

MUTANT FUTURE



Thundarr the Barbarian:

Across the Dimensional Divide

A Mutant Future adventure for 3-6 players
using pre-gens of the TV show's characters

Gen Con 2012

BEFORE PLAY BEGINS...

In this adventure, it helps if the players have a passing knowledge of the *Thundarr the Barbarian* cartoon show from the mid-1980s. (Show them an episode or two if you can!) They will be playing the roles of Thundarr, Ookla, and Princess Ariel during the course of the game, so having an idea of the characters and their individual tropes will go a long way toward capturing the feel of a Saturday morning action cartoon show. The pre-gens have role-playing tips to help players unfamiliar with the show.

The twist to this adventure is that, due to a dimensional breach, there are TWO teams made up of Thundarr, Ookla, and Princess Ariel. If you have 6 players, there should be two Thundarr PCs, two Ooklas, and two Ariels. If you have less than 6 players, I would suggest breaking the teams up as follows:

- 5 players = 2 Thundarr, 2 Ariel, 1 Ookla, 1 NPC Ookla
- 4 players = 2 Thundarr, 2 Ariel, 2 NPC Ooklas
- 3 players = 1 Thundarr, 1 Ariel, 1 Ookla, 3 NPCs for the other Thundarr “team”

Before play, explain to the players that the game needs to be played as if it’s a kid-friendly cartoon from the 1980s. Primarily, no one ever dies or is horribly maimed in combat. When villains and henchmen are defeated, they are either knocked unconscious or they run off with their tails between their legs. PCs are dazed or winded when they take damage. Attacks should be made to disarm or demoralize – not to injure or kill. Encourage cheesy dialogue (“Demon

dogs!”) and acting in-character, even if the action goes against what the player would do. (Thundarr charges into a fight without thinking of the consequences; Ookla will break things that annoy or frustrate him, even if the MacGuffin is important to the plot; Ariel will joke during combat and offer asides about Ancient cultures, traditions, and technology.)

To encourage and reward this kind of Saturday-morning-cliché game-playing, offer PCs a +1 “bennie” each time they do something in-character or in keeping with cartoon tropes. These bennies can be accumulated through the adventure and can be turned in for a +1 bonus on any roll. For example, three bennies gives the PC a +3 toward a combat roll, on a save roll, on a damage roll, etc. Keeping the characters true and keeping the “feel” of the cartoon will give the PCs rewards to be used in the game.

To start, make sure you have the players grouped into two teams (even if they don’t know it yet). Give each player a PC sheet FACE DOWN and instruct them to not turn it over until told to do so. The players will obviously wonder who gets to play the 3 main characters and who at the table is getting stuck with 3 nameless PCs. This also salvages the “twist” of two identical teams during the course of gameplay, which should be a nice surprise for everyone. EVERYONE gets to play a “main character” in this adventure. (Plus, the combined might of TWO wizards-in-one should be enough of a challenge for two teams made up of these characters!)

SCENE 1A:
YIN THE ETERNAL

((PLAY OPENING CREDITS – ASK TEAM TWO TO “SIT TIGHT” AND HAVE “TEAM ONE” TURN OVER THEIR SHEETS TO PLAY.))

**** For weeks now, the wizard Yin the Eternal, self-proclaimed “Master of Time,” has been terrorizing the villagers who reside in the ruins of “Indeenapliss.” Coming to the aid of the village, Thundarr, Ookla, and Princess Ariel have thwarted Yin at every turn and have tracked him to the decaying structure of Lucas Oil Stadium, where the wizard has decided to make his final stand against the heroes. Yin’s blue robes flutter in the night air and azure energies crackle from his fingertips. His henchmen stand before him, ready to defend their master.**

The PCs enter from the far end of the stadium. Six Possumen (loincloth-wearing humanoids with long narrow rodent faces, whip-like tails, and grey fur) stand before Yin. They are armed with clubs.

Possumen (6) (AL C, MV 120' (40'), AC 3, HD 4, #AT 2 (club, tail whip), DG 1d6, 2d6 SV L2, ML 7, mutations: none)
They all have 24 hit points.

POSSUMEN:

- 1 – 24
- 2 – 24
- 3 – 24
- 4 – 24
- 5 – 24
- 6 – 24

Run one round of action. Let the PCs move, get their licks in, cast a spell, throw some stuff. The stadium has lots of sporting

equipment like footballs, helmets, tackling dummies, etc. all over the place for the PCs to use as they see fit. But for just one round. Then...

“You’re too late Thundarr!” Yan laughs. “For tonight, my power will increase far more than you can imagine!”**

**** Yin holds up one hand and a sky-blue circular pulse of energy starts to emanate from it. The oval perimeter of the stadium blazes with blue light. The henchmen cringe and you shield your eyes as it gets brighter and brighter....**

SCENE 1B:
YAN THE INFINITE

((ASK TEAM ONE TO “SIT TIGHT” AND HAVE “TEAM TWO” NOW TURN OVER THEIR SHEETS TO PLAY.))

**** For weeks now, the wizard Yan the Infinite, self-proclaimed “Master of Space,” has been terrorizing the villagers who reside in the ruins of “Indeenapliss.” Coming to the aid of the village, Thundarr, Ookla, and Princess Ariel have thwarted Yan at every turn and have tracked him the decaying structure of Lucas Oil Stadium, where the wizard has decided to make his final stand against the heroes. Yan’s yellow robes flutter in the night air and golden energies crackle from his fingertips. His henchmen stand before him, ready to defend their master.**

This is a parallel dimension where similar events are unfolding at the same time. As before, the PCs enter from the far end of the stadium. Six Possumen (loincloth-wearing humanoids with long narrow rodent faces, whip-like tails, and grey fur) stand before Yan. They are armed with clubs.

Possumen (6) (AL C, MV 120' (40'), AC 3, HD 4, #AT 2 (club, tail whip), DG 1d6, 2d6 SV L2, ML 7, mutations: none)
They all have 24 hit points.

POSSUMEN:

- 1 – 24
- 2 – 24
- 3 – 24
- 4 – 24
- 5 – 24
- 6 – 24

Run one round of action. As before, let the

PCs move, get their licks in, cast a spell, throw some stuff. But just one round. Then...

“You’re too late Thundarr!” Yan laughs. “For tonight, my power will increase far more than you can imagine!”**

**** Yan holds up one hand and a sun-bright circular pulse of energy starts to emanate from it. The oval perimeter of the stadium blazes with yellow light. The henchmen cringe and you shield your eyes as it gets brighter and brighter... You see a shimmering portal open next to Yan’s hand and he reaches into it. ****

((TURN TO TEAM ONE))

**** You see a shimmering portal open next to Yin’s hand. Another hand reaches out of the portal, and Yin grasps it.****

((TO EVERYONE))

**** Space and time spin in a swirl of blue and yellow energies. You feel the very fabric of reality tear asunder and reform as two parallel dimensions fold and overlap, merging into one new reality. When your eyes clear, you see there are two Thundarrs. Two Ooklas. Two Ariels.**

But only one wizard stands where there once were two.**

Yin and Yan have successfully merged themselves into one being. The dimensions have also merged into one. But somehow, through arcane energies or sheer force of will, Thundarr, Ookla, and Ariel – both versions – have remained unmerged.

SCENE 2: YIN/YAN THE ENDLESS

During confusion, allow the PCs to react to the new situation. Thundarr(s) will probably think it's a trap and may attack his doppelganger. Ookla(s) may as well. Ariel(s) may try to make sense of it.

Give them one round to decide what to do. At the end of it, have the Possumen attack (only 6 of them, as they merged along with the realities). If anyone asks, Yin/Yan seems to now be wrapped in green robes. He flexes his hands, looking at them as if inspecting their new power. He may hurl a spell or two at the PCs.

**** “We have never felt such power before! We are unstoppable! We are Yin/Yan the Endless!” Emerald energy surrounds the wizard. He grins. “But we want more! More power! More of US! And we know just where to open the next portal!” Yin/Yan holds up his arms, there’s a flash, and the Master of Space/Time disappears.****

Excited that their master is all-powerful, the Possumen (remember them?) will attack again, this time to the end.

Possumen (6) (AL C, MV 120' (40'), AC 3, HD 4, #AT 2 (club, tail whip), DG 1d6, 2d6 SV L2, ML 7, mutations: none)
They all have 24 hit points.

POSSUMEN:

- 1 – 24
- 2 – 24
- 3 – 24
- 4 – 24
- 5 – 24
- 6 – 24

When the last Possuman has been defeated,

he begs for the parties to spare his life. He can offer the following bits of information:

- **“Master attack village because village has way to stop Master.”**
- **“Master said The Joining needs big circle. This (motions to Lucas Oil Stadium) big for First Joining. Final Joining needs biggest circle.”**
- **“Master write this.” (The Possuman writes “500 ND” for the teams.)**

The Possuman knows nothing more than this. The teams can bind him, let him loose, or whatever, but he's of no further use.

The henchman's first clue should point toward the villagers residing in Icksee (ICC) nearby. The party should go there to see what they have that can stop Yin/Yan.

The second clue points toward Indianapolis Motor Speedway, the largest oval-shaped icon in the area. Yin/Yan requires a flat, circular area to open the dimensional portal, and this will work for what he has in mind.

Finally, the last clue is very literal. (Ariel should be the one to figure it out.) The Possuman wrote it wrong, as it's ND 500 = “Indy 500”. The villagers know a lot about their area and its Ancient icons. They can clue the teams in if they don't get it.

SCENE 3: THE ORB AND THE “FIREDEPT”

The teams get to their horses (“Ookla, Ariel, RIDE!”) and ride back to the nearby village. The village elder, Mayor Steve (dressed in a ratty tuxedo and top hat with a sash across his chest that says “MAYOR”) meets them at the entrance to the village. He and the small band of villagers there seems delighted when they arrive, then begin to mutter in confusion as they see two of everyone. Mayor Steve looks at the dual teams.

**** “It is good to see you have returned! We heard the sounds of battle from here. Have you defeated the wizard? And... why is there two of everyone?” ****

Let the teams explain as best as they can. Steve will be concerned that Yin/Yan is even more powerful than before. If asked about what could possibly stop the wizard, he’ll frown and then dawning realization will creep across his face.

**** “Whenever the wizard would attack, he’d demand we turn over The Emerald Orb. It’s an Ancient artifact that we’ve hidden and protected for generations. We were afraid that he would use it to increase his own power over the world. Do you think it would help you?” ****

Mayor Steve has one of the villagers get the Orb. It’s about the size, shape, and weight of a bowling ball. The Emerald Orb seems to throb like a heart and it softly glows. Ariel(s) can feel magical energies pulsating from the Orb. It also shimmers and vibrates, as if shifting between the two dimensions. If Yin/Yan were to come into contact with The Emerald Orb, it could possibly rip him back into two separate beings. But he needs to be weakened for it to work.

At this point, a soft green glow should be seen in the distance. Yin/Yan is beginning the process to open up a new portal between ALL dimensions. The PCs may ask about a large flat circular area, or they may ask about 500 ND. If they haven’t yet figured it out, have one of the villagers mention that Ancient Chariot Races that were once held on a large circular path and that it was called the INDY 500.

If the PCs HAVE figured it out, they may ask about where it is. It’s about 15 miles away. And by the looks of the green haze on the horizon, time is of the essence. The team’s horses will never make it in time.

**** “You need something faster,” Steve says. He turns to a nearby villager. “Tell Foyt to bring out the Firedept!” ****

A large door nearby scrolls up and a large red beast comes trundling out, roaring and screaming. Two shining eyes glare at the party. Ariel(s) can see it for what it is – an Ancient firetruck that the village has been able to get running. The engine roars and the siren wails. On the side, “Fire Dept.” is written. Behind the wheel is a large bearded man wearing a motorcycle helmet.

**** “Foyt is our best chariot pilot. He’ll get you to the Brickyard faster than anything else.” ****

The team is invited to get on the firetruck, and Foyt will drive them there like a bat out of hell. (Be sure to mark where the team is sitting/climbing aboard.) The firetruck’s siren wails as Foyt drives it down the crumbling streets toward the Speedway.

SCENE 4:

MOTORIZED MAYHEM

As the firetruck motors toward the Speedway, sirens wailing, three Indy cars crash out of an underground garage. Each is being driven by a Possuman, and each has a passenger with a laser pistol. The Indy cars easily keep up with the firetruck. One pulls along each side, and one drops back behind it. The gunmen are trying to hit either the team or the truck's tires in hopes of slowing or stopping the truck before it can get to the Speedway and stop Yin/Yan. The Possumen may also try to leap onto the truck to combat the team.

This encounter should be played loosely. PCs may throw things off the truck. They may turn the hose onto the car. They may even leap onto the car and engage them in hand-to-hand. This should be played as an exciting chase piece, allowing the PCs to do some feats of daring-do. (Foyt will not get involved as he needs to keep the truck on the road. And whipping the truck back and forth to ram the cars may cause the truck to overturn.)

Each Indy car can take 50 points of damage before being disabled (treat as AC 2 due to the difficulty in hitting a moving target). If the gunmen are taken care of, the driver will break off the pursuit. If the driver is dealt with, the car will careen wildly and crash.

Possumen (6) (AL C, MV 120' (40'), AC 3, HD 4, #AT 2 (laser, tail whip), DG 4d6, 2d6 SV L2, ML 7, mutations: none)
They all have 24 hit points.

POSSUMEN:
(DRIVERS)

1 – 24
2 – 24
3 – 24

(GUNMEN)

4 – 24
5 – 24
6 – 24

INDY CAR

1 – 50
2 – 50
3 – 50

SCENE 5: BRICKYARD BATTLE

When the PCs arrive at the Indianapolis Motor Speedway, they see green energy arcing from the track's infield. The field is littered with old tires, broken-down cars, and other racetrack flotsam. Yin/Yan stands at the top of the pylon next to the start/finish line. He's about 50 feet straight up, facing the large rusting stadium seating. He doesn't seem to notice the PCs, as he starts his bragging...

**** “And now the time has come to breach all dimensions! Once I join with myself from other wheres and other whens, I shall be a GOD!” ****

A large green portal opens in front of the stadium seating. The PCs will see the stadium's seats start to shimmer as hundreds upon thousands of multi-dimensional versions of Yin/Yan begin to manifest as the walls between dimensions begins to crumble. The PCs will probably shout something all heroic, or they might just launch an attack. Regardless of what happens, once Yin/Yan sees the PCs, he says:

**** “Ah, I see you've arrived to see my greatest triumph! Before I began this portal though, I created another. Let me show you what I pulled forth!”****

The ground shakes as a giant tentacle-mouthed worm-thing explodes from the ground in front of the PCs. About 5 feet wide, 50 feet long, and angry. This creature from another dimension is pissed and wants nothing more than to attack the characters. It tries to grab the PCs with its tentacles to

drag them to its mouth. It can also dig at a high rate of speed underground, hoping to come up under the PCs. And if it falls on you, ouch. Yin/Yan is hoping that the distraction will last long enough for him to finish the dimensional breach.

Dimensional Worm (1) (AL C, MV 120' (40'), AC 3, HD 10, #AT 2 (mouth tentacles, crushing blow), DG 2d6, 4d6 SV L5, ML 9, mutations: *hyperburrowing*) It has 60 hit points.

WORM:
60

So the battle is joined. Yin Yan is trying to join with himself a thousand-fold and will fight to stay away from the PCs. The worm is his last minion. If anyone is able to get him to come into contact with the Orb, Yin/Yan will scream in pain. But he needs to be down to 10 HP or less for the ORB to successfully pull him back into two beings. When this happens, the PCs will see his body split in two, and suddenly the two original wizards are here. They have been split asunder.

***** “You fools!” both versions scream. “By splitting me, you’ve split the dimensions!” Yin and Yan both scream in terror and fury as they fade from existence. You each wave at your counterpart as the dimensions begin to pull apart into their separate forms once again. When your vision clears, you stand at the Brickyard with no sign of the wizard or the other Thundarr, Ookla, and Ariel. You’re back in your rightful dimension. Thundarr whistles for your mounts and you ride off successful.” ****

((PLAY END CREDITS))

((NOTE: Yin and Yan are identical, so the stats for each is the same. Two sets of hit points are listed to keep things straight. If the party tackled Yin/Yan as a single being, just add the totals up to being))

Yin The Eternal
Yan The Infinite
9th Level Wizard

STR: 12 --- INT: 17
DEX: 13 --- WIL: 14
CON: 15 --- CHA: 12
HPs: 63 – AC: 0

Spell List:

1st: Magic Missile () ()
1st Shield () ()
2nd Invisibility () ()
2nd Web () ()
3rd Lightning Bolt () ()
3rd Hold Person () ()
4th Dimensional Door () ()
4th Confusion () ()
5th Teleport (X) () (One used earlier)

Yin and Yan are two identical (for the most part) wizards from parallel dimensions. Although one claims to be master of Time and one of Space, they have identical abilities and goals. However, they have made a study of the existence and breaching of dimensions, and they have figured out a way to actually “join” with their interdimensional counterparts.

When a Dimensional Door spell is started by Yin and Yan simultaneously in dual dimensions, they are able to reach for each other and join together, effectively doubling their powers and abilities. In this adventure, however, the dually-joined Yin/Yan is not expected to last long (as the PCs have the Emerald Orb that will split them apart again), but if they remain joined, double Yin/Yan’s Hit Point score

and spell availability (4 Magic Missiles, 4 Shields, etc.).

If left unchecked, Yin/Yan will “reach” into other dimensions, joining with other parallel counterparts. Each Joining multiplies his scores as the ML sees fit.

YIN’S HPs
63

YAN’S HPs
63

MUTANT FUTURE

Character Record Sheet

CHARACTER SKETCH OR SYMBOL



THUNDARR

Character Name

LAWFUL

Alignment

9TH

Level

BARBARIAN

Character Type

0

Experience

ABILITIES

16

STRENGTH

+2

Mod. to hit, damage, force doors

20

DEXTERITY

-4

AC Mod.

+4

Missile Attack

16

CONSTITUTION

0

Poison Save
Modifier

0

Radiation Save
Modifier

15

INTELLIGENCE

-10%

Technology
Modifier

10

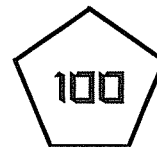
WILLPOWER

16

CHARISMA

-1

Reaction
Adjustment



Hit Points



Armor Class

SAVING THROWS



ENERGY ATTACKS



POISON OR DEATH



STUN ATTACKS



RADIATION

Mutations and Special Abilities:

1. AS A FORMER SLAVE, THUNDARR WILL ALWAYS COME TO THE AID OF ANYONE OPPRESSED BY WIZARDS.
2. THUNDARR IS STUBBORN AND HEADSTRONG, OFTEN LEAPING INTO ACTION WITHOUT CONSIDERING THE CONSEQUENCES.
3. ONCE PER DAY, THUNDARR CAN ATTEMPT A "INHUMAN FEAT OF AGILITY." DESCRIBE SOME IMPOSSIBLE ACROBATIC FEAT YOU'D LIKE TO DO AND THE MUTANT LORD WILL DESCRIBE WHAT HAPPENS.
4. THUNDARR FIGHTS TO DISARM, DISARM, OR KNOCK A FOE UNCONSCIOUS, RARELY ATTACKING A FOE DIRECTLY. HE IS LOATHE TO TAKE A LIFE OR KILL.
5. THUNDARR LOVES TO SHOUT "LORDS OF LIGHT!", "DEMON DOGS!", AND "AHHHHH-HEEE!" WHEN JUMPING INTO COMBAT.

Armor Class

0	1	2	3	4	5	6	7	8	9
13	12	11	10	9	8	7	6	5	4

Roll 1d20
to hit

MUTANT FUTURE

WEAPONS and EQUIPMENT

WEAPONS & ARMOR:

THE SUN SWORD: CAN CUT THROUGH MOST MATERIALS WITH EASE.
DOES 406 HP STUN DAMAGE TO LIVING CREATURES
FUR BODY COVERING

Notes, areas explored, mutants encountered, notable NPCs

BACKGROUND & NOTES:

THUNDARR IS A POST-APOCALYPTIC BARBARIAN WHO TRAVELS THE
WORLD UNDER THE BROKEN MOON WITH HIS FRIENDS OOKLA THE
MOK AND PRINCESS ARIEL THE SORCERER. HIS AGILITY IN COMBAT IS
MATCHED ONLY BY HIS BRAVERY. HE IS LAWFUL OF ALIGNMENT,
FIGHTING THE GOOD FIGHT AGAINST EVIL.

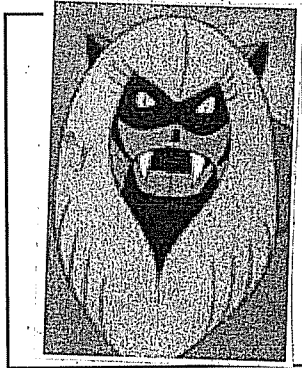
FOLLOWERS and HIRED SPECIALISTS

MONEY and TRADE ITEMS

MUTANT FUTURE

Character Record Sheet

CHARACTER SKETCH OR SYMBOL



OOKLA

Character Name

LAWFUL

Alignment

9TH

Level

MOK

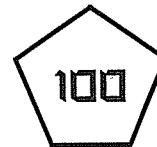
Character Type

0

Experience

ABILITIES

20	STRENGTH	+4	Mod. to hit, damage, force doors
12	DEXTERITY	0	AC Mod.
15	CONSTITUTION	0	Poison Save Modifier
11	INTELLIGENCE	0	Technology Modifier
10	WILLPOWER		
8	CHARISMA	+1	Reaction Adjustment



Hit Points



Armor Class

SAVING THROWS

9	ENERGY ATTACKS
8	POISON OR DEATH
10	STUN ATTACKS
9	RADIATION

Mutations and Special Abilities:

1. AS A FORMER SLAVE, OOKLA WILL ALWAYS COME TO THE AID OF ANYONE OPPRESSED BY WIZARDS.
2. OOKLA IS QUICK TO FRUSTRATION AND ANGER WHEN CONFUSED OR BEWILDERED. AFTER A ROUND OR TWO OF SMASHING THINGS, HE'LL CALM DOWN ENOUGH TO THINK THINGS THROUGH LOGICALLY.
3. ONCE PER DAY, OOKLA CAN ATTEMPT A "INHUMAN FEAT OF STRENGTH." DESCRIBE SOME IMPOSSIBLE STRENGTH-RELATED FEAT YOU'D LIKE TO DO AND THE MUTANT LORD WILL DESCRIBE WHAT HAPPENS.
4. OOKLA FIGHTS TO DISARM, DISARM, OR KNOCK A FOE UNCONSCIOUS, RARELY ATTACKING A FOE DIRECTLY. OOKLA LOVES TO PICK UP REALLY HEAVY THINGS AND HURL THEM AT A FOE.
5. OOKLA GROWLS, SNARLS, AND ROARS WHEN JUMPING INTO COMBAT. ONLY THUNDARR AND ARIEL CAN UNDERSTAND OOKLA'S LANGUAGE.
6. OOKLA FEARS FIRE AND WATER.

Armor Class

0	1	2	3	4	5	6	7	8	9
13	12	11	10	9	8	7	6	5	4

Roll 1d20
to hit

MUTANT FUTURE

WEAPONS and EQUIPMENT

WEAPONS & ARMOR:

POWER CROSSBOW: THIS HANDHELD WEAPON DOES 206 HP STUN DAMAGE. BUT OOKLA PREFERS TO HURL OBJECTS AND/OR WRESTLE HIS FOES TO SUBMISSION.
FUR BODY COVERING

Notes, areas explored, mutants encountered, notable NPCs

BACKGROUND & NOTES:

OOKLA IS A POST-APOCALYPTIC MOK -- A MUTANT LION-LIKE CREATURE -- WHO TRAVELS THE WORLD UNDER THE BROKEN MOON WITH HIS FRIENDS THUNDARR THE BARBARIAN AND PRINCESS ARIEL THE SORCERER. HIS STRENGTH IN COMBAT IS MATCHED ONLY BY HIS BRAVERY. HE IS LAWFUL OF ALIGNMENT, FIGHTING THE GOOD FIGHT AGAINST EVIL.

FOLLOWERS and HIRED SPECIALISTS

MONEY and TRADE ITEMS

MUTANT FUTURE

Character Record Sheet

CHARACTER SKETCH OR SYMBOL



PRINCESS ARIEL

Character Name

LAWFUL

Alignment

9TH

Level

SORCERER

Character Type

0

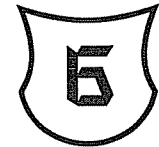
Experience

ABILITIES

12	STRENGTH	0	Mod. to hit, damage, force doors
14	DEXTERITY	-1	AC Mod.
15	CONSTITUTION	0	Poison Save Modifier
20	INTELLIGENCE	+25%	Technology Modifier
18	WILLPOWER		
17	CHARISMA	-1	Reaction Adjustment
		+1	Missile Attack
		0	Radiation Save Modifier



Hit Points



Armor Class

SAVING THROWS

9	ENERGY ATTACKS
8	POISON OR DEATH
10	STUN ATTACKS
9	RADIATION

Mutations and Special Abilities:

SPELLS KNOWN:

1ST LEVEL	
MAGIC MISSILE	<input type="checkbox"/>
SLEEP	<input type="checkbox"/>
2ND LEVEL	
LEVITATE	<input type="checkbox"/>
WEB	<input type="checkbox"/>
3RD LEVEL	
HOLD PERSON	<input type="checkbox"/>
4TH LEVEL	
CHARM MONSTER	<input type="checkbox"/>

Armor Class

0	1	2	3	4	5	6	7	8	9
13	12	11	10	9	8	7	6	5	4

Roll 1d20
to hit

MUTANT FUTURE

WEAPONS and EQUIPMENT

WEAPONS & ARMOR:
NONE

Notes, areas explored, mutants encountered, notable NPCs

BACKGROUND & NOTES:

PRINCESS ARIEL IS A POST-APOCALYPTIC SORCERER WHO TRAVELS THE WORLD UNDER THE BROKEN MOON WITH HER FRIENDS THUNDARR THE BARBARIAN AND OOLA THE MOK. HER MAGICAL STRENGTH IS MATCHED ONLY BY HER BRAVERY. SHE IS LAWFUL OF ALIGNMENT, FIGHTING THE GOOD FIGHT AGAINST EVIL.

1. AS THE DAUGHTER OF AN EVIL WIZARD, ARIEL WILL ALWAYS COME TO THE AID OF ANYONE OPPRESSED BY WIZARDS, UNDERSTANDING THEIR FLIGHT.
2. ARIEL KNOWS A LOT ABOUT ANCIENT TECHNOLOGY AND CULTURES AND IS ALWAYS EXPLAINING AND DESCRIBING A DEVICE'S USE.
3. ONCE PER DAY, ARIEL CAN ATTEMPT A "INHUMAN FEAT OF MAGIC." DESCRIBE SOME IMPOSSIBLE MAGICAL SPELL YOU'D LIKE TO DO AND THE MUTANT LORD WILL DESCRIBE WHAT HAPPENS.
4. ARIEL'S SPELLS ARE LIGHT BASED, MANIFESTING AS BEAMS, BALLS, AND FLASHES OF COLOR. SHE MUST HAVE BOTH HANDS FREE TO CAST SPELLS.
5. ARIEL IS USALLY LAST TO ENTER COMBAT, AS THUNDARR AND OOLA HAVE CHARGED IN. SHE, HOWEVER, IS THE FIRST TO TALK THROUGH A SITUATION REQUIRING SUBTLETY.
6. ARIEL HAS A SENSE OF HUMOR AND IS CONSTANTLY JOKING ABOUT THE SITUATION THEY FIND THEMSELVES IN.

FOLLOWERS and HIRED SPECIALISTS

MONEY and TRADE ITEMS