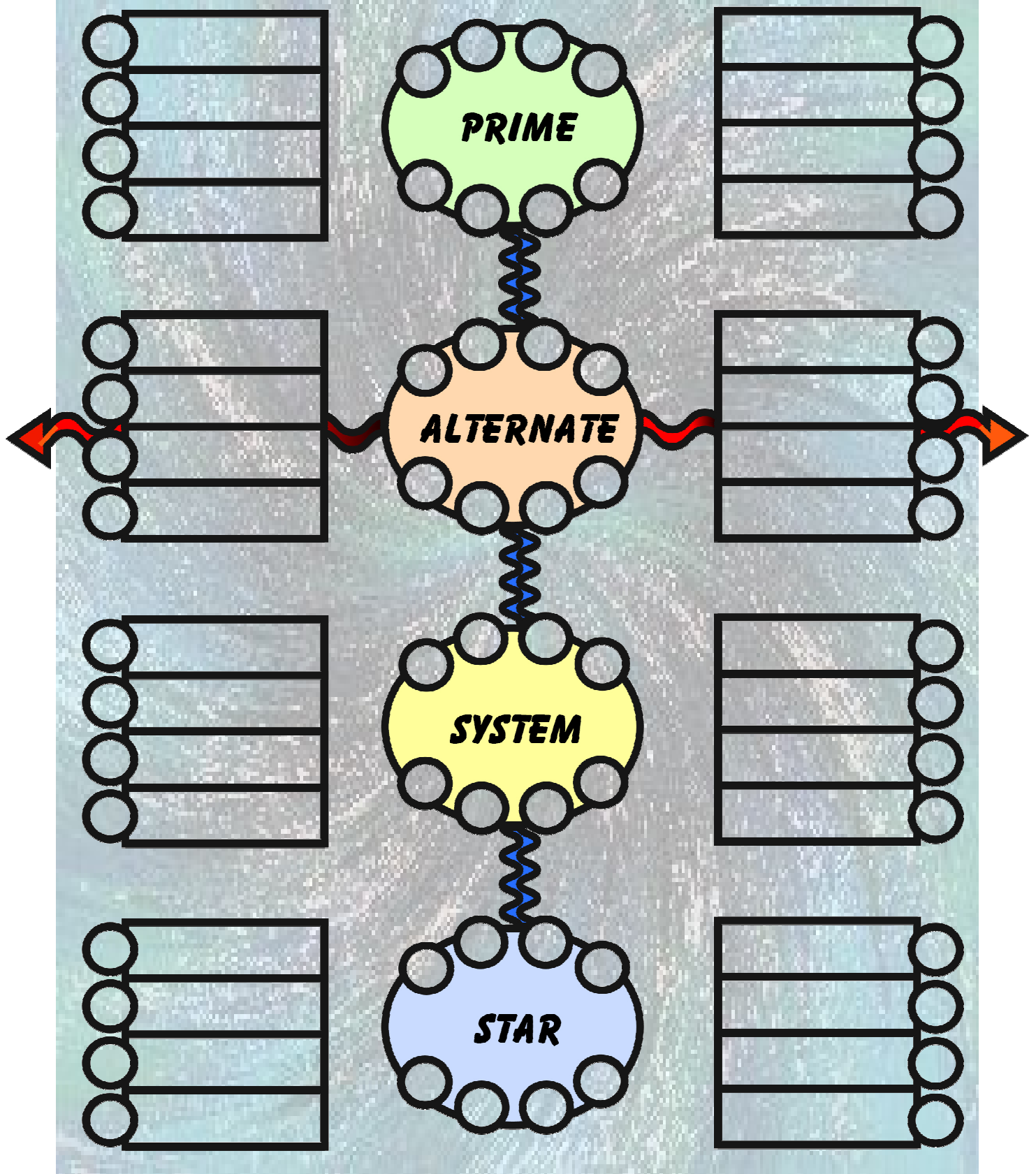
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NEAR SYSTEMS

NAMES




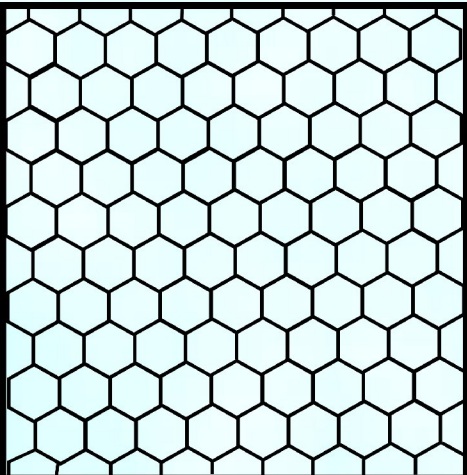
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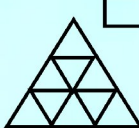

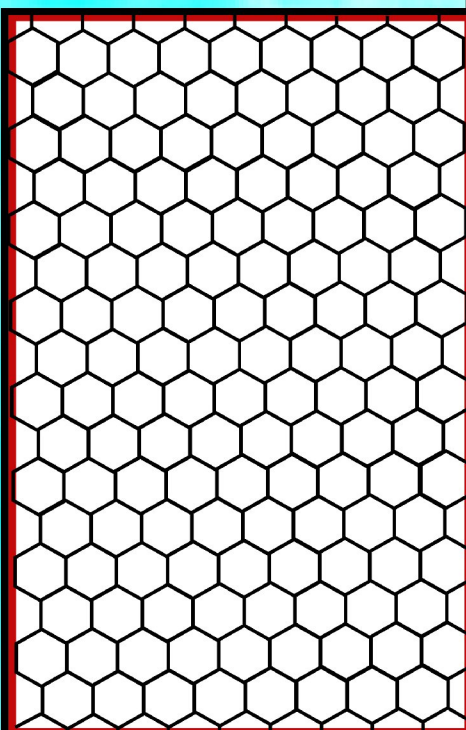


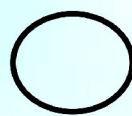
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ALTERNATE TYPE

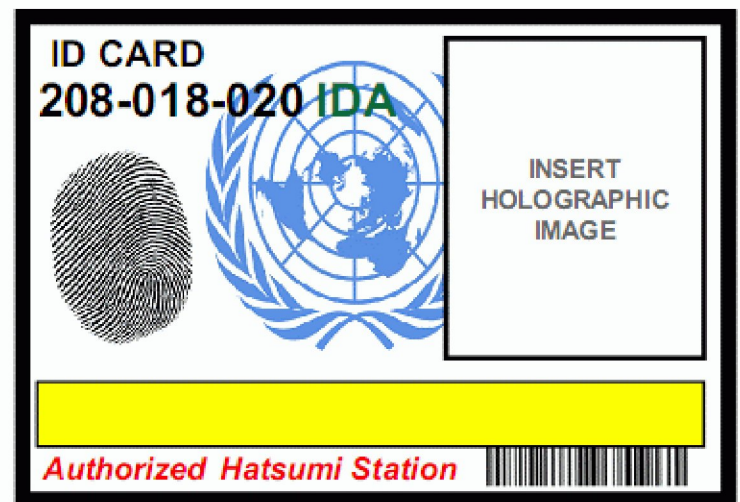
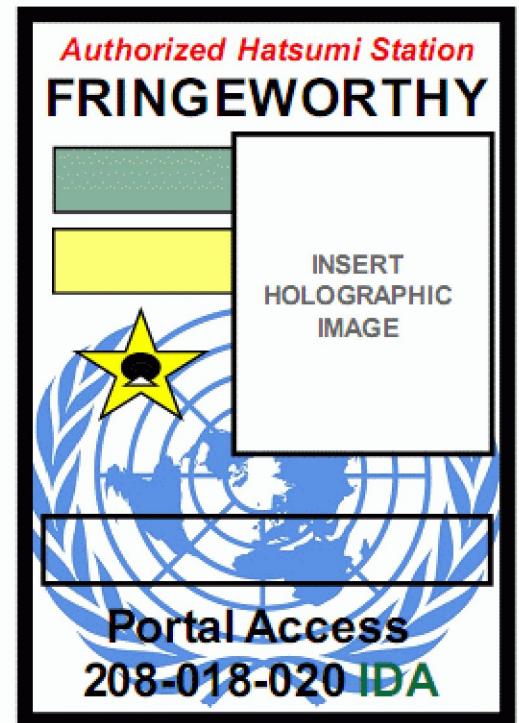
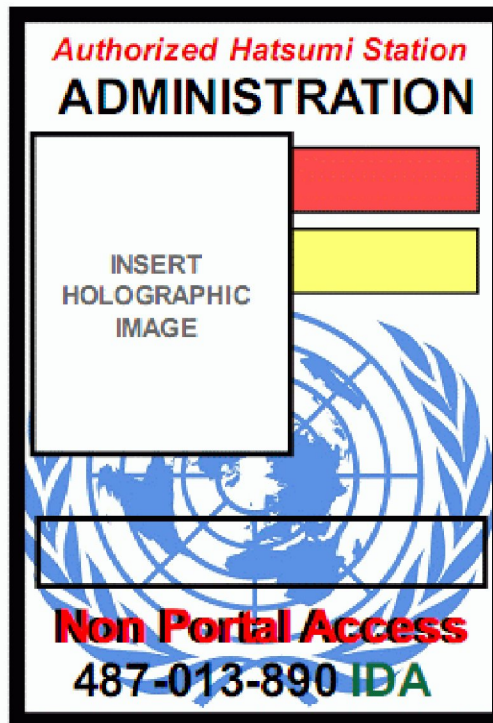
UNISS CODE REFERENCE

<div><div>UNISS PLATFORM SURVEY FORM</div><div>DATE / /</div><div></div></div>	<div></div> <div>PORTAL OVERVIEW</div>
INHABITED	
RACE	
ERA	
ACCESS EASE	
CLIMATE	

LIGHT PATTERN		
OPENING CRYSTAL		
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<input type="checkbox"/> WEAPON	<input type="checkbox"/> COVER
<input type="checkbox"/> PRI <input type="checkbox"/> ALT <input type="checkbox"/> SYS	<div> RING</div>
SURVEY BY	
PROBLEMS	
RECOMMENDATION	

IDA PATCHES AND BASE ID CARDS



These examples are a small collection of Fringeworthy IDs and patches that can be used by your players.

This size badge fits in a standard hard plastic baseball card sleeve. Add a stick-on pin back common to craft stores. You can easily cut out the insert image and tack a photograph or art behind.



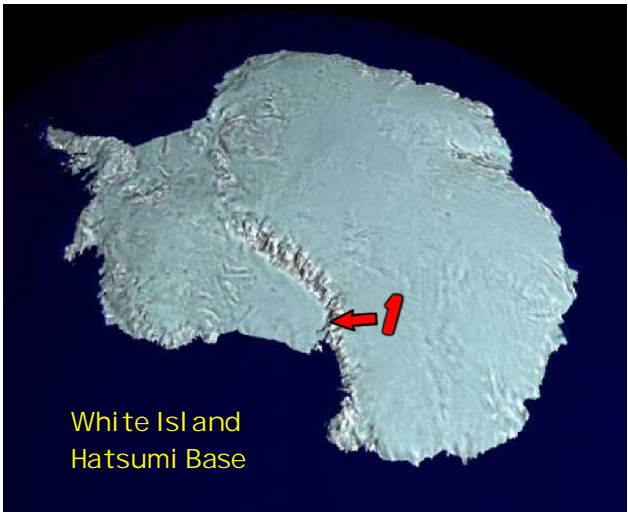
Earth Portals

The locations of the Earth Stations were varied, and had obviously been rendered inaccessible by drastic changes in the Earth's climatic changes. Studies of the Antarctic station have concluded the latest possible building time to be 250,000 B.C.

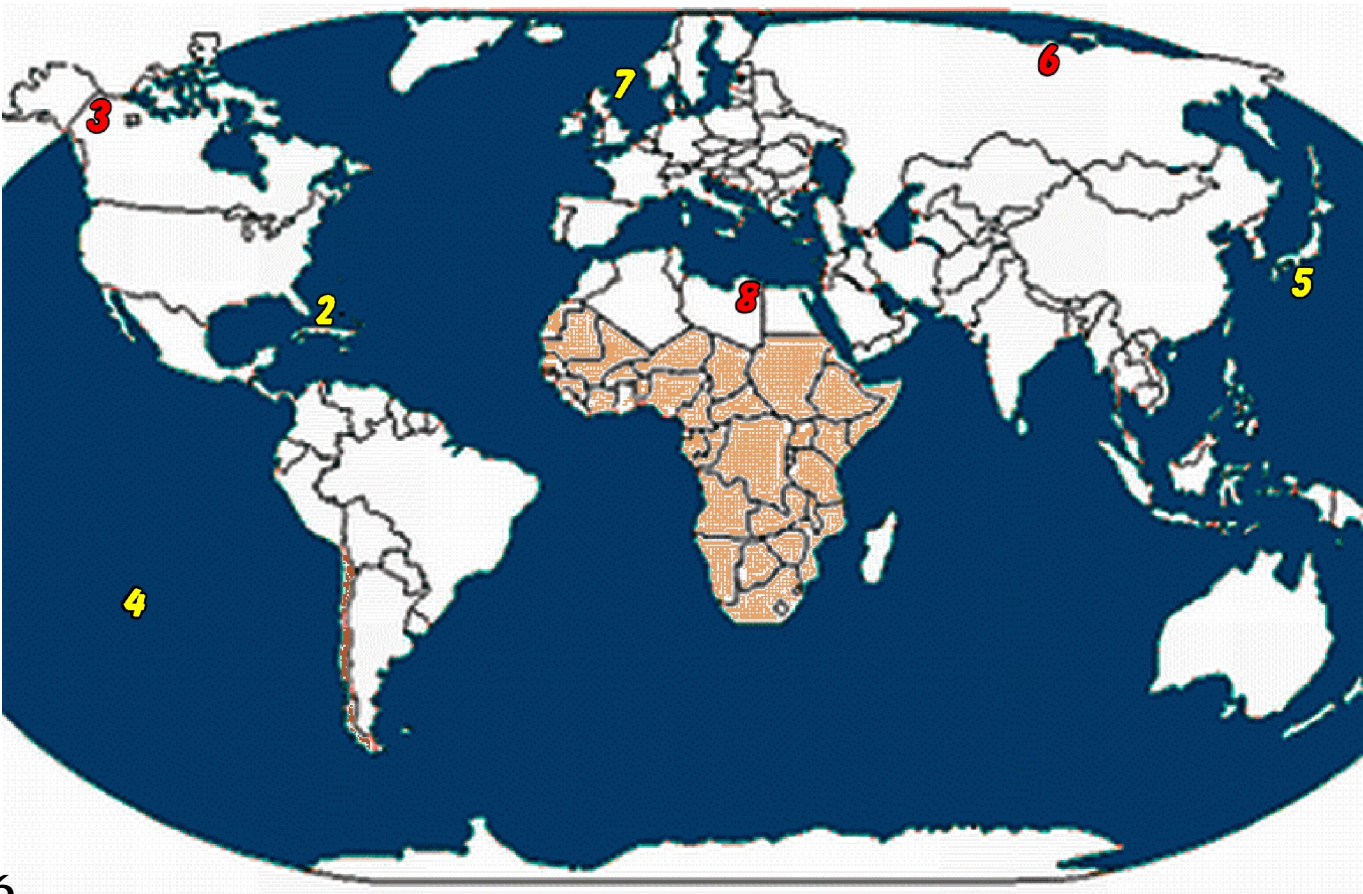
LOCATION	COUNTRY
01 White Island	Antarctica
02 NW Providence Channel	Bahamas
03 Richardson Mountains	Canada
04 Isle De Pascua	Chile
05 Sea of Japan	Japan
06 Cherskiy Mountains	Russia
07 North Sea	Britain
08 Rabina Sand Sea	Libya

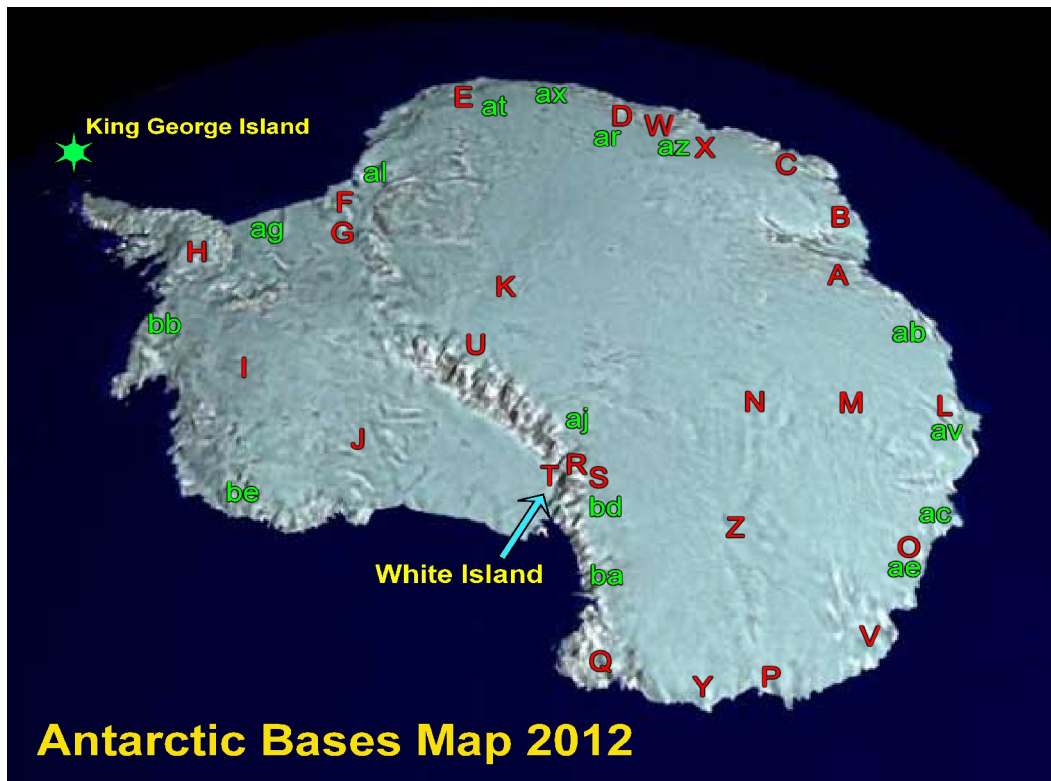
Codes – Portal Contition			
ACT:	Active Use	ACC:	Accessible
INA:	Inactive	OFF:	Off
DAM:	Damaged	LAC:	Limited Access

STATION	STATUS	ACCESS
White Isl and (Hatsumi)	ACT	ACC
Main Operation and Exploration center for the Fringepaths.		
Bahamas	INA	OFF
Underwater, may be malfunctioning.		
Richardson	ACT	LAC
Sealed Station at the top of a mountain that will become high tech receiving laboratories.		
PASCUA (EASTER ISLAND)	INA	LAC
Uncertain future. With a change in political climate, the Easter Island Portal could become a major center. This is not expected soon due to the volatile nature of the Chilean leaders and their allies in the African Socialist Alliance.		



Sea of Japan	INA	OFF
Under water. Yonaguni Island.		
Cherskiy	ACT	LAC
This now sealed mountain-valley station will become a main outfitting and equipment base.		
North Sea	INA	OFF
Under water, east of the Prince William drilling platform.		
Rabina	DAM	OFF
The Rabina Portal is a full ring station in some form of critical failure. It shocks the user into unconsciousness and has a 50% chance of igniting their clothing and crystallizing metal.		





Bases

Virtually unknown until the early 20th century, the southernmost continent remained an ice-covered island surrounded by stormy seas.

With the Amundsen, Scott, Byrd, and US Navy expeditions came an awareness that there was a value to the Antarctic, though it would be half a century before the "Antarctic Rush" began.

By 2010, there were 26 active bases under the auspices of the United Nations and a new World Antarctic Treaty.

STATION	OWNERSHIP
A Davis Station	Australia
B Mawson Station	Australia
C Molodezhnaya	Russia
D Novolazarevskaya	Russia
E Tottenbukta / Sanae	ASA
F Belgrano Station	Argentina
G Ellsworth Station II	Argentina / USA
H Eighties (Ski-Hi) Station	USA
I Byrd Station	USA
J Little Rockford Station	USA
K Amundson-Scott Station	USA
L Mirnyy	Russia
M Komsomolskaya	Russia
N Vostok	Russia
O Wilkes Station	Australia / USA
P Dumont D'Urville	France
Q Hallett Station	New Zealand / US
R McMurdo Station	USA
S Scott Station	New Zealand
T Hatsumi Station	United Nations
U Beardmore Station	USA
V Conrad	United Nations
W Showa	Japan
X Vernadsky	Ukraine
Y Ozawa	Japan
Z Kaltsturm	Germany

STATION	OWNERSHIP
AB Princess W. P. P. Padme Base	Nepal
AC Bernardo	Chile
AG Concordia	France / Italy
AE Casey Station	Australia
AG Fuji Dome	Japan
AJ Gonzalez Videla II	Chile
AL Halley	UK
AR Maitri Vashti	India
AT Neumayer	Germany
AV Troll Station	Norway
AX Sanae	ASA
AZ Princess Elisabeth	Belgium
BA Thatcher Station	UK
BB Saint Kliment/Ohridski II	Bulgaria
BD Ethan Dicks Station	Norway
BE Otaku Station	Japan

King George Island (KGI)	OWNERSHIP
1 Artigas Base	Uruguay
2 Bellingshausen Station	Russia
3 Comandante Ferraz Station	Brazil
4 Presidente Eduardo Frei	Chile
5 Great Wall Station	China
6 Henryk Arctowski Station	Poland
7 Jubany	Argentina
8 King Sejong Station	Korea
9 Machu Picchu Research Station	Peru
10 Professor Julio Escudero Base	Chile

King George Island

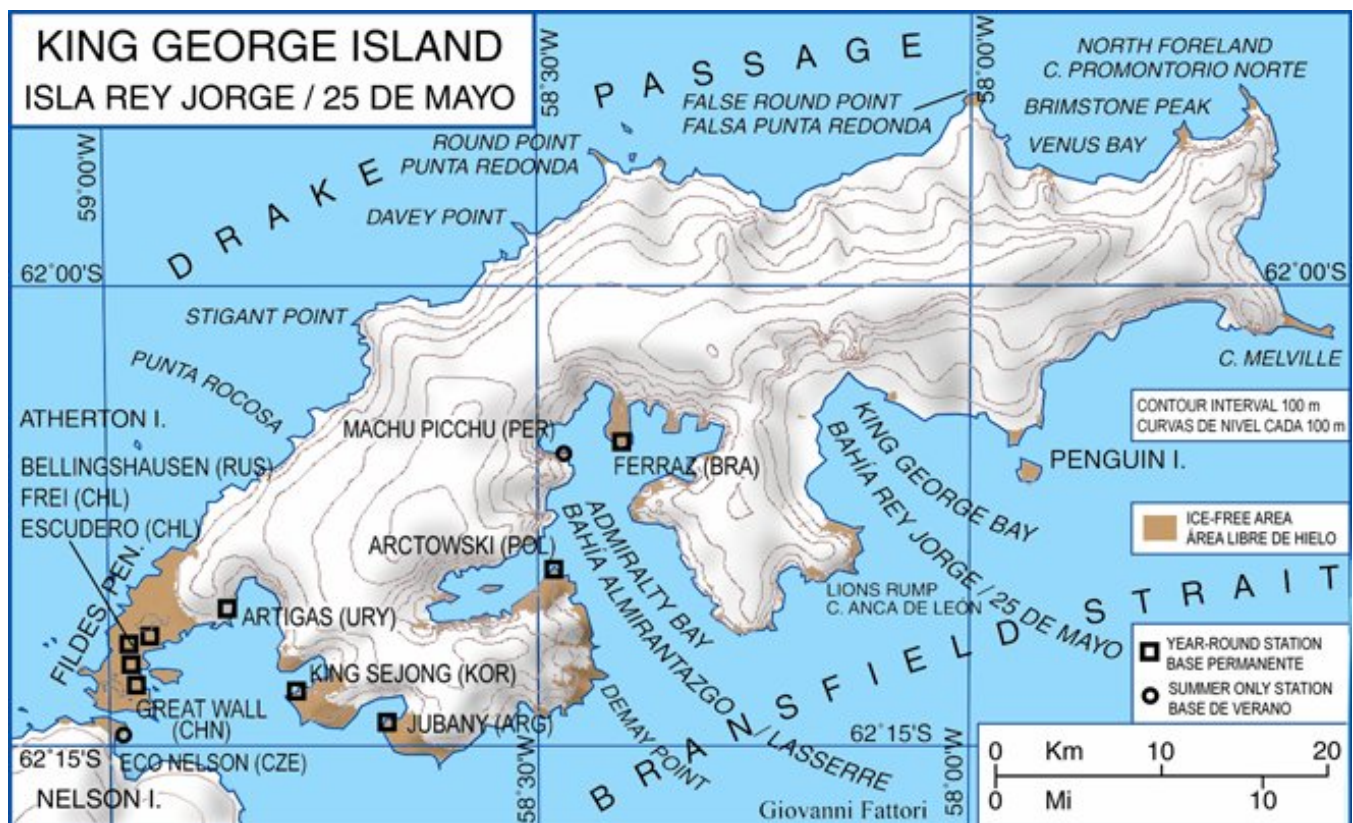
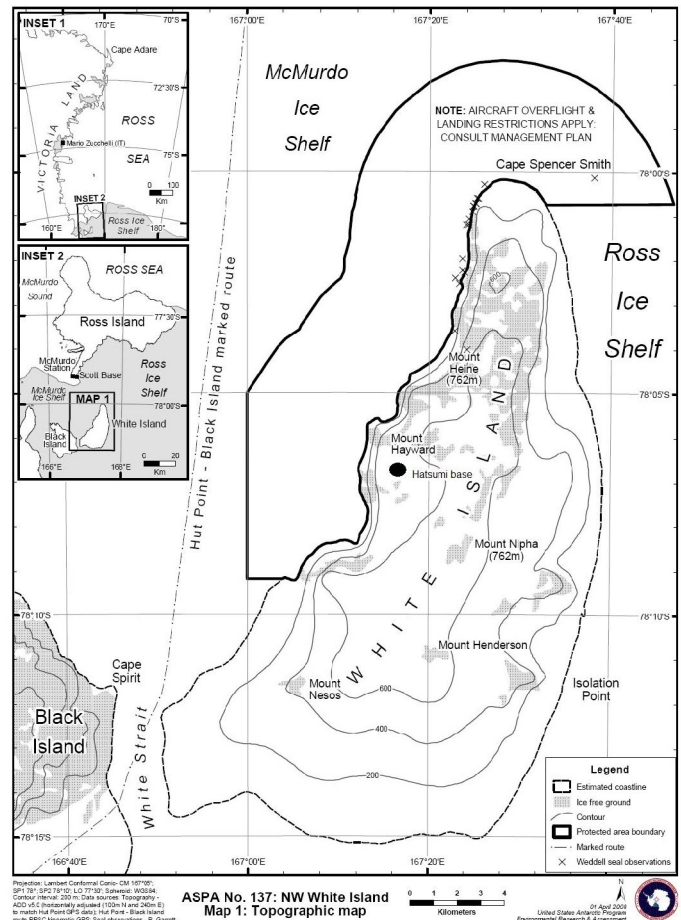
Starting in the 1990s, King George Island became a center for scientific exploration in Antarctica. A number of countries took advantage of its easy sea access. More than 10 countries have established a community of stations that are manned year round.

In particular, Chile has taken advantage of this strategic island and has built civilian and scientific facilities that IDA believes are designed to be quickly commandeered by their military. While the Antarctic treaty states this is a military free zone, the Chileans are openly stockpiling sophisticated weapons and military hardware at their Isle of Pasqua / Easter Island Portal Station.

White Island

White Island is an island in the Ross Archipelago, 15 miles long, protruding through the Ross Ice Shelf immediately east of Black Island. It was discovered by the Discovery Expedition (1901-04) and so named by them because of the blanket of snow that covers it.

White Island is 13 miles from McMurdo / Scott Station. Scientists speculate that the Tehrmelern used some form of weather control to 'dome' this island and give the area an artificially temperate climate.





Climatic Change

As the long-feared global warming effect was proven a reality, Japan began to collect polar weather data from a number of Special Antarctic Research Groups (SARGs) based from Showa Antarctic Station.



The Hatsumi Expedition

One such group was the Takahiro Hatsumi Meteorological Expedition from the University of Tokyo. Braving high winds and an average temperature of -60°F, the small band explored the coast around White Island, planting long-term seismic sensors that measured Antarctic ice stress, temperature, and movement.

After a month's work, the group stumbled across an ice crevice of little consequence, until Takahiro discovered an ice axe that bore the inscription of the ill-fated Scott Antarctic Expedition of 1910-13.

Descending into the ice, Sayuri Tanuma was the first to find that the fissure ended in a vast chamber covered in dead vegetation and a building of non-human origin.

In the building they found a body. A missing member of the Scott Expedition had at last been found.

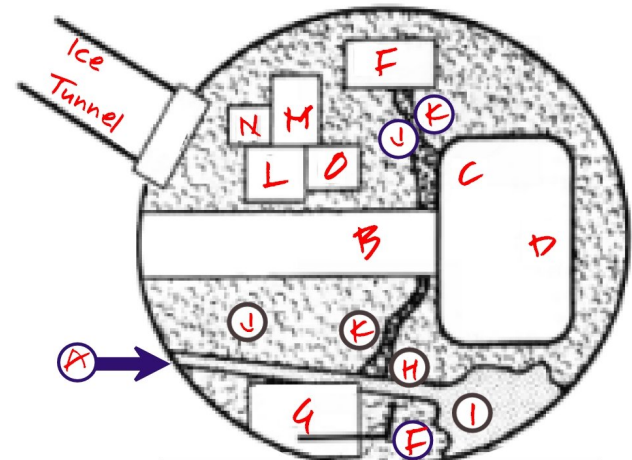
In the mummified hand of Captain Oats, was a crystal that pulsed as Sayuri picked it up.

The White Island Portal

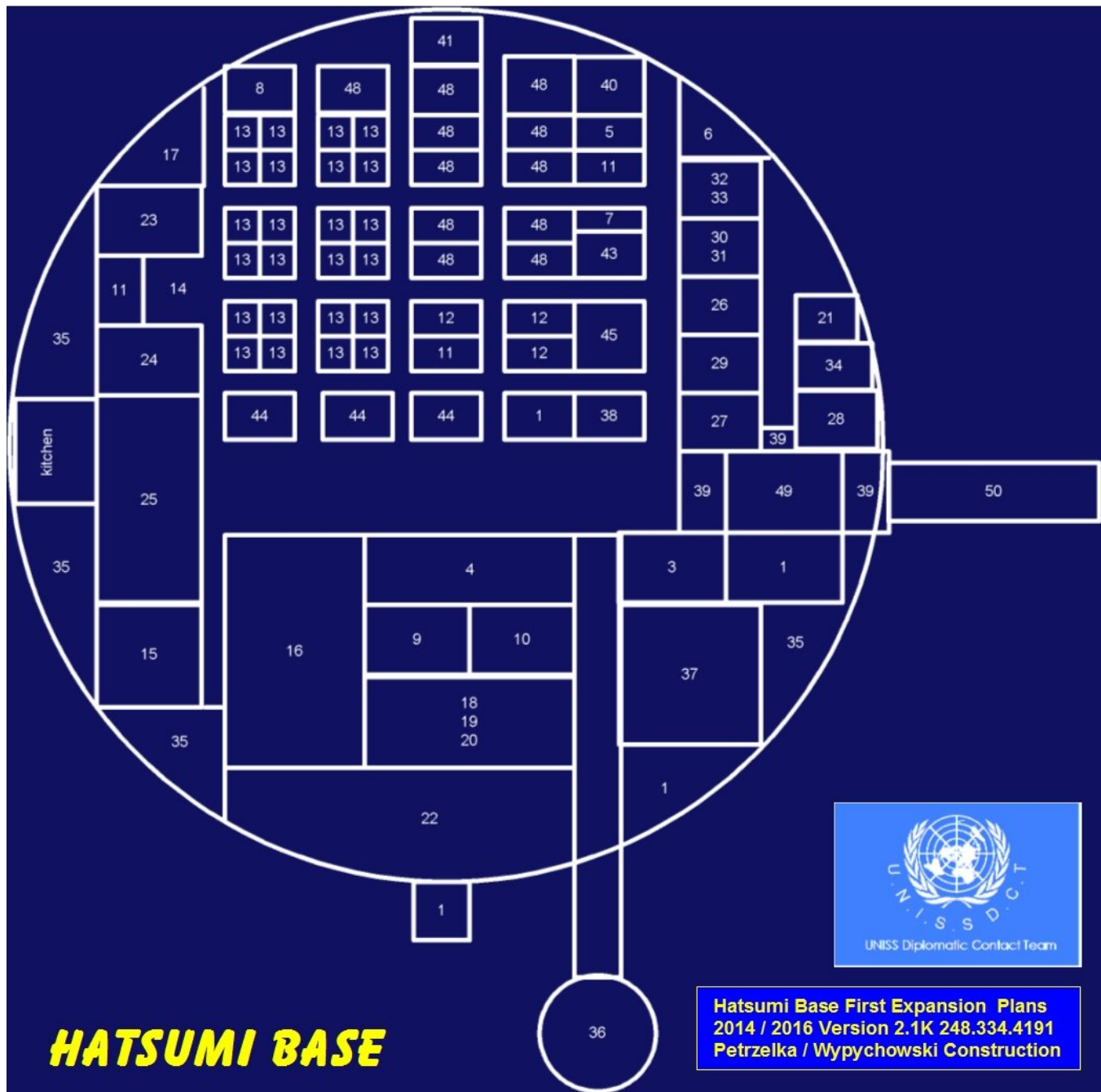
Untouched by millennia of Antarctic ice, the Tehrmeleyn complex slept protected by an electrostatic barrier. An ice dome with a diameter of more than 1000 feet hid the original surface of White Island from prying human and satellite eyes. While details of function and the antenna array are unknown, carbon dating of the building's surroundings marks it as being a minimum of 250,000 years old.

Tehrmelern station key

- | | |
|---|---|
| A | Electrostatic Barrier |
| B | Original Roadway |
| C | Main Building |
| D | Portal Ring |
| E | IDA Security Station |
| F | Stone Foundations, Unknown Structure |
| G | Artifact Dig |
| H | Streambed |
| I | Frozen Pond |
| J | Conifers |
| K | Stone Pathways |
| L | Lab, IDA New Construction |
| M | Trauma Center, IDA New Construction |
| N | Emergency Generator, IDA New Construction |
| O | Security Center, IDA New Construction |



ANTARCTICA PORTAL FINDS



- 01 Security Offices
- 02 Security Stations
- 03 Brigand Containment
- 04 Marine Barracks
- 05 Information Office
- 06 Commander's Office
- 07 Communications Office
- 08 Computer Center
- 09 Briefing Room
- 10 Armory
- 11 Bathrooms
- 12 Visitor's Quarters
- 13 Fringeworthy Barracks
- 14 Rec Room
- 15 Greenhouse
- 16 Physical Training Center
- 17 Supply Shops
- 18 Machine Shops

- 19 Wood Shops
- 20 Plastic Fabrication
- 21 Photography Center
- 22 Vehicle Storage
- 23 Laundry & Costuming
- 24 Base Commissary / Bar
- 25 Cafeteria
- 26 Medical Offices
- 27 Medical Center
- 28 Trauma Center
- 29 Isolation
- 30 Natural Sciences Labs
- 31 Chemistry Lab
- 32 Anthro / Soc Office
- 33 Mental Health Clinic
- 34 Artifact Cataloging
- 35 General Storage
- 36 Reactor

- 37 Backup Generators
- 38 Cooling Plant
- 39 Airlocks
- 40 Electronic Repair
- 41 Electronic Storage
- 42 General Storage
- 43 Printshop / Records
- 44 Meeting Rooms
- 45 TV / Radio Station
- 46 New Construction Areas
- 47 Classrooms
- 48 Apartments
- 49 Security Scanners
- 50 Ice Tunnel Access

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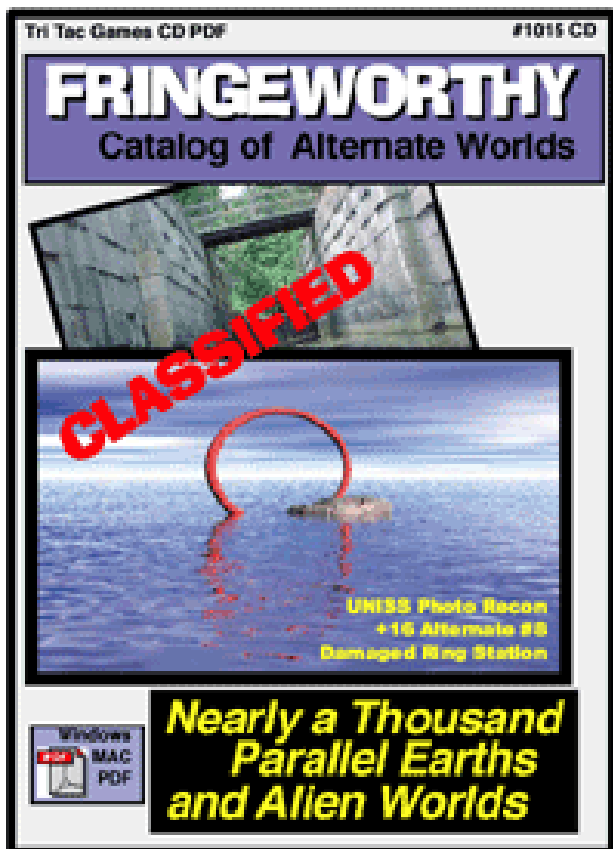
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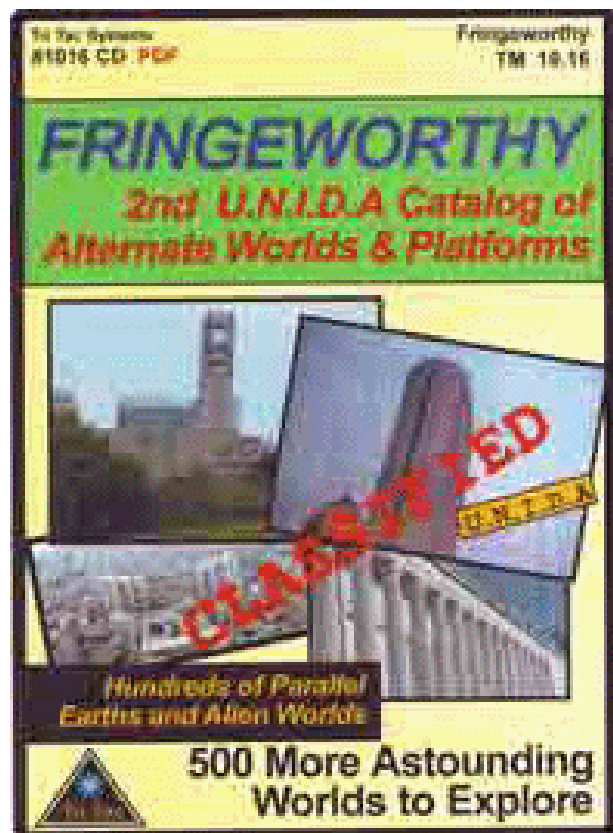
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