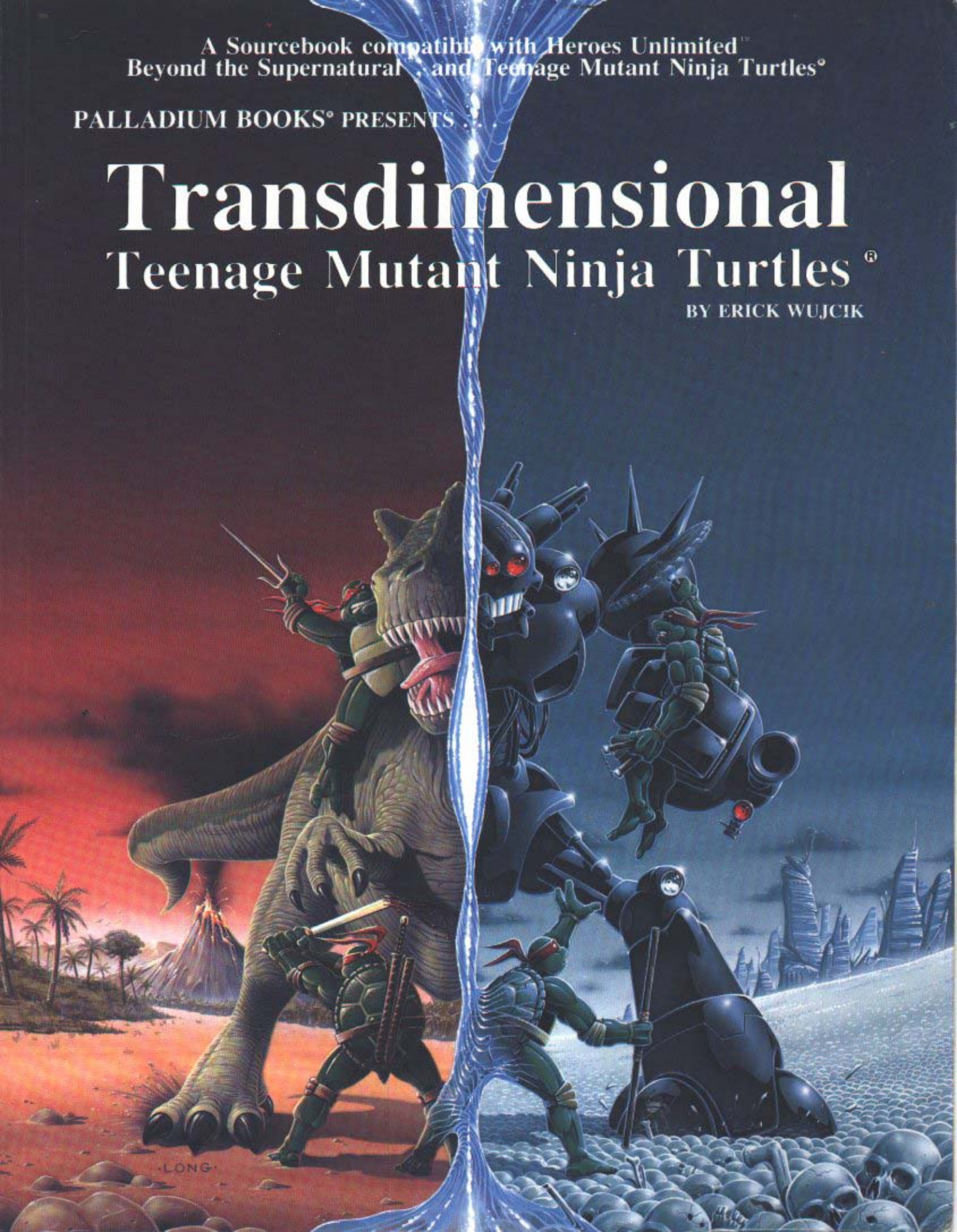A Sourcebook compatible with Heroes Unlimited™
Beyond the Supernatural™, and Teenage Mutant Ninja Turtles®

PALLADIUM BOOKS® PRESENTS . . .

Transdimensional
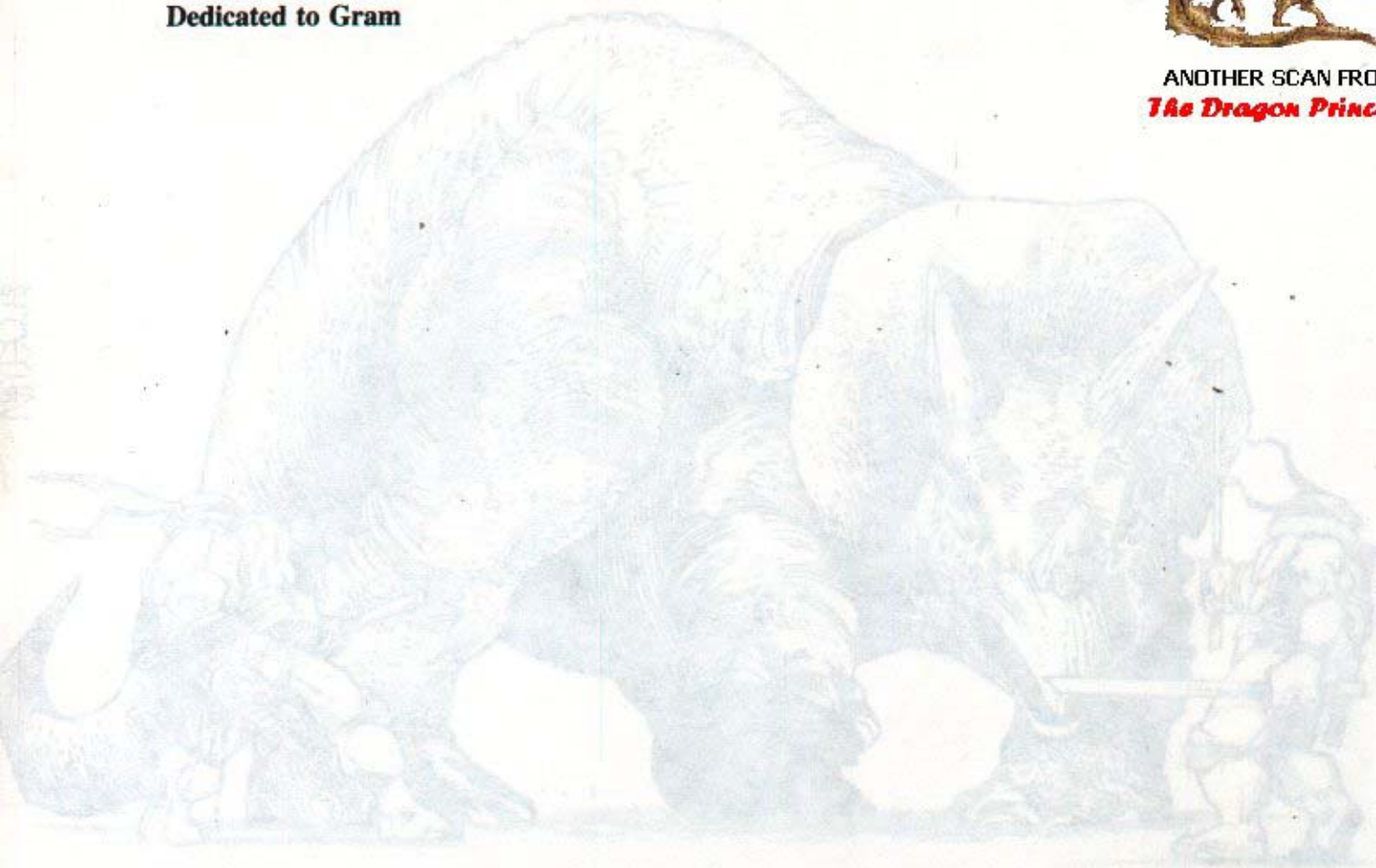## Teenage Mutant Ninja Turtles ®

BY ERICK WUJCIK

-LONG-

Dedicated to Gram

The Teenage Mutant Ninja Turtles and other supporting characters are adapted from the *comic books* Teenage Mutant Ninja Turtles and Turtle Tales available at comic book stores everywhere.

First Printing — April 1989

Transdimensional
Teenage Mutant Ninja Turtles®

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INTRODUCTION TO TRANSDIMENSIONAL TEENAGE MUTANT NINJA TURTLES or THROUGH TIME AND SPACE WITH THE TEENAGE MUTANT NINJA TURTLES

Whew!

First **Teenage Mutant Ninja Turtles and Other Strangeness**, the original rules for a radical new role-playing game. Then **After the Bomb**, introducing a post-holocaust world dominated by mutant animals (for use with TMNT or Heroes Unlimited). **Teenage Mutant Ninja Turtles Adventures** was next, expanding the possibilities for contemporary TMNT scenarios. **Road Hogs** *went to the West Coast of the "After the Bomb" world, and introduced the TMNT vehicle rules. Then out into space with* **Teenage Mutant Ninja Turtles Guide to the Universe**, as well as expanding the vehicle rules to include aircraft combat. Finally, **Mutants Down Under** expanded the selection of animals into the Australian species, and presented another weird portion of the "After the Bomb" world.

Which brings us to the *seventh* book in the series, **Trans-Dimensional Teenage Mutant Ninja Turtles**, the volume you hold in your hot little hands.

Yes, you could say this role-playing game is something of a success...

So what's left to explore in the world of the Teenage Mutant Ninja Turtles?

Plenty!

Here, in this book, we're breaking down all the barriers. Now there is nothing to prevent the player characters from moving into the past, or the future. Or, even more intriguing, into the "might be" endless permutations of alternate dimensions.

Time Travel is the fourth dimensional movement from one time to the next. In ordinary life we're all time travellers of a sort, moving at a steady 60 seconds per minute, 60 minutes per hour, right into our future. With this book we're leaping beyond the normal rate, and exploring the distant past and mysterious future. You can even roll up new kinds of mutants; anything from the ancient dinosaurs to the weird mutated humans from forward time.

Dimensional Travel means moving into parallel universes. This whole idea of parallel universes is steadily becoming more and more respectable in the eyes of conventional science. I don't want to go into all the various theories (which I can't claim to even understand), suffice to say that responsible scientists are speculating about the possibilities of universes without end.

Of course, those same scientists speak of the impossibility of moving from our own universe into any other. They have their reasons, but scientists in this very century had "proved" the impossibility of travel beyond the speed of sound (it was said that man would suffocate), and travel through space (it was once thought that cosmic rays would instantly kill anyone foolish enough to leave the atmosphere). It may just be a matter of time before we can go off and explore every possibility imaginable.

After all, that's what the TMNT games are all about. Using our imaginations to explore beyond the barriers of our present reality.

CREATING A CHARACTER: TRANS-DIMENSIONAL STYLE!

Step 1: The Eight Attributes

Start **Trans-dimensional TMNT** characters the same way as any other **Teenage Mutant Ninja Turtle and Other Strangeness** characters. Start by generating the standard Eight Attributes, I.Q. through Spd. (*See TMNT & Other Strangeness, pgs 6-7*). The next step is different because the characters can come from anywhere.

Step 2: Character Background/ Cause of Mutation

Things are a little out of their usual order here. Instead of rolling the animal type, this step defines the origin of the character. In other words, once you know where the character comes from, it limits the types of animals possibile.

Incidentally, players may want to consult with their Game Master before rolling the following. That's because the GM's campaign may not include all the possibilities in this book. For example, a GM who sets up a time travelling campaign might not want player characters from other dimensions in the game.

01-30 Contemporary Character; use the following section to roll up the character.

31-70 Time Travelling Character; see the second section for rolling up these characters.

71-00 Cross-Dimensional Character; see the last roll-up section.

NOTE: In some categories there are two listings for skills: Old System and New System. Old System is for those games that still use the original versions of **TMNT** and **Heroes Unlimited**. New System makes the characters compatible with the revised versions of **TMNT**, and **Heroes Unlimited**, as well as **ROBOTECH™**, **Ninjas & Superspies**, and **Beyond the Supernatural**. Characters should use *either* the New or the Old system, *not both*. In some cases there is no difference between the two.

Cause of Mutation for CONTEMPORARY CHARACTERS

These are characters raised in our Twentieth Century civilization. The character may have come from another time, but is basically a citizen of our culture. All contemporary characters speak the common

language of the role-playing group (usually English) and know how to get along with Twentieth Century technology.

01-45 Standard TMNT Mutant Animal. Roll up one of the standard player character backgrounds from **TMNT and Other Strangeness**. You can use the animal tables in that book, or the Modern Animals Table listed here.

Another possibility is that the character is being created for an After the Bomb, Road Hogs, or Mutants Down Under campaign. If so, the character background and animal roll-up will be based on that book.

46-50 Accidental Cretaceous Hitchhiker. As a side effect of some time travelling device, this prehistoric animal (or egg) was dragged into the present. Roll on the *Cretaceous Animals Table* for animal type. A side effect of the temporal displacement is an extra 10 BIO-E Points that can be used in building up the character. Roll on Wild Animal Background and Education Table for more details.

51-55 Accidental Cenozoic Hitchhiker. As a side effect of some time travelling device, a prehistoric animal (or egg) was dragged into the present. Roll on the *Cenozoic Animals Table* for animal type. A side effect of the temporal displacement is an extra 10 BIO-E Points that can be used in building up the character. Roll on Wild Animal Background and Education Table for more details.

56-60 Animal Sample from the Jurassic. The character was snatched from the past as a laboratory sample. Taken as either a baby, or as an egg, or just cloned from a tissue sample. The change in the character's time locus resulted in a massive build-up of temporal, which in turn caused massive mutation. Roll on the *Jurassic Animals Table* for animal type. The character gets a bonus of 20 BIO-E Points. Roll Education and Background as Experimental Animal.

61-65 Animal Sample from the Cretaceous. The character was snatched from the past as a laboratory sample. Taken as either a baby, or as an egg, or just cloned from a tissue sample. The change in the character's time locus resulted in a massive build-up of temporal, which in turn caused massive mutation. Roll on the *Cretaceous Animals Table* for animal type. The character gets a bonus of 15 BIO-E Points. Roll Education and Background as Experimental Animal.

66-70 Animal Sample from the Cenozoic. The character was snatched from the past as a laboratory sample. Taken as either a baby, or as an egg, or just cloned from a tissue sample. The change in the character's time locus resulted in a massive build-up of temporal, which in turn caused massive mutation. Roll on the *Cenozoic Animals Table* for animal type. The character gets a bonus of 10 BIO-E Points. Roll Education and Background as Experimental Animal.

71-80 Animal Sample from the Far Future. The character was snatched from the future as a laboratory sample. Taken when very young, the character looked like a normal animal. In reality, the character is an advanced evolutionary form whose mutant characteristics showed up as it grew. Character receives a bonus of 10 BIO-E Points. Roll on the *Future Animals Table* for animal type. Roll Education and Background as Experimental Animal.

81-85 Cloned Prehistoric Animal. A tissue sample, intact enough to contain a few intact cells, is found preserved somewhere in the Arctic. From a single cell, the character was cloned in a laboratory.

86-95 Ordinary Mutant Animal Mutated by Temporal Devices. Extreme temporal energies, leaking out of some experimental time travel device, accidentally mutated the character. Roll on the Modern Animals Table for animal type. Roll on Wild Animal Background and Education Table for more details.

96-00 Experimental Test Animal. The character was originally an experimental animal, used in the testing of some kind of temporal device. After being sent backwards (or forwards) in time, the creature picked up sufficient temporal energy to mutate into the player character. Roll on the *Modern Animals Table* for animal type. Roll Education and Background as Experimental Animal.

EXPERIMENTAL ANIMAL
EDUCATION AND BACKGROUND

01-30 Adopted. Educated and raised as a normal human, complete with a home and family. The character was treated as a human, with equal rights and privileges, and was loved and cared for by a human family. The character will know that humans, although occasionally capable of cruelty, are basically good. **Educated** as a normal human student, with the equivalent of a college degree. Character starts out with $1000 times 3D6 worth of any standard weapons or equipment. Anything leftover will be available as the character's savings.

SKILLS:

Old System: 5 High School skills, 10 College skills and 12 Secondary skills.

New System: Any three (3) Skill Programs, including Historical Skill Programs, and any ten (10) Secondary skills. Skill bonus is +25% on all scholastic skills.

31-65 Indoctrinated. Not so much educated as trained. The experimenters decided to see just how much the character could learn, so they set up a forced learning schedule with severe punishments for failure. Character eventually escaped, taking along from $20,000 to $120,000 (2D6 times $10,000) worth of cash and equipment. This theft is seen by the character as appropriate payment for year's worth of work and imprisonment. The character distrusts most humans. Hunted by the organization and law enforcement agencies.

SKILLS:

Old System: First Aid, 4 High School skills, 5 College skills, 8 Secondary skills and 5 Military skills. Plus any one Modern W.P., or Black Powder W.P., at 4th level Expert.

New System: First Aid, one (1) Military Skill Program, one other Skill Program, any three (3) espionage/military skills, and any four (4) secondary skills. Plus any one Modern W.P., or Black Powder W.P., at 4th level proficiency.

66-90 Caged. Brought up as a caged experimental animal and subjected to various experiments, but not educated. Long-term cruelty at the hands of humans has resulted in a bitter and distrustful personality. By observation, the character has learned Surveillance Systems (+15%), Escape Artist (+15%), and seven (7) secondary skills. Bonus of +5 to S.D.C., +3 to P.E., and +2 to P.S. Character has scavenged 2D6 times $100 in various equipment, mostly in poor condition.

91-00 Escaped. After a few years as a caged experimental animal, the character managed to escape. The character will have a strong distrust (and possibly hatred) of humans. For more information, roll on the table for Wild Animal Background and Education.

WILD ANIMAL
EDUCATION AND BACKGROUND

01-25 Wilderness. The character lives out in the wilderness, far from civilization, and has learned to survive without help. Character mistrusts humans and most other animals. Basic reading, writing, and arithmetic are at level one proficiency. *Wilderness skills* include Prowl (+20%), Survival Skill (+24%), Escape Artist (+10%), Climbing (+15%), and Swimming (+10%). Take a S.D.C. bonus of +10, a P.E. bonus of +6, a P.S. bonus of +3, a P.P. bonus of +2, and an extra two attacks per melee round. Character can pick only one (1) Secondary skill. Character has scavenged 3D6 times $100 in various equipment, mostly in poor condition.

26-60 Self-Taught. The character grew up on the fringes of civilization, living out of trash cans and junkyards. The character has a small number of human friends, but distrusts people in general. Knows 14 Secondary skills. Character also has Prowl (+12%), a P.P. Bonus of +1, and Hand to Hand: Basic. Character has scavenged 3D6 times $200 in equipment.

61-00 Ninja. Adopted by a "mentor" who teaches and guides the character in some form of special training. This is often Ninjutsu, but all areas of special training can be selected. These characters will learn to be philosophic about all creatures. Learns an attitude of some people are good, some bad, and everyone deserves a chance to earn your trust. Ninja characters learn 3 Military/Espionage skill, 10 secondary skills (with a skill bonus of +5%) and Hand to Hand: Ninjutsu. In addition, the character has a choice of 3 ancient or ninja weapon proficiencies. Character has scavenged and built 3D6 times $100 worth of equipment.

Cause of Mutation for
TIME TRAVELLING CHARACTERS

If, and only if, the game master is planning on allowing for time travelling adventures, the following characters might be allowed in a campaign. Note that some of these characters may not speak English or the common language of the role-playing group, and may know nothing about getting along with 20th century technology or in 20th century society.

01-10 Trained Temporal Explorer. In an attempt to create the perfect experimental subject for time travel, the character's animal form was mutated in the laboratory. After that, the character was raised, specifically trained and educated as a time traveller. Finally, in revenge for years of abuse, the character stole away with one of the organization's precious *time machines*. Spend up to $10 million on the time machine, and $2,000 on personal gear, supplies and cash, including historical costumes and replicas. *Roll on the Modern Animals Table for animal type.*

SKILLS:

• **Old System:** Any five (5) Historical skills, First Aid, four (4) High School skills, five (5) Secondary skills and two (2) Military skills. Plus any one Black Powder W.P., and any one Ancient W.P. Character has a +20% education bonus on all skills.

New System: Take two of the following three Skill Programs: Ancient Language Skill Program, Time Traveller Skill Program (player can select historical focus), and Technical Skill Program (select any three of the four Temporal and Time Skills). In addition, take any one Basic Skill Program, First Aid, and any four (4) secondary skills. Plus any one Black Powder W.P., and any one Ancient W.P. Character has a +20% education bonus on all skills.

11-20 Rescued from the Historical Past. The character was born a mutant animal sometime in the historic past. Growing up on the fringes of society, the character accepted mutation as fate or as some sort of evil curse. Fortunately, the character was noticed by some sympathetic time traveller, who transported the mutant animal into the player character's time.

Roll 3D6 to determine which Century the character comes from. For example, rolling a 17 means the character comes from the Seventeenth Century, from Twist "C" around 1613. If the roll comes up for the Sixth, Eleventh or Sixteenth Centuries (6, 11, or 16), then the character comes from the earlier cycle in the previous century.

In the player character's home time, the character has scavenged from $200 to $1200 (2D6 times $100) worth of weapons, equipment and supplies. *Roll on the Modern Animals Table for animal type.*

Has a perfect command of the regional language and dialect of the source time period, and knows the history, technology and four (4) W.P.s from that time. In addition, the character has Six (6) Secondary Skills and one modern W.P.

21-50 Adopted by a Time Lord. The character is a mutant animal deliberately recruited by one of the Time Lords of the 79th level of the Dimension of Null-Time. Character spends most of his time with the other player characters, but is always ready to carry out missions assigned by the Time Lord. Character owns $2,000 to $12,000 (roll 2D6 times $1,000) worth of weapons, equipment, supplies and cash. *Roll on Source of Animal Table to start determining animal type.*

NOTE: The character also has the *option* of being an *Apprentice Time Lord.* However, this is not free. Becoming an Apprentice Time Lord, and gaining all the spells and abilities *will cost the character 25 BIO-E Points.* These points must come off the character while it is being created. *See the section on Magic for more details on time magic skills and spells.*

SKILLS:

Old System: Take any eight (8) Secondary skills, including historical skills, any two (2) W.P.s, and any two (2) Military skills.

New System: Take any one (1) Time Travel Skill Program, any two (2) W.P.s (either ancient, black powder, or modern), five (5) Secondary skills, and any two (2) Espionage/Military skills.

51-75 Mage's Familiar. Sometime in the historical past, in a time where magic is dominant, a sorcerer attempted to create a familiar. Starting with a normal animal (*roll on Modern Animals Table*), mutating and alteration spells were inflicted until the player's mutant animal character was the result. Desperate to escape the mad spellcaster, the character eventually used a time travelling artifact to escape into the time zone of the player characters. **Roll percentile for the source time period of the character:**

01-25% 2137 B.C. — Egyptian Old Kingdom. Character has Egyptian Language (+35%), plus knowledge of the customs and religion of Old Kingdom Egypt.

26-35% 238 A.D. — Fringes of the Roman Empire. Character knows Latin Language (+25%), Greek Language, the customs and people of the Roman Empire, and has W.P. Gladius.

36-60% 738 A.D. — Dark Ages. Character knows Latin Language (+15%), Norse Language, and any two Ancient W.P.

61-85% 863 A.D. — Norse Raiding Parties. Character knows Latin Language (+15%), Norse, Celtic, Norman French and any one Ancient W.P. In addition, the character understands the people and customs of the Dark Ages.

86-00% 1363 A.D. — Aftermath of the Black Death. Character knows Latin Language (+10%), Norman French, the people and customs of the Middle Ages, and either W.P. Longbow or W.P. Crossbow.

As the character escaped, he or she also took along from $3,000 to $18,000 (roll 3D6 times $1,000) in gold, silver, jewels, and antique artifacts, plus from $200 to $1200 (2D6 times $100) worth of authentic historical weapons, equipment and supplies. Note that the character has a deep, dark hatred and distrust of all humans. *Roll animal type on Modern Animals Table.*

NOTE: The character also has the option of being a *wizard.* However, this is *not free.* Becoming a wizard *will cost the character 30 BIO-E Points.* These points must come off the character while it is being created. See the section on Magic for more details on Wizard Magic skills and spells.

SKILLS:

Old System: Take any eight (8) Secondary skills, including historical skills, any two (2) W.P.s (either ancient, black powder, or modern), and any two (2) Military skills.

New System: Take any one (1) Time Travel Skill Program, any two (2) W.P.s (either ancient, black powder, or modern), five (5) Secondary skills, and any two (2) Espionage/Military skills.

76-97 Retrograde Futuroid Mutant Human. The character, an evolved, fully mutated human, has somehow slipped back into the past, to the time of the player characters. T.E. disruption has turned the character into a somewhat deformed and de-evolved version of its former self. Now it is trapped in our time and must make a home here.

Character receives a one time bonus of 15 BIO-E Points. *Use the Mutant Human section to select powers and abilities.* Having lost all of his or her original equipment to T.E. fatigue, the character has managed to scrounge up and scavenge from $30 to $180 (3D6 times $10) worth of weapons, equipment and supplies.

SKILLS:

Old System: Take any ten (10) Collegiate skills, eight (8) Secondary skills, including historical skills, any two (2) W.P.s (either ancient, black powder, or modern), and any two (2) Military skills.

New System: Take any three (3) Time Travel Skill Programs, any two (2) Time Travel skills, any two (2) W.P.s (either ancient, black powder, or modern), five (5) Secondary skills, and any two (2) Espionage/Military skills.

98-00 Scientist/Observer. The character is from some time in the distant future, from far beyond the third millennium barrier, and is visiting the player characters' time to gather data on "primitives." The character has been "brain-edited" to avoid "contaminating" the past. As a result, the player character knows absolutely nothing about the future, or about time travel technology.

Character comes fully equipped with up to $15 million worth of time machine, $30,000 to $180,000 (3D6 times $10,000) worth of equipment, weapons, supplies and cash, and from $500 to $3000 (roll 5D6 times $100) in pure $50 gold coins. Roll on Future Animals Table for animal type. Human Looks – FULL comes *free* with this character. Bonus of +5 on I.Q., +8 on M.E., and +15% on all skills.

SKILLS:

Old System: Take any eight (8) Collegiate skills, four (4) High School skills, twelve (12) Secondary skills, and any ten (10) Historical skills. Character also has any four (4) W.P.s (either ancient, black powder, or modern), all at 3rd level.

New System: Take any three (3) Time Travel Skill Programs, any four (4) additional Skill Programs, nine (9) Secondary skills, and any two (2) W.P. (either ancient, black powder, or modern).

Cause of Mutation for CROSS-DIMENSIONAL CHARACTERS

Including player characters from the following section will open a campaign up to cross-dimensional adventures. Many of these characters will not speak English or the common language of the role-playing group, and may know nothing about getting along with Twentieth Century technology or Twentieth Century society.

01-20 Accidental Visitor from Animal Dimension. The character comes from a world filled with beings just like himself, all based on the same mutant animal. *Roll on Source of Animal Table to determine animal type.* Once the player gets done mutating the character, take a look at it, because that is what all the inhabitants of the character's home dimension are going to look like. Except for having people that look like mutant animals, the character's home dimension is almost exactly like *contemporary Earth*, right down to language and technology. And far from being an adventurer, the character is just an average worker back on his home world

(player can select accountant, dentist, plumber, or any mundane profession).

Character starts with just $30 to $180 (3D6 times $10) worth of whatever clothes and pocket items the character happened to be carrying when the crack opened up between the worlds. Roll on Source of Animal Table to start determining animal type. *Character has a bonus of 10 BIO-E Points.*

SKILLS:

Old System: College graduate. 5 High School skills, 10 College skills and 12 Secondary skills. Bonus of +25% on all skills.

New System: College graduate. Any three (3) Skill Programs, including Historical Skill Programs, and any ten (10) Secondary skills. Skill bonus is +25% on all scholastic skills.

21-30 Mutant Hominid. From a dimension where another species of hominid other than homo sapiens became the dominant species. The character is visiting Earth as part of a long-term research project, studying humans, mutant animals and all the other interesting things that are going on.

The character was delivered by cross-dimensional hopper, but doesn't own one. A pick up is planned for several years in the future. $3,000 to $18,000 (3D6 times $1,000) is available in equipment, weapons and supplies. Character is a mutant hominid with a +10 BIO-E Point bonus. *See Hominidon Section.*

SKILLS:

Old System: Take any eight (8) Collegiate skills, including historical, time travel and cross-dimensional skills, and any four (4) High School skills, and twelve (12) Secondary skills. Character also has any four (4) W.P.s (either ancient, black powder, or modern). Also has both Anthropology and Paleontology, both at +15% skill.

New System: Take any three (3) Time Travel Skill Programs, any one (1) Cross-Dimensional skill, any four (4) additional Skill Programs, nine (9) Secondary skills, and any two (2) W.P.s (either ancient, black powder, or modern). Also has both Anthropology and Paleontology, both with a +15% skill bonus.

31-60 Lost Cross-Dimensional Wanderer. Somewhere out among the dimensions is a huge network of dimensions where crossing from one to another is as common as crossing the street. The character was a routine commuter who got sidetracked across a vast portion of cross-dimensional space. Now well and truly lost, the character must adapt to life in our Earth's version of reality. Character can use any mutant animal as a model, with a bonus of 5 BIO-E Points. In whatever way the player chooses to construct the character, it will reflect on all the inhabitants of the character's home dimension.

The character owns a personal Cross-Dimensional Hopper worth up to $25 million. In addition, the character starts with from $1,000 to $6,000 (1D6 times $1,000) worth of personal equipment, weapons and suplies. However, the character has no money acceptable on this Earth. *Roll on Source of Animal Table to start determining animal type.* Bonus of 10 BIO-E Points when creating the character.

SKILLS:

Old System: College graduate. 5 High School skills, 10 College skills, including Cross-Dimensional skills, and 12 Secondary skills. Bonus of +25% on all skills.

New System: College graduate. Any three (3) Skill Programs, including a possible Technical Skill Program, to include Cross-Dimensional skills, and any ten (10) Secondary skills. Skill bonus is +25% on all scholastic skills.

61-85 Mutant Animal from a Dimension of Magic. A mutant animal character from a dimension where magic is common was accidentally transferred here. The home dimension is now temporarily misplaced. Character has $200 to $1200 (2D6 times $100) worth of equipment, weapons and supplies. *Roll on Source of Animal Table to start determining animal type.*

NOTE: The character also has the option of being a Wizard. However, this is *not free*. Becoming a wizard *will cost the character 30 BIO-E Points*. These points must come off the character while it is being created. See the section on Magic for more details on Wizard Magic skills and spells.

SKILLS:

Old System: Take any six (6) Secondary skills, including historical skills, any two (2) W.P.s (ancient only), and any two (2) Military skills.

New System: Take any two (2) Ancient W.P., five (5) Secondary skills, and any two (2) Espionage/Military skills.

86-00 Inventor of Cross-Dimensional Transit Machine. The character is the proud inventor and operator of a device capable of travelling between dimensions. Unfortunately, the character didn't figure out the details of Cross-Dimensional location until *after* leaving the home dimension. Now lost, but still enjoying the adventure of exploration, the character seeks to explore as many new and different dimensions as possible, hoping that someday the old home world will show up.

Character has a Cross-Dimensional Hopper worth $8 million. In addition, the character starts with $4,000 to $24,000 (4D6 times $1,000) worth of equipment, weapons and supplies. *Roll on Source of Animal Table to start determining animal type.*

SKILLS:

Old System: Any twelve (12) Collegiate skills, including any Cross-Dimensional skills and Historical skills. Any five (5) Historical skills, First Aid, four (4) High School skills, five (5) Secondary skills and two (2) Military skills. Plus any one Black Powder W.P. or Modern W.P., and any one Ancient W.P. Character has a +20% education bonus on all skills.

New System: A Technical Skill Program, to include at least one of the Cross-Dimensional skills, and pick any other *three* (3) Skill Programs, including Time Traveller Skill Programs. In addition, take any one Basic Skill Program, First Aid, and any four (4) secondary skills. Plus any one Black Powder W.P. or any Modern W.P., and any one Ancient W.P. Character has a +20% education bonus on all skills.

Step 3:   Animal Type

The following tables can be used for generating characters from the past, present, future and from alternate dimensions. For modern animals, those from the present-day world, we've managed to include *every* animal from all the various TMNT books. However, all the animals couldn't be squeezed into a single table...

All entries in CAPITAL LETTERS are *introduced* in this book. Animals from Road Hogs or Mutants Down Under will be identified by their source. Animals without any other notation will be found in Teenage Mutant Ninja Turtles and Other Strangeness.

SOURCE OF ANIMAL

01-25	JURASSIC ANIMALS
26-50	CRETACEOUS ANIMALS
51-75	CENOZOIC ANIMALS
76-85	MODERN ANIMALS
86-00	FUTURE ANIMALS

JURASSIC ANIMALS (193-136 Million Years Ago)

01-05	Alligator, *see TMNT*	56-65	DUCKOID
06-15	ANKYLOSAUROID	66-70	Frog, *see TMNT*
16-30	ALLOSAUROID	71-75	HYPSILOPHOID
31-55	BRONTOSAUROID	76-80	Rat, *see TMNT*
		81-00	STEGOSAUROID

CRETACEOUS ANIMALS (136-65 Million Years Ago)

01	Alligator, *see TMNT*
02-04	ANKYLOSAUROID
05-08	BRONTOSAUROID
09-20	DROMAEOSAUROID
21-22	Duck, *see TMNT*
23-32	DUCKOID
33-42	HYPSILOPHOID
43	Mouse, *see TMNT*
44	Opossum, *see TMNT*
45-50	PACHYCEPHALOID
51-57	PTERASOID
58-65	SAURINOID
66	Sea Gull, *see TMNT*
67-68	Squirrel, *see TMNT*
69-70	STEGOSAUROID
71-90	TRICERATOPS
91	Turtle, *see TMNT*
92-00	TYRANNOSOID

CENOZOIC ANIMALS (65 Million to 2 Million Years Ago)

01	Alligator, *see TMNT*
02-08	ARGENTADON
09	Bat, *see TMNT*
10-11	Buffalo; Actually Bison, *see TMNT*
12-20	DIATRYMON
21-22	Dog, *see TMNT*
23-30	GLYPTODON
31-35	HOMINID
36-50	HYAENODON
51-65	MASTODON or WOOLLY MAMMOTH
66-70	MEGATHERION (GIANT SLOTH)
71-80	PARACERATHERION
81-90	SMILODON (SABER-TOOTHED TIGER)
91-95	THYLODON
96-00	Woolly Rhinoceros, *see TMNT*

MODERN ANIMALS (2 Million Years Ago to the Present)

Here, for the first time ever, you can roll-up the animals described in *all* the TMNT books printed through 1988. The two tables cover all the contemporary animals covered in Teenage Mutant Ninja Turtles and Other Strangeness, Road Hogs, and Mutants Down Under. If you would prefer to limit the animal choices to TMNT and Other Strangeness, or one of the other books, then use the animal roll-up tables in that book.

First, roll percentile to see whether the animal is Warm or Cold Blooded. Then, roll percentile for the particular kind of animal.

01-80   WARM-BLOODED ANIMALS

01	Aardvark
02	Ape (Chimpanzee, Gorilla or Orangutan)
03	Armadillo
04	Baboon
05	Badger
06	Bandicoot, Mutants Down Under
07	Bat
08	Beaver
09	Bear
10	Boar
11	Buffalo
12	Buzzard, Road Hogs
13	Camel

14 Cassowary, Mutants Down Under
15 Cat
16 Cheetah
17 Chicken
18 Coati, Road Hogs
19 Condor, Road Hogs
20 Cow
21 Crow
22 Cuscus, Mutants Down Under
23 Deer
24 Dingo, Mutants Down Under
25 Dog
26 Dolphin, Road Hogs
27 Donkey, Road Hogs
28 Duck
29 Elephant
30 Elk
31 Emu, Mutants Down Under
32 Fox
33 Goat
34 Greater Glider, Mutants Down Under
35 Hippopotamus
36 Honey Possum, Mutants Down Under
37 Horse
38 Hummingbird, Road Hogs
39 Jaguar
40 Kangaroo, Mutants Down Under
41 Kangaroo Rat, Road Hogs
42 Koala, Mutants Down Under
43 Kookaburra, Mutants Down Under
44 Lion
45 Marsupial Mole, Mutants Down Under
46 Martin
47 Mink
48 Mole
49 Monkey
50 Moose
51 Mountain Lion
52 Mulgara, Mutants Down Under
53 Muskrat
54 Native Cat, Mutants Down Under
55 Numbat, Mutants Down Under
56 Octopus, Road Hogs
57 Opossum
58 Otter
59 Owl
60 Pack Rat, Road Hogs
61 Pandemelon, Mutants Down Under
62 Parrot
63 Pet Bird (Budgie or Parakeet)
64 Pig
65 Pigeon
66 Platypus, Mutants Down Under
67 Porcupine
68 Prairie Dog, Road Hogs
69 Pronghorn, Road Hogs
70 Rabbit
71 Raccoon
72 Rhinoceros
73 Road Runner, Road Hogs
74 Rodent (Mouse, Rat, Hamster or Guinea Pig)
75 Possum, Mutants Down Under
76 Rat Kangaroo, Mutants Down Under
77 Rock-Wallaby, Mutants Down Under
78 Sea Lion, Road Hogs
79 Seal, Road Hogs

80 Sheep
81 Skunk
82 Sparrow
83 Spiny Anteater, Mutants Down Under
84 Squirrel
85 Tasmanian Devil, Mutants Down Under
86 Tiger
87 Tree Kangaroo, Mutants Down Under
88 Turkey
89 Vulture, Road Hogs
90 Wallaroo, Mutants Down Under
91 Walrus, Road Hogs
92 Weasel
93 Whales, Road Hogs
94 Wild Bird (Bluejay, Cardinal or Robin)
95 Wild Canine (Coyote and Wolf)
96 Wild Cat (Bobcat and Lynx)
97 Wild Fowl (Pheasant and Quail)
98 Wild Predatory Bird (Eagle and Hawk)
99 Wolverine
00 Wombat, Mutants Down Under

81-100 COLD-BLOODED ANIMALS

01-15 Alligator
16-20 Chameleon, Road Hogs
21-25 Frilled Lizard, Mutants Down Under
26-40 Frog
41-45 Gila Monster, Road Hogs
46-50 Goanna, Mutants Down Under
51-55 Komodo Dragon, Mutants Down Under
56-65 Lizard, Road Hogs
66-70 Sea Turtle, Road Hogs
71-80 Snake, Mutants Down Under
81-85 Thorny Devil, Mutants Down Under
86-00 Turtle

FUTURE ANIMALS

01-05 Bat
06-10 Cat
11-15 Chicken
16-20 Crow
21-25 Deer
26-30 Dog
31-35 Duck
36-40 Frog
41-45 Goat
46-50 Horse
51-55 Human
56-60 Mole
61-65 Muskrat
66-70 Pigeon
71-75 Rabbit
76-80 Rat
81-85 Sparrow
86-90 Squirrel
91-95 Turtle
96-00 Wolf

Step 4: BIO-E, Special Abilities, Psionics, Growth Levels, and Human Features

Generally, these things are the same as in **Teenage Mutant Ninja Turtles and Other Strangeness** (*revised, pgs 10-12*). However, read the Mutation Background *carefully* as some characters have BIO-E Points added or subtracted from the usual amount for their mutant animal character. Also, remember becoming an Apprentice Time Lord, or a Wizard, costs a few extra BIO-E Points. *See the Dinosaur Section in this book for an expanded Growth Level Chart.*

Step 5: Equipment, Supplies & Money

Characters can select their initial equipment from the various lists in **Teenage Mutant Ninja Turtles and Other Strangeness**, or from this book. Remember that any Time Machine or Cross-Dimensional Hopper expenses can be used for building the device *only*; you can't keep the leftover money.

Step 6: Rounding Out One's Character

This is also the same as in **TMNT and Other Strangeness** (*revised, pgs 13-17*).
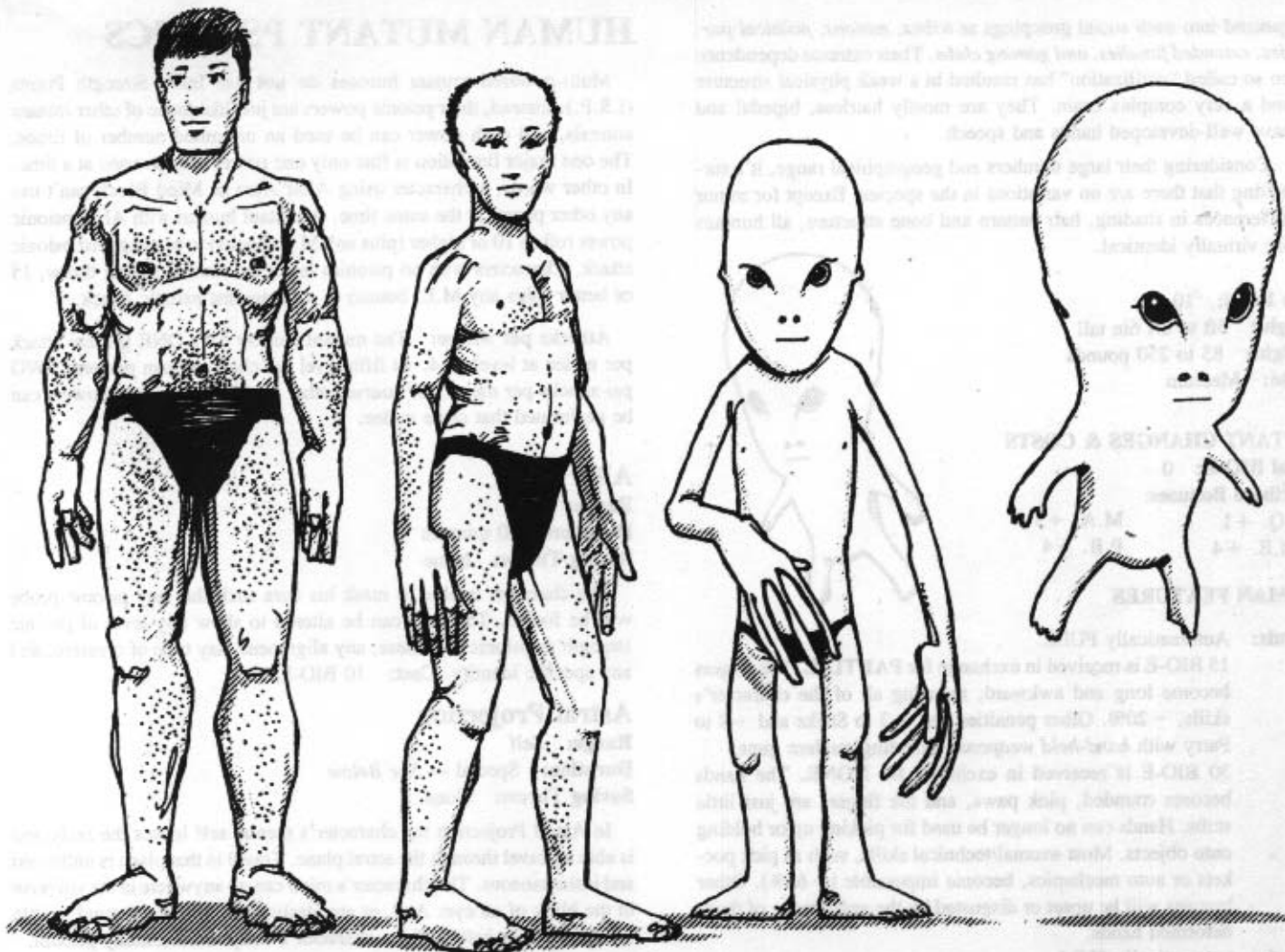
MULTI-POWERED MUTANT HUMANS

First off...

This is **not** a substitute for the super powers described in Heroes Unlimited. For one thing, most of the individual powers are not as potent as those in Heroes Unlimited. In other words, you can buy more than one power with BIO-E (just as animals can), but all of these multi-powers are scaled down considerably.

Psionics for multi-powered mutants is also different. Like that of TMNT, it requires that EACH and EVERY psionic ability be "purchased" separately with BIO-E Points. This does NOT make them the equivalent of the Heroes Unlimited Psionic Class characters. Pure Psionic Characters, Heroes Unlimited style, have the ability to pick and choose among ALL the various psionic abilities. This is offset slightly by the ability of multi-powered and animal mutants to use their psionics without having to count I.S.P.

CREATING A MULTI-POWERED MUTANT HUMAN

Step 1 — The Eight Attributes

Roll 3D6 for each attribute, just as you would for any other TMNT and Other Strangeness or Heroes Unlimited character.

Step 2 — Human Type?

If you got this far, you've probably already decided to roll up a mutant human, or you've rolled up mutant human on a different table. Still, for future reference, here's a revised table that includes mutant humans as part of the TMNT Mutant Animal Random Table.

ANIMAL CATEGORY

01-35	Urban Animal	76-85	Wild Bird
36-50	Rural Animal	86-99	Zoo Animal
51-75	Wild Animal	100	Human Being

Step 3 — Mutation Background

If the character is to fit into a contemporary TMNT campaign, use the table in TMNT and other Strangeness (pg 9; wild animal education table does not apply to humans). If the campaign is based in the post-holocaust world of mutant animals, substitute either the table in After the Bomb (pg 5), or the table in Road Hogs (pg 5).

Step 4 & Step 5

Refer to TMNT and other Strangeness, pgs 10-13. As with other animals, S.D.C.s for mutant humans will be based on their final Size Level.

HUMAN MUTATIONS

ORIGINAL ANIMAL (HUMAN) CHARACTERISTICS

Description: Human Beings, sometimes called Homo Sapiens, are tool-using, bipedal mammals. They are highly social beings, or-

ganized into such social groupings as *tribes, nations, political parties, extended families, and gaming clubs*. Their extreme dependence on so called "civilization" has resulted in a weak physical structure and a very complex brain. They are mostly hairless, bipedal and have well-developed hands and speech.

Considering their large numbers and geographical range, it's surprising that there are no variations in the species. Except for minor differences in shading, hair pattern and bone structure, all humans are virtually identical.

Size Level: 10
Height: 5ft to 6ft 6in tall
Weight: 85 to 250 pounds
Build: Medium

MUTANT CHANGES & COSTS
Total BIO-E: 0 .
Attribute Bonuses:

  I.Q. +1   M.A. +2
  M.E. +4   P.B. +4

HUMAN FEATURES

Hands: Automatically FULL.
    15 BIO-E is received in exchange for **PARTIAL.** The fingers become long and awkward, reducing all of the character's skills, −20%. Other penalties are: −3 to Strike and −3 to Parry with *hand-held weapons*, including modern guns.
    30 BIO-E is received in exchange for **NONE.** The hands become rounded, pink paws, and the fingers are just little stubs. Hands can no longer be used for picking up or holding onto objects. Most manual/technical skills, such as pick pockets or auto mechanics, become impossible (−65%). Other humans will be upset or disgusted by the appearance of these deformed hands.

Biped: Automatically FULL.
    10 BIO-E is received in exchange for **PARTIAL.** Legs atrophy and shorten until they can barely support the character's weight. Although the character can walk, Speed cannot be greater than 6.
    20 BIO-E is received in exchange for **NONE.** Legs turn into useless stubs and the character is forced to use a wheelchair or use the arms for support when walking. Other humans will assume that the character is an amputee. Speed is effectively zero. Character cannot Dodge without mechanical assistance.

Speech: Automatically FULL.
    5 BIO-E is received in exchange for **PARTIAL.** Strange, musical inflections enter the character's speech. Other humans will be uneasy and upset, listening to the character.
    10 BIO-E is received in exchange for **NONE.** The ability to speak is totally gone. However, the character is able to emit certain kinds of electronic radio and radar noises. These are not intelligible to anyone else, seemingly nothing but random static.

Looks: Automatically FULL.
    5 BIO-E is received in exchange for **PARTIAL.** Face loses its definition, becoming softer and with less expression. Other humans will be suspicious and paranoid about the character. Penalty: P.B. −1.
    10 BIO-E is received in exchange for **NONE.** Character's face and body become hairless and featureless, the nose is a tiny bump with two holes, eyebrows are gone, the mouth is a lipless slit, and the ears are tiny. Other humans will see the character as a strange monster from outer space. Penalty: Reduce P.B. by half.

Natural Weapons: None

HUMAN MUTANT PSIONICS

Multi-powered mutant humans do **not** use Inner Strength Points (I.S.P.). Instead, their psionic powers are just like those of other mutant animals, and each power can be used an unlimited number of times. The one major limitation is that only one power may be used at a time. In other words, a character using Alter Aura or Mind Block can't use any other power at the same time. A mutant human with ANY psionic power rolls a 10 or higher (plus any M.E. bonus) to save against psionic attack. Characters with no psionics make the normal saving throw, 15 or better (plus any M.E. bonus) to save against psionic attack.

Attacks per Melee: The mutant can try only ONE psionic attack per melee at levels 1-4. At fifth level the character can perform TWO psi-attacks per melee. Of course, other physical or mutant powers can be performed that same melee.

Alter Aura
Range: Self
Duration: 20 minutes
Saving Throw: None

The character is able to mask his aura such that any psionic probe will be fooled. The aura can be altered to show any level of psionic strength or psionic weakness, any alignment, any type of creature, and any specific identity. **Cost:** 10 BIO-E

Astral Projection
Range: Self
Duration: Special — *See Below*
Saving Throw: None

In Astral Projection the character's mental self leaves the body and is able to travel through the astral plane. Travel in that plane is unlimited and instantaneous. The character's mind can go anywhere in the universe in the blink of an eye. And, at any destination, the astral mind is able to see and hear just as if the character's body were actually present.

The astral body is completely insubstantial. In this state the character's mental self is immune to all physical and energy attacks. It is, however, vulnerable to psionic detection and attack. Psionic attacks against an astral form do damage directly to the character's M.E. (Mental Endurance). When the M.E. is gone, *the mind is destroyed.* Upon returning to the body, all lost M.E. are instantly restored.

While the astral self is gone the character's physical body is quite helpless. And if the physical body is destroyed, the astral self will wither away within six hours.

Yet another use of Astral Projection involves the transferring of minds between bodies. This is the basis for Splinter's mental transfer with Gosei Hatsumi in TMNT #9. The willingness of Splinter to help Hatsumi allowed them to exchange bodies. This means the transfer is not possible without the active *participation* of both parties. **Note:** The physical body does not change, only the mind that controls it. The astral mutant does **not** have the memory, skills, or knowledge of the person whose body he now inhabits. Nor does he have the physical strength of his "own" body.

Achieving Astral Projection takes from 3-18 (3D6) minutes of concentration. And once returned to the body, the mind needs another 2-12 (2D6) minutes to regain full control. **Cost:** 25 BIO-E

Detect Psionics
Range: 240 feet
Duration: 2 minutes
Saving Throw: None

This mental probe will detect psionics in others. There is a 75% chance that the psionic can be detected by any other psionics in the area. This will not penetrate or detect a Mind Block and the Mind Blocked character will not appear to be psionic. **Cost:** 10 BIO-E

Hypnotic Suggestion
Range: 12 feet
Duration: Varies
Saving Throw: Standard

The psionic may foist his will upon another through the power of suggestion. This is a mental attack that requires eyes contact and either verbal or telepathic reinforcement. The suggestion must be a reasonable one; victims will not do things that are completely out of character. For example, the hypnotic suggestion "kill yourself" would work only if the victim were already suicidal. On the other hand, a suggestion that "you don't see anything unusual" would be very useful. This works only on intelligent creatures, NOT on ordinary animals. A victim who saves against Hypnotic Suggestion will be totally unaware of the attack, but he *will* have heard the spoken request. **Cost:** 15 BIO-E.

Mental Assault
Range: Touch
Duration: Instantaneous
Saving Throw: Standard

This is a direct, mind to mind, psionic attack. It does no physical damage, affecting only the victim's consciousness. Failing to save against Mental Assault means being knocked out immediately. Recovery takes from 1-4 (1D4) minutes. No Hit Point or S.D.C. damage is caused. **Cost:** 30 BIO-E.

Mind Block
Range: Self
Duration: 10 minutes
Saving Throw: None

This mental wall prevents the penetration of Telepathy, Empathy, Empathic Transfer, Detect Psionics, Mind Control, Hypnotic Suggestion and all other *mental* attacks. The psionic will not even be aware that a psionic attack is taking place. **Note:** Mind block also prevents the character from "hearing" Telepathic Transmission, or from being "read" by Telepathy. **Cost:** 15 BIO-E.

Mind Control
Range: 12 feet
Duration: Two minutes per level of the psionic's experience or until the victim breaks free of his control, whichever comes first.
Saving Throw: Standard; victim gets to try to break the mind control once every two minutes (8 melees), and +2 to do so if he/she is being forced to do something against their characters' alignments.

The psionic totally seizes the mind of the victim, completely controlling all mental, psionic and physical abilities. This requires eye contact and either verbal or telepathic reinforcement. Once under control, the victim can be made to do anything the controlling psionic desires, although ALL combat rolls are made with a penalty of −2.

While controlling another mind the psionic is capable of doing nothing else. In other words, no fighting (even Dodges or Parries), no power use and no other psionics. Mind Control works on *any* living being, NOT on machines or computers.

The victim will be aware of, and horrified about, the mental invasion. (G.M. Option: The psychic trauma may cause a *temporary* insanity; roll under M.E. to save. Failing to save means, the character becomes randomly insane for 2D6 hours. *See Heroes unlimited, Revised, pg 24).*

Note that there is one exception. The attacker may choose to use the Mind Control to implant a *single* instruction. This takes the form of something like a Hypnotic Suggestion, but will only be activated by a specific set of circumstances. For example, the psionic might want to know when the victim will be separated from his team and would instruct the victim to go to a particular location 'as soon as you are alone.' It is important for the psionic to tell the victim, "You will remember nothing!" – otherwise the victim will be aware of the hidden command.

If the defender succeeds in saving against the Mind Control, he will be aware of the attack and its source, but not be affected. Mind Blocked characters will not notice this or any other psionic attack and they can not be controlled as long as the mind block is in place. **Cost:** BIO-E·

See Aura
Range: 120 feet
Duration: 4 melee rounds/1 minute
Saving Throw: None

Allows the psionic to see the alignment, estimated level of power, type of creature (human, mutant, alien, meat-eating animal, grazing animal, etc.), and the creature's physical condition, merely by looking at the surrounding aura. There is a 15% chance per level that the psionic can recognize an aura that has been seen before. Mind Blocked Characters are *not* protected from See Aura. **Cost:** 15 BIO-E.

Techno Mind
Range: Touch
Duration: 10 minutes
Saving Throw: None

The character has the ability to communicate directly with computers and computer-directed machinery. This also includes robots, modern cars (the ones with onboard computers) and computerized factories. This can be done by touching the machine itself, or by modem (telephone) link if the machine is also equipped with one. Does not work by radio contact.

Once the link is established the character can examine any of the machine's data or programming and can completely reprogram the machine. Performing a Techno Mind with a sentient machine, one that has reached the level of self-programming and self-awareness, will mean the psionic can communicate directly (and silently) with the machine intelligence, but can not reprogram it.

This does NOT include the ability to control machines. For example, "dumb" machines without electronic brain controls will **not** be affected. And machines with a personality, like robot player characters, can **not** be made to do anything against their will. **Cost:** 10 BIO-E.

Telepathic Transmission (Mental Speech)
Range: 150 feet
Duration: Unlimited
Saving Throw: None

This acts as a simple, mind to mind, speech substitute. Characters without usable voices will find this to be an adequate replacement for normal talking. Range is roughly that of normal speech, except that it isn't affected by background noise. One problem with Telepathic Transmission is that it doesn't work with telephones or other communication devices.

There is no saving throw because Telepathic Transmission is not an attack. At worst, all the psionic can do is "shout" unpleasantly and, even then, the receiver can choose to ignore the message. The psionic can focus the Telepathic Transmission so that only one specific person will receive it, or it can be used to "speak" to several people at the same time. Non-psionics will assume that the Telepathic Transmission is normal speech. **Note:** You can't use this psionic ability to READ anything. It's only good for speaking. A Mind Block will prevent the transmission from being heard. **Cost:** 5 BIO-E.

Telepathy
Range: 150 feet
Duration: Unlimited
Saving Throw: None

A character with Telepathy can "hear" what a person is thinking. This is done by focusing on one person and picking up on his or her surface thoughts. Simultaneous, multiple mind reading is impossible.

The loudest thoughts are those that accompany someone's spoken words. Slightly less noisy are normal surface thoughts. These are the incredibly boring, everyday brain noises generated by most people. "Who-ee, I sure am tired; wish my replacement would come early.", "Boy, I could really go for a cheeseburger right about now!", "That guy is neat looking, but kind of hairy; I wonder how often he has to shave every day?" and "Gosh, my nose itches, is anybody looking at me? Can I scratch without looking like an idiot? Maybe if I just kind of fix my hair I can scratch without anyone noticing."

Secret thoughts can also be picked up by Telepathy. The problem is getting the person to think about a particular thing. Direct questions are sometimes effective, since the Telepath can "hear" the secret "Yes!" that lies underneath the spoken "No!". Another, better, way is to talk about the subject, and listen to the character's mind to find out if his spoken answers agree or disagree.

Blocking telepathy is actually pretty easy. If someone suspects they are being telepathically scanned, they can just *concentrate* on something (like a song or jingle) to drown out their secrets. Roll to save vs psionics only when trying to prevent a telepathic probe; +3 to save (by concentrating on something else). **Cost:** 10 BIO-E.

HUMAN MUTANT
PROSTHETIC PSIONICS

A couple of important limitations of Human Prosthetic Psionics are:
1.) Like other mutant psionics, the character can perform only one psionic ability at a time. In other words, while a character is using Telepathic Transmission he will not be able to use Ectoplasmic Hands.
2.) Available only to physically disabled characters (i.e., those lacking hands, legs/biped or speech).

Ectoplasmic Hands

Range: Normal reach, approximately 3 feet.
Duration: As long as the character concentrates on the hands.
Saving Throw: None

A vaporous, luminous set of hands extends out from the character's arms. These are agile (equal to the character's P.P.) and very sensitive (they have the equivalent of Advanced Touch, with the same skill bonuses). The strength and reach of an Ectoplasmic Hand is exactly like that of a normal hand. Likewise, the size of the hand is proportional to the character's Size Level.

The hands can be struck and damaged in normal combat. If a hand is struck, the psionic feels the pain just as if it were inflicted on flesh. Each hand has 10 S.D.C. and if either hand's S.D.C. is expended, that hand will be temporarily destroyed. Because of the psychic pain, a destroyed Ectoplasmic Hand may not be re-created until 2 to 12 (2D6) days have passed. If one hand is destroyed, the other can be used, summoned and dispelled normally. Healing of S.D.C. points on Ectoplasmic Hands is one point per hour and continues even if the power is not being used.

Bear in mind that the hands vanish when the character is unconscious or ceases to concentrate on them. Also, as with any mutant psionics, the Ectoplasmic Hands must be dispelled before any other psionics are attempted.

Only available to human mutants with Human Hands — NONE or Human Hands — PARTIAL. If the character is lacking other parts of the arm, including wrists, forearms, elbows, or shoulders, then ectoplasmic versions of those will appear as well. **Cost:** 10 BIO-E

Extended Ectoplasmic Hands
Range: Approximately 6ft
Duration: As long as the character concentrates on the hands.
Saving Throw: None

Exactly like the previous Ectoplasmic Hands, with the same weaknesses and disadvantages; however, Extended Ectoplasmic Hands also have the ability to *move through solid objects*.

This means the character can feel around inside closed boxes, reach into lock mechanisms, and trace the circuitry under the surface of a device. For things like picking locks or repairing electronics, the character has a +20% chance of success.

Another advantage of Extended Ectoplasmic Hands is the ability to reach directly through the armor and flesh of another creature. This can be used to heal, giving a +20% to any medical skills. It can also be used to attack the internal organs of an opponent directly, provided that the opponent is close enough (remember that these hands have double the range of normal hands). The Extended Ectoplasmic Hands do damage directly to Hit Points. Each hand does 1D4 points of damage per each psionic attack per melee. Should the victim of the attack go beyond the 6 foot range, he is safe, but hiding behind a door or fence may not be sufficient. The attacking psionic can move the hands through the locked door to "feel" for the character and attack again.

Of course, the character's physical body remains normal, and has no special ability to move through objects. *Only available to human mutants with Human Hands — NONE.* **Cost:** 20 BIO-E.

Psychic Walk
Range: Self
Duration: Special
Saving Throw: None

Actually a limited form of Levitation, this ability restores movement to legless or crippled characters. The character floats in the air and can move at a normal rate of speed, within the limits of the character's Spd. attribute.

At the start, the character will raise about a half inch up. Climbing, or sinking, further requires the character to move up or down an imaginary "stairway." This means the character must make some forward movement for each "step" – although the stairway can be circular. It's an effort for the character to climb up or down, reducing the speed by half. Once a desired level is reached, the character can "walk" straight on that level indefinitely, regardless of how high above the surface it is.

Remember that the character's ability to Dodge, including the bonus based on speed, can only be used while this psychic ability is being used. Psychic Walk cannot be done at the same time as any other psionic ability.

Only available to human mutants with Biped — NONE or Biped — PARTIAL. **Cost:** 10 BIO-E.

HUMAN MUTANT POWERS
(Non-Psionic)

One important difference between Human Mutant Powers and Human Mutant Psionics is that more than one "power" *can* be used simultaneously. For example, if a character had Adhesion, Advanced Touch, and Shadow Meld, it would be possible to climb a wall (using Adhesion), feel for hidden wires (using Advanced Touch), and hide in the shadows (Shadow Meld), all at the same time. Any one mutant psionic ability could also be performed, but only one. The only exception being when absolute concentration is required.

Adhesion

Characters with this power are able to attach any part of their body, usually hands and feet, to any other surface. This means that the character can walk on walls or ceilings, can climb any surface effortlessly and is terrific at catching fly balls.

The only limit to this power is the character's own strength. Attempting to Adhere to something while carrying too heavy a load for the character's P.S. will mean that the character will fall off. Characters need to also worry about things like loose rocks and cracking plaster that may break off. A thick layer of oil or other slippery substance will prevent the character from adhering to the surface. **Cost:** 15 BIO-E.

Advanced Taste

Having Advanced Taste means being able to exactly identify the components in most anything tasted. The presence of unnatural drugs or chemicals in food will be immediately apparent, although identifying the particular drug or chemical depends on the character's skill in pharmaceutical science or chemistry.

Characters with Advanced Taste will tend to be very particular about what they eat or drink. With practice, they can exactly identify the components and source of any food or drink. For example, if a character studies wine, she will eventually be able to identify the type, year, bottling company and vineyard of any wine from a single taste. **Cost:** 5.

Advanced Touch

Gives the character an increased chance (10%) to perform delicate action, like picking locks and sleight of hand. Characters can also recognize very slight differences in texture. **Cost:** 5 BIO-E.

Advanced Vision

Doubles the usual distance and detail of normal human vision. Super sharp, crystal clear vision, like that of an eagle. Although not telescopic, the vision is sharp enough for the character to recognize details up to two miles away, and will spot distant objects (like advancing aircraft) long before other characters. **Cost:** 5 BIO-E.

Create Darkness

A zone of darkness can be created around the character. It extends up to 12ft + 2ft per level away from the character in all directions, or can be as small as desired. The character doesn't even have to be inside the darkness, so long as the edge is within 12ft of the character. When the character goes out of range, the darkness dissipates. The darkness will persist for up to 6 minutes, and at any time can turn it off. Only the mutant character can see *clearly* in the dark area, just as if it were illuminated by a soft light. All others in the area of darkness are totally blinded and have a −8 on combat abilities. (Superbeings who can see in the dark, nightvision or darkness control, will NOT be affected).

NOTE: One drawback of this power is that it is instantly recognizable. Anyone outside of the radius of effect will see a strange black sphere appear when it is used. Of course, at night, or in a shadowy area, there is no problem. **Cost:** 20 BIO-E.

Create Force Field

Based on the character's P.E. (Physical Endurance), a force field can be created. The character can add 10 points of S.D.C. to the force field for every point of P.E. The field is almost completely invisible, a careful observer will notice a slight shimmering. The force field can only be created immediately around the character, extending just beyond the character's clothing.

The only exception is that the character can form the force field around another person or object, so long as the character remains within 2ft of the force field. However, using the force field around someone or something else means it *can not be used around the character*. In other words, the force field can only protect one thing, or one person, at a time.

P.E. points spent on the force field can be recovered when the field is taken down. However, if the field lost S.D.C., the persons P.E. points will regenerate at a rate of 1 per hour.

The field absorbs *all* attacks, from punches to power beams. Damage from crashes and falls are also absorbed by the force field. **Cost:** 30 BIO-E.

Electrical Field

This character can turn into a living dynamo, crackling with electrical energy. Anyone else attempting to attack (or touch!) the character will receive a 1D6 electrical shock. All the character's hand to hand attacks, including any with a conductive weapon (like a metal sword or dagger), will do an automatic additional 1D6 points of damage.

Once every melee round, the character can concentrate some of the energy, equal to 2D6 points of damage, and shoot it out through some part of his body, usually the fingertips. The maximum range of this attack is less than one foot. This attack can be combined with any other hand to hand attack, adding the 2D6 to the normal damage.

While the field is up, the character takes *no* damage from Electrical or Lightning Attacks. If the field is not activated, the character takes normal damage.

Although the character can maintain the field indefinitely (at least while conscious), it's important to remember that the field is very visible. It also affects anything the character touches, usually shorting, or burning out, electrical devices or circuitry. **Cost:** 25 BIO-E.

Energy Resistance

Gives a resistance to *all* energy based attacks. No physical damage is sustained from the first 40 points of energy attacks in a melee round. Energy attacks beyond those first 40 points do only *half* damage. Includes resistance to fire, electricity, lasers and pure energy. The character is completely invulnerable to stun-type weapons. Not effective against radiation damage. **Cost:** 20 BIO-E.

Extraordinary Intelligence Quotient (I.Q.)

Adds a +10 to the character's I.Q. *This is a one time only bonus.*

The increased intelligence could improve a character's I.Q. of 11 to an I.Q. of 21. The I.Q. bonus applies to **all** skills, including secondary. Furthermore, the hero can select one more skill program (any) and four additional secondary skills. **Cost:** 15 BIO-E.

Extraordinary Mental Endurance (M.E.)

Adds a +10 to the character's M.E. *This is a one time only bonus.*

This is especially useful in creating a psionic or a psionic resistant character. A mutant with a M.E. of 12 would become a character with a M.E. of 22 and would then have a +4 to save against all psionics. **Cost:** 10 BIO-E.

Mechanical Manipulation

The character has a natural affinity for machines. This is useful in three ways.

First, the character is a natural fix-it person. Instead of studying Engineering or Mechanics, the character just *senses* what is wrong with machines. This skill allows the character to diagnose and fix any device with 98% reliability!

Second, it's possible to use Mechanical Manipulation to design and build new weapons, vehicles, and devices. The character must have the skills (for example, Automotive Engineering to build a car) necessary in order to design *new* machine or device (52%). Copying another device requires no special effort, so the character can imitate existing machinery easily (98%). Building new machinery always takes time, from a full day to build a canopener, to several weeks for a new car.

Lastly, *all* machinery located within 6 feet of the character will tend to work without malfunctions. In other words, a character with Mechan-

ical Manipulation *never* has a breakdown while riding in a vehicle, never has a gun jam, and never has a device fail to function while he is using it.

There is one other tiny problem with the Mechanical Manipulation ability. The "fixed" machine only works as long as the character stays within 250ft (76.2m) of the device. As soon as the character leaves, there's only a 10% chance that the thing will keep working. So long as the character stays with a machine it will continue to work perfectly. Anything that has been "repaired" more than twice will become completely dependent on the character's mutant power. Without him, it will disintegrate into a pile of rubble. Machines originally designed and constructed by Mechanical Manipulation will also have *no chance of surviving when the character is not within range.*

Incidentally, characters with this ability will be puzzled when their devices fall apart, blaming others for "mistreating" the machine while they were gone. Although Mechanical Manipulators know they have a "special talent," they find it hard to believe that it only works while they're around. **Cost:** 15 BIO-E

Shadow Meld

The character is able to step into the shadows and disappear. Although similar to a Prowl, it is completely effective, preventing anyone from seeing the hidden character. In order for the power to be useful, there must be actual shadows present (although it can also be used with the Create Darkness ability). The Shadow Meld character can still be sensed by sound, smell, or psionics. While using this power the character has limited nightvision, allowing clear sight in the area of shadow or darkness. **Cost:** 20 BIO-E.

HOMINIDON

ORIGINAL ANIMAL CHARACTERISTICS

Description: From the earliest hominids, the family of man has shared certain characteristics. All hominids are fully and flexibly *bipedal*. Exactly why these features evolved is a mystery. Various theories speculate that they came into being because of an efficient turn radius (to make better hunters), or superior heat dissipation (a combination of hairlessness and bipedal stance meant better resistance to the heat of the plains).

All hominids also have useful hands, and baseball pitchers can trace their origins to their earliest ancestors. There are really only three things that changed during the multimillion year evolution of man. First, size ranged from childlike to giant. Second, features of the body, especially the face and throat, changed in favor of better communication, including both speech and facial expressions. Finally, and most importantly, the brain consistently became larger and more complex.

Once the initial technological advancements were achieved, all the animals of Earth had much to fear from the early hominids. Extinction started long before modern times. The progress of migrating mankind through the Americas wiped out virtually every large species and all of their hominid cousins, including most of the great apes.

Variations: In the early years of the evolution of man, there were a number of interesting variations in the hominid line. About the earliest was Australopithecus, a small hominid (3-4 feet tall) that looked a lot like an upright chimpanzee. A little later, around 2.5 million years ago, Robustus appeared, a heavier hominid even bigger than the average modern man. One of the last of the hominids was Erectus; 5ft 6in, with heavy teeth and bone, used fire and hand tools, did plenty of big game hunting, and lived from 1,750,000 to 200,000 years ago.

Note that Homo Sapiens, including Neanderthal (from 100,000-35,000 years ago) and Cro-Magnon Man, are so close to modern humans that their mutations would be considered mutant humans, not mutant hominids.

Size Level: 8
Length: to 5ft 10in
Weight: 50 to 150 pounds
Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 15
Attribute Bonuses:
I.Q.: +3   M.A.: +2
M.E.: +1

HUMAN FEATURES

Hands: Full Automatic
Biped: Full Automatic
Speech: Partial Automatic
      5 BIO-E for Full
Looks: Partial Automatic. Forward thrusting jaw. Low, sloping forehead, with massive bony brow over the eyes. Flat nose. Body is lean and muscular, with much hair covering it.
      5 BIO-E for **Full**. In the case of hominids, Full Human Looks makes them nearly identical to normal humans.
Natural Weapons: None
Powers: None

MUTANT HOMINID PSIONICS

Mutant Hominid psionics do not use Inner Strength Points (I.S.P.). Instead, their psionics works like other mutant animals, and each power can be used an unlimited number of times. The one major limitation is that only one power may be used at a time. In other words, a character with See Aura or Mind Block can't use them together or any other power at the same time. A mutant hominid with ANY psionic power rolls a 10 or higher to save against psionics (plus any M.E. bonus). Characters with no psionics make the normal saving throw, 15 or better, to save against psionics.

Most of the available psionics are identical to the usual animal psionics. However, Mental Assault, Mind Control, Techno Mind and Telepathy will be found in the Mutant Human section of this book. Note that some of the costs in BIO-E Points is different for Mutant Hominids. **Psi-Attacks per Melee:** One; two at fifth level and higher.

Detect Psionics. Cost: 10 BIO-E
Hypnotic Suggestion. Cost: 20 BIO-E
Mental Assault. Cost: 25 BIO-E
Mind Block. Cost: 15 BIO-E
Mind Control. Cost: 30 BIO-E
See Aura. Cost: 10 BIO-E
Techno Mind. Cost: 15 BIO-E
Telepathic Transmission. Cost: 5 BIO-E
Telepathy. Cost: 10 BIO-E

MUTANT HOMINID SPECIAL ABILITIES

Unlike other mutant animals, mutant hominids have simply the potential to develop human traits. Therefore, instead of acquiring powers like armor, claws, digging and advanced senses, the hominids can use their BIO-E Points to increase their humanlike attributes, from I.Q. to Spd.

Extraordinary Intelligence Quotient (I.Q.)

Adds a +10 to the character's I.Q. This is a one time only bonus.

The increased intelligence could improve a character from an I.Q. of 16 to an I.Q. of 26. The I.Q. bonus applies to all skills including secondary.

Cost: 10 BIO-E

SPECIAL NOTE: I.Q. is different from other Hominid Special Abilities which can only be 'bought' once. An unlimited amount of BIO-E Points can be applied to Extraordinary I.Q. In other words, a character with a natural (rolled) I.Q. of 7 could buy Extraordinary I.Q. three times for a cost of 30 BIO-E Points (10 times 3) and end up with an extra 30 points of I.Q., for a total I.Q. of 37.

Extraordinary Mental Affinity (M.A.)

Adds a +10 to the character's M.A. This is a one time only bonus.

If the character already has a M.A. of 21, the character would be boosted to a 41 M.A. At that level, or any higher, there's a 99% chance to invoke trust or intimidation in potential followers.

Cost: 10 BIO-E

Extraordinary Mental Endurance (M.E.)

Adds a +10 to the character's M.E. This is a one time only bonus.

This is especially useful in creating a psionic or psionic resistant character. One with a M.E. of 12 would become a character with a M.E. of 22, and with a +4 to save against all psionics.

Cost: 10 BIO-E

Extraordinary Physical Endurance (P.E.)

Adds a +10 to the character's P.E. and doubles the normal S.D.C. Size Level determines a mutant human's S.D.C. These are one time only bonuses.

Take, for example, a Size Level 11 mutant human with a P.E. of 14. With Extraordinary P.E., the character develops a P.E. of 24 (+13%/+5 to Save) and a S.D.C. of 80, double the usual 40 that comes with Size Level 11. (S.D.C. from physical skills do not get doubled, just added to the character's S.D.C.)   **Cost: 15 BIO-E**

Extraordinary Physical Prowess (P.P.)

Adds a +6 to the character's P.P. and one extra attack per melee round. These are one time only bonuses.

A character starting with a P.P. of 17 and with 2 Attacks per Melee would be changed to a P.P. of 23 (+4 to Strike/Parry) with 3 attacks per Melee Round.   **Cost: 15 BIO-E**

Extraordinary Physical Strength (P.S.)

Adds a +10 to the character's P.S. This is a one time only bonus.

A character starting out with a P.S. of 14 would be transformed into a colossus with a P.S. of 24 who does +9 to damage and can lift 1200 pounds.   **Cost: 10 BIO-E**

Extraordinary Physical Beauty (P.B.)

Adds a +10 to the character's P.B. This is a one time only bonus.

If the character already has a P.B. of 23, the character would be boosted to a 33 P.B. At that level, or any higher, there's a 99% chance to charm or impress.   **Cost: 5 BIO-E**

Extraordinary Speed

Adds a +20 to the character's Speed. This is a one time only bonus.

A character with an initial Spd. of 7 will be upgraded to a Spd. of 27. That gives the character a +4 to Dodge and the ability to run about 20mph.   **Cost: 10 BIO-E**

SKILLS

Old System: Take any eight (8) Collegiate skills, including historical, time travel and cross-dimensional skills, and any four (4) High School skills, and twelve (12) Secondary skills. Character also has any four (4) W.P. (either ancient, black powder, or modern). Also has both Anthropology and Paleontology, both at +15%.

New System (for Revised TMNT & Other Strangeness and Revised Heroes Unlimited): Take any three (3) Time Travel Skill Programs, any one (1) Cross-Dimensional skill, any four (4) additional Skill Programs, nine (9) Secondary skills, and any two (2) W.P. (either ancient, black powder, or modern). And automatically has both Anthropology and Paleontology, both at +15% skill level.

MUTANT DINOSAURS

A Note About Mutant Dinosaurs: Because most dinosaurs are so large, they start off with no BIO-E points. Consequently, the character must trade size points, becoming smaller, to get BIO-E for the purchase of natural weapons, powers, psionics and abilities. See TMNT & Other Strangeness, pg 10, for an example of "Decreasing Size." The usual animal psionics and powers are available for purchase. See TMNT & Other Strangeness, pgs 26-28.

EXPANDED PHYSICAL SIZE CHART

Growth Step	Weight	BIO-E	I.Q.	P.S.	P.E.	Spd	SDC
1	to 1lb	0	−8	−12	−4	+7	5
2	to 5lbs	5	−6	−6	−4	+7	10
3	to 10lbs	10	−4	−3	−1	+3	15
4	to 20lbs	15	−2	−2	−	−	20
5	to 40lbs	20	−	−1	−	−	25
6	to 75lbs	25	−	−	−	−	30
7	to 100lbs	30	−	+1	−	−	30
8	to 150lbs	35	−	+2	−	−	35
9	to 175lbs	40	−	+3	+1	−	35
10	to 200lbs	45	−	+4	+2	−	35
11	to 250lbs	50	−	+5	+3	−1	40
12	to 300lbs	55	−	+6	+4	−2	40
13	to 350lbs	60	−	+7	+5	−3	45
14	to 400lbs	65	−	+8	+6	−4	50
15	to 500lbs	70	−	+9	+7	−5	55
16	to 600lbs	75	−	+10	+8	−6	60
17	to 800lbs	80	−	+11	+9	−7	65
18	to 1,000lbs	85	−	+12	+10	−8	70
19	to 1,500lbs	90	−	+13	+11	−9	75
20	to 2,500lbs	95	−	+14	+12	−10	80
21	to 5,000lbs	100	−2	+15	+13	−12	90
22	to 10,000lbs	105	−4	+16	+14	−15	100
23	to 20,000lbs	110	−6	+17	+15	−20	120
24	to 50,000lbs	115	−8	+18	+16	−25	150
25	to 100,000lbs	120	−10	+19	+17	−30	200

ALLOSAUROID

ORIGINAL ANIMAL CHARACTERISTICS

Description: Allosauroid is typical of the most common dinosaur predators. Equipped with deadly teeth, claws and speed, they are designed to overwhelm their prey by brute strength. And like all-purpose carnivores in the modern world (tigers, bears and weasels) they live most of their lives as solitary hunters. Unlike the Tyrannosaurs,
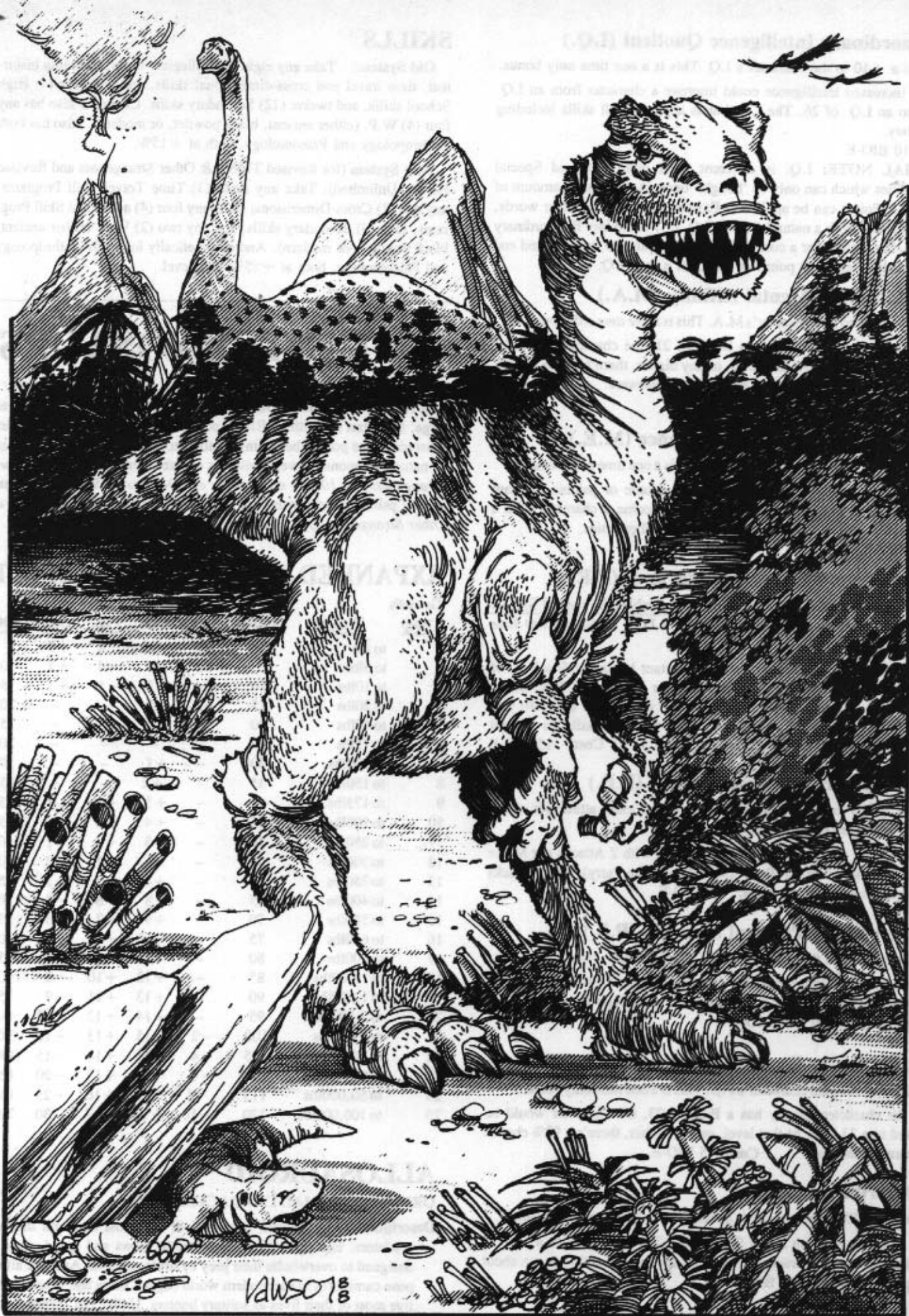
Allosauroid and its relatives have long, useful arms, tipped with deadly claws (but no thumb). Their heads, up to three feet long, were filled with serrated teeth, like steak knives.

Variations: There are numerous relatives of Allosauroid, all part of the Carnosaur family, ranging in Size Levels from 5 to 22. Head ornaments, horns and fins mark some of the Carnosaurs.

Size Level: 20
Length: to 20 feet long with tail (8 feet tall).
Weight: to 2,000 pounds
Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 0
Attribute Bonuses: None

HUMAN FEATURES

Hands: 10 BIO-E for Partial
15 BIO-E for Full

Biped: Full Automatic
Speech: 10 BIO-E for Partial
15 BIO-E for Full

Looks: None. Huge head, fully split by an enormous jaw of pointed teeth. Small eyes protected by bony eyebrow ridge, ears and nostrils merely holes. Long, thick neck, arms mounted in front of the body, and wide hips. Forearms are long and end in strong three-fingered hands. Massive trunk-like legs, large clawed feet, and a thick tail as long as the rest of the body.

10 BIO-E for **Partial.** Oversized, rounded head, with a long, snouted jaw and nostril holes. Narrow upper body, tapering into a large stomach and hips. Muscular arms, legs, hands and feet. Thick tail, as long as the legs.

20 BIO-E for **Full.** Large head with massive jaw and heavy, ridged, eyebrows. Eyes and ears are tiny, with a flat, wide nose. Thick neck, powerful arms, and hands with oversized fingers. Most of the weight is in the belly, with short, thick legs and big feet.

Natural Weapons:
5 BIO-E for 1D8 damage Teeth
5 BIO-E for 1D8 damage Claws

Powers:
5 BIO-E for Advanced Smell
5 BIO-E for Thick Skin; +20 S.D.C.
15 BIO-E for Light Natural Body Armor; A.R.: 7 and S.D.C.: +30
30 BIO-E for Medium Natural Body Armor; A.R.: 10 and S.D.C.: +60

ANKYLOSAUROID

ORIGINAL ANIMAL CHARACTERISTICS

Description: The most heavily armored creature ever to walk the Earth, the Ankylosauroid relied on bony armor plating, bristling horn projections, and a deadly whiptail crowned with a massive weapon of bone. It may be the only creature that ever evolved bone armored *eyelids!* A slow-moving plant eater, the Ankylosauroid could join a herd, but had sufficient protection to live alone, like contemporary porcupines.

Variations: Tarchia, a smaller Ankylosaur, averaged 12 feet long and 1500 pounds (Size Level 19). Ankylosaurus itself, the largest species in the group which bears its name, is Size Level 23 with a length of up to 35 feet.

A similar, but separate, family is the Nodosaurids, animals armored much like Ankylosaurs, but without the distinctive tail club. They also tend to be smaller, starting at Size Level 12 (only 6 feet long), and reaching a maximum of Size Level 22.

Size Level: 21
Length: to 20 feet long (6.1m), including tail
Weight: to 4,000 pounds
Build: Medium
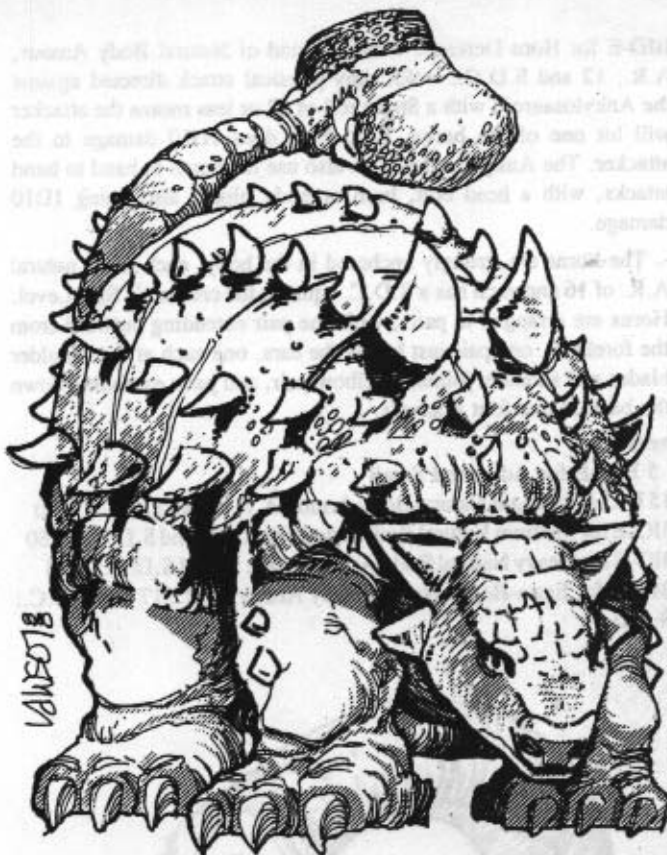
MUTANT CHANGES & COSTS

Total BIO-E: 0
Attribute Bonuses:
P.E.: +7

HUMAN FEATURES

Hands: 10 BIO-E for Partial
20 BIO-E for Full
Biped: 5 BIO-E for Partial
15 BIO-E for Full
Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: None. Triangular, bony head, with tiny eyes on opposite sides and a broad, flat nose. Between the peaks at the outside tips of the forehead and the rounded, beaklike mouth is protruding bone. The body is wide and turtle-like, with massive arms and legs of roughly equal length. The body length tail is thick and powerful, ending in a bony lump.

5 BIO-E for **Partial.** A triangular face featuring lumpy bone projections and widely spaced eyes and nostril holes. Covered in thick skin, the body and limbs are all stout and powerful. Also includes a short, thick tail.

15 BIO-E for **Full.** Wide, flat face covered with pockmarks. The eyes and ears are small, with a wide, flat nose, and a large mouth with low, flat teeth. A wide neck connects to a chunky body. Arms and legs are muscular and large boned.

Natural Weapons:
5 BIO-E for 1D6 Beak
5 BIO-E for Horn Projections on head; butting does 1D8 damage.
5 BIO-E for Bone Forehead; does 1D6 damage in "head butting" attacks, also acts as a natural helmet that protects the head with A.R.: 14 and S.D.C.: +25.
10 BIO-E for 1D8 Mace Tail; also provides an additional attack per melee round, a swipe with the tail's hardened ball of bone.
15 BIO-E for 2D10 Mace Tail, also provides an additional attack per melee round, a swipe with the massive bone weapon at the tip of the tail.

20 BIO-E for Horn Defense. This is a kind of Natural Body Armour, A.R.: 12 and S.D.C.: +45. Any physical attack directed against the Ankylosauroid with a Strike roll of 12 or less means the attacker will hit one of the horns. Each horn does 1D10 damage to the attacker. The Ankylosauroid can also use the horns in hand to hand attacks, with a head butt, bash or body block, also doing 1D10 damage.

The horns are strongly anchored in the body, each has a natural A.R. of 16 and each has a S.D.C. equal to the creature's Size Level. Horns are arranged in pairs, with one pair extending outward from the forehead, one pair just below the ears, one each at the shoulder blades and shoulder joints, an elbow pair, and pairs extending down the back at one foot intervals.

Powers:

5 BIO-E for Advanced Smell

15 BIO-E for Light Natural Body Armor; A.R.: 8 and S.D.C.: +40

30 BIO-E for Medium Natural Body Armor; A.R.: 12 and S.D.C.: +60

45 BIO-E for Heavy Natural Body Armor; A.R.: 15 and S.D.C.: +75

60 BIO-E for Extra-Heavy Natural Body Armor; A.R.: 17 and S.D.C.: +120

BRONTOSAUROID

ORIGINAL ANIMAL CHARACTERISTICS

Description: Eating plants, especially from the tops of trees, the Brontosauroids are herd animals. Contrary to popular belief, Brontosauroid is no more an aquatic creature than the modern elephant. In fact, there is even some speculation that some varieties of the creature may even have had short trunks.

The feet of Brontosauroid are also rather elephant-like, with similarly massive bony toes. However, on each foot there is also at least one hooked claw, certainly used for scratching in the dirt or through thick vegetation. We can also picture Brontosauroid lifting up his foreleg high on a tree, and using the claw as an anchor, hoisting itself into an upright position in order to reach higher, untouched vegetation.

Variations: Our Brontosauroid is one of a large family of dinosaurs known as Sauropods, all giants (the smallest is 20 feet long, Size Level 21). All of them have elephantlike bodies and limbs, long necks and tails, small heads, and (most distinctive) a single hooked claw on each foreleg hand. The most bizarre type is known as Ultrasaurus, a creature with a staggering length of over 100 feet and weighing in at an estimated 260,000 pounds, or 130 *tons!*

Size Level: 25

Length: to 80 feet long (24.4m), including tail

Weight: to 75,000 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 0

Attribute Bonuses: None

HUMAN FEATURES

Hands: 15 BIO-E for Partial

30 BIO-E for Full

Biped: 10 BIO-E for Partial

15 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None. A small head with eyes toward the rear, on the sides. Triangular muzzle with a long jaw. Nostrils are above the eyes at the top of the forehead. Neck as long as the body, and tail as long as the neck and body combined. Thick body with humped back, with trunklike legs and arms. Flat, wide feet and hands.

10 BIO-E for **Partial.** Snouted head with nostrils between widely spaced eyes. Long neck, about one third the body's length, and long tail, the length of the body. Thick arms and legs, and short, thick fingers and toes.

20 BIO-E for **Full.** Small head with overly long neck. Small, widely spaced eyes, with a high nose and wide space between the bottom of the nose and the top of the mouth. Thick body with powerful arms and legs, and oversized hands and feet.

Natural Weapons:

5 BIO-E for 1D8 Hand Claw. Each thumb is fitted with a large protruding claw useful in hand to hand attacks.

5 BIO-E for 1D10 Whip Tail. Use as an extra Hand to Hand attack per melee round. The tail is as long as the character's body, with the tip strung out into a thin, whip shape.

Powers:

5 BIO-E for Thick Skin; +20 S.D.C.

10 BIO-E for Light Natural Body Armor; A.R.: 6 and S.D.C.: +30

20 BIO-E for Medium Natural Body Armor; A.R.: 9 and S.D.C.: +60

DROMAEOSAUROID

ORIGINAL ANIMAL CHARACTERISTICS

Description: This dinosaur looks like a miniature allosaurus and was the equivalent of wolves and other modern pack hunters. Small, relative to their prey, they relied on team tactics, speed, and strength of numbers to bring down their meat. Good two-legged runners, using a gait similar to the modern ostrich, they kept their primary killing weapon, the toe mounted "terrible claw," folded up and away from the ground until ready to strike.

Variations: Dromaeosauroid is only one of a number of similar dinosaurs, all identified by their hooked killing claw. They are mostly social animals, hunting in packs like wolves. Although all the animals in a pack would be the same size, the size ranges from the biggest, Deinonychus (Size Level 11, up to 11 feet tall and to 250 pounds), to as small as Size Level 6.

Size Level: 8
Length: to 8 feet long with tail, 4 feet tall upright
Weight: to 150 pounds
Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 35

Attribute Bonuses:
  I.Q.: +2
  M.A.: +1
  P.P.: +2
  Spd.: +2

HUMAN FEATURES

Hands: None, three clawed hand
    5 BIO-E for Partial, two fingers and a thumb
    10 BIO-E for Full, two fingers and an opposing thumb
Biped: Full Automatic
Speech: 5 BIO-E for Partial
    10 BIO-E for Full
Looks: None. Large head with large, long jaw. Upper body is slim, with narrow arms and shoulders. The lower body is thicker, with wide hips and widely spread legs. Long, thin arms and long powerful legs. Long, stiff tail, the length of the body.

    5 BIO-E for **Partial.** Rounded face with small eyes and flat nose. Skinny upper body and arms compared with thick lower body and strong looking legs. Short, straight tail about as long as an arm.

    10 BIO-E for **Full.** Widely spaced eyes, with flat face and flat nose. Long neck, narrow shoulders and wide hips. Long fingers and toes, all strong with heavy nails.

Natural Weapons:
    5 BIO-E for 1D10 Teeth
    5 BIO-E for 1D8 Hand Claws
    10 BIO-E for 2D6 Hand Claws
    10 BIO-E for a *Scythe Claw* that inflicts 2D10 damage. This is a special claw, mounted on the second toe, usually folded back away from the ground, but capable of doing full damage during kicks.

Powers:
    5 BIO-E for Advanced Smell
    5 BIO-E for Leaping Ability that doubles the maximum Jump or Leap of the character.
    5 BIO-E for Stiffened Tail. The character's tail, slightly longer than body length, is muscular at the base and rigid on the end. By levering the tail, the character can turn or twist with lightning speed. Allows ability to perform rapid turns while running. +6 to Dodge *while running,* and in hand to hand combat allows +1 to Strike, +1 to Parry and +4 to Dodge.
    10 BIO-E for Heightened Speed. This is an increase in running speed that lets the character run at up to 30 mph for extended periods, and in bursts of speed up to 45 mph (limited by P.E.).

DUCKOID

ORIGINAL ANIMAL CHARACTERISTICS

Description: One of a large variety of duckbilled dinosaurs or *Hadrosaurids.* The duck bill probably evolved to fulfill the same purpose as duck bills found on ducks and the duckbilled Platypus: to more easily eat aquatic food. Their most unusual feature is the hornlike projection on the tops of their heads, used as mating displays and as echo chambers for their deep snorts and roars.

Herd animals, Duckoids formed nesting groups to tend their eggs and, once hatched, to look after their young. As a defensive mechanism when threatened by predators, they could move out into the water, or into deep mud.

Variations: Although there are some differences in size among the varieties of Hadrosaurids (from Size Level 18 to 23), the main way

to tell them apart is by examining their head crests. Some, like Corythosaurus, have rounded fins, others have bony spikes or tubes, and some have smooth skulls.

Size Level: 21
Length: to 35 feet, including tail
Weight: to 5,000 pounds
Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 0

Attribute Bonuses:
  M.A.: +1

HUMAN FEATURES

Hands: 10 BIO-E for Partial
    20 BIO-E for Full
Biped: Full Automatic
Speech: 5 BIO-E for Partial. At this level the Duckoid still sounds like a talking foghorn. It will be impossible for the character to speak quietly, but, on the brighter side, a yell from the character will carry for a mile or more.

    15 BIO-E for Full. Although the voice will be deep and resonant, it's close enough to pass for human normal. On the other hand, the character will often be mistaken for a radio announcer.

Looks: None. Large head with ducklike bill and a long crest extending backwards. The eyes are small and widely spaced, with ears and nostrils being no more than holes. Long neck, narrow shoulders and short, undersized arms. The lower body is more massive, including torso, hips, legs, and a tail that is as long as the rest of the body.

    10 BIO-E for **Partial.** Long face with ducklike bill and nostril holes. Arms are undersized, with puny shoulders on a massive body. Legs and feet are powerful, with most of the weight centered on the ball of the foot. Thick tail, as long as the head.

    20 BIO-E for **Full.** From the tip of the nose, up to the top of the high forehead, the character's face is a smooth curve. Large nose and eyes, with small ears. Delicate arms and hands contrasting with large legs and feet.

Natural Weapons: None

Powers:

    5 BIO-E for Advanced Hearing

    5 BIO-E for Hold Breath

    10 BIO-E for Light Natural Body Armor; A.R.: 6 and S.D.C.: +20

HYPSILOPHOID

ORIGINAL ANIMAL CHARACTERISTICS

Description: A relatively small, for dinosaurs anyway, grazing animal. These man-sized bipeds (which slightly resemble an allosaurous) relied on speed for defense; not hopping like kangaroos, but with full scale running using the balls of their feet and using their long tails for balance and as a lever when turning.

Variations: Among the Hypsilophodontids there are quite a variety of different species. Some are even smaller than Hypsilophoid, as little as Size Level 4. On the other hand, the giant Tenontosaurus, with only Partial Bipedal, goes up to Size Level 20.

Size Level: 9

Length: to 7 feet long with tail (the tail being about 5 feet long)

Weight: to 175 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 30

Attribute Bonuses:

    Spd.: +6

HUMAN FEATURES

Hands: 5 BIO-E for Partial

    10 BIO-E for Full

Biped: Full Automatic

Speech: 5 BIO-E for Partial

    10 BIO-E for Full

Looks: None. Narrow, birdlike head with a beaklike mouth, large eyes on the sides, and holes for ears and nostrils. Overall, the body is slim, with large hips, and a long tail that is fully the length of the rest of the body. Short, powerful arms, and strong, well proportioned legs.

    5 BIO-E for **Partial.** Triangular head with sharp, pointed snout and hard mouth. Eyes inset under bone ridges. Long, flexible neck, merging with a body that gradually flares out to a rounded belly and wide hips. Muscular arms and legs. Thick tail, as long as the legs.

    10 BIO-E for **Full.** Bony facial features and a narrow face. Somewhat elongated neck, athletic body, and proportional arms and legs.

Natural Weapons:

    5 BIO-E for 1D4 Beak

    5 BIO-E for 1D4 Claws

    5 BIO-E for 1D8 Foot Claws, can be used in Kick Attacks.

Powers:

    5 BIO-E for Advanced Hearing

    5 BIO-E for Stiffened Tail. The character's tail, slightly longer than body length, is muscular at the base and rigid on the end. By levering the tail, the character can turn or twist with lightning speed. Allows ability to perform rapid turns while running. +6 to Dodge while running, and in hand to hand combat allows +1 to Strike, +1 to Parry and +4 to Dodge.

    10 BIO-E for Heightened Speed. This is an increase in running speed that lets the character run at up to 30 mph for extended periods, and in bursts of speed up to 45 mph (limited by P.E.).

    15 BIO-E for Light Natural Body Armor; A.R.: 8 and S.D.C.: +20

PACHYCEPHALOID

ORIGINAL ANIMAL CHARACTERISTICS

Description: Although totally different in appearance, the upright Pachycephaloid has a lot in common with modern deer, sheep and antelope. All these animals live in herds, eat plants, and have strength contests for herd dominance among the males. And, also like modern grazing animals, their appearance has been modified by their head butting habits. Pachycephaloid developed a specialized, bone thickened, *armored skull*. The modifications don't stop there; they have changes throughout their entire skeletons allowing for resistance to the massive impact of two dinosaurs running at each other full tilt.

Variations: Smaller versions of the Pachycephalosaurs are common, usually in the Size Levels from 8 to 16. All have the thick skull and bipedal stance in common.

Size Level: 17

Length: to 16 feet tall (4.8m), to 26 feet long (7.9m) with tail

Weight: to 800 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 0

Attribute Bonuses:

    P.S.: +1   P.E.: +3   Spd.: +1

HUMAN FEATURES

Hands: 5 BIO-E for Partial

    10 BIO-E for Full

Biped: Full Automatic

Speech: 5 BIO-E for Partial

    10 BIO-E for Full

Looks: None. Most unusual is the top of the skull, a high, pebbled, rocky dome, looking like a barren hilltop. Around the widest parts of the skull, where you'd see a ring of fringe on a mostly bald man, there are small, lumpy spurs of bone, including a scattering of tiny, useless horns on the top of the snout. The eyes peek out from under the overhanging bone, and are pushed off to the sides of the face. The mouth is small, with nose holes above, and has a toothy overbite. Typical of bipedal dinosaurs, the upper body, shoulders and arms are slim, with powerful hindquarters, legs and tail (as long as the body). Feet and hands are both splayed outward and tipped with rugged claws.

    10 BIO-E for **Partial.** Head is topped with a layer of bone and ringed with a band of bone that forms a large eyebrow, and continues to circle the head. Nose is rough and bumpy, over a wide mouth. Arms and legs are powerful, with a thick, rounded body. Short, thick tail, about the length of the legs.

    15 BIO-E for **Full.** Bald, with bumpy lumps on the face where freckles might be, behind the ears, and at the base of the skull. Eyes are widely spaced, with a wide nose and downturned mouth. Upper body is undeveloped, especially compared to the powerful hips and legs. Oversized, wide feet.

Natural Weapons:

    5 BIO-E for 1D6 Claws

    5 BIO-E for Bone Thickened Skull on head; butting does 1D6 damage.

    10 BIO-E for Ram Designed Skeleton. From the thick protrusion of bone on the top of the skull, all the way down through the spinal bones, to the tip of the tail, the character is designed as a living battering ram. In ram position the head is held down and the tail up, so that the entire top of the body is parallel to the ground. In the heat of combat the ram does 3D6 damage to any target successfully hit. Combining the ram attack with a running start does even more damage. It takes a full melee round, but it does 6D6 damage, and is +8 to roll with punch, fall, or impact. Character must have a full-sized tail, as long as the body length, along with the other skeletal changes.

Powers:
    5 BIO-E for Advanced Smell
    15 BIO-E for Light Natural Body Armor; A.R.: 6 and S.D.C.: + 20

Lawson

PTERASOID

ORIGINAL ANIMAL CHARACTERISTICS

Description: Flying dinosaur adapted to efficient flight. Wingspan is
    roughly three times the length of the creature. A meat eater, Pterasoid
    would be satisfied with catching fish, small animals, and feasting
    on carrion. Contrary to popular belief, Pterasoid is a good runner,
    and is perfectly capable of taking off into flight from a standing start.

Variations: A huge variety of flying dinosaurs dominate the skies,
    some as small as sparrows (Size Level 1), and one, Pterodactyloid,
    as large as Size Level 10, with a 40 foot wingspan.

Size Level: 5
Length: to 25 foot wingspan
Weight: to 40 pounds
Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 55

Attribute Bonuses: None

HUMAN FEATURES

Hands: 5 BIO-E for Partial
    10 BIO-E for Full
    20 BIO-E for Extra Limbs with Full Hands
Biped: Full Automatic
Speech: 5 BIO-E for Partial
    10 BIO-E for Full
Looks: None. Head is extremely long and narrow, from a long beak,
    back to the narrow skull, ending in a lengthy head crest. Long neck
    and compact body. Arms (or wings) and legs are skinny and tipped
    with small hands and feet.

    5 BIO-E for **Partial.** Long, narrow head, with pointed beak and
    pointed head crest. Flexible neck and short, compact body.

    10 BIO-E for **Full.** Pointed chin, nose and ears, all on a narrow,
    thin head. Short body, with small arms and legs, with fairly small
    hands and feet.

Natural Weapons:
    5 BIO-E for 1D8 Teeth

Powers:
    5 BIO-E for Advanced Vision
    10 BIO-E for Glide

STEGOSAUROID

ORIGINAL ANIMAL CHARACTERISTICS

Description: Evolved to deal with harsh environments, and extremes
    of heat and cold, the Stegosauroid is also capable of defending
    against large predators. Although often mistaken for defensive
    spines, the plates along the back of the creature are actually sophis-
    ticated heat exchangers, honeycombed with passages for the flow
    of blood. On the other hand, the heavily spiked tail is an effective
    deterrent to most predators. Stegosauroid, much like the modern
    porcupine, is a slow-moving and solitary herbivore.

Variations: Different types of Stegosaurids are found worldwide,
    throughout the Jurassic and Cretaceous periods. Many are smaller
    than Stegosauroid, ranging down to Size Level 11 (eight feet long).

Size Level: 22
Length: to 20 feet long (6.1m), with tail
Weight: to 6,000 pounds
Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 0

Attribute Bonuses: None

HUMAN FEATURES

Hands: 10 BIO-E for Partial
    15 BIO-E for Full
Biped: 5 BIO-E for Partial
    15 BIO-E for Full
Speech: 5 BIO-E for Partial
    10 BIO-E for Full

Looks: None. Tiny, pointed head tapering directly into the neck,
    which in turn tapers into a massive body. The elephantine body is
    supported by trunklike arms and legs. The hands and feet are tipped

with hooflike toes. Thick, lumpy tail is about half the length of the body.

10 BIO-E for **Partial.** Narrow head that tapers into the jaw. Small eyes, nose and ears, all flat against the head. Massive body, with heavy arms and legs. Humpbacked, with short, thick tail.

20 BIO-E for **Full.** Narrow, long face, with flat eyes, nose and ears. Thick neck, narrow shoulders and stout lower body. Heavily muscled arms and legs.

Natural Weapons:
5 BIO-E for 1D4 Beak

10 BIO-E for 1D8 Tail Spike; also provides an additional attack per melee round, a swipe with the single tail spike.

15 BIO-E for 3D6 Spiked Tail; also provides an additional attack per melee round, a swipe with the four long spikes mounted on the tail.

Powers:
5 BIO-E for Advanced Smell

5 BIO-E for Advanced Hearing

10 BIO-E for Temperature Control Plates. These large plates stick upright on the back, five pairs, evenly spaced. Extremes of climate, both hot and cold, are easily dealt with using this evolutionary "heat pump." In hot weather the plates are used to disperse heat. And in cold weather, so long as at least a few hours of daylight are available, the plates can be used to collect heat.

15 BIO-E for Light Natural Body Armor; A.R.: 9 and S.D.C.: +30

30 BIO-E for Medium Natural Body Armor; A.R.: 12 and S.D.C.: +45

45 BIO-E for Heavy Natural Body Armor; A.R.: 14 and S.D.C.: +60

SAURINOID

ORIGINAL ANIMAL CHARACTERISTICS

Description: Among all the dinosaurs, this creature comes closest to man. Not so much in looks as in function. Relative to the other dinosaurs, it had a large brain, although the best modern equivalent might be the brain of a baboon. Like baboons, Saurinoids are omnivorous herd animals that easily take advantage of vegetation or meat, depending on availability.

A lean, fast dinosaur, the Saurinoid also had flexible fingers, advanced eyes (up to three inches in diameter), and a large brain. Otherwise, it's similar to *Dromaeosauroid*, with excellent running and turning abilities.

Size Level: 9
Length: to 7 feet long (with tail)
Weight: to 175 pounds
Build: Medium

MUTANT CHANGES & COSTS
Total BIO-E: 25
Attribute Bonuses:

I.Q.: +2	
M.E.: +1	P.P.: +2
M.A.: +1	Spd.: +2

HUMAN FEATURES
Hands: Partial Automatic, with two clawed fingers and a thumb.
5 BIO-E for Full, with two fingers and an opposing thumb.
Biped: Full Automatic
Speech: 5 BIO-E for Partial
10 BIO-E for Full
Looks: **None.** Flattened, narrow head, with large eyes toward the back, and nostrils in front. Jaw is large and flexible. Long, skinny neck almost as long as the body. Firm body, tapering from a narrow collar down to a round, wide pelvis. Arms and legs are long and

muscular, as is the body length tail. Hands and feet have long fingers and toes tipped with large claws.

5 BIO-E for **Partial.** Triangular head, large eyes, and long snout. Long, flexible neck as long as the head. Rounded body, with strong arms and legs. Tail as long as the legs.

10 BIO-E for **Full.** Large eyes dominate a face with flat, broad features. Neck is long and thin, body is thick and round. Muscular arms and legs, with long, articulate fingers and toes.

Natural Weapons:
5 BIO-E for 1D6 Hand Claws
5 BIO-E for 1D8 Foot Claws
10 BIO-E for a Scythe Claw that does 2D6 damage. This is a special claw, mounted on the second toe, usually folded back, away from the ground, but capable of doing full damage during kicks.

Powers:
5 BIO-E for Advanced Smell
5 BIO-E for Advanced Hearing
5 BIO-E for Nightvision
5 BIO-E for Stiffened Tail. The character's tail, slightly longer than body length, is muscular at the base and rigid on the end. By levering the tail, the character can turn or twist with lightning speed. Allows ability to perform rapid turns while running. +4 to dodge while running, and in hand to hand combat allows +1 to Strike, +1 to Parry and +2 to Dodge.

10 BIO-E for Heightened Speed. This is an increase in running speed that lets the character run at up to 30 mph for extended periods, and in bursts of speed up to 45 mph (limited by P.E.).

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TRICERATOPS

ORIGINAL ANIMAL CHARACTERISTICS

Description: A massive creature, larger than any contemporary military tank, the closest modern equivalent is the rhino. All four legs are thick and powerful, each with shortened feet and with hooflike claws. The tail is long enough to drag on the ground behind the animal.

Most impressive is the head, as armored as any biological entity ever recorded. Starting with the mouth, we find a massive hooked beak, useful for ripping into plants, digging out roots or fighting in close quarters. Three huge horns are next; one over the nose, and the other two coming out of the eyebrow ridges. Finally, there is the armored skull itself; made of thick bone, it extends all the way from the tip of the nose, back over the eyes, and then flares out into a full neck covering.

All Ceratopids are social animals, spending time grazing in herds, and grouping together for mutual protection of the young. Not designed for speed, Triceratops was an aggressive defender against carnivores, preferring to give battle rather than flee.

Variations: Although the giant Triceratops was the largest of the Ceratopids, there were plenty of smaller kin. Protoceratops, a mere Size Level 7, was a sheep-sized version with the distinctive beak, thick skin and armored neck frill. Long frilled Ceratopids, with neck armor extending all the way back the rear legs, were generally Size Level 21 or 22. And Centrosaurus, nearer to Size Level 20, relied on a single oversized nose horn.

Size Level: 23
Length: to 35 feet (10.7m)
Weight: to 15,000 pounds   **Build:** Short

MUTANT CHANGES & COSTS

Total BIO-E: 0
Attribute Bonuses:

    M.A.: +2   P.S.: +2   P.E.: +4

HUMAN FEATURES		Biped:	10 BIO-E for Partial
Hands:	10 BIO-E for Partial		20 BIO-E for Full
	20 BIO-E for Full	**Speech:**	5 BIO-E for Partial
			10 BIO-E for Full

Looks: None. Enormous thick-skulled head, with skull bone extending over the shoulder. Thick, pebbly skin. Massive body, with trunklike limbs and short, stubby hands and feet. Thick tail about half as long as the body.

10 BIO-E for **Partial.** Massively bony features, with tiny eyes inset under protruding brows, and with bony nose and mouth. Thick, powerful body, with short arms and legs. Thick tail.

15 BIO-E for **Full.** Thick, loose skin. Slightly snouted face, with a pronounced overbite. Short, thick arms and legs, with pudgy hands and feet.

Natural Weapons:

5 BIO-E for 1D8 Hooked Beak

5 BIO-E for 1D6 Nose Horn

10 BIO-E for 1D10 Forehead Horns

15 BIO-E for Horn Projections and Neck Shield; butting does 3D6 damage. Also acts as a natural helmet that protects the head with A.R.: 17 and S.D.C.: +45.

Powers:

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Smell

15 BIO-E for Light Natural Body Armor; A.R.: 7 and S.D.C.: +40

30 BIO-E for Medium Natural Body Armor; A.R.: 10 and S.D.C.: +60

45 BIO-E for Heavy Natural Body Armor; A.R.: 12 and S.D.C.: +75

60 BIO-E for Extra Heavy Body Armor; A.R.: 14 and S.D.C.: +120

TYRANNOSOID (TYRANNOSAURUS REX)

ORIGINAL ANIMAL CHARACTERISTICS

Description: The dominant feature of the Tyrannosoid is the head, with a skull that can exceed six feet in length, and a jaw big enough to entirely enclose a full-sized human. All the other features, the tiny eyes, nose and ear holes, seem almost an afterthought compared to the mouth filled with daggerlike teeth. The creature walks on its hind legs, balanced by a tail as long as the body. These powerful hind legs allow for a running speed of up to 25 miles per hour. Everything about Tyrannosoid, including neck and body, is thick and muscular. Everything except the forearms. Tipped with a small two-clawed hand, the arms are ridiculously tiny compared to the rest of the body.

Probably the greatest meat eater ever to live on land. The Tyrannosoid's head and neck are designed for combat, able to take tremendous shocks, and shake down prey even larger than itself.

Variations: Some close relatives of the Tyrannosoid were similar in shape and lifestyle, but smaller. Most also had the massive jaws and tiny forearms, varying in Size Levels from 20 to 22.

Size Level: 23
Length: to 50 feet (up to 20 feet tall)
Weight: to 15,000 pounds
Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 0
Attribute Bonuses:

    P.S.: +4   P.P.: +2   P.E.: +1

HUMAN FEATURES

Hands: 10 BIO-E for Partial, two-fingered, Hands.
    20 BIO-E for Full Hands, with two fingers and an opposing thumb.

Biped: Full Automatic

Speech: 10 BIO-E for Partial
20 BIO-E for Full

Looks: None. Enormous head with long, gaping jaw. Small, inset eyes protected by an eyebrow of bony ridges. Ears and nose are just holes. Long, thick neck as long as the head. Short arms, ending in tiny hands, are mounted in front of the body. Lower body is large, rounded and thick, held up by trunklike legs and balanced by a long (body length), powerful tail. Feet have three clawed toes, splayed outward.

10 BIO-E for **Partial.** Large, rounded head, with a long, snouted jaw and nostril holes. Narrow upper body that tapers into a large stomach and hips. Undersized arms, muscular legs and feet. Thick tail, as long as the legs.

25 BIO-E for **Full.** Long, forward pointing head, with a projecting chin. Eyes and ears are tiny, with a flat, wide nose. Thick neck ending in narrow shoulders. Very short arms, with tiny, delicate looking hands. Most of the weight is in the belly, with short, thick legs and big feet.

Natural Weapons:
5 BIO-E for 1D10 Teeth
10 BIO-E for 2D10 Teeth

Powers:
5 BIO-E for Advanced Smell
15 BIO-E for Light Natural Body Armor; A.R.: 6 and S.D.C.: +30
30 BIO-E for Medium Natural Body Armor; A.R.: 8 and S.D.C.: +60
45 BIOE for Heavy Natural Body Armor; A.R.: 10 and S.D.C.: +90

PREHISTORIC MAMMALS

ARGENTADON

ORIGINAL ANIMAL CHARACTERISTICS
Description: The biggest flying bird ever. Argentadon looked like a huge vulture and lived by hunting.
Size Level: 11
Length: Wingspan of up to 25 feet (7.6m)
Weight: to 245 pounds
Build: Medium

MUTANT CHANGES & COSTS
Total BIO-E: 25
Attribute Bonuses: P.S.: +3
HUMAN FEATURES
Hands: 5 BIO-E for Partial
10 BIO-E for Full
20 BIO-E for Extra Limbs with Full Human Hands
Biped: Full Automatic
Speech: 5 BIO-E for Partial
10 BIO-E for Full
Looks: None. Vulturelike head with beak and crooked neck. Large body with powerful legs and splayed feet.
5 BIO-E for **Partial.** Prominent hunchback face with beak, crooked neck, feathers and birdlike legs and feet.
10 BIOE for **Full.** Head with big hooked nose, and large round eyes. Long neck, bent forward, with huge shoulders. Thick body with lean legs.
Natural Weapons:
5 BIO-E for 1D6 Beak
5 BIO-E for 1D8 Talons
Powers:
10 BIO-E for Glide
20 BIO-E for Flight

DIATRYMON

ORIGINAL ANIMAL CHARACTERISTICS
Description: A hunting ground bird, Diatrymon, sometimes called the "terror crane." Used running speed to pursue prey, and powerful claws and beak to kill.
Variations: Relatives include the modern *ostrich and emu*. Another related predator was Phorusrhacos longissimus, somewhat smaller (Size Level 8) and with an eaglelike beak. Extinct vegetarians icousins nclude giants like Aepyornis maximus, a Size Level 18 browsing bird, and Dinornis geganteus, the tallest known bird, with a height of up to 12 feet.
Size Level: 10
Height: to 7 feet tall (2.1m)
Weight: to 200 pounds
Build: Medium

MUTANT CHANGES & COSTS
Total BIO-E: 25
Attribute Bonuses:
P.S.: +1
P.P.: +2
Spd.: +3
HUMAN FEATURES
Hands: 5 BIO-E for Partial
10 BIO-E for Full
Biped: Full Automatic
Speech: 5 BIO-E for Partial
10 BIO-E for Full
Looks: None. Eyes on the side of the head, large parrotlike beak with nostril holes. Feathered body is squat and muscular, with long, bare legs ending in large feet.
5 BIO-E for **Partial.** Bony face with widely spaced eyes and a sharp, beaklike, hooked mouth. Long legs and large feet.
10 BIO-E for **Full.** Rounded eyes, hooked, pointed nose, and hard mouth. Long, stringy hair. Long, athletic legs, with oversized feet.
Natural Weapons:
5 BIO-E for 1D6 Beak
5 BIO-E for 1D8 Talons
Powers: 15 BIO-E for Heightened Speed. An increase in running speed to 35 mph for extended periods. Bursts of up to 45 mph are possible, but limited by the character's P.E. This power also gives +1 to Strike and +2 to Damage for each 15 mph of speed.

GLYPTODON

ORIGINAL ANIMAL CHARACTERISTICS
Description: Like an enormous *mammalian* turtle, the Glyptodon lumbered through the Cenozoic. A high-topped, rounded shell, edged with serrated bone, is the main protection. The head is also crowned with a "cap" or helmet of bone. As a final protection, the muscular tail comes ringed with bone and is capable of being swung as a weapon.
Size Level: 19
Length: to 10 feet long
Weight: to 1400 pounds
Build: Short

MUTANT CHANGES & COSTS
Total BIO-E: 0
Attribute Bonuses:
P.E.: +3
HUMAN FEATURES
Hands: 5 BIO-E for Partial
10 BIO-E for Full

Biped: 5 BIO-E for Partial
10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: **None.** Wide head topped with bony outcropping, with pointed ears at side, and with large, jawed muzzle. Wide body with rounded back, short, stubby arms and legs. Hands and feet have stubby fingers and toes with hooflike nails. Massive tail as long as the legs.

10 BIO-E for **Partial.** Wide, turtlelike head, with large cheeks and jaws. Wide body with short arms and legs. Thick, stubby tail.

15 BIO-E for **Full.** Short, round head, with protruding forehead and wide features. Round body with short limbs, and stubby, thick nailed fingers and toes.

Natural Weapons:

5 BIO-E for Horn Projection on head; butting does 1D6 damage.
10 BIO-E for a Tail that's ringed with bony protrusions and does 1D10 damage. Provides an additional attack per melee round, a swipe with the tail.

Powers:

5 BIO-E for Advanced Smell
10 BIO-E for Light Natural Body Armor; A.R.: 6 and S.D.C.: +25
20 BIO-E for Medium Natural Body Armor; A.R.: 8 and S.D.C.: +50
30 BIO-E for Heavy Natural Body Armor; A.R.: 12 and S.D.C.: +75
40 BIO-E for Extra Heavy Body Armor; A.R.: 14 and S.D.C.: +100

HYAENODON

ORIGINAL ANIMAL CHARACTERISTICS

Description: The biggest hunting mammal ever, and a relative to the modern *hyena*. They hunted in packs, preferring the night's darkness. One of the greatest threats to early hominid. Not fast enough to chase down the running grazers, they relied on strength and numbers to take down slower creatures, including more massive animals and certain primates.

Size Level: 19
Length: to 12ft (3.6m)
Weight: to 1400 pounds
Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 0

Attribute Bonuses:
M.A.: +1
P.S.: +2
P.E.: +2
Spd.: +1

HUMAN FEATURES

Hands: 5 BIO-E for Partial
10 BIO-E for Full

Biped: 10 BIO-E for Partial
15 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: **None.** Head dominated by mobile, rounded ears on the top of the head. Muzzle topped with a large nose, and filled with large teeth. Neck tapers outward from the head, thickening to meet the shoulder, and is at least as long as the forearms. Body also tapers, from its largest at the neck, down to the narrow hips. Thick, short tail.

10 BIO-E for **Partial.** Devilish looking face, with slanted eyes, short muzzle and large ears. Thick neck connected to humped back and deep chest. Arms somewhat longer than legs.

15 BIO-E for **Full.** Head large, with large nose, eyes and ears. Massively muscled neck, with clump of muscle where the neck meets the back. Very broad shoulders, narrow hips, with well-proportioned arms and somewhat shortened legs.

Natural Weapons: **Powers:**
5 BIO-E for 1D6 Claws   5 BIO-E for Advanced Smell
5 BIO-E for 1D10 Teeth   5 BIO-E for Advanced Hearing
10 BIO-E for 2D10 Teeth   5 BIO-E for added Speed; +5

MASTODON and WOOLY MAMMOTH

ORIGINAL ANIMAL CHARACTERISTICS

Description: All elephants are part of a family called Proboscidea, a name that describes their long snouts. Modern elephants are largely tropical, but Mastodons and Mammoths are more northern creatures, comfortable in pine forests and Nearctic conditions.

Variations: Elephantlike creatures have an amazing diversity, ranging from pig-sized miniatures to giants big enough to dwarf modern elephants, to the shaggy, cold-weather models. Other alternate models had lower jaws or lips that extended all the way down the trunk, forming a huge shovel-like mouth with teeth or tusks at the bottom.

Size Level: 22
Height: to 13 feet tall (3.9m)
Weight: to 10,000 pounds
Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 0

Attribute Bonuses:
P.S.: +1
P.E.: +2

HUMAN FEATURES

Hands: 10 BIO-E for Partial
15 BIO-E for Full

Biped: 10 BIO-E for Partial
15 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: None. Huge head with massive hump at top of the skull. Small eyes, but huge, floppy nose and ears. Massive body with humped back. Arms and legs look like tree trunks. Short, fat, stubby hands and feet with peglike nails. Skinny tail.

10 BIO-E for **Partial.** Huge head with a nose that hangs below the chin, and ears that droop down. Shaggy fur covering the entire body. Powerful body and limbs.

20 BIO-E for **Full.** Large head with massive bone ridges above the eyebrows. Large, protruding nose and ears. Shaggy black, brown or reddish hair. Thick body and powerfully muscled arms and legs.

Natural Weapons:
10 BIO-E for 2D6 Tusks

Powers:
5 BIO-E for Advanced Hearing

10 BIO-E for Prehensile Trunk with the ability of a Partial Human Hand. This trunk will be long enough to touch the ground without the character bending over.

5 BIOE for Thick Skin; +20 S.D.C.

5 BIO-E for Thick, Matted Fur; +15 S.D.C. and resistant to damage from cold.

MEGATHERION (GIANT SLOTH)

ORIGINAL ANIMAL CHARACTERISTICS

Description: Like its modern cousins, the Giant Sloth is a slow-moving creature. Depending on its size to intimidate predators, it feeds exclusively on leaves and fruit. Exterminated by man, some Megatherions survived until four hundred years ago.

Size Level: 20
Length: to 20 feet, with tail
Weight: to 2,500 pounds   **Build:** Medium

MUTANT CHANGES & COSTS
Total BIO-E: 0
Attribute Bonuses:
P.S.: +2
P.E.: +4

HUMAN FEATURES
Hands: 10 BIO-E for Partial
15 BIO-E for Full

Biped: 5 BIO-E for Partial
10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: None. Long, rounded head ending in a thick snout and thick-lipped mouth. Long, thick neck, and long, rounded body covered with thick fur. Long arms, legs and tail, with hooked claws for pulling or climbing on tree branches.

10 BIO-E for **Partial.** Oversized head, with a long, wide forehead extending down to the tip of the nose. Rounded shoulders and a round, heavily muscled body. Long arms extending below the knees, with long, thick fingers and fingernails. Short, thick tail, and legs shorter than the arms.

15 BIO-E for **Full.** Face is sort of bottom heavy, with a massive chin and jaw. Somewhat sloping forehead, and ears that stick out. Sloped shoulders and slightly humped back. Arms are longer than normal, with large hands and feet.

Natural Weapons:
5 BIO-E for 1D6 Claws (Climbing)

Powers:
5 BIO-E for Advanced Smell
5 BIO-E for Heavy, Matted Fur; adds +15 to S.D.C.

PARACERATHERION

ORIGINAL ANIMAL CHARACTERISTICS

Description: Picture a long-legged, hornless rhino, tall enough to peer into a second floor window. A grazing animal that intimidated predators by size alone.

Size Level: 23
Height: to 18 feet tall at shoulder
Weight: to 18,000 pounds
Build: Long

MUTANT CHANGES & COSTS
Total BIO-E: 0
Attribute Bonuses: None

HUMAN FEATURES
Hands: 5 BIO-E for Partial
15 BIO-E for Full

Biped: 10 BIO-E for Partial
20 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: None. Huge head with massive jaws and muzzle, tiny eyes and large ears. Long, massive body with thick, trunklike legs. Hands and feet have short fingers tipped with peglike nails.

5 BIO-E for **Partial.** Strong, long muzzle, with pointed, overhanging upper lip. Ears on top of head. Massive body with thick skin laid on in big plates. Thick arms and legs.

20 BIOE for **Full.** Very large jaw, with protruding, pointed nose, and small eyes. Powerful body with thick arms and legs.

Natural Weapons:
10 BIO-E for 1D10 Tusks. Like buckteeth, at the end of a protruding upper jaw, these hooked teeth could be used for digging up roots or as a wicked weapon.

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Powers:
5 BIO-E for Advanced Smell
5 BIO-E for Advanced Hearing
15 BIO-E for Light Natural Body Armor; A.R.: 7 and S.D.C.: +30
30 BIO-E for Medium Natural Body Armor; A.R.: 10 and S.D.C.: +60
45 BIO-E for Heavy Natural Body Armor; A.R.: 12 and S.D.C.: +90
60 BIO-E for Extra Heavy Body Armor; A.R.: 14 and S.D.C.: +120

SMILODON (SABER TOOTH TIGER)

ORIGINAL ANIMAL CHARACTERISTICS

Description: One of the dominant predators, easily recognized by their huge, protruding, curved canine teeth. Modern felines use jaw muscles to snap the neck of their prey, or just crush the windpipe. Smilodon uses its teeth more like a slashing weapon, either plunging teeth into something vital, or just cutting open blood vessels.

It's interesting that an almost identical, but completely unrelated, Saber Tooth lived in the Americas. Called Thylacosmilus, it had the same kind of teeth but was a marsupial.

Size Level: 14
Length: to 7 feet long
Weight: to 400 pounds
Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 15
Attribute Bonuses:
P.S.: +4
P.E.: +2

HUMAN FEATURES

Hands: 5 BIO-E for Partial
10 BIO-E for Full
Biped: 5 BIO-E for Partial
10 BIO-E for Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full
Looks: **None.** Wide head with massive muzzle, broad nose and pointed ears. Thick fur covering powerful body, with humped shoulders. Long, furry tail.

5 BIO-E for **Partial.** Muzzled face, with protruding upper teeth. Thick fur, short, furry tail, and powerful limbs.

10 BIO-E for **Full.** Flat nose, buckteeth, pointed ears and large eyes. Lean, muscular build, with oversized shoulders. Large hands and feet.

Natural Weapons:

10 BIO-E for 1D10 Retractable Claws
5 BIO-E for 1D8 Teeth
10 BIO-E for 3D6 Slashing Saber Teeth

Powers:

5 BIO-E for Advanced Smell
5 BIO-E for Nightvision

THYLODON

ORIGINAL ANIMAL CHARACTERISTICS

Description: A marsupial predator from the Pliocene and Pleistocene. Related to Australian carnivores like the Native Cat and the Tasmanian Devil. One of the most specialized carnivores ever, its special bolt-cutter teeth and jaws are the all time champion destructive weapons in a living animal.

Size Level: 13
Length: to 6 feet long
Weight: to 350 pounds
Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 15
Attribute Bonuses:
P.S.: +3
P.P.: +3

HUMAN FEATURES

Hands: 5 BIO-E for Partial
10 BIO-E for Full
Biped: 5 BIO-E for Partial
10 BIO-E for Full
Speech: 5 BIO-E for Partial
10 BIO-E for Full
Looks: **None.** Heavy-jawed, muzzled head, with large eyes and a thick neck. Sloping body, with the front end taller than the rear. Bristly fur covering a body bulging with muscles.

5 BIO-E for **Partial.** Large head with a wide muzzle. Body far thicker at shoulders than hips. Muscular body, limbs, hands and feet.

10 BIO-E for **Full.** Built like a world champion weight lifter or body builder, with oversize shoulders and narrow hips. Large head dominated by wide teeth and nose.

Natural Weapons:

5 BIO-E for 1D6 Claws
5 BIO-E for 1D8 Teeth
10 BIO-E for 2D6 Slashing Tusk
15 BIO-E for 4D6 "Bolt Cutter" Shearing Cheek Teeth. A special set of large teeth, one upper and one lower, located only on one side of the mouth. Because of the placement in the jaw, an attack with these teeth is only possible once per melee round. The teeth can also be used to slice through objects made of wood, bone, metal or plastic, including wire, rope, and bars.

25 BIO-E for full set of Thylodon teeth, including both the Slashing Tusk and Shearing Teeth previously described.

Powers:

5 BIO-E for Advanced Smell

NEW SKILLS FOR TRANS-DIMENSIONAL TMNT

HISTORICAL SKILL LIST

Antiquarian
Flint Working
History, 20th Century
History, 19th Century
History, 18th Century
History, 17th Century
History, Renaissance
History, Medieval
History, Roman
History, Ancient Civilizations
Horse: Riding
Horse: Teamster/Wagoner
Horse: Blacksmith
Language: Classical Greek
Language: Latin
Language: Norman French
Language: Portuguese
Language: Spanish
Paleontology
W.P. Black Powder Grenades
W.P. Black Powder (General)
W.P. Arquebus and Matchlock
W.P. Wheellock Rifle or Pistol
W.P. Flintlock Rifle or Pistol
W.P. Percussion Cap Rifle (Muzzle-Loader)
W.P. Cap and Ball Pistol (Revolver)

HISTORICAL SKILL DESCRIPTIONS

All the history skills are useful for surviving in different time periods. Each specific history skill provides the character with information on the habits, practices, politics and lifestyles of a particular time period. For example, *History, 19th Century* will make it easier for a character to get along, and understand what's going on, during the American Civil War.

Antiquarian. Knowledge of historical and ancient artifacts, including the ability to accurately appraise valuables. Includes a basic understanding of precious stones and metals. **Base Skill:** 40% + 5% per level of experience.

Flint Working. The ability to chip flint and obsidian into useful tools. The character can recognize useful rocks and knows how to locate flint and obsidian in the wild. Actually making useful tools, like blades, needles, and arrowheads, is incredibly difficult. Even experts will waste a lot of stone before creating exactly what they want. **Base Skill:** 15% + 4% per level of experience.

History, 20th Century. From 1901 to 2000 A.D. Characters who visit the modern world from another time, or another dimension, will be confused and bewildered without this skill. Anyone brought up in the 20th Century will automatically know how to get around in the world, but unless they have this skill, they won't necessarily know anything about the big picture of society and politics. **Base Skill:** 50% + 5% per level of experience.

History, 19th Century. From 1801 to 1900 A.D. The mature and developed colonial empires are at their height, and with the defeat of Napoleon, Britain becomes the foremost world power. Also covers the birth of the industrial age, when steam engines and massive political movements move millions around the world. Military and weapons technology advances from the flintlock, through the percussion cap, and on to the prototypes for all modern gunpowder weapons. **Base Skill:** 60% + 5% per level of experience.

History, 18th Century. From 1701 to 1800 A.D. Although America breaks off from Britain to form the United States, virtually every other colonial tactic is successful. The English and French colonial empires continue to grow, while the Spanish and Portuguese gradually fade into feeble and incompetent dominions. Age of Flintlock Guns. **Base Skill:** 50% + 5% per level of experience.

History, 17th Century. From 1601 to 1700 A.D. The major feature of the 17th Century is the establishment of the first true worldwide empires. Both Spain and Portugal establish global networks of trade and colonization, while England, Holland and France try to fill in the gaps. Age of Matchlock Guns. **Base Skill:** 60% + 5% per level of experience.

History, Renaissance. From 1350 A.D. to the beginning of the Seventeenth Century (1600 A.D.). After the monotony of the Middle Ages, the following historical period saw dramatic changes in every field of human arts and technology. Age of early Gunpowder Guns. **Base Skill:** 50% + 5% per level of experience.

History, Medieval. From roughly 476 A.D. until about 1350 A.D. The age of feudal society, where armored knights, nobles and kings dominated the world by force of personality and arms. Also covers the Gothic Conquests, the Byzantine Empire, and the rise of Muslim Civilization. **Base Skill:** 40% + 5% per level of experience.

History, Roman. Rome, and the Roman system of government of laws, played an important role in world affairs for almost 2,000 years. The character will learn about Rome from its start as a City-State, around 500 B.C., through the sacking of Rome in 455 A.D., and continuing through the Byzantine, Eastern Roman Empire, that lasted until 1453 A.D. Also includes some knowledge of classical Greek and Etruscan history. **Base Skill:** 40% + 5% per level of experience.

History, Ancient Civilizations. Includes a study of Mesopotamian, Sumerian, Babylonian, Egyptian, Phoenician, Greek and Persian civilizations. In other words, all *known* history, from the earliest records (about 3500 B.C.) until about 200 B.C. Unfortunately, much is unknown about this period. **Base Skill:** 30% + 5% per level of experience.

Horse: Riding. You could almost call this skill "Pilot Horse." The character learns the basics of riding, care and feeding of horses. Also includes the ability to fight on horseback, with a bonus of +1 to Strike and Parry at fourth and ninth levels. Bonuses: +1 to Damage at second level, and +2 to damage when attacking from a mount at third and eighth levels. +3 to Damage when attacking with Charge (using either cavalry saber or lance).

Horse: Teamster/Wagoner. Hitching and driving teams of horses is an entirely separate from horse riding. Includes the care and feeding of Horses and Mules. **Base Skill:** 50% + 5% per level of experience.

Horse: Blacksmith. Use of a forge and ironworking tools, plus the ability to work with animals. Characters with this skill can make and repair horseshoes and a variety of other small iron tools and appliances. Aside from general usefulness, a skilled blacksmith can earn a good living just about anywhere and any time throughout recorded history. **NOTE:** Blacksmith requires a minimum P.S. of 10. And a minimum Size Level of 8 is recommended. **Base Skill:** 40% + 4% per level of experience.

Language: Classical Greek. One of the most valuable of all historical languages. Once limited to a fairly small region, Alexander's great conquests spread Greek through much of the world. Highly educated people were expected to speak, read and write Greek until the early Twentieth Century. **Base Skill:** 50% + 5% per level of experience.

Language: Latin. The rough language of the Roman soldiers and merchants became the common language of trade all over Europe, Africa and through much of Asia. Later, with the growth of the Church of Rome, Latin became the common language of priests and learned people all over the world. Note that educated people living at the height of the Roman Empire preferred to speak Greek. **Base Skill:** 55% + 5% per level of experience.

Language: Norman French. Useful in Western Europe from about 800 A.D. to 1200 A.D. After the Norman Conquest in 1066 A.D., it became the nobles' language in England. Eventually, it evolved into modern French, the language of culture until the Late Twentieth Century. **Base Skill:** 55% + 5% per level of experience.

Language: Portuguese. The main explorers of the Fifteenth Century were Portuguese, and they spread their language throughout the known world. Along with the Spanish, the Portuguese maintained the major colonial empires after the discovery of America. Their language is common in South America, Southeast Asia, and along the coast of Africa. **Base Skill:** 55% + 5% per level of experience.

Language: Spanish. Spain, and the royal family of Spain, dominated Europe, and most of the rest of the world, from the time of the discovery of America in 1492 A.D., until the defeat of the Spanish Armada. Most educated people and diplomats would be expected to speak Spanish until the Eighteenth Century. **Base Skill:** 55% + 5% per level of experience.

Paleontology. Study of prehistoric life through the examination of ancient bones and fossils. A successful roll means the character can identify the species and time period of any prehistoric animals, including dinosaurs. Character also has an immediate chance of identifying the time period of any particular prehistoric era simply by observing local vegetation. **Base Skill:** 40% + 5% per level of experience.

TIME TRAVEL SKILL PROGRAMS

Time Traveller Skill Program

This skill program is usually tailored to one particular time period and region. The five skills will reflect that particular period. This program may be selected repeatedly in order to include other time periods.

Regional Language and Dialect
History of that period.
W.P. Black Powder
Two (2) Ancient W.P.

Ancient Language Skill Program

With these four languages the character should be able to find someone to speak with, any time from 1500 B.C. to the Present, and most places where *Western Civilization* has reached.

Classical Greek Language (+5%)
Latin Language (+10%)
Norman French
Spanish Language

Historical Studies Skill Program

Choose any four (4) History Skills.

Technical Skill Program

Choose any three (3) technical skills. All *Temporal* and *Cross-Dimensional skills* are considered technical, so they can be selected as part or all of the three technical skills available when getting this program.

TIME TRAVEL AND DIMENSIONAL SKILLS

Included are all the necessary skills for driving, fighting, repairing and navigating temporal and dimensional mechanisms. All the skills listed here are New!, and have not appeared in any previous **Heroes Unlimited** or **TMNT** game books. For a description of the last skill, *Trans-Dimensional Physics,* see the section on "Changing Time."

NEW SKILLS ALPHABETICAL LIST

Temporal Navigation/Time Detection Equipment
Temporal Physics
Time Machine Mechanics
Pilot Time Machine
Trans-Dimensional Physics
Cross-Dimensional Physics
Cross-Dimensional Piloting and Navigation
Cross-Dimensional Trans-Location Hopper Mechanics

TEMPORAL MANIPULATION SKILLS

Temporal Physics. This is the theoretical physics that explains all the wierd things about time travel, including the Coils, Twists and Cycles. Characters or research teams who are investigating time travel for the first time *must* have a Temporal Physicist to explain the theory, and to predict settings needed to reach any new Twists or Cycles. Characters with this skill are also able to evaluate improvements in time travel devices, and can design totally new kinds of temporal manipulation machines. **Restrictions:** Characters must have a Minimum Required I.Q. of 21 to learn Temporal Physics. **Base Skill:** 20% + 5% per level of experience.

Temporal Navigation/Time Detection Equipment. Character knows how to read and evaluate the information from temporal detection equipment. Includes a knowledge of the *Absolute Referent Device (ARD) and Quantum Differential Device (Q-Dump)* sensors.

From anywhere in the time stream, the character can accurately read the instruments to pinpoint an exact temporal location. Has enough training to attempt to diagnose and repair malfunctions in these devices, using the base skill. **Base Skill:** 40% + 5% per level of experience.

Time Machine Mechanics. This skill is required for assembling and repairing any kind of time travel devices. +5% for Installing new Time Device in Vehicle. +25% in Adjusting Wiring, Grid, Generator and Battery of any Time Machine. Penalty of −20% for any rush job. **Base Skill:** 30% + 5% per level of experience.

Pilot Time Machine. The character knows how to manipulate the controls for the Temporal Field Projection Grid, and when the Temporal Resistance Battery is ready for discharge. Although many time machines are sufficiently automated to do without a Pilot, without a Pilot there is no way to *manually* bring a time machine back after an accident or malfunction. +20% Skill in Evaluating/Identifying a Strange Time Period. +10% chance of Figuring Out and Operating an Unfamiliar Time Machine. **Base Skill:** 40% + 5% per level of experience.

CROSS-DIMENSIONAL SKILLS

Cross-Dimensional Physics. Figuring out the weird multidimensional equations involved in cross-dimensional theory requires a character of pure genius. **Restrictions:** Characters must have a Minimum Required I.Q. of 26, *and* both Basic and Advanced Math to learn Cross-Dimensional Physics. Characters with an I.Q. of 21-25 can also take this skill, but are −25%. **Base Skill:** 25% + 5% per level of experience.

Cross-Dimensional Trans-Location Device Mechanics. Involves building and repairing the machines that can cross dimensional barriers into alternate universes of reality. There is a +25% bonus for installing Cross-Dimensional devices in new vehicles, as well as modifying the wiring and structure in the vehicle. A penalty of −25% is exacted for any rush jobs involving Hoppers. **Base Skill:** 40% + 5% per level of experience.

Cross-Dimensional Piloting and Navigation. Includes knowledge of theory and operation of the various cross-dimensional location and signalling devices. +20% for Setting a course to a known, previously visited dimension. +10% for setting a course to any dimension emitting a locator beacon signal. **Base Skill:** 25% + 5% per level of experience

TIME AND TIME AGAIN

"There are, in fact, many higher dimensions. One of these higher dimensions is time, another higher dimension is the direction in which space is curved, and still another higher dimension may lead toward some utterly different universes existing parallel to our own."

Rudy Rucker, The Fourth Dimension

Time is tricky in a role-playing game. After all, we're already doing strange things to time. Like skimming over a couple weeks of inactivity in a few seconds of playing time. Or taking an hour to play through an intense combat that might have taken less than a minute in real life.

Time travel can make all this even more convoluted. That is, if the Game Master isn't careful. Be sure to read the following rules carefully before running any time travel scenarios in your campaign.

TEMPORAL ENERGY (T.E.)

First, picture time as a flow of Temporal Energy (T.E.). Like water through a hose, temporal energy flows through time.

Temporal Energy is a massive force sweeping everything forward, as relentlessly as gravity, at a steady 60 seconds per minute. Temporal Energy is what makes time move forward, and generates the entropy which allows things to change.

Things are also filled with Temporal Energy. Every atom of every carnation, candy bar, Cadillac and character is filled with Temporal

Energy. Usually this Temporal Energy can be completely ignored. So long as an item stays in its own place in the time stream, the Temporal Energy just keeps the object from disintegrating under the pressure of the time stream.

Compare two items from different time periods and you'll find that they have different amounts of Temporal Energy. Stuff existing earlier, nearer the beginning of the universe, has more T.E. than later stuff. For example, a 200 pound dinosaur from 100 million years ago has a lot more T.E. than a 200 pound animal in the Twentieth Century.

You see, the flow of T.E. actually gets weaker as it moves into the future. Initially, in the early universe, right after the Big Bang, the T.E. flow was at its maximum. Gradually, although the speed doesn't change (it remains a steady 60 seconds per minute), the force of the T.E. flow gets weaker.

And so the T.E. in physical objects also gets weaker. In a practical sense, **T.E. has the following effects on physical objects:**

1. Mechanical Objects moved *backward* in time will tend to erode. Items with smooth surfaces will corrode, and sharp points, edges and blades will become dull and jagged, and metal alloys will weaken and become more breakable (losing some S.D.C.). Machines with moving parts, engines, and electronic devices are even more fragile and will tend to simply stop working as their parts lose precision.

2. Mechanical Objects moved forward from their original time will just tend to get stronger and more durable. Usually this is not noticeable and does not affect the functioning of the item. However, certain very sophisticated devices, especially advanced computers or items with built-in microprocessors, may show some unusual properties.

3. For relatively short hop, of a million years or less, the effects of T.E. distortion won't show up for at least a week. After that, roll for each item at the end of each week. There is a base chance of 5% per malfunctions. Plus another +1% for every 100,000 years of movement into the *past*. For example, a clock radio transported 400,000 years into the past will be okay for seven days, and then it will have a 9% (1% times 4, plus the base 5%) chance of malfunctioning every week. Remember that base 5% holds even during short hops of 100 years or so.

4. Longer range time travel, over a million years or more, will reveal more resuly in T.E. distortion. The base chance of malfunction is 10%, with an additional 1% for every 5 million years of change. Objects will be safe for 24 hours, and then will have to save every day. So an automobile engine in 85 million B.C. will work fine the first day, but, after that, will require a roll under 27% on percentile daily.

5. Really distant time travel, 250 million or more years puts an even greater T.E. strain on objects. Saving throws will have to be made *hourly*, with a possibility of breakdown immediately upon arrival. Base chance for malfunction is 50% with +2% for every additional 500 million years. In other words, a toaster oven placed 7 billion years in the past will have a 78% (there are two 500 millions in every billion, so the result is 28% for 7 billion, plus the base 50%) chance of not working.

Living creatures, with the ability to change according to their circumstances, can more easily withstand the strain from changes in time. Still, if you move a creature a million years or more from its natural temporal era, you will get the following changes:

1. Moving an animal or character *forward* in time will give them an excess of T.E. The result is a bit of random mutation, like a boost of BIO-E Points. Generally, this only affects and increases Size Levels and attributes like I.Q., M.E., and P.S. Immature living things, whether in the womb, in eggs, or as younglings, can't Save against the Change, and will tend to undergo more severe mutations, similar to those used when creating player characters.

2. Moving an animal or character *backward* in time will give them a shortage of T.E. A slow *devolution* then starts to take place,

gradually sapping them of BIO-E Points. The first things affected are the mental attributes, I.Q., M.E. and M.A. Then psionic abilities will start to disappear. Finally, the character's Size Level and physical attributes will decay. Immature living things can't Save against the Change, and will tend to grow up smaller and deformed when removed to a *past* time.

3. So long as the time changes are less than 500 million years, the changes caused by T.E. will be fairly slow and steady. Life forms will resist the change for the first 3D6 days. Then every day the character will have to **Save versus Change,** rolling 50% or better on percentile, with P.E. bonus added. **Every time the Save fails,** the character will take 5 BIOE Points of change. Stabilization, when the character's T.E. is adjusted to the new time, takes about one week for every 20 million years of time travel. For example, travelling back to 65 million years in the past, characters won't stop changing for three weeks.

4. Moving really far away from the character's original time, 500 million years or greater, means changes will start happening within hours. From 500 million to 2 billion years, characters will then be stable for 1D6 hours and will start to change *hourly*. From 2 billion to 6 billion years of change, characters will be stable for only 3D6 minutes after arrival, and then changes will have to be resisted every *half hour*. Beyond 6 billion years means resisting changes every *fifteen minutes*, starting immediately upon arrival. Note that stabilization will still take one week for every 20 million years of time displacement.

5. Returning a character back to his or her original temporal era will reverse the changes caused by the T.E. distortion. Complete recovery generally takes 2D6 days. Note that immature characters affected by T.E. mutation adapt completely to their new time period, and returning them to their original time will not return them to their original form. And will in fact cause the character to mutate as if it were from that other time (the usual T.E. distortion).

TEMPORAL FREEZE

Imagine pumping enough energy into a device to counteract the flow of temporal energy. In other words, moving *backwards* at exactly 60 seconds per minute.

The backward push would balance out the regular time stream, so the area affected would be standing still, no longer moving along the pipeline of time. Like a motionless bubble in a tube of flowing water. We call that condition a *Temporal Freeze.*

In this pocket of time the character could continue to move, work and age normally while the rest of the surrounding universe is frozen. Need an extra hour to cram for that Math test? Or a couple of days so you can make the deadline for a term paper? Just enter a Temporal Freeze and you can take as much time as you like.

However, the character had better be properly protected, because sitting still in a temporal freeze is like being an ice cube under a stream of boiling water. All the temporal energy continues to pound through the time stream, constantly assailing the character. Unprotected, any character would be aged into a lump of decayed flesh in seconds. Protected, so long as you've got enough air, you can stay in the field as long as you like. Inside the field, time will *seem* normal. Clocks will continue to tick, bodies will continue to age, ice will melt, and hot drinks will cool down normally.

Motionless in the time stream, characters will be confined to the small area affected by the Temporal Freeze. Moving around outside the field is impossible because the rest of the universe is effectively stopped. Nothing, including air, can be moved anywhere outside the field.

One last practical consideration about the Temporal Freeze. Let's say your character is in immediate danger, i.e., about to be shot with a nasty looking pistol. Assuming that you're very lucky, you might

just manage to flip on your field after the gun fires, but before the bullet hits you. Now, there you are, inside your field, looking at the business end of the bullet as it sits suspended in midair. How can you save yourself? First off, you can't move the bullet, not without including it in your field. Second, you can't walk away from the bullet, because you're stuck inside your Temporal Freeze field. Inside the field about all you can do is hope that the field is large enough for you to avoid the path of the bullet.

The size of the Temporal Freeze zone is determined by how it was created. Using a Temporal Freeze spell means the spell caster decides on the size, and it will either be ten feet in diameter (giving the character plenty of room to dodge a bullet) or just the self (which means the character can't move at all. The size of a Temporal Freeze created by some kind of temporal manipulation device will be determined by the operator.

When the Temporal Freeze field is removed, the bullet will continue on its path. Remember, from the bullet's point of view, it continued smoothly on its way. You just moved very quickly. And, actually, it never really stopped.

PUSHING THE TIME STREAM: TIME TRAVEL THE HARD WAY

Another way of using the time stream is by pumping Temporal Energy into some kind of temporal transportation device. Adding T.E. to make it move *faster* than 60 seconds per minute into the future, or subtracting enough T.E. to make the device move *backwards* in time.

The problem with these methods is that they are incredibly expensive in terms of energy expenditure. Each second added, or subtracted, to a minute takes about 10,000 watts.

Here's another example. In **Beyond the Supernatural™**, the "Time Slip" spell lets a character push just *seven seconds* into the future. And that costs 15 Potential Psychic Energy Points, about what it would take to teleport 50 pounds across five miles, or to call down three powerful (6D6 + 6 damage) lightning bolts.

Moving up or down the time stream also takes time. Actual travel time experienced by whoever is inside the device. And it also means taking along enough air, water and food for the voyage.

For example, imagine pushing the T.E. up to 6000 seconds per minute, one hundred times the usual rate. At that speed it would take 1 day just to travel 100 days into the future, and 2 years just to travel 200 years into the future. Either of these trips would also require vast amounts of energy.

Moving backward is even more difficult, since it involves moving against the force of the time stream. In fact, it's been estimated that it would take the entire energy output of a nuclear reactor just to push backwards by a rate of 30 seconds per minute.

Not surprisingly, this kind of time travel is almost never used.

JUMPING THE TIME STREAM: TIME TRAVEL THE EASY WAY

Let's build up the following as a mental picture of time.

First, think of time as some kind of tube. All of us are inside the tube, swept along by time flowing through the tube. Now the first way of travelling through time is by moving through the tube at a different rate. If we move faster than the flow of time, then we're going into the future. If we move against the flow of time, then we're going into the past. In either case, you've got to use a lot of energy to counter the regular flow of time.

Fortunately, there's an easier way.

Go back to the tube analogy. Think of the time stream as being like some kind of garden hose.

Now imagine that this hose is coiled up, with each coil laying on top of the next. Like a large, neatly stacked, coiled up garden hose. And that's just the way time works. Coiled up in twists and cycles, just like a coiled-up garden hose.

Each *twist* of time is about 125 years. So travelling 125 years forward or back in time can be really easy. Instead of pushing against, or going ahead of the time stream, all you've got to do is break through the walls from one twist to the next.

We call our own twist, our own time in 1988 A.D., *Twist Null*. All the twists forward, into the future, are numbered: Twist 1 for 2113 A.D., Twist 2 for 2238 A.D., and Twist 7 for 2963 A.D. Backward twists, leading to the past, are lettered: Twist A for 1863 A.D., Twist B for 1738 A.D., and Twist G for 1113 A.D.

In normal time travel, in order to get from one Twist to another, you've got to pass through all the Twists in between the two. So to get from Twist D to Twist F, you've got to go through Twist E first.

There's only one problem with time Twists. They're too short of a hop. After all, you'd have to jump across 100 Twists just to go 12,500 years into the past. And trying to get back to see a dinosaur would take over half a million jumps.

Fortunately, time coils up in more ways than just Twists.

Let's go back to our mental picture of the coiled up garden hose. Imagine that our tall pile of coils is actually a long spring. Doesn't that sort of look like a bigger, more complicated tube? What if we coil up this mega-tube, making coils out of the springlike tube? Well, once again we've got a structure like a coiled up hose.

These mega-twists are what we call Cycles. Our own time, we call Cycle *Prime*. The Cycles back in the past, like the Twists into the past, are labelled alphabetically. So Cycle A is actually 13,262 B.C.

Once you break out into a new cycle, you can start jumping the Twists again. So, for example, you could break into Cycle A, in 13,262 B.C. and then move forward a Twist, 126 years, to Twist A1 in 13,388 B.C. Backwards from Cycle A, you could jump to Twist AA 13,136 B.C., and then to Twist AB, another 126 years back, to 13,010 B.C.

Notice that the Twists in Cycle A are a little longer. Instead of 125 years, they've been lengthened to 126 years. Wonder why?

Remember the time stream powered by the push of Temporal Energy? You may recall that T.E. gradually gets weaker as it moves from the beginning of time toward the future. Well, the stronger the T.E., the straighter the tube and the less it twists around. So, near the beginning of time, the time stream is almost perfectly straight. Gradually, as the T.E. lessens, the Twists become tighter and tighter, shorter and shorter.

This change in the size of the Twists also means that the Cycles are not regular. Check out the "Cycles of Time" Table for the specific dates and Twist sizes for each Cycle of the past.

Another difference between Twists and Cycles is that any of the Cycles can be reached with a single jump. For example, it takes the same amount of energy to punch through to Cycle 'C' as to Cycle 'D', ten times farther in the past, or to Cycle 'G', ten times farther than that. With Twists, you have to jump first to A, then to B, and you can't get to G without another five jumps.
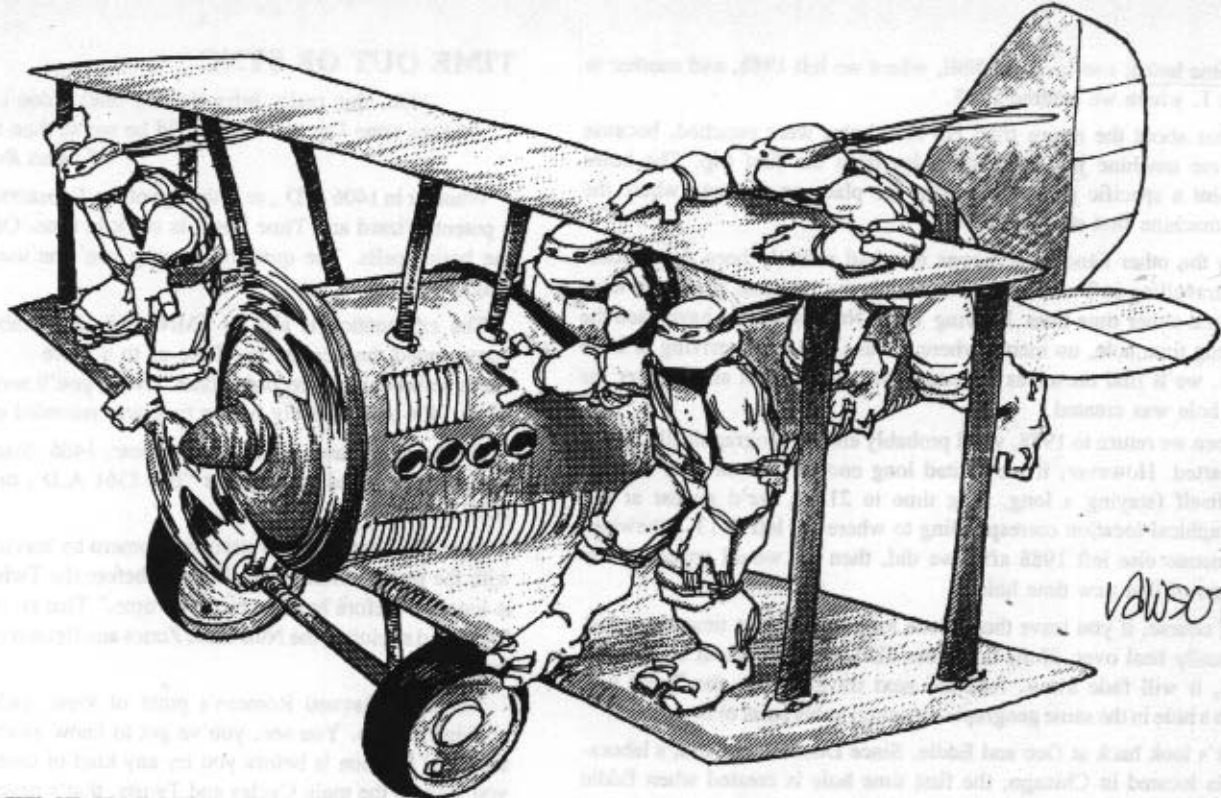
CYCLES OF TIME TABLE

CYCLE	TIME PERIOD/DATE	LENGTH OF LOCAL TWISTS
'Prime'	1988 A.D.	125 Year Twists
'A'	13,262 B.C.	126 Year Twists
'B'	350,000 B.C.	132 Year Twists
'C'	2,800,000 B.C.	151 Year Twists
'D'	27 million Years Ago	218 Year Twists
'E'	66 million Years Ago	305 Year Twists
'F'	189 million Years Ago	590 Year Twists
'G'	265 million Years Ago	867 Year Twists
'H'	480 million Years Ago	1309 Year Twists
'I'	2.3 Billion Years Ago	8800 Year Twists
'J'	4.7 Billion Years Ago	48,000 Year Twists
'K'	14 Billion Years Ago	2 million Year Twists
'L'	Impossible to Measure	No Twists Possible

SYNCHRONISITY AND THE RULES OF TIME TRAVEL

All time travel methods maintain the *synchronisity* of the time travellers. In layman's terms, that means that anyone travelling back in time, spending an hour in the past, and returning, will end up back in the present an hour after the first departure.

Why?

Well, think back to the idea of the time stream flowing through a tube. It doesn't matter which section of tube you are in, because you are always pushed along at a steady 60 seconds per minute. When you jump across a Twist or Cycle, it's like moving from one lane to the next on a highway where everyone is going sixty miles per hour. Then you don't stop or back up, you continue moving forward, even while changing lanes.

This means that if you follow another time traveller, you'll never arrive in another time before him.

TIME PURSUIT: AN EXAMPLE

Here's how it works.

We start with two characters, Doc Hamerstandt, inventor of a time machine, and his evil assistant Eddie. Both wear wristwatches and

neither one of them have figured out how to reset the time (Hey, building a time machine is easy compared to Hong Kong watch instructions!). At the start of the day, both characters' watches read 8:00 A.M.

Eddie, realizing that Doc will be missing from the lab for a few hours, decides to steal the time machine. Starting from 1988, Eddie can either go back in time to 1863 A.D., or into the future world of 2113 A.D. Eddie decides to go back to 1863. Five hours later, the inventor of the time machine, Doc Hamerstandt, discovers that his machine is missing. By that time, Eddie has spent five hours in 1863. They check their watches, and each watch reads 1:00 P.M., lunch time. Eddie finds it peculiar that it seems to be late in the evening here in 1863, but his stomach tells him the watch is right, it's time for lunch.

Meanwhile, back in the present, Doc Hamerstandt is working on his backup time machine, and in just 8 hours it'll be ready for travel. That gives Eddie a total lead of 13 hours.

Unfortunately, while the good Doc was working on the other time machine, Eddie got in trouble back in 1863. Seeing the easiest way out was another jump, Eddie decides to visit 1748.

When Doc arrives in 1863, he checks his watch. Sure enough, it's now 9:00 P.M. Eddie, now in the early dawn of 1748, also checks his watch, which also reads 9:00 P.M.

Eventually, no matter how long it takes, and no matter how many jumps the two characters make, when Doc and Eddie meet, they'll find that their watches still match, and they each will have experienced the same changes in time.

THE GEOGRAPHY OF TIME

Now that we know *when* we'll show up in time, the next question is, *where* are we going to show up?

There are two rules that govern where a time machine will appear. First, time travellers tend to follow other time travellers. Second, if there is no other time traveller to follow, time travellers tend to stay in the same location from one time coil to the next.

Let's strap ourselves into our brand new time machine. We'll take a quick hop from our Los Angeles home base in 1988, to the future Twist 1 in 2113 A.D., and then back again. Along the way, we punch

two time holes, one in Twist Null, where we left 1988, and another in Twist 1, where we entered 2113.

What about the return trip? No new holes were punched, because the time machine just used the holes from the first trip. The holes pinpoint a specific geographic area, the place on the map where the time machine first started out.

On the other hand, if someone else had recently been doing some time travelling in Twist Null and Twist 1, our machine would not have punched either time hole. Leaving Twist Null we would have used the existing time hole, no matter where it was. And upon arriving in 2113 A.D., we'll find ourselves not near Los Angeles, but at wherever the time hole was created.

When we return to 1988, we'll probably end up geographically where we started. However, if we waited long enough for our time hole to heal itself (staying a long, long time in 2113), we'd appear at the geographical location corresponding to where we left 2113. Likewise, if someone else left 1988 after we did, then we would appear at the location of that new time hole.

Of course, if you leave them alone long enough, the time holes will eventually heal over. If the hole goes 3D6 months without being used again, it will fade away. And the next traveller into the Twist will punch a hole in the same geographic location as his point of departure.

Let's look back at Doc and Eddie. Since Doc Hamerstandt's laboratory is located in Chicago, the first time hole is created when Eddie uses the time machine to punch out of that Twist. Back in 1863, when Eddie arrives, there are no time holes, so Eddie appears in the exact same Chicago location, except it's now near the (much smaller) Chicago of 1863. Until these holes are healed up, anyone entering either 1988 or 1863 will show up at this Chicago location.

DIMENSIONS OF NULL-TIME

"Y'see, back in the 79th level of the dimension of Null-Time, I was, like totally tired of dull, boring, life as apprentice to Lord Simultaneous, Master of Time . . ."

– Renet, in TMNT #8

So that brings us to Null Time Zones.

Let's go back to our analogy of the coiled tube. Suppose we decided to leave our tube. Starting in 1988, that means we could either move "Up-Time" to the Twist at 2113, or "Down-Time" to the 1863 Twist. Or we could move up or down to any of the Cycles. However, what if we wanted to move in the wrong direction? Neither Up-Time nor Down-Time, but sort of "Side-Time" – what would happen? We'd end up in one of the "Null Time Zones" – which are sort of the gaps between the spiraling tubes we described earlier.

There are a lot of Null Time Zones, but most of them are pretty useless. Also, some of them tend to kind of fall apart, and if you happen to be visiting at the right "time" – then you could end up in some totally random time and place in the temporal continuum.

One useful, and stable, Null Time Zone is the infamous 79th. This zone is something like a cylinder that fits just inside our coiled tube of time. It has a cycle that matches that of the coils, roughly 125 years, so it is always stable.

The other advantage of the 79th level of the dimension of Null-Time is that it looks out over all the Twists of Cycle Prime. So, if you want to get from Twist Null to Twist M, you don't have to go through every Twist along the way. Just bop over directly from Cycle Prime to the 79th, and then jump directly to Twist M.

Of course, if player characters want to try using the old 79th, they should approach with care. The Time Lords, headed by Lord Simultaneous, are quite jealous of their domain. And they are powerful enough to defend it.

TIME OUT OF SYNC

"Oh, this really bites the big one! I don't even know what time zone I'm in! What could be worse than this?!"

Savanti Romero, TMNT #8

Whether in 1406 A.D., or in the age of the dinosaurs, Savanti Romero, a potent Wizard and Time Lord, is stuck in time. Of course he knows the basic spells. The question is, why can't he use that all-powerful magic?

The explanation is also in TMNT #8. Remember that Renet had commanded the Sceptre to "Take us to a place . . . anyplace on this Earth before humans recorded time." Now, you'll notice that they ended up in 1406 A.D. Hardly before time was recorded on calendars.

On the other hand, check out that year, 1406. Starting in 1986, they should have ended up in Twist "E", 1361 A.D., or Twist "D", 1486 A.D. Hmm . . .

Lord Simultaneous had stranded Romero by leaving him out of sync with the rest of time. 1406, 80 years before the Twist "E" entry point, is literally "before humans recorded time." That is, before any humans found and exploited the Null Time Zones and figured out how to properly measure time.

And from Savanti Romero's point of view, 1406 was a place he couldn't escape. You see, you've got to know exactly what your own temporal location is before you try any kind of time jump. So long as you stay on the main Cycles and Twists, that's never a problem. Even an apprentice like Renet knows all of those temporal coordinates. Romero was out of sync, therefore he couldn't use his knowledge of Twists and Cycles, because any of them could be a death trap.

Sure he knows all about the Time Jump spell, but still he can't use it, because he doesn't know where Earth will be in the future. Every year the Earth goes all the way around the Sun, and the Sun travels partway around the Milky Way Galaxy, and the Galaxy itself continues its outward move from the Big Bang. All of which makes for some pretty complicated figuring. Savanti could get back to another year, but unless he figured just right, he could end up somewhere out in space or inside the sun. Or many light years away from Earth.

You should also notice (in TMNT #8) that the Sceptre's jump to 1406 ended up at Romero's geographical location. That's because it was the spot where the hole was created when Romero was delivered. Of course, the hole should have closed up, but because Romero was hoping for rescue, he deliberately kept the time hole open.

A DISCOURSE ON TEMPORAL ENERGIES AND THE DUTIES OF A TIME LORD

BY LORD SIMULTANEOUS

My dear Renet,
You are reading this for one of two reasons.

One possibility is that I am gone. Either I have died, or have vanished from our Null Time Zone. In which case this document is to serve as an overview to the study of time. A study which, I am sure, you are certainly not ready for, but which I have no choice but to reveal.

The other possibility is that YOU ARE SNOOPING AROUND WHERE YOU DON'T BELONG! In which case you should know that this "parchment" is outfitted with a built-in microchip detector and transmitter, which will instantly REPORT any intruder. So you had better get out of here IMMEDIATELY!

And I already know it was not an "accident." So put this down and get out!

I mean NOW!

Okay.

We Time Lords have the responsibility for protecting the time stream. That means that you, Renet, will have to start taking responsibility . . .

Aggh! I just realized what that means.

Renet, like it or not, you're going to have to learn how time works.

First, you've got to think of time as a constant flow through a tube or hose. It moves along nice and steady, aging everything inside the tube and carrying it evenly from the past into the future. If you were to take a vertical slice out of the tube, you'd have a little piece of stationary time.

The hose analogy works for the next major concept in understanding time, the time "twists." Imagine that the hose, the one that time flows through, isn't exactly straight. It's sort of curved. Curved enough so that the "hose" of time is coiled up like a garden hose. Each Twist of the coil is laid neatly on top of the one before, all in roughly 125 year links.

Then there are the larger coils, the Cycles, or coils of stacked coils. Remember Renet, that the Twists get longer the farther back you go in time.

In fact, I just thought of a new way of looking at it!

Imagine that the beginning of the universe is like a faucet. Connected to the faucet is our imaginary hose of time. Well, right near the faucet, the stream is so powerful that the hose is completely straight, too straight to have any twists at all.

However, as the stream of time continues down the hose, it gradually gets weaker, so a few billion years later, the hose can curl up some. Not very much, just enough to start making a Cycle. Later, billions of years after that, the pressure in the hose is weak enough so the hose starts to twist into coils. And, as we follow the hose after that, the longer we go, the weaker the force, and the tighter the Cycles and Twists.

Until, in our own time region, the Twists are all about 125 years long.

Pretty good, eh?

Hmmm. I forgot who I'm talking to.

Renet, if you don't understand it, try reading it again!

Anyway . . .

As time travellers, the advantage to knowing about the coils is that it's easier to pass directly from one coil to the next, rather than having to travel all the way down and around the inside of the tube.

By the way, don't forget that long-distance time travel is dangerous! If you stay too long in a period a million or more years in the past, you run the risk of devolving. And frankly, Renet, you don't have any I.Q. to spare.

Which brings me to another sore point. Remember that damn butterfly you brought back from our trip to the Jurassic? Yes, I know it was "sooo beeeauutiful!" It was also the little beast that laid those pretty little yellow eggs. Remember how lucky we were that we destroyed them before more than one of those man-eating larvae hatched?

So, from now on, you would be wise to refrain from bringing any "pets" back to the present. It doesn't matter how cute they are, the effects of temporal energy can turn any of them into monsters.

Oh, and Renet? IF YOU ARE STILL READING THIS WHEN YOU AREN'T SUPPOSED TO, YOU ARE IN REALLY BIG TROUBLE YOUNG LADY!

Ahem!

Well, to continue with our discussion.

Let's talk a little bit about our home base, the old 79th Level of Null-Time.

Most Null-Time areas are fairly useless. They are really nothing more than the cracks that develop between different layers of real time. And, it's the gaps between the various coils that make up all the Null-Time zones. All easily visited from the 79th.

Sigh . . .

No, Renet, you've already visited them. Remember when you said, "Ich, it's all grey and dark and funny here! Let's go hooome. Pleeeese!"

Still, we can't go just anywhere in time.

Hey! Simultaneous to Renet! Wake up! Pay attention! You're better than halfway through this letter . . .

As I was saying. There are time zones we can't get to.

Which brings us to the end of time. Or, in practical terms, the end of time as we can get to it.

It's called the 'Third Millennial Barrier' and it prevents anyone from going past June 10th, 2986 A.D.

And, no, Renet, I have no idea how "they" do it. I don't even know who "they" are.

I do know that the barrier is not natural. Because natural barriers don't get irritated.

That's something I found out the hard way, when . . .

Renet! If you're reading this against the rules . . .

Sigh.

Anyway, there was a time when I tried pushing the barrier. Pushing it hard with a few special spells and devices. Back when I first applied digital technology to time spells and thought I was hot stuff.

After about three tries, one of my devices fell apart. I don't mean it stopped working, I mean it completely fell apart, with little pieces falling all over the floor. Unfortunately, I didn't get the hint.

So I tried pushing the barrier again.

When I regained consciousness . . . Every item in the room, furniture, books, glasses, everything, was imbedded in the north wall. Not randomly. No, they spelled out two words quite clearly.

"BUZZ OFF!"

So much for the barrier as a natural phenomenon.

And so much for talking about time.

Now let me tell you about alternate dimensions. There are an infinity of possi . . .

Hmmm . . .

Renet, do you remember what 'infinity' means?

I didn't think so.

INFINITY is a number. An imaginary number, but a number nevertheless.

Now forget what you may have heard about infinity. Infinity isn't just a big number. A million is a big number. Billions and Trillions are even bigger numbers. A GOOGOL (a one followed by one hundred zeros) falls beyond the imagination of most of us. And a GOOGOLPLEX (a one followed by a GOOGOL of zeros) is staggering.

Infinity isn't just bigger than any of those numbers. It's bigger than all those numbers put together.

Anyway, there are an infinite number of alternate dimensions out there. And somewhere out there you can find anything you might imagine.

What I imagine is out there is a bunch of evil characters bent on destroying our time stream!

Which brings me back to the point here.

Renet, you now have the power to visit any of those alternate dimensions. Where you could probably spend the rest of your life in mindless comfort.

Or, you can stay here and do your duty. To protect this dimension, your home. Keep bad guys from other dimensions from messing with our time stream. Keep our own nosy-parkers from messing with it too. And make sure nobody, but nobody, gets into the 79th!

So I guess this is goodbye. I taught you all I could. You're on your own.

Or maybe not.

Maybe those jokers from the other side of the barrier are just another kind of Time Lord. In which case, you better watch your butt.

Lord Simultaneous

PROFILE OF TIME LORDS
LORD SIMULTANEOUS

In spite of all their talk of "eons" and "all eternity," the Time Lords are just as mortal, and as short-lived, as most other humans. In fact, Simultaneous has only been Time Lord over the 79th level of Null-Time for the last 16 years.

Let's look back at TMNT #8. Lord Simultaneous was able to defeat Romero simply because of superior technology. Since the time rate in the 79th level of Null-Time is synchronistic with that of the Twentieth Century, Simultaneous has just been taking advantage of the same technological revolution that's been producing digital watches, cheap personal computers, and microchips. Romero, stuck out of sync in a historical backwater, had no idea that such things were even possible.

Although Simultaneous is probably the most powerful of the Time Lords, he is not alone in the job. Brilliant sorcerers and scientists join their ranks from many different time periods, and form the powerful **Council of the 79th Level.** All of them meet in a common area, the 79th level, and all have pledged to help meet any serious threats to the

time stream, from outside dimensions, or to the 79th level's security. The most powerful include:

Lord Gnostis: Greek, from non-Hellenistic civilization. The first Time Lord of recorded history, 512 B.C. Now a very old man, he remains secluded in his chambers within the 79th level, often in a sort of temporal stasis.

Lord Marcellus Timagetus: Now retired and living in his home cycle of Roman, 137 B.C.

Lord Augusto Cristie: Although officially a Time Lord, he is a bit too flighty for regular missions. He much prefers the entertainments of his home in Italy, 1613 A.D.

Lord Cekini Garvan: A co-worker and researcher with Lord Simultaneous, he originally comes from the Post-Holocaust Earth at Twist 1, 2113 A.D.

LORD SIMULTANEOUS

Real Name: Marcus Sandelheim
Alignment: Scrupulous
Attributes: I.Q.: 25, M.E.: 18, M.A.: 8, P.S.: 6, P.P.: 11, P.E.: 21, P.B.: 8, Spd.: 6
Age: 57 **Sex:** Male
Weight: 115lbs **Height:** 4ft 10in
Hit Points: 57 **S.D.C.:** 15
Disposition: Sarcastic, sardonic, and impatient, but with a warped sense of humor.
Powers: None
Magical Abilities:
  17 SPELLS CAST PER DAY
  16 SPELL STRENGTH
  5 SPELL ATTACKS PER MELEE ROUND
  Compute Temporal Coils
  Sense Temporal Energy (T.E.)
  Sense Time Stream
  Sense Magic (72%)
  Sense Temporal Magic and Temporal Disturbance

Magical Bonuses:
  +3 to Save vs. Spell Magic
  +1 to Save vs. Psionics
  +30% to Save vs. Temporal Energy (T.E.)
Spells: *All* Time Spells, Wizard spells of Armor of Ithan, Breathe Without Air, Chameleon, Decipher Magic, Dimensional Portal, Dimensional Teleport, Dispel Magic Barrier, Exorcism, Expel Devils/ Demons, Globe of Daylight, Magic Net, Mystic Portal, Restoration, Sorcerer's Seal, Teleport (Superior), Tongues, Words of Truth.
Psionics: None
Level of Experience: 14th Level Time Lord
Level of Education: Ph.D.
Historical Skills:
  All History skills (98%)
  Languages (98%): Latin, Greek, Spanish, Portuguese, French, Celtic, Norse, Egyptian, English, Russian, Japanese (62%), and Chinese (48%).
  Antiquarian (98%)
  Paleontology (98%)
Time and Dimension Skills:
  Temporal Physics (89%)
  Pilot Time Machine (98%)
Scholastic Skills (all at 95%): Cryptography, Radio: Basic, Paramedic, T.V./Video, Computer Operation, Computer Programming, Basic Electronics, Locksmith, Basic Mathematics, Advanced Mathematics.
Weapon Proficiencies: W.P. Crossbow, 14th level, W.P. Sword, 5th level, W.P. Black Powder, 3rd level, W.P. Revolver, 3rd level, W.P. Rifle, 3rd level.

Physical Skills/Training: Hand to Hand: Expert, 10th level; Wrestling, Acrobatics.

Espionage Skills/Special Training: Detect Ambush (98%), Disguise (90%), Pick Pockets (98%), Surveillance Systems (98%), Tracking (98%).

Secondary Skills: Cook (86%), Land Navigation (90%), Pilot Automobile (55%).

Hand to Hand Combat Skills

Attacks Per Melee: 4

Bonuses: +3 to Strike, +2 to Parry/Dodge, +3 to Damage, +2 to Roll with Punch or Fall, Knock Out/Stun on 19-20, Critical Strike from Behind; Kick Attack does 1D8 damage.

Personal Profile: Simultaneous is a methodical and dedicated Time Lord, committed to keeping the time stream of Earth clean and unpolluted. He has trained several apprentices over the years, and is finding life with Renet by far the most difficult. He does, however, have high hopes for Renet, since he sees something of his own youthful rebellion in her.

His own Time Lord tutor was Lord Marcellus Timagetus. Marcellus, who found and conquered the 79th level from his origins in the Roman Republic (circa 180 B.C.), rescued the orphan Simultaneous from a particularly violent siege during the Middle Ages. Marcellus found the young Simultaneous to be disobedient, rude and far too bright for his own good. However, he knew talent when he saw it . . .

Recently, Simultaneous has been spending his time experimenting with the creation of magic-manipulating micro-chips. He hopes to further develop ways of assembling power objects from digital/magical components.

SPECIAL ARTIFACTS
HELD BY LORD SIMULTANEOUS

COSMIC QUARTZ DIGITAL WATCH

Looks like an ordinary digital watch. This is only the latest in a series of Power Objects created by Simultaneous.

SPELLS: Capable of casting 24 spells per day, up to four per melee round, and all at fourth level. Any spell can be cast at eighth level, but will count as two of the daily spells.

Spell List: Dimensional Portal, Dispel Magical Barrier, Temporal Barrier, Temporal T.E. Manipulation, Temporal Freeze, Temporal Portal, Time Jump (Superior), Teleport (Superior), Wall of Flame, and Wind Rush.

Confers the Following on the Wearer: Breathe Without Air, Impervious to Magic/Spell Attacks, Impervious to Fire, and Impervious to Psionics.

Other Abilities: Evaluate T.E., Identify Time Period, Sense and Identify Magic, and Locate Temporal Disturbance.

SACRED SANDS OF TIME SCEPTRE

Actually an Enchanted Objected (*see Revised Heroes Unlimited, pg 90, for more details on this class of artifact*). It has a limited intelligence (about I.Q.:4) and is a true Trans-Dimensional Object in that it retains its powers anywhere throughout time and alternate dimensions.

SPELLS: Can be used to cast spells up to 12 times per day, up to two per melee round, all at seventh level.

Spell List: Dimensional Portal, Dimensional Teleport, Mystic Portal, Sanctuary, Temporal T.E. Manipulation, Temporal Portal, Time Jump (Superior), Time Jump (Trans-Dimensional), and Teleport (Superior).

Spell Power: Advanced Wizards and Time Lords are capable of tapping the Staff's power and directing it into even more powerful spells. Usually this saps up to half the Staff's daily spells.

OTHER FEATURES:

1. Not Indestructible, with an A.R. of 14 and a S.D.C. of 105.
2. Lousy Weapon, likely to take as much damage (1D6) as it delivers.

3. Confers a bonus of +6 against all magic spells/enchantments.
4. Spits Fire Ball. 5D6 damage, Range 200 feet.
5. Levitation At Will. Up to 300 pounds, 300 feet high.
6. Sense Other Magic. Range of 300 feet, and pretty vague, with only a 10% chance of identifying the exact location.
7. Tongues. Confers the ability to speak and understand languages.

RENET

Having just entered the spell casting phase of her apprenticeship, Renet will begin performing tasks for Lord Simultaneous throughout time. Having developed a fondness for *mutant animals* after her contact with the Teenage Mutant Ninja Turtles, she will often seek out player characters for help and entertainment.

Real Name: Renet Tilley
Alignment: Unprincipled; just a little too Selfish to be Scrupulous
Attributes: I.Q.: 18, M.E.: 19, M.A.: 16, P.S.: 11, P.P.: 6, P.E.: 15, P.B.: 17, Spd.: 9
Age: 16 **Sex:** Female
Weight: 119lbs **Height:** 6ft
Hit Points: 22 **S.D.C.:** 10
Disposition: She's either overexcited, happy, and talkative, or else self-pitying and gloomy, sure that everything is going to be bad for her.

Magical Abilities:

   4 SPELLS CAST PER DAY
   12 SPELL STRENGTH
   2 SPELL ATTACKS PER MELEE ROUND
   Compute Temporal Coils

Magical Bonuses: None

Spells: Temporal Energy Preservation, Time Jump (simple), Time Jump (Superior), Time Peek, Time Warp, Breathe Without Air, Mystic Portal, Tongues.

Psionics: None

Level of Experience: 1st Level Time Lord

Level of Education: *Apprentice*

Historical Skills: History, 20th Century (80%); History, Medieval (80%); History, Ancient Civilization (85%); Languages (all 75%): Latin, Greek, English, Norman French; Paleontology (70%).

Weapons Proficiencies: W.P. Sword, 2nd Level, W.P. Longbow, 1st Level, W.P. Flintlock Pistol and Rifle, 1st Level.

Physical Skills/Training: Hand to Hand: Expert, 2nd Level; Prowl (54%).

Secondary Skills: Pick Locks (32%), Sing (49%).

Combat Skills

Attacks Per Melee: 2

No Bonuses to Strike/Parry/Dodge/Damage; +2 to Roll with Punch or Fall; Kick Attack does 1D6 damage.

Personal Profile: A rather reluctant, spoiled and impulsive teenager. Renet's parents, also denizens of the 79th Level, are hoping that apprenticing her to Lord Simultaneous will help her develop some kind of common sense.

One thing to always remember about Renet: no matter what kind of trouble she gets into, Lord Simultaneous is always watching.

Special Weapons: None

Criminal Record: None

LORD SAVANTI ROMERO

Real Name: Savanti Alfonso Juanito Geriero Santiago Romero

Alignment: Diabolic (Evil)

Attributes: I.Q.: 17, M.E.: 20, M.A.: 14, P.S.: 21, P.P.: 9, P.E.: 14, P.B.: 1, Spd.: 4

Age: 61 **Sex:** Male

Weight: 220lbs **Height:** 6ft 3in

Hit Points: 45 **S.D.C.:** 30

Disposition: Mean, vengeful and impatient.

Powers: None

Magical Abilities:

14 SPELLS CAST PER DAY

15 SPELL STRENGTH

4 SPELL ATTACKS PER MELEE ROUND

Compute Temporal Coils

Sense Temporal Energy (T.E.)

Sense Time Stream

Sense Magic (63%)

Sense Temporal Magic and Temporal Disturbance

Magical Bonuses:

+3 to Save vs. Spell Magic

+1 to Save vs. Psionics

+20% to Save vs. Temporal Energy (T.E.)

Spells: All Time Lord spells, plus the Wizard Spells of Anti-Magic Cloud, Armor of Ithan, Blind, Breathe Without Air, Call Lightning, Decipher Magic, Dimensional Portal, Dimensional Teleport, Diminish Others, Dispel Magical Barrier, Eyes of the Wolf, Fire Ball, Globe of Silence, Invisibility (Self), Mesmerism, Mystic Alarm, Mystic Portal, Mystic Shield, Negate Magic, Paralysis Bolt, Shadow Beast, Stone to Flesh, Teleport (Self), Teleport (Superior), Tongues, Turn Dead, Wind Rush, and Words of Truth.

Psionics: None

Level of Experience: 11th Level Time Lord

Occupation: Currently a fugitive in prehistoric time.

Historical Skills: Antiquarian (98%); History skills (98%): Roman, Medieval, Renaissance, 17th Century, 18th Century; Horse Riding (89%); Languages (98%): Latin, Goth, Mongol, Greek, French, Celtic, Norse, Egyptian, English; Paleontology (98%).

Time and Dimension Skills: Temporal Physics (68%)

Scholastic Skills: First Aid (98%)

Weapons Proficiencies: W.P. Sword, 11th Level, W.P. Spear, 8th Level, W.P. Revolver, 6th Level, W.P. Arquebus, 6th Level, W.P. Dagger, 6th Level, W.P. Bow, 3rd Level, W.P. Energy Pistol, 3rd Level, W.P. Sub-machinegun, 3rd Level, W.P. Black Powder Guns, 1st Level.

Physical Skills/Training: Hand to Hand: Expert, 6th Level; Prowl (90%).

Espionage Skills/Special Training: Concealment (90%), Detect Ambush (98%), Detect Concealment (95%), Escape Artist (80%), Forgery (79%), Interrogation (98%), Wilderness Survival (98%).

Secondary Skills: Swimming (50%)

Combat Skills

Attacks Per Melee: 3

Bonuses: +3 to Strike, +2 to Parry/Dodge, +9 to Damage; +2 to Roll with Punch or Fall; Kick Attack does 1D8 damage.

Personal Profile: What a rotten guy! Lord Romero will lie, cheat, steal, murder and backstab without provocation. And if he sees some advantage in doing a dirty deed, then he'll *really* get nasty.

Currently, Savanti's main goal in life is to get even with Lord Simultaneous. He's also interested in taking over the 79th Level, but only as a base of power from which to plot the domination of a variety of worlds.

Special Enchantments: Savanti has been able to harness a variety of spirit beings found in remote alternate dimensions. After his latest clash with Simultaneous, where he was shorn of all his gathered power, he has been seeking a new dimension of servitors.

Criminal Record: The Council of the 79th Level has found Romero guilty of numerous crimes. In their eyes, the most despicable was his attempt to change the time stream in order to "edit out" his rival, Simultaneous. He has been sentenced to Death, but the sentence was commuted to a lifetime banishment, out of sync with the rest of Time Lord society.

WIZARD MAGIC

Spell magic taps into the fabric of mystic energies and weaves it into a useful, focused force. The spoken incantations invoke and ignite the mystic energies, while the wizard's force of will and concentration molds and directs it. It is the repetition of specific mystic or power words that spark the mystic energies. Thus, those words are spoken softly; often whispered so quietly that they are barely audible and disguised amidst a string of meaningless phrases. Only the meaningless parts of the incantation are ever spoken clearly or shouted aloud, and then only to distract from the true power words or for dramatic effect. The incantation may also be disguised with several words spoken in different, even alien, languages. Because the ancient secrets of magic are a potentially dangerous force, not to be trifled with, the masters of the arts take great pains to hide them from the world.

SPELL CASTING

The master of the mystic arts must spend years of study with another, greater, master. During those years he learns to concentrate, focus thought, relax and meditate. He learns of other dimensions and evil forces. He learns the responsibility one must accept when he becomes part of the enigmatic world of magic. Then, only after all of this has been fully mastered and understood, is the first simple spell taught. With that one spell the novice learns to focus, direct and control the unwieldly energy that courses through and out of his body. Once the novice has learned to completely control that one spell he is ready to explore the deeper mystic arts.

The number of spells learned varies with the complexity of the spell and the experience, in years and study, of the mage. For Example: A globe of daylight is much simpler than the mystic portal. Consequently, the study of the mystic portal spell is the equivalent of *three* simpler spells (and counts as 3 spells if selected). Obviously, older, more experienced mages are more powerful and know more spells. As one's experience level increases, the potency and control of the spell also increases. This is usually reflected in increased range, duration, damage or saving throw.

The number of spells a wizard can cast per day (24 hours) is limited by the frail condition of the mortal, human body. The channeling of magic energies is physically, as well as mentally, taxing. This means the spell caster is limited physically as to how many spells he/she can cast before the body yields and can deliver no more. One might think a high physical endurance (P.E.) would make a difference, but it does not. However, as the spell caster uses magic more and more often, his body, and inner body, builds a tolerance toward the mystic energies, enabling him to cast more spells per day. In direct game context, this is reflected as one increases in experience levels.

Regardless of the physical limitations, the spell weaver can have memorized more or fewer spells than he can physically cast. All this means is he or she has a range of spells to select from. Since the spells are committed to memory, the mage can select and use them as needed. There are no restrictions as to how often the same spell can be cast or what combination of spells might be thrown. The wizard has full command over his arsenal of spells, drawing upon them as the circumstances demand. Thus, while the spell caster may know 20 different spells, he may only, physically, be able to cast 10 per 24 hour period.

- **The total number of spells one can cast per day is** *EIGHT* **at first level.** *Add* two at levels three, six, nine, and twelve.
- **Number of Spells Known:** *Select Fourteen.*

LEARNING MORE SPELLS

There are several ways to learn new spells, but none of them are easy.

1. **Return to the Master:** The spell caster's original teacher is *usually* willing to teach his pupil a new spell or two every once in a *while*. A simple spell will take one month of study and practice. A more difficult one (those with a (2)) will require 1D4 months of study, while the most difficult (those with a (3)) will require 2D4 months. However, the teacher may decide that a particular spell(s) may not be appropriate for his student at that time (GM's discretion). The student should be smart enough to take "no" as the answer the first time and bow to the master's wisdom, taking whichever spell that might be offered (if any). If the student pushes his request, the master is likely to teach him nothing until the young mage relearns the virtue of patience (2D4 months of meditative studies under the teacher's instruction. Globe hopping and crimebusting are straight out.) **Note:** The magic combat table will indicate *when* the magic hero is ready to learn and cast more spells.

2. **Granted** 1D4 spells as a boon from a grateful supernatural being or high level wizard. However, the mage must allow 1D4 month's time for study of EACH spell. The period of study can not be broken except between specific spells. If broken in mid-study, the spell is lost and no further spells will be taught. This is the most rare and unlikely occurrence in a wizard's life.

3. **Self-Taught:** The studier of magic can attempt to teach himself a new spell by scrutinizing ancient texts, and books of magic. A decipher magic spell is helpful, but it will NOT provide the complete knowledge needed to cast a spell. Fairly regular study of one particular spell (for no less than eight months) will give the wizard enough data to attempt the new spell. Constant study to the exclusion of all else is not necessary. Only ONE spell can be studied at a time! When the mage feels confident he can try to weave the spell. If successful, he will add a new spell to his repertoire. If not successful, he could be in for a lot of trouble.

Roll on the following tables to determine the success or failure in self-teaching a new spell. All rolls must be made in the presence of the Game Master.

SUCCESS OR FAILURE

1-11 The desired spell, but at *half* strength, duration, range, and damage. Another eight months of study might rectify that problem.

12-24 *Nothing!* A complete failure.

25-32 Failure — causing a small explosion, knocking the spell caster on his bottom and inflicting 3D6 damage.

33-42 Failure — leaving the spell caster dazed and weak. All skills −10%, −1 to strike, parry and dodge. Effects last for 1D4 days.

43-49 Failure — energy bolt strikes the spell caster, inflicting 6D6 damage.

50-78 *A complete success;* the spell works perfectly.

79-88 Failure — instantly summons one otherworldly, mystic creature. Roll on random table for exact abilities and alignment. The creature should be hostile.

89-95 Failure — *opens a mystic portal* to another dimension. To close the portal will require the spell caster to cast 1D6 mystic portal spells himself before he can close it. If left open, there is a 70% chance of something crawling out of it the first hour and a 48% chance of another creature crawling out of it for every day that it is left open. Bad news if the mage doesn't know the mystic portal spell.

96-00 *A complete success!* The spell works perfectly.

THE WIZARD'S OTHER MAGIC ABILITIES

Mastery of the mystic arts provides the spell caster with a handful of additional or automatic abilities. These powers do NOT require spell casting, thus they can be used as often as desired.

WIZARD MAGIC COMBAT

Magic combat is like hand to hand combat on a mystic level. It takes into account the number of magic spell attacks that are possible, bonuses, and special magic combat abilities. All bonuses are accumulative.

WIZARD COMBAT TABLE

Level 1   Can cast TWO spells per melee.*

   2   +1 to save vs spell magic (includes illusionary spells).

   3   Can cast ONE additional spell per melee.

   4   +2 is added to the spell caster's spell strength.**

   5   +1 to save vs spell magic.

   6   Can cast ONE additional spell per melee.

   7   +1 is added to the spell strength.**

   8   +2 to save vs circle magic.

   9   Can cast ONE additional spell per melee.

 10   +1 to save vs psionics.

 11   +1 is added to the spell strength.**

 12   Can cast ONE additional spell per melee.

 13   +1 to save vs spell magic.

 14   +1 is added to spell strength.**

 15   +1 to save vs circle magic.

*The casting of a spell counts as one action/attack and will take the place of a hand to hand attack. The spell caster can have more magic attacks than hand to hand; it simply means physical combat that melee is out of the question. The mage can mix magic and physical combat with no difficulty.

**Raises the requirement needed to save vs magic. *See spell casting terms for description.*

ASTRAL PROJECTION

This ability, mastered through years of study and willpower, functions very much like the psionic ability. When a person astral projects, his physical body falls into a deathlike trance. The astral body enters the vast plane of the astral world.

It is a pleasant world of rolling clouds and endless yellow sky. In this dimension the astral body is free to fly great distances in mere moments, and gaze from the astral plane into the world containing its physical body. This provides a great spying vehicle, since only psionic presence sense can detect an astral body and only psionic attacks (from both the physical and astral planes) can harm the astral body. The astral body can be killed psionically by being prevented from returning to its physical body. Psionic hypnotic suggestion, stun, sleep, mind wipe, dispel spirits, and possession are all powerful weapons against the astral traveler.

The person has a 50% chance of successful travel through the astral plane and peering into the physical world. In astral form he can not be seen or heard nor can he touch anything. He may make psionic contact through telepathy, empathy or telekinesis.

Although hostile astral travelers can cause trouble (psionic attacks only), the real danger lies in returning to the physical body before the time limit elapses (4 melees per level of the spell caster). If the person becomes lost and can not return to his body, the astral body is forever trapped in the astral plane. The physical body will die in 1-6 days. It is not wise to wait until the very last melee to return to the physical body.

Roll percentile dice to determine the state of mind and sense of direction. Roll percentile dice up to three times per melee to find the physical body. The player may keep trying until he succeeds or time elapses. The player must roll "definitely certain" to return.

  1-30   Hopelessly lost

31-50   Uncertain/confused

51-80   Fairly certain of location

81-00   Definitely certain of location

RECOGNIZE ENCHANTMENT

The spell weaver's knowledge is so complete that he can recognize magic in almost any form. This includes magic items, magic weapons, circles, other magic users, and people controlled or possessed by mystic forces. The exact purpose or power of the enchantment is usually not known, but that it is rooted in magic is easily identifiable. **Base Skill:** 60% + 4% per level of experience.

SENSE MAGIC

The wizard can sense the presence of magic whenever it is nearby. There is even a chance that he can pinpoint the source. Applicable to all forms of magic, from spell casters to circles and medallions. **Range:** 200ft (61m) maximum; ability to pinpoint the location of magic is 24% + 4% per level of experience.

SPELL CASTING: TERMS/DESCRIPTION/COMBAT

Level of experience/spell caster refers to the experience level of the person who is casting the spell. This is a very important distinction, particularly in a combat situation, because the higher the experience level of the spell caster, the more powerful the spell. Many spells will indicate something like *"Duration: 5 melees per level of the spell caster."* or *"One die damage per level of the spell caster."* and so on. **This means** that a *third level spell caster* with a spell duration of 5 melees per level of the spell caster, upon casting a spell, can maintain the spell's effects for a maximum duration of *15 melees* (5 melees for each level of experience × third level = 15 melees). **Likewise,** a third level spell caster casting a fire ball spell, which does one die of damage per level of spell caster, creates a fire ball doing 3 dice of damage (3 six-sided dice doing 3-18 points of damage).

Range: Indicates maximum distance the spell can be cast with: X number of feet, touch or radius (area of spell effect).

Area affect spells are incantations that affect everyone and/or everything in a given area or radius. A spell with a 15ft radius affects *all* within the circle of its power/radius. Those just outside the area are not affected.

Line of vision means that the spell caster's target/victim must be within his sight (line of vision) to be affected. If the target is not seen, totally obscured by obstacles, darkness, invisibility or just not seen by the spell caster (hiding, behind him, beyond normal vision), the spell can not be used. However, some line of vision spells can be directed in a specific area that the spell caster can see to affect someone invisible or hidden.

Touch means that the spell's effects can only be transmitted through physical contact.

Duration: This indicates how long the spell's effects last, whether it be *instant* like a Fire Ball or *long lasting* like a Fly as an Eagle spell. Long lasting spells will indicate exactly how many melees a spell lasts *per level of the spell caster. See level of spell caster: Duration.*

Spell Strength Bonuses: As a spell caster grows in experience and expertise, the strength or power of his spells also increase. This increase is indicated as a spell strength bonus listed in the wizard magic combat table. This bonus is *added to the base magic attack/ strike (saving throw) of 12.* Thus, a +2 spell strength makes a magic attack/strike of 14.

Base magic strength/attack for spell magic is 12.

Saving Throws vs Magic: The spell strength attack/strike potential is constant and automatic (12). In hand to hand combat a 20-sided die is rolled to determine the strike of each opponent; a dodge or parry is then applicable. *In magic*, that strength of the attack/strike is *automatically 12* (more powerful wizards/spell casters have spell strength bonuses that *increase* that base of 12). A physcial dodge or parry is usually impossible against a magic attack, but strength of will, mind and body (P.E.) creates the factors for *saving throws*.

A saving throw is automatic; all characters get a saving throw vs magic *each time* they are attacked by magic. Saving throws should be thought of as a *dodge or parry against magic*.

To save against a magic attack (spell, circle, or ward) the player rolls a 20-sided die and **must match or better the magic attack**. A successful saving throw means the character is *not* affected by the spell at all. **Note:** Some powerful spells even affect those who successfully save vs magic; however, this is very uncommon and effects are minimal.

Spell strength bonuses for high level spell casters *increase the strength of the spell and the saving throw* needed to successfully save against the magic attack. Consequently, a spell cast by a fifth level wizard has a spell strength bonus of +2, increasing the magic attack/strike from 12 to 14. This means the spell is more powerful and that the player must now roll a 14 to match (or higher) to save against the spell's magic effects.

Saves vs spell magic apply only to *spell magic* and include spells cast by wizards, magicians, and other-dimensional beings.

Save vs Psionics applies to psionic mental assaults and not true magic. See psionics.

Saves vs circles/wards apply only to *all circles*, but are useless against spell magic.

Cancelling Spells: Any spell caster can cancel a spell he has cast at any time, at will. A spell caster does not have to create a spell for its full duration. Note: A spell caster can discontinue a spell in mid-incantation without side effects, nor sapping his spell strength.

Negate Magic is a spell which gives the spell caster the potential abilities to cancel/dispel/negate *another spell caster's magic spell*. Dispel magic barriers works on a similar principle. *See the negate magic spell description for details.*

AN ALPHABETICAL LIST OF SPELLS

Anti-Magic Cloud (3)
Armor of Ithan (2)
Blind
Breathe Without Air
*Call Lightning
Chameleon
*Carpet of Adhesion
Decipher Magic
Dimensional Portal (2)
Dimensional Teleport (2)
Diminish Others
Dispel Magic Barrier (2)
Exorcism
*Expel Devils/Demons
Extinguish Fire
Eyes of the Wolf
*Fire Ball
Fly as the Eagle
Globe of Daylight
Globe of Silence
Impenetrable Wall (3)
Invisibility (self)
Levitate (self or others)

Magic Net
Mesmerism
Mute
Mystic Alarm
Mystic Portal (3)
Mystic Shield (2)
Negate Magic
Paralysis Bolt
Reduce Self (6 inches)
Resist Fire
Restoration (2)
Sanctuary (3)
See the Invisible
Shadow Beast (2)
Sphere of Invisibility (2)
Speed of the Snail
Sorcerer's Seal (3)
Stone to Flesh
Swim as the Fish
Teleport (self)
Teleport (superior) (3)
Tongues
*Turn Dead

Wall of Flame
*Wind Rush
Words of Truth

*The asterisk denotes spells that are strictly offensive in nature.

Note: Some of the more powerful spells require more time and study. Thus, if selected, it will count as 2 or 3 spells, limiting the total number of spells known.

Anti-Magic Cloud
Range: 100ft (30.5m) radius per level of the spell caster
Duration: 20 melees per level of the spell caster
Saving Throw: Special

Those who are ignorant of the great old magics insist that this spell never existed, that it is impossible, merely another myth. They are wrong. This incredible spell creates an ominous, dark grey-brown cloud large enough to hang over an entire town. It can not be dispelled magically or by manipulating elemental/atmospheric conditions. The cloud's effect is as singular as it is spectacular; it simply **negates all magic!** Spell casters can not weave spells, circles and wards are ineffectual, potions and charms are impotent. Any object of magic (except runes and rune swords/weapons) is rendered harmless as long as it is under the anti-magic cloud. The magic returns when the cloud is cancelled. Only the creator of the cloud is not affected. **Saving Throw:** Only an 18 to 20 saves against the cloud, and even these lucky few will find their magic reduced to half strength. If outside the cloud's range the magic abilities return.

Armor of Ithan
Range: Self or Other
Duration: 4 melees per level of the spell caster
Saving Throw: None

This powerful spell creates an invisible, weightless, noiseless, full suit of mystic armor instantly upon the spell caster. Named after the magic armor of the dwarf king Ithan, this mystic armor has an armor rating (A.R.) of 18 and a S.D.C. of 200; fire, lightning, and cold do one-half damage, making the wearer nearly impervious to normal weapons.

The armor can be instantly created upon anyone as long as the spell caster invokes the spell while touching the intended recipient.

Blind
Range: 90ft **Duration:** 5 melees per level of spell caster
Saving Throw: Standard

This vicious spell will temporarily blind anyone it is cast upon, but can be directed against only one person at a time. The blinded person attacks at −5 to strike and at −10 to dodge and parry. The chance of stumbling and falling is 50% every 10ft.

If the blind spell is cast upon another spell caster he can not use any spells which require his vision. If the blind spell caster uses any defensive/assault spells, such as magic net, call lightning, fire ball, carpet of adhesion, etc., there is a 65% chance that the spell will be misdirected upon his own comrades.

Breathe Without Air
Range: Self or Others by touch
Duration: 10 melees per level of the spell caster
Saving Throw: None

This spell enables the person affected to function totally without air, whether it be underwater or in a vacuum or in an area with little or no oxygen. This spell does not protect the person from magic toxins or any other type of magic, but does protect against natural toxins such as gas.

Call Lightning
Range: 300ft
Duration: Instant
Saving Throw: None

This spell creates a lightning bolt which can be directed at any specific target up to 300ft away. The lightning bolt shoots down from the sky, hitting the desired target. The target or area must be within the spell

caster's line of vision. The lightning bolt does one 6-sided die of damage per level of spell caster.

Chameleon
Range: Self or Others by touch
Duration: 18 melees per level of spell caster
Saving Throw: None

This spell enables the affected person to seemingly alter the color and pattern of his clothes and physical body, enabling him to blend into the surrounding environment. Movement destroys the effectiveness of this magic.
90% undetectable if unmoving.
70% undetectable if moving 2 feet per melee or slower.
20% undetectable if moving 6 feet per melee.
Totally ineffective if moving any faster.

Carpet of Adhesion
Range: 30ft per level of the spell caster
Duration: 10 melees per level of spell caster
Saving Throw: Special

The spell caster creates a sticky carpet, up to 10ft wide by 20ft long, that will adhere firmly to anyone who touches it. The victim will stay stuck until the carpet spell time elapses or until the spell caster cancels the spell. The carpet can be cast on a floor, table, wall, etc., or actually cast upon a person. The spell caster can create this super flypaper up to 90ft away and can alter the size and shape (without exceeding the stated limit of 200 square feet).

Saving Throw: If a successful saving throw vs magic is made, that player rolls 2 six-sided dice to see how many melee rounds it will take him to pull free. Those failing to make the saving throw are stuck for the entire duration of the spell.

Decipher Magic
Range: Self
Duration: 10 melees per level of spell caster
Saving Throw: None

This spell enables the spell caster to read (decipher) *any* magic book, scroll, inscription, text, rune or symbol. The ability lasts only for the duration of the spell and the spell caster will not be able to read those same inscriptions once the spell has elapsed. This spell does not interpret other languages and their alphabet, nor does it identify/decipher mystic circles or other mystic writings.

Dimensional Portal
Range: Another Dimension
Size: 10 foot wide by 20 foot tall portal/opening
Duration: 30 seconds (2 melee rounds) per level of the spell caster
Saving Throw: None

The Dimensional Portal spell opens a two-way door to another dimension. Unlike the Mystic Portal, the spell caster doesn't have to have visited the dimension in order to use the spell. And unlike Dimensional Teleport, it is not completely random. Dimensional Portal is used to open channels to active dimensions where magic or dimensional transport devices have carved a dimensional channel. The spell caster can concentrate on any of the following things to direct a Dimensional Portal:

Pursuit Focus. This is useful for following someone lost or moving between various dimensions. The spell caster concentrates on the specific person or creature he is seeking, calling them by name. If well known to the spell caster, there is a + 10% chance of success. If the spell caster is working from just a description, or picture, or from just a brief meeting, there is a − 15% chance of success. A successful portal requires a roll below 20% + 5% per level of the spell caster. **If the roll fails**, roll again on the following table:
01-15 A portal opens to the person's home world.
16-30 Portal opens to a dimension previously visited by the person.
31-50 Portal opens to a close parallel to the person's home world.
51-100 Portal opens to a random dimension.

Object Focus. The spell caster touches any object or person that originates from another dimension. Chance of successful location of the object's home dimension is 10% + 2% per level of experience of the spell caster. Failure means that a portal is opened, but to a completely random dimension.

Historical Focus. A spell caster can attempt to open a portal to a dimension with an alternate history. To do this with any accuracy, the spell caster must have a skill in History that covers the pivot point where that dimension became different from our own. For example, a spell caster with a knowledge of History-Roman could try locating a dimension where Julius Caesar was not assassinated and went on to strengthen Rome. Chance of successful location requires two rolls. The first must be under the spell caster's history skill, and the second is 20% + 4% per level of experience of the spell caster. Failure on either roll means that a portal is opened, but to a completely random dimension.

Inhabitant Focus. By visualizing the dominant race of the dimension, the spell caster attempts to find a new dimension. For example, the spell caster might try imagining a race of giant mutant pigeons. Chance of successful location is 5% + 1% per level of experience of the spell caster. Failure means opening a portal to a random dimension.

Dimensional Teleport
Range: Another dimension
Duration: Instant
Saving Throw: None

Invoking this spell transports the spell caster and a maximum of 4000 pounds (1814kg) into another dimension. The spell caster and fellow travelers will appear in any location known to the person casting the spell. If no locations are known, the location will be completely random. To dimensional teleport, the mage must have a firm picture in his mind as to where he is going. Knowing the name of the dimension is also helpful (add 10%).

The success ratio of dimensional teleportation is 10% per level of the spell caster. If the spell is cast, but unsuccessful (over the percentage for success), nothing happens and the spell is wasted.

Diminish Others
Range: 100ft (30.5m)
Duration: 10 melees per level of spell caster
Saving Throw: Standard

This spell will affect any *living* creature; it will not affect devils, demons, elementals, golems, or skeletons (vampires and were-creatures are affected). This spell will reduce any *one* target/person to six inches in height, so long as that person is within the spell caster's line of vision and within range.

Dispel Magic Barriers
Range: 100ft (30.5m)
Duration: Instant
Saving Throw: Standard

The dispel magic barriers spell negates/dispels all magic barriers of any kind, including the sorcerer's seal, carpet of adhesion, wall spells, etc.

Saving Throw: The magic spell being attacked automatically gets a standard saving throw (12) as if it were a person. If a successful saving throw is made the negate magic barriers spell has no effect; the barrier remains.

Exorcism
Range: 60ft radius
Duration: Instant
Saving Throw: None

This gives the spell caster a 60% chance of successfully exorcising/repelling such supernatural creatures as vampires, zombies, animated dead, and lesser devils and demons. The spell is instant. The exorcised being(s) will not return to the place it was exorcised from for 1-6 days. This spell affects 2-12 beings per level of the spell caster.

Expel Demons and Devils
Range: 15ft radius (4.6m)
Duration: 15 melees per level of the spell caster
Saving Throw: Special

The spell caster is able to repel all lesser demons and devils, forcing them to leave the area and not return for 1D4 days. The spell may also expel greater demons with a little less efficiency.

Saving Throw: Lesser demons must roll an 18 or higher to save vs spell magic; greater demons/devils only have to roll the standard 12 or higher to save.

Extinguish Fire
Range: 20ft per each level of the spell caster
Duration: 4 melees per level of the spell caster/permanent
Saving Throw: None

This spell will permanently extinguish any fires within the area of effect. The warlock has the ability to snuff out one or more fires for a period of 4 melees per level of spell caster. The spell does not work on magic fires.

Eyes of the Wolf
Range: Self or Other
Duration: 20 melees per level of spell caster
Saving Throw: None

Bestows the following abilities:
Nightvision — 60ft
See the invisible — 75%
Identify plants/fruits — 70%
Identify tracks — 85%
Track — 50%
Recognize poison — 65%

Fire Ball
Range: 90ft
Duration: Instant
Saving Throw: Dodge

The spell caster creates a large fire ball which hurls at its target at an awesome speed, inflicting 1D6 points of damage per each level of the spell caster. The fire ball is magically directed and seldom misses.

Saving Throw: None except dodge, but the victim must know the attack is coming and must roll an 18 or higher.

Fly as the Eagle
Range: Self or others up to 100ft (30.5m) away.
Duration: 20 minutes per level of the spell caster
Saving Throw: None

The power of flight is bestowed upon the spell caster or person it is cast upon. It is especially effective out of doors, and in large open areas. Maximum Speed — 50mph. Bonuses: +1 to parry, +2 to dodge and +2 to damage on a diving attack. Bonuses apply only when in flight.

Globe of Daylight
Range: Radius of one foot per level of the spell caster
Duration: 10 melees per level of the spell caster.
Saving Throw: None

This spell creates a small sphere or globe of true daylight. This light is bright enough to light up a twelve foot radius (per level of the spell caster). Because it *is* daylight, it can ward off most vampires, keeping them at bay just beyond the light's radius. The spell caster can mentally move the globe along with him or send it up to thirty feet away.

Globe of Silence
Range: 90ft
Duration: 6 melees per level of caster
Saving Throw: None

This spell immediately creates an invisible 10ft radius globe which stops *all* sound. Voices, screams, footsteps, everything within that 10ft radius is absorbed by the globe. This means that absolutely no sound can leave the globe or penetrate it. So while it can prevent those within the globe from making noise, it also prevents sound from outside to enter. Those within the globe can not hear anything. A spell caster, reliant on spoken incantations, is completely powerless inside a globe of silence because his words can not be heard.

The spell affects those within its radius; stepping beyond the radius frees that person from its effect. The globe itself can be fixed in a stationary area or mentally moved and manipulated by the spell caster. However, the spell caster can not cast another spell while manipulating the globe, and once fixed to one spot, that is where it remains until the spell's duration time elapses or it is cancelled. *The globe can be cast up to 90ft away.*

Saving Throw: There is no saving throw because it is actually the physical space around the person that is being altered. A negate magic spell could dispel/cancel the globe and its influence.

Impenetrable Wall of Force
Range: 100ft (30.5m)
Duration: 5 melees per level of the spell caster
Saving Throw: None

This spell creates a shimmering wall of light that no creature, weapon, or object may penetrate. Only a Dispel Magic Barrier spell or a powerful Negate Magic will destroy the wall. The spell caster is able to create a wall of force that measures 20 × 20 feet per level of experience. The wall can be cast up to 100ft away.

Invisibility (self)
Range: Self
Duration: 15 melees per level of the spell caster
Saving Throw: None

The spell caster and anything he was wearing or carrying at the time of the spell's invocation are turned completely invisible. However, any object picked up after becoming invisible remains visible. Neither normal nor nightvision can detect invisibility; only a being who can naturally or magically "see the invisible" is able to see an invisible person. Infrared and heat detectors can also pinpoint an invisible man.

Although the invisible person is imperceptible to the eye, he still retains his physical mass. This means he can not go through walls nor do weapons pass through him. He still makes noise and physical and/or magic attacks still affect him.

While invisible, the spell caster can speak, walk, climb, run, open doors, carry objects, or perform any other physical activity, including combat, and remain invisible. The invisibility is terminated when the spell's duration time elapses or the spell caster cancels the spell.

Note: If cut, only the blood is visible.

Levitate
Range: 60ft (18.3m)
Duration: 8 melees per level of spell caster
Saving Throw: None

This spell enables the spell caster to raise himself or others into the air. The spell weaver can raise an object or person 30ft per level of his experience. Weight limitation is 350lbs per level of the spell caster. This is a *vertical* movement **only**. Horizontal movement is impossible.

Magic Net
Range: 60ft (18.3m)
Duration: 2 melees per level of the spell caster
Saving Throw: Special

This spell creates a net composed of magic fibers which will snare 1-6 human sized victims within a 10ft area. Normal weapons can not cut through the net; only weapons of superior quality, magic weapons, energy bolts or magic can affect this net. Even then it requires a full two melee rounds to cut or blast out (a dispel magic barriers will dispel it instantly). Anyone caught in the magic net is helpless and unable to

attack or defend. The spell caster can cancel the net at any time.

Saving Throw: Although there is no save vs magic, intended victims can try to dodge being snared by rolling a 16 or higher.

Mesmerism
Range: 6ft (1.8m)
Duration: 5 melees per level of spell caster
Saving Throw: Standard

Mesmerism enables the spell caster to induce *simple* hypnotic suggestions upon any intelligent being, such as "you like me," "you trust me," or "let us pass." The verbal suggestion should be weaved into a sentence or brief conversation. Remember, the enchanted person responds only to simple suggestions and can not be forced to do bodily harm to himself or friends. The tactics used are similar to getting information by getting that person drunk. Subtlety is the key.

Mute
Range: 30ft
Duration: 20 melees per level of spell caster
Saving Throw: Standard

This spell *temporarily* affects the voice box and vocal cords, preventing any voice or sounds to be uttered.

Mystic Alarm
Range: 12ft (one object)
Duration: One year per level of the spell caster
Saving Throw: None

The spell caster can protect his possessions and domicile by placing mystic alarms on them. By invoking the mystic alarm spell, invisible ward-like symbols appear on any *one object*. If this object is touched/disturbed in any way, an instant, silent alarm will buzz in the spell caster's head, alerting him to the intrusion. The alarm will alert him instantly, even if he is thousands of miles away or in another dimension. Once disturbed, the alarms disappear. The mystic alarm has a limited spell life of one year per level of spell caster.

Mystic Portal
Range: 20ft (6.1m)
Size: 10ft wide by 20ft tall portal/opening
Duration: 4 melees per level of spell caster
Saving Throw: None

this spell creates a dimensional rift in the fabic of space allowing the spell caster to use it in the following ways:

Pass through solid walls. The caster has but to weave the spell, targeting a particular blocked area. The area will shimmer brightly and suddenly, a portal or passage will appear as if cut out of the very stone. The portal can create a 12ft (3.6m) deep passage per each level of the spell caster in any substance.

Teleportation: The portal can also teleport someone to another location instantly, as well as flawlessly. Range: 300 miles. *Limitations:* as per Teleport. The portal can be placed on a vertical wall. Looking into it reveals what will appear to be just the other side of the wall, even though the view may be completely incongruous to ones present location. Stepping through it will instantly place the person in that location.

Dimensional gateway. The portal can be used to get to another dimension or plane of existence. The greatest limitation is that the spell caster must be familiar with the other dimension by having actually been there at least once.

One-way passage. The major limitation of this spell, in all its modes of transport, is that the portal provides only *one-way* passage to or through all the aforementioned places. Once a person steps through a mystic portal the portal behind him is gone (although people on the portal side can see both the portal and the person). To return, a new portal must be made on the other side by invoking another mystic portal spell.

Mystic Shield
Range: Self or to protect others up to 100ft (30.5m) away.
Duration: Until destroyed, dispelled or willed away by the spell caster.
Shield S.D.C.: 120 per level of the spell caster
Savings Throw: None

A magic shield or enclosure can be created instantly out of thin air to protect the spell caster and up to six normal size people. The shield is effective against all manner of *physical* attack, from energy bolts to an explosion. If the mystic shield is being created to block/protect oneself from an incoming attack, the spell caster must roll to see if the shield is erected in time. The roll is exactly like a parry (1D20); highest roll wins, defender wins ties. If erected in time, the shield will take the brunt of the attack. If the roll fails, the spell caster or the target of the attack is struck and takes full damage. If the spell caster is hit, the spell is never completed and the shield never materializes.

Once the mystic shield is created the spell caster must continue to concentrate to maintain the shield. This means he can not physically attack, move, nor cast any spells *through* the shield. However, he can still talk and cast one spell per melee on himself or anybody with him behind the shield. The shield can be molded to appear as a semitransparent floating disc, wall, dome or bubble. It will remain until destroyed, dispelled via a dispel magic barrier spell, or the spell weaver wills it to go (breaks concentration). If the spell caster is rendered unconscious, the shield will instantly disappear.

Negate Magic
Range: 100ft (30.5m)
Duration: Instant
Saving Throw: Special

The negation of another spell caster's magic is difficult and dangerous. **Note:** This spell negates only *spell* magic and is useless against circles, illusions (other than spells), psionics, magic weapons, powders, and potions.

Negating magic is very similar to dodge and parry in hand to hand combat. The spell caster attempting to negate another spell caster's magic spell rolls to negate/dispel the magic by rolling a 20-sided die. This is a *mystic attack* against the spell and spell caster; thus, the defending spell caster rolls a *mystic parry* (saving roll). This is done by rolling a 20-sided die. If the defending character's roll matches or betters the attacker's roll, then he has won and the spell is not negated. If the attacker's roll is higher, then he successfully negates/dispels the magic. **Note:** Even if the defending spell caster is thousands of miles away, in another dimension, or even dead, his spell still gets a mystic parry. Spell strength bonuses apply.

Spell strength bonuses apply as a mystic bonus to parry against the negating attack. Thus, if the spell caster has a +2 spell strength he has a +2 to parry against the negation attempt. **Note:** Special bonuses: Devils, demons, and elementals have a bonus to save against spell magic negation of +5. *These are not spell strength bonuses*, but special bonuses against negation due to the mystic properties of these creatures.

Paralysis Bolt
Range: 30ft (9m) per level of experience
Duration: Instant
Saving Throw: Standard

This mystic energy bolt short-circuits the victim's motor parts of the brain, rendering him totally paralyzed. The victim can not move or speak, but can breathe, hear, and think. Paralysis lasts for 6 melees per level of spell caster. The bolt hits automatically, leaping from the spell caster's hand or eye in a flash. Only a dodge of 19 or 20 can evade the mystic bolt (parry does not apply) and a mystic shield or force field can block. Does not affect robots or bionics.

Reduce Self (6 inches)
Range: Self
Duration: 10 melees per level of spell caster
Saving Throw: None

This spell instantly shrinks the spell caster, his clothes and possessions to six inches tall. Note that reduced weapons do virtually no damage. Weapons that normally inflict 6D6, or more, damage do a mere ONE point of damage. All others just sting for a moment.

Resist Fire
Range: Self or Others
Duration: 20 melees per level of spell caster
Saving Throw: None

With this spell the spell caster can make himself, or one or two others, fire resistant. This means heat has no ill effect and fire, normal and mystic, does half damage. The spell can be cast up to 60ft.

Restoration
Range: 6ft (1.8m)
Duration: One melee/permanent
Saving Throw: None

This awesome spell enables the spell caster to restore or regenerate a missing limb, such as an arm or leg, or restore someone back to complete health when they are dying from disease or injury. This is an extremely costly spell as it *permanently drains the spell caster of one P.E. point* each time it is cast. The spell can be cast on oneself or another.

Sanctuary
Range: 50ft radius per level of spell caster
Duration: 1D4 years per level of spell caster
Saving Throw: None

This legendary spell prevents all acts of aggression or hostility within its radius. It is so powerful that it can immobilize an entire army. Any creature that attempts to attack or harm any other creature within its radius is instantly struck down, becoming temporarily paralyzed or rendered unconscious. The aggressor is not harmed in any way, but merely immediately and completely incapacitated. The perpetrator of any action that will harm another, no matter how subtle, will be immobilized. Only the spell caster of the sanctuary is *not* subject to its effect.

Limitations: The spell can only be cast in the mage's home or secret domicile. His "Sanctum Sanctorum."

See the Invisible
Range: Self or Others
Duration: 10 melees per level of spell caster
Saving Throw: None

This spell enables a person to see any invisible object or being (including elementals, jinn, etc.) clearly and distinctly within his line of vision for up to 60ft. This spell can be cast upon oneself or another person.

Shadow Beast
Range: Immediate
Duration: Special
Saving Throw: None

This inter-dimensional spell summons a creature not of this world to do the bidding of the spell caster. Shadow beasts are large, vicious predators of some other strange world. They stand 9 to 12ft tall, with sharp claws and wicked fangs. Deadliest of all is their ability to completely merge into the smallest shadow, becoming completely invisible. While hidden in shadows they are undetectable, even by a See the Invisible spell, since they are not truly invisible, but *one with the shadow*.

Abilities in darkness or shadows
I.Q. 7, M.E. 7, M.A. 7
P.S. 26, P.P. 24, P.E. 30

Spd. 24, Hit Points: 90
Attacks Per Melee: 3
Damage bonus +11
Dodge/Parry bonus +5
Strike bonus +5
Invisible
Prowl 90%

Abilities in Light
I.Q. 7, M.E. 7, M.A. 7
P.S. 18, P.P. 16, P.E. 15
Spd. 8, Hit Points: 45
Attacks Per Melee: 2
Damage bonus +2
Dodge/Parry bonus +1
Strike bonus +1
Visible
Prowl 45%

The spell caster can command the shadow beast in a combat situation for six melees per level of experience, or in a non-combat situation, send the beast on a simple mission ("Bring me so and so", or "Slay so and so"). The shadow beast will remain in this dimension until the mission is completed or it is slain.

There is a 15% chance that the shadow beast will not return to its own dimension and will no longer obey the spell caster who summoned it. If this happens, it will remain in our world, wreaking havoc and killing innocent people for food and pleasure. Likewise, it will kill any who try to send it back. Does 1-8 damage (plus bonus).

Sphere of Invisibility
Range: 15ft radius
Duration: 15 melees per level of spell caster
Saving Throw: None

The spell caster is able to create a sphere or bubble of invisibility in which everyone within the radius is invisible. The spell caster can alter the radius to his desire up to the maximum of fifteen feet. He can also mentally move the sphere (but can not cast spells while doing so), or place it in a stationary area, or cast it around something up to *30 feet away*. For additional information about invisibility see: *invisibility (self)*.

Speed of the Snail
Range: 60ft
Duration: 2 melees per level of the spell caster
Saving Throw: Standard

This spell reduces the physical prowess, speed, and mobility of its victims to one-third their normal ability. Speed, attacks per melee, dodge, and parry are all reduced to one-third. Spell casting is not reduced.

This spell can be cast upon 1-6 persons (roll 1D6) up to 60ft away (18.3m), but within the spell caster's line of vision.

The Sorcerer's Seal
Range: 10ft
Duration: Conditional
Saving Throw: Special

The sorcerer's seal can permanently seal/lock a door, chamber, box, compartment, etc. Once the seal is cast, no amount of brute strength, beating, or assault by weapons will break the seal, nor will fire, lightning, cold, energy weapons, or magic affect it. Not even a superhuman being can open such a mystic seal. Only a Dispel Magic Barrier spell has any chance of penetrating/dispelling it.

Before the seal can be cast, the object (door, portal, etc.) **must** be completely sealed in wax. Only after all openings, cracks and crevices are sealed/filled with melted wax can the spell be placed upon it. Once sealed in wax and the spell invoked, nothing can open it, including the mage who cast the spell. Only a Dispel Magic Barrier may open it.
Saving Throw: None to place the spell, but the seal is +2 to save against the spell magic: Dispel Magic Barriers.

Stone to Flesh
Range: 12ft
Duration: Instant/permanent
Saving Throw: None

This spell transforms stone to flesh and can restore people who have

been turned to stone back to normal. The spell caster can change 50 pounds of stone per level of experience.

Swim as a Fish
Range: Self or Others
Duration: 40 Melees per level of spell caster
Saving Throw: None

This spell can be cast on oneself or on one or two people at a time by speaking the incantation and touching the intended targets. The enchanted persons are then able to breathe underwater and swim expertly (at a speed of 20).

Teleport (self)
Range: Self
Duration: Instant
Saving Throw: None

Invoking this spell transports the spell caster from one location to another in the blink of an eye (maximum distance — 5 miles). The spell caster can also teleport an additional 100 pounds per level of experience so long as he is maintaining some kind of physical contact with it. This spell could teleport another person if they fall under the weight limitation, but there is a 26% chance of shock rendering both the spell caster and the passenger unconscious for 1D6 hours.

While teleportation can be very handy, it can also be extremely dangerous, especially if the area teleported to is unknown.

Chances for a successful teleport:
1) Teleporting to a familiar location (or one seen from your starting point): 99%
2) A place seen only a few times (2-6 times before): 76%
3) A place never seen, but described in detail: 32%
4) A totally unknown place: 11%

Results of an unsuccessful teleport:
01-60   Totally wrong place. No idea of present location.
61-90   Teleport 300ft above ground level, fall does 6-36 + 6 points of damage.
91-00   Teleport into object; instant death.

Teleport (Superior)
Range: 300 miles
Duration: Instant
Saving Throw: None

This spell can transport the spell caster and up to 1000 pounds *per level* of experience, a maximum of 300 miles away. All the other conditions, dangers, and limitations, as outlined under Teleport (self) apply.

Tongues
Range: Self or Others
Duration: 10 melees per level of spell caster
Saving Throw: None

This spell enables the spell caster to understand and speak all languages. However, it is limited to the spoken word and does not include the written language. **Note:** The spell caster can bestow a tongue spell on someone else by casting the spell and touching the person.

Turn Dead
Range: 60ft
Duration: Instant
Saving Throw: Standard

The utterance of this arcane spell will turn/repel 1-6 dead per level of the spell caster. This means that those affected will turn and immediately leave the area without harming the spell caster or anyone near him. The dead turned will not come back for 24 hours. *This spell affects* animated dead, skeletons, and mummies, but does not affect the undead, like vampires and zombies.

Saving Throw: Each dead thing is allowed a saving throw vs magic; those that successfully save are not affected.

Wall of Flame
Range: 90ft
Duration: 10 melees per level of spell caster
Saving Throw: None

This spell creates a raging wall of flame that is 10ft high by 15ft long by 5ft wide per each level of the spell caster. Anyone touching or running through the wall takes 4-32 points of damage for each five feet of width. Can be cast up to ninety feet away.

Wind Rush
Range: 120ft
Duration: One melee
Saving Throw: To keep balance

This spell creates a short, powerful wind gusting at 60mph, which is capable of knocking people down, knocking riders off mounts, blowing small objects 20 to 120ft away, or creating dust storms.

The wind can be directed by the spell caster at a specific target or a general sweep (maximum wind width — 20ft) can be made. Anyone caught in the wind is helpless and unable to attack or move forward. It takes an additional melee to recover, and 1-8 melees to gather up all the items blown away.

Saving Throw: A roll of 18 to 20 saves one from losing one's balance and/or losing some item.

Words of Truth
Range: 5ft
Duration: 5 melees per level of the spell caster
Saving Throw: Special

The being affected by this enchantment is compelled to answer all questions truthfully. The spell caster must be within 5 feet and can ask two questions per melee. It is wise to keep questions simple and clear to avoid confusion.

Saving Throw: The person under this spell makes a saving throw for each question asked. Saving throw requirements: Standard; he does not have to answer the question if he rolls successfully.

TIME LORD MAGIC

Player characters start out as *Apprentice* Time Lords with the following spell casting abilities:

* The total number of spells one can cast per day is FOUR at first level. Add one at each additional level of experience.

*Initial Spells Known: Temporal Energy Preservation, Time Jump (Simple), Four other Time Lord Spells, and Five Wizard Spells.

Remember that spells with a "(2)" after them count as *two spells*, and spells with a "(3)" after them count as *three spells*. So, for the four time spells, a character could select just Temporal Portal (3) and Temporal Freeze (worth a total of 4). Or Temporal Energy Manipulation (2) and Time Jump (Superior) (2) (also worth a total of 4). Or 4 individual time spells.

THE STUDY OF TEMPORAL MAGIC

Although basically similar to the wizard's spell magic, Time Lords and their apprentices concentrate their efforts on the study of time, space and dimension. As with other spell magic, the manipulation of time is accomplished by the use of incantations and the summoning of mystic energy.

SPELL CASTING

Like wizards, Time Lords must learn the same powers of concentra-

tion, but added to that is the necessity for developing computational powers. Time Lords must constantly be sensitive to the flow of the coils of time, and how it relates to the positions of various Twists and Cycles. It is only after the ability to calculate time flow becomes an automatic reflex that the apprentice finally learns actual spell casting.

As with other spell magic, temporal manipulation spells may be cast as often as needed, so long as the character knows how to cast the spell, and has not exhausted the limit of spells per day.

Along with the time spells, an apprentice Time Lord also learns five (5) standard wizard spells. Although any of these spells can be taken, the following are strongly *recommended*:

Breathe Without Air — Especially useful for the occasional unforeseen, side trip to the far reaches of time.

Dimensional Portal

Dimensional Teleport

Mystic Portal

Restoration — This is a particularly effective spell when used to correct the damage from T.E. evolution or devolution.

Tongues — With all the odd time periods that a Time Lord might visit, this is a very useful spell.

LEARNING MORE WIZARD SPELLS

Time Lords must learn additional wizard spells in the same way wizards do. See Wizard Magic section for more details.

LEARNING MORE TIME LORD SPELLS

Unlike wizards, apprentice Time Lords learn all their spells early in their training. However, that is *theoretical* knowledge. Actually casting spells requires hours of tedious, and dangerous, practice. Each time the character attempts to practice with a new spell, he requires *a full week* of uninterrupted preparation, followed by a full 10 hours of uninterrupted spell casting. Each time the spell is attempted, the player must roll on the Temporal Spell Experimentation Table. Only one spell can be tried at a time.

In order to make a spell known in theory into one that can be used, the character **must** have two *"complete success!"* results on the Temporal Spell Experimentation Table.

Roll on the following table to determine the success or failure in learning a new time spell. All rolls must be made in the presence of the Game Master.

TEMPORAL SPELL EXPERIMENTATION

01-11 The desired effect, but not quite perfect. The character must Save against Change or suffer from 5 BIO-E Points of T.E. devolution.

12-24 Nothing. It just didn't work.

25-32 Failure — Small explosion, knocking the spell caster on his bottom and inflicting 3D6 damage.

33-42 Failure — Leaving the spell caster dazed and weak. All skills are at −10% penalty, all combat is at −1 to Strike/Parry/Dodge. Effect lasts for 1D4 days.

43-49 Failure — Energy bolt strikes the spell caster, inflicting 6D6 damage.

50-78 Complete success!

79-90 Failure — Instantly throws the spell caster somewhere into the time stream. Roll on the random time travel table for destination.

91-95 Failure — Throws the spell caster out to the very fringes of time. Problems with air and T.E. mean the character will have to return quickly in order to survive. Roll percentile on the following table:

01-45	Cycle 'H' – 480 million Years Ago
46-60	Cycle 'I' – 2.3 Billion Years Ago
61-99	Cycle 'J' – 4.7 Billion Years Ago
100	Cycle 'K' – 14 Billion Years Ago

96-100 Complete success!

OTHER ABILITIES OF TIME LORDS

As an apprentice progresses toward the level of mastery of a Time Lord, certain additional abilities are learned. These powers do NOT require spell casting, and can be performed as often as desired.

COMPUTE TEMPORAL COILS

Available at 1st level.

Includes the ability to compute and keep track of time Twists and Cycles so time travelling magic can be performed. Note that although a wizard may learn a time travel spell, without the ability to compute Twists and Cycles it's nothing but a dangerous toy.

SENSE TEMPORAL ENERGY (T.E.)

Available at 2nd level.

The character can sense the level of T.E. in people, places and things. This allows the character to evaluate the danger from T.E. flow and to figure out safe periods of exposure. Range: Touch.

SENSE TIME STREAM

Available at 4th level.

By sensing the force of the time stream in any era, the character can tell the exact Twist and Cycle of any location. This is particularly useful after an accidental time jump to an unknown period. Note that if the Time Lord is out of sync with the normal time flow, this will not work.

SENSE MAGIC

Available at 4th level.

The Time Lord can sense the presence of magic whenever it is nearby. There is even a chance (30% + 3% per level) of identifying the source of the magic. Applies to all forms of magic, from spells to circles, to artifacts. Also senses temporal magic, but lacks the discrimination to identify the type or location. Range: 200 feet maximum.

SENSE TEMPORAL MAGIC AND TEMPORAL DISTURBANCE

Available at 6th level.

Any time spells or time travel devices used in the Time Lord's vicinity will be instantly noticed from their effect on the time stream. The character will be able to notice the type and power of any time manipulation. However, in order to locate the source of the effect, the Time Lord must be within 5 miles.

MAGIC COMBAT

Increase as one grows in experience.

Level	
1	Can cast TWO spells per melee
2	+1 to Save versus Spell Magic
3	+10% to Save vs T.E. Change
4	Can cast ONE additional spell per melee
5	+2 is added to spell caster's spell strength
6	+1 to Save vs Spell Magic
7	+10% to Save vs T.E. Change
8	Can cast ONE additional spell per melee
9	+1 is added to the spell strength
10	+1 to Save vs Psionics
11	+1 to Save vs Spell Magic
12	+10% to Save vs T.E. Change
13	Can cast ONE additional spell per melee
14	+1 is added to the spell strength
15	+1 to Save vs Spell Magic

TIME SPELL CASTING:

Note that all the items in the section SPELL CASTING: TERMS/DE-SCRIPTION/COMBAT, in the Wizard Magic section, also apply to Time Lords and their apprentices.

TEMPORAL MANIPULATION SPELLS

— many thanks to Jim Webster, in his guise as "Thorn, the Mage," for his help in play testing the concepts of temporal spells over the years.

ALPHABETICAL LIST OF TIME SPELLS

Temporal Barrier (3)   Time Jump (Simple)
Temporal Energy Manipulation (2)   Time Jump (Superior) (2)
Temporal Energy Preservation   Time Jump (Trans-Dimensional) (3)
Temporal Freeze   Time Peek
Temporal Loop (2)   Time Warp
Temporal Portal (3)

Temporal Barrier (3)
Range: Planet wide, but caster must be present
Maximum Duration: 15 minutes per level of experience
Saving Throw: None

Prevents the entry or exit of any and all time travelling spell casters or time machines for an entire planet for as long as the spell lasts.

It is not possible to cast a Temporal Barrier from outside the planet and time period to be affected. Therefore, the spell caster must be on the planet and in the time period affected by the spell.

As the spell is performed, the spell caster must specify exactly how long it is to last. This can be any amount of time so long as it doesn't exceed the maximum duration. Once cast, a Temporal Barrier cannot be removed, even by the caster, and will remain until its time runs out.

Temporal Energy Manipulation (2)
Range: Touch
Duration: 1 melee round per level of the spell caster
Saving Throw: Standard

This can be used as an attack, *or as a way of reversing T.E. changes.* In either case, for every melee round of effective contact, the spell caster can manipulate 5 BIO-E Points' worth of T.E. mutations in a person or object. Subtracting the BIO-E can be done at any time, with a resulting *devolution* in the victim back to normal.

Using Temporal Energy Manipulation for the process of *evolutionary* mutation is only possible if the victim already has an excess of BIO-E. In other words, the character must already have moved into the future from his home time era.

While most of the mutations caused by this spell are temporary, wearing off in 2D6 days, there are circumstances where they can be permanent. First, if done to any inanimate objects, the destructive effect can not be reversed. Next, if T.E. distortion is done to an immature, not yet grown, creature, there is an 80% chance that the mutation will be permanent. Finally, if after the T.E. distortion is performed, the character is kept from returning to his natural time stream, the mutations will remain, and eventually (2D6 weeks later) become permanent.

Temporal Portal (3)
Range: Self/Another Time
Size: 10 foot wide by 20 foot tall portal/opening
Duration: 1 minute per level of the spell caster
Saving Throw: None

The Temporal Portal opens a two-way door to another time. This must be either an adjacent Twist (the next one in the past or future), or another Cycle.

It is possible to increase the size of the portal to 40 feet wide and 30 feet tall, reducing the duration by half.

If the spell caster wishes, the Temporal Portal can be limited to only permit the passage of sight and sound, allowing it to be used as a window into another time, although only to Twists and Cycles. In other words, the Temporal Portal is fixed to an exact location. You can't move it around to spy on different places, people, or just any time.

Time Jump (Simple)
Range: Self/Another Time
Duration: Instant
Saving Throw: None

Using this spell, a Time Lord, or an apprentice with sufficient knowledge, can travel to any temporal coil, either a neighboring Twist or any Cycle. It allows for a total load of up to 2,000 pounds, with the spell caster, any equipment and fellow travellers appearing instantly in the new time. The caster must know the exact temporal position before casting the spell, and the exact temporal destination that will be reached by casting the spell.

Using Time Jump (Simple) means that the geographical location of the departure and destination points will be identical. Or, if a time hole is located at the temporal destination, that's where the spell caster will end up. In other words, using a Time Jump (Simple) gives the spell caster no control of the destination location. If he casts the spell in his basement, he will appear at the same location as his basement, only years in the past or future.

Time Jump (Trans-Dimensional) (3)
Range: Self/Another Time or Dimension
Duration: Instant
Saving Throw: None

Traveling through time in another, alternate, dimension is very dangerous with normal Time Jump spells. Only the Time Jump (Trans-Dimensional) automatically makes the adjustments to any changes in T.E. and time flow, and allows for safe time travel. Otherwise, Time Jump (Trans-Dimensional) works just like Time Jump (simple).

In other words, you can use this spell as the exact equivalent to a Time Jump (simple) in your home dimension. In a different dimension, any dimension other than your home dimension, you must use Time Jump (Trans-Dimensional), because *you can't use a Time Jump (Simple) or a Time Jump (Superior) in a strange dimension.*

Time Peek
Range: Self
Duration: 2 melee rounds per level
Saving Throw: None

Allows for a quick "peek" backwards through time. It could be directly into another time coil, including any Twist or Cycle. It's also possible to peek into the "near" past at any time up to 2 years away. The spell caster will only see the area immediately around where the spell was cast, about a 30ft (9.1m) area.

You can't "reverse" or "fast-forward" with a Time Peek. Likewise, you can't Time Peek into the future, only into the past. You also can't change the location of a Time Peek, since it only works for the area where it's cast.

TIME PEEK EXAMPLE:

Petrovich, a 4th level Time Lord, discovers that the cookie jar in his kitchen is empty. Enraged that the last of his favorite almond shortbread squares are missing, he decides to cast a few Time Peek spells to discover the criminal.

He thinks that perhaps this morning, when everyone was having breakfast, someone stole the cookies. Sitting down at the kitchen table, he casts a Time Peek back to 8:00 A.M. that morning. Looking out into an empty room, he realizes that he may have cast the spell for a time that was too early. He peers through the spell for a full two minutes, while watching two minutes in the past, from 8:00 to 8:02

A.M. Remember, one melee round is equal to 15 seconds, so Petrovich's spell works 8 melee rounds or 2 full minutes.

By this time the spell is exhausted, so Petrovich casts another Time Peek for 8:02 A.M. From 8:02 to 8:04 several people come into the kitchen to start breakfast, but no one touches the cookie jar. He realizes by this point that people were in the kitchen from 8:00 to 9:00 A.M., so it might take *thirty* Time Peeks to find the thief, assuming that the cookies were stolen at breakfast.

Frustrated at his first attempts, Petrovich has another idea. He moves the cookie jar to one side, then casts the Time Peek directly on the spot where the cookie jar was standing. Taking a Peek to 8:00 A.M., he finds himself looking into an empty cookie jar. Aha! he thinks, the crime was committed before anyone got up for breakfast. He drops the spell, and casts another Time Peek, this time for 11:00 P.M., just after everyone went to bed. Since he can see that the cookies were still in the jar, he can safely assume that someone stole the cookies in the middle of the night.

By now, Petrovich has cast four of the eight spells he's allowed for the day. He decides that justice will have to wait.

Over the next few days, Petrovich casts Time Peek spells into the cookie jar, gradually narrowing down the time when the theft took place. Eventually, he sees the hand stealing the cookies!

Unfortunately, he's still got to cast yet one more Time Peek. Since he doesn't recognize the hand, he has to cast the next Time Peek looking at the area *outside* the cookie jar, at the exact time of the event, in order to discover the culprit.

Temporal Energy Preservation
Range: Touch
Duration: Varies
Saving Throw: None

The spell can be cast on any living being, or any object, as a protection against the ravages of T.E. distortion. While the spell lasts, the character, or object, will be *completely* impervious to T.E. evolution or devolution.

Depending on the strength of the time stream, the Temporal Energy Preservation will last for different times. For travel of 500 million years or less, the spell will keep T.E. from being altered for an additional 1D6 days per level of the spell caster. Any of the more extreme T.E. distortions, beyond 500 million years of difference, will only allow for 2D6 minutes per level of experience.

Temporal Freeze
Range: Self or 10 foot in radius
Duration: 1 minute (4 melee rounds) per level
Saving Throw: None

This creates a temporal bubble where time seems normal while everything outside the bubble stands still. See Temporal Freeze in the Time Section for more details.

As long as the spell lasts, the spell caster, and anyone else *inside the bubble* can move and act normally. Meanwhile, from the time the spell starts, until it finishes, no time will have passed outside the bubble. There is no way to leave the bubble, or affect anything outside the bubble while the spell is in effect.

Temporal Loop (2)
Range: Self
Duration: 1 melee round per level
Saving Throw: None

The idea here is for the spell caster to create a tiny loop in the fabric of time. A temporary channel where the character can experience a bit of time, but then have it all set **back** to the time of casting. It doesn't matter what happens during the Time Loop; the character could spend

all his spells, destroy all his equipment, or even die!

It doesn't matter because at the end of the spell, everything turns back exactly as it was; as if it never happened. And the spell caster is the *only one who remembers what happened during that short time. Of course, because the spell doesn't last very long, it's best to keep it saved until right before a difficult decision. And don't forget that while everything else may return back to as it was, the spell caster has still used up one* spell, the Temporal Loop.

For example: Let's say the group has come to a door they know is trapped. According to their expert on locks, the knob has been set up so that if it is turned the wrong way, the whole place will explode. So should it be turned clockwise? Or counterclockwise? There's not enough time to take it all apart. Outside of actually trying it, there doesn't seem to be anything the group can do.

Here's where the Temporal Loop spell comes in handy. "Wait a second, let me try," says the Time Lord, who immediately casts the spell for a 2 melee round loop (30 seconds). Now either one of two possible results will take place.

1. The Time Lord turns the knob the *correct* way and opens the door safely. Time then resets itself back to just after the spell was cast. "Don't ask me how I know," he says, as he confidently turns the doorknob, "I just know these things."

2. The Time Lord turns the knob the *wrong* way and the trap blows up. "Good thing this is just a Time Loop," he thinks to himself as he fades away with a fatal wound. Time then resets itself back to just after the spell was cast. "Don't ask me how I know," he says, as he confidently turns the doorknob the other way, "I just know these things."

Time Jump (Superior) (2)
Range: Self/Another Time
Duration: Instant
Saving Throw: None

The next step beyond Time Jump (Simple) allows the spell caster to control several other factors involved in the time jump. First of all, the spell caster can control the *location* of the destination. This works best if the spell caster is familiar with the exact place he plans to go; otherwise there is a 10% chance that the location control won't work and the spell will transport him to his current locale in a different time, just like Time Jump "Simple."

Another advantage of Time Jump (Superior) is that the spell caster can aim directly for the location of some person or place in the target time coil. Here are the possible ways to focus the aim:

Pursuit Focus. The spell caster concentrates on the specific person or creature he is seeking, preferably calling them by name. If the person is well known to the spell caster, there is a +10% chance of success. If the spell caster is working from just a description, or picture, or from just a brief meeting, there is a -15% chance of success. *A successful portal requires a roll below 20% + 5% per level of the spell caster. If the roll fails, the spell works just like Time Jump (Simple).*

Object Focus. The spell caster can touch any relic/object or person that originates from some other time. It can be an antique, a corpse, or a something newly transported from another time. The Time Jump (Superior) will then automatically take the spell caster to the time coil (Twist or Cycle) closest to the object. Roll below 20% + 5% per level of the caster, and the geographic location will be correct as well. *A failed Roll:* The spell works just like Time Jump "Simple."

Note that unless the spell caster starts from somewhere in Null-Time, only the nearest Twists will be available for destinations. Of course, by starting in the 79th, any of the Twists can be accessed directly.

Time Warp
Range: Self/100 foot radius
Duration: Instant
Saving Throw: Standard

Sort of like an uncontrolled emergency exit through time. The character throws himself and everything else around him to a distance of 100 feet (30.5m) out to another coil of time. Anyone making their save against magic will be left behind. Of course, friends and enemies alike,

and anyone else within range, have an equal chance of going along for the ride. Roll the destination on the following table:

01-25	Move 1 Twist into the Future
26-50	Move 1 Twist into the Past
51-60	Move 1 Cycle into the Past
61-80	Move 2D6 Twists into the Past
81-99	Move 2D6 Cycles into the Past
100	Move 2D6 Cycles into the Past and then 2D6 Twists even farther back into the past

TIME MACHINES and CROSS-DIMENSIONAL DEVICES

TRANS-DIMENSIONAL MECHANISMS

There are two ways to get around through trans-dimensional space. With magic, which is discussed in the magic section, and with machines, which we'll talk about here.

There are two, completely different, kinds of Trans-Dimensional devices. **The first** are *Time Machines,* which are used for journeying through the temporal barriers, and into distant Twists and Cycles. **The other kind,** for getting from one alternate dimension to another, are called *Cross-Dimensional Devices*.

The two kinds of devices are very similar in size and cost. Yet they are totally unalike in function. In other words, there's no way to get a Time Machine to work with dimensions, and Cross-Dimensional Devices are *totally* ineffective in dealing with time.

Here are the basic devices that can be built near the end of the *Twentieth Century,* along with their prices, sizes and costs. Time Machines and Cross-Dimensional Devices are available to player characters *only* if specifically stated in their roll-up for Mutation Background.

TIME MACHINES

Each time machine is designed to access any of the *known* Cycles, or any *adjacent* Twist. It's impossible to skip over a Time Twist with a Time Machine.

Time Projector

This device never moves. It is anchored in both time an space, preferably in something like six feet of reinforced concrete. It only works one way at a time, either transmitting something out in time, or retrieving something from a target time and place.
COST: $3 million.
RECHARGE TIME: Requires at least four hours for recharging and calibration. Setting a new destination, or switching between sending and pick-up takes another half hour.
MAXIMUM AREA OF EFFECT: 15 foot diameter sphere (4.6m).
CHANCE OF MALFUNCTION: Operator must roll under skill level. In this machine a malfunction never results in a wrong destination. It just blows up the machine, and does enough damage to require 2D6 hours for repairs.

Temporal Gate

Like the Time Projector, this device never moves. However, it opens up a *two-way* opening into another time. The opening only lasts for 3D6 melee rounds.
COST: $5 million.

RECHARGE TIME: At least an hour of recharging is needed between portal openings. Calibration for a new time zone takes about fifteen minutes.
MAXIMUM AREA OF EFFECT: 25 foot diameter sphere (7.6m).
CHANCE OF MALFUNCTION: Operator must roll under skill level. In this machine a malfunction never results in a wrong destination. It just wrecks the machine's calibration, requiring a complete reset that takes 4D6 hours.
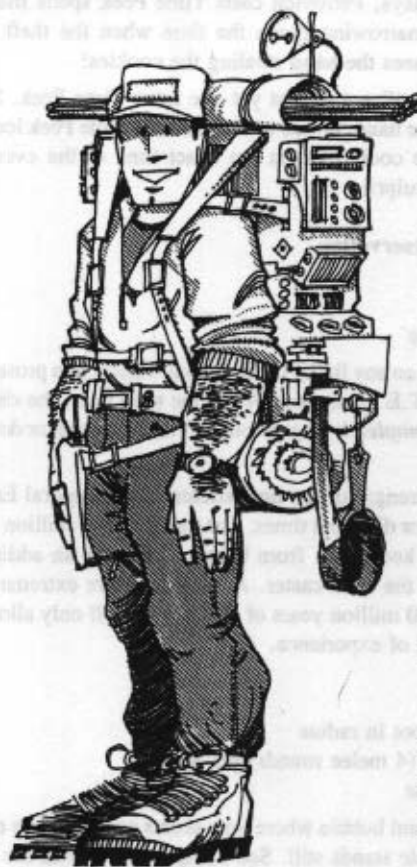
Portable Time Machine

The most advanced form of Time Machine, it actually travels across time, taking cargo along with it. While it can still only access neighboring Twists, it can be moved from one Twist to the next in a series of hops across time. Suitable for mounting on a vehicle.
COST: $8 Million.
RECHARGE TIME: With battery or connected to a running motor, 20 minutes. With an emergency hand-cranked generator, about 2 hours.
WEIGHT: 1800 Pounds
MAXIMUM AREA OF EFFECT: 25 foot radius (7.6m).
CHANCE OF MALFUNCTION: Operator (Pilot) must roll under skill level. In this machine a malfunction means rolling on the Temporal Mishap Table.

TEMPORAL READOUT DEVICES

Without instruments, there are no easy ways of figuring out *when* you are. Even in modern society where we can pick up a newspaper for the year and date, check a clock for the time, we have only a rough idea of when we are.

Time travellers will have to beware of trusting the calendars of the time periods they visit. At certain times in history it was possible for the date to be off by as much as three months, so never expect the kind of precision needed for time travellers. Even as late as the Twentieth Century, athletes have been late for Olympic Games because the calendar of one country didn't match up with the ways everybody else was figuring the date.

So it's best to take along your own way of calculating time. Here are three of the best temporal sensors.

NOTE: You can use either the ARD or the T.E. Feelie, or the Q-Dump for assisting Time Machine jumps, but not more than one at the same time. '

1. Absolute Referent Device (ARD). Based on the measurement of temporal energy. Any time traveller picks up temporal energy by travelling into the past, and loses temporal energy by travelling into the future. Therefore, all measurements are given in years, months, weeks, days, hours, minutes, seconds, and nanoseconds, relative to the starting point of the trip. Adds + 10% to success for any Time Machine. **Cost:** $100,000.

Also available as a portable device about the size of a backpack, weighing 35 pounds (15kg), and with a built-in, 48 hour power supply. **Cost:** $280,000.

2. Temporal Energy Sensor (T.E. Feelie). This device is used for checking the T.E. of any object or area. Automatically reads out the local temporal energy, with an estimate of the time relative to the character's starting place. Also comes with a detachable wand, connected by a cord to the main unit, that will pick up the T.E. of any object within 40 feet (12.2m). The wand's readout will indicate whether the item or creature is native to the area, or whether it comes from the past or the future. The T.E. Feelie adds + 15% to the success of any roll for Time Machine. **Cost:** $300,000.

Also available as a portable device about the size of a hardcover book, weighing 12 pounds (5.4kg), and with a built-in, 6 hour power supply. **Cost:** $950,000.

3. Quantum Differential Device (Q-Dump). By far the most accurate and precise of all temporal measurement instruments. This works by calibrating the quantum "positions" of electrons around a hydrogen atom. Since this changes exactly as all matter moves away from its moment of creation (in the Big Bang), it is useful for determining the exact moment anywhere in the universe. Adds + 20% to the success roll for any Time Machine. **Cost:** $1.5 million.

CROSS-DIMENSIONAL DEVICES

All Cross-Dimensional devices tend to be a bit smaller than comparable Time Machines, but the real difference is in power consumption.

Cross-Dimensional Gateway Generator

Another immobile mechanism, the Gateway Generator opens up a portal to an alternate dimension. The opening will last for as long as the generator is powered.
COST: $2 million
RECHARGE TIME: Requires about an hour to recharge and recalibrate for another dimensional locus.
MAXIMUM AREA OF EFFECT: Up to 60 feet wide (18.3m) and 40 feet high (12.2m).
CHANCE OF MALFUNCTION: Operator must roll under skill

level. In case of malfunction, roll percentile on the following table:
01-20 Generator shuts down. Must be recharged and recalibrated.
21-99 Opens to the wrong dimension. Roll for random dimension.
100 Massive Cross-Dimensional Mislocation! The generator and an area of 4,000 to 24,000 feet across (4D6 times 1000 feet) is slammed into another dimension. There is a 20% chance that the destination will be where they were aiming in the first place, otherwise it goes off into random cross-dimensional space.

Portable Cross-Dimensional Device

A moving dimensional travelling device. Once set, it teleports itself and its cargo to a Cross-Dimensional location.
COST: $6 million
WEIGHT: 900 Pounds
RECHARGE TIME: Requires about an hour to recharge and recalibrate for travel to another dimensional locus.
MAXIMUM AREA OF EFFECT: A radius of 40 feet (12.2m).
CHANCE OF MALFUNCTION: Operator must roll under skill level. In case of malfunction, roll percentile on the following table:
01-05 Device rips free of its housing, transporting only itself to a random dimensional location.
06-30 Device shuts down. Must be recharged and recalibrated.
31-99 Opens to the wrong dimension. Roll for random dimension.
100 Massive Cross-Dimensional Mislocation! The Device, along with an area of 3,000 to 18,000 feet across (3D6 times 1000 feet), is slammed into another dimension. There is a 10% chance that the destination will be where the device was aimed in the first place, otherwise it goes off into random cross-dimensional space.

Miniature (Backpack-Sized) Cross-Dimensional Device

Just a smaller, more improved version of the Portable Device. Can be mounted in a vehicle, actually used in a backpack (although it's kind of awkward unless you're Size Level 9 or so), or carried around like a suitcase, or built into something else.
COST: $15 million
WEIGHT: 70 Pounds
RECHARGE TIME: Requires about fifteen minutes to recharge and recalibrate for another dimensional locus.

MAXIMUM AREA OF EFFECT: A radius of up to 75 feet (22.9m).

CHANCE OF MALFUNCTION: Operator must roll under skill level. In case of malfunction, roll percentile on the following table:

- 01-03 Device rips free of its housing, transporting only itself to a random dimensional location.
- 04-10 Device shuts down. Must be recharged and recalibrated.
- 11-99 Opens to the wrong dimension. Roll for random dimension.
- 100 Massive Cross-Dimensional Mislocation! The Device, along with an area of 2,000 to 12,000 feet across (2D6 times 1000 feet), is slammed into another dimension. There is a 25% chance that the destination will be where the device was aimed in the first place, otherwise it goes off into random cross-dimensional space.

CROSS-DIMENSIONAL MEASUREMENT

Far from an exact science, figuring out where you are in Cross-Dimensional Space is more of a guessing game. That's because no one has ever figured out an accurate way of measuring the relative locations of alternate dimensions. About the best that can be done is to record every trip, and later attempt to backtrack to the trip recorded by the Dee-Cee-Dee.

1. **Dimensional Continuum Measurement/Recording Device,** otherwise known as the "Dee-Cee-Dee." this device is used for recording the relative coordinates of Cross-Dimensional locations. It's designed to record the changes that take place over any Cross-Dimensional Hop. Up to 1,000 transits can be recorded directly on the Dee-Cee-Dee, and it comes with recording chips that can be used for storing additional recording and for transferring recordings to other Dee-Cee-Dees. The Dee-Cee-Dee Feelie adds +15% to the success of any recorded Cross-Dimensional Hop. **Cost:** $300,000.

Also available as a portable device roughly the size of large briefcase, weighing 28 pounds, and with a built-in, 12 hour power supply. **Cost:** $3 million.

2. **Cross-Dimensional Disturbance Detector (Triple-D).** A very sensitive device, it simply scans for the presence of active Cross-Dimensional devices and homes in on their signal. Useful for following other Cross-Dimensional travellers, or for locating new and interesting dimensions. Also picks up the signals of nearby Cross-Dimensional Signal Beacons (see as follows). Adds +20% chance when jumping directly to an emitting signal, +5% to a signal that has been recorded but has since faded away. **Cost:** $650,000.

Also available as a portable device roughly the size of a portable headset radio, weighing 1.5 pounds, and with a built-in, 4 hour battery. **Cost:** $1 million.

3. **Cross-Dimensional Signal Beacon.** Designed to "mark" various dimensions by emitting strong Cross-Dimensional signals. The device can be set to broadcast continuously so that anyone can pick it up, or to be transmitting on a select coded band. If coded, the Detector must be tuned to the specific code in order to get a strong signal. **Cost:** $12,000.

Also available as a portable device roughly the size of a basketball, weighing 6 pounds, and with a built-in, 48 hour power supply. With the appropriate adaptor (about $50 each), it can also be plugged in to other power sources, from wall sockets to car lighters. **Cost:** $3,000 for encoded version, $18,000 for full coded band version.

BUILDING TIME MACHINES AND CROSS-DIMENSIONAL VEHICLES

The vehicles are the same for either kind of machine. Just follow the five steps listed here. And remember, these machines don't have to be mounted on a vehicle; they'll work just as well built into a shipping crate, or a steamer trunk, or, for that matter, a small building. It's just easier to get around if you build 'em into a vehicle.

Step 1 — The Basic Vehicle

Select one of the vehicles from the following lists of cars, motorcycles, aircraft and watercraft. **OPTIONAL:** If you wish, you can build a vehicle using the rules found in **Road Hogs** (road vehicles), **Teenage Mutant Ninja Turtles Guide to the Universe** (flying vehicles), **Mutants Down Under** (lighter-than-air ships), **Revised Heroes Unlimited,** or **Ninjas & Superspies.**

CONVENTIONAL VEHICLES

TYPICAL CONSUMER AUTOMOBILES:

Compact: A.R. 5, S.D.C. 300, Speed: 110mph (176.9kmph), Range: 350 miles (563km). **Cost:** $6,500 and up.

Mid-Size: A.R. 6, S.D.C. 350, Speed: 110mph (176.9kmph), Range: 300 miles (482km). **Cost:** $9,500 and up.

Full-Size Sedan: A.R. 7, S.D.C. 450, Speed: 120mph (193kmph), Range: 250 miles (402km). **Cost:** $15,000 and up.

Luxury Sedan: A.R. 7, S.D.C. 450, Speed: 120mph (193kmph), Range: 250 miles (402km). **Cost:** $25,000 and up. American and Japanese.

Sports Car: A.R. 5, S.D.C. 350, Speed: 120mph (unmodified; but can be souped to 180mph), Range: 200 miles (321km). **Cost:** $20,000 and up.

Corvette: A.R. 5, S.D.C. 300, Speed: 120mph, Unmodified, Range: 270 miles (434km). **Cost:** $15,000 and up.

Mini Van: A.R. 6, S.D.C. 350, Speed: 120mph (193kmph), Range: 350 miles (562km). **Cost:** $15,000 and up.

Full-Size Van: A.R. 7, S.D.C. 400, Speed: 120mph (193kmph), Range: 200 miles (321km). **Cost:** $9,000 and up.

Jeep (4 wheel drive): A.R. 6, S.D.C. 300, Speed: 120mph (193kmph), Range: 400 miles. **Cost:** $12,000 and up.

Small Truck (4 wheel drive): A.R. 6, S.D.C. 350, Speed: 120mph (193kmph), Range: 400 miles. **Cost:** $10,000 and up.

Small Truck: A.R. 6, S.D.C. 300, Speed: 120mph (193kmph), Range: 300 miles (482km). **Cost:** $8,000 and up.

16ft Truck (U-Haul type): A.R. 7, S.D.C. 400, Speed: 120mph (193kmph), Range: 200 miles. **Cost:** $20,000 and up.

24ft Truck (U-Haul Type): A.R. 8, S.D.C. 500, Speed: 120mph (193kmph), Range: 190 miles (305km). **Cost:** $50,000 and up.

Semi-Truck (Cab only): A.R. 10, S.D.C. 600, Speed: 120mph (193kmph), Range: 150 miles (241km). **Cost:** $90,000 and up. Add another $90,000 for the cargo bed (trailer).
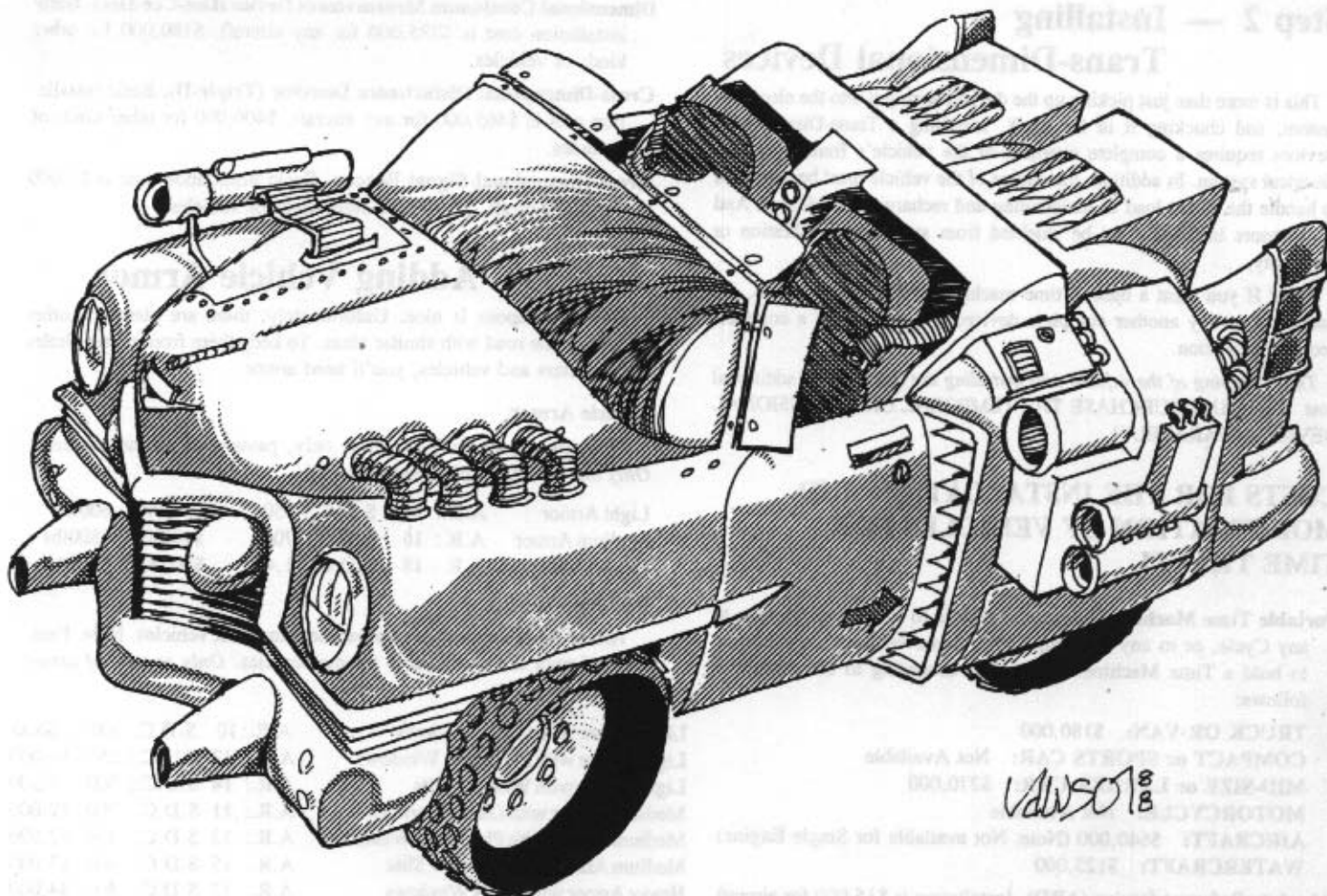
FOREIGN AND SPORTS CARS

<u>BMW Sedan</u>: German. A.R. 6, S.D.C. 350, Speed: 140mph (225kmph), Range: 250 miles (402km). **Cost:** $80,000 to $150,000.

<u>BMW Sports Car</u>: German. A.R. 5, S.D.C. 325, Speed: 180mph (290kmph), Range: 200 miles (321km). **Cost:** $90,000 and up.

<u>Delorean</u>: Irish. A.R. 6, S.D.C. 325, Speed: 140mph (225kmph), Range: 200 miles (321km). **Cost:** $60,000

<u>Jaguar</u>: A.R. 5, S.D.C. 300, Speed: 180mph (290kmph), Range: 200 miles (321km). **Cost:** $80,000

<u>Lamborghini — Countach</u>: Italy. A.R. 5, S.D.C. 300, Speed: 200mph+ (321kmph), Range: 220 miles (355km). **Cost:** $150,000 and up.

<u>Mercedes Benz Sedan</u>: German. A.R. 6, S.D.C. 350, Speed: 140mph (225kmph), Range: 250 miles (402km). **Cost:** $90,000 to $150,000 and up.

<u>Mercedes Benz Sports Car</u>: German. A.R. 6, S.D.C. 300, Speed: 200mph+ (321kmph), **Range: 220 miles (355km). Cost:** $100,000 and up.

<u>Porsche</u>: Italy. A.R. 5, S.D.C. 300, Speed: 200mph+ (321kmph), Range: 200 miles (321km). **Cost:** $65,000 and up.

<u>Rolls Royce Luxury Sedan</u>: Great Britain. A.R. 6, S.D.C. 450, Speed: 120mph (193kmph), Range: 190 miles (305km). **Cost:** $100,000 and up.

<u>Volvo Sedan</u>: A.R. 5, S.D.C. 300, Speed: 140mph (225kmph), Range: 250 miles (402km). **Cost:** $45,000 and up.

MOTORCYCLES

<u>Motorcycle — Light</u>: A.R. 5, S.D.C. 50, Speed: 90mph (144kmph), Range: 120 miles (193km). **Cost:** $500.00 and up.

<u>Motorcycle — Medium</u>: A.R. 5, S.D.C. 100, Speed: 110mph (176kmph), Range: 350 miles (562km). **Cost:** $1,800-$2,500.

<u>Motorcycle — Heavy</u>: A.R. 5, S.D.C. 150, Speed: 120mph (193kmph), Range: 350 miles (562km). **Cost:** $5,500-$10,000.

AIRCRAFT

<u>Single Engine</u>: A.R. 5, S.D.C. 400, Speed: 300mph (482kmph), Range: 680 miles (1040km). Seats: 2 total. **Cost:** $60,000.

<u>Twin Engine</u>: A.R. 5, S.D.C. 550, Speed: 420mph (670kmph), Range: 600 miles (964km). Seats: 6 total. **Cost:** $230,000.

<u>Small Jet</u>: A.R. 6, S.D.C. 800, Speed: 600mph (960kmph), Range: 1370 miles (2205km). Seats: 4 total. **Cost:** $700,000.

<u>Utility Helicopter (Old Huey Style)</u>: A.R. 6, S.D.C. 500, Speed: 127 mph (203kmph), Range: 314 miles (406km). Maximum payload of 3,116 pounds (1395kg), but routinely carries only about half that. **Cost:** $850,000 (New) or $300,000 (Used).

WATERCRAFT

<u>Twin-Engine Powerboat</u>: A.R. 8, S.D.C. 550, Speed 45 mph (72 kph), Range: 350 Miles (562km). Sleeps 6, with kitchen and shower built-in. **Cost:** $30,000.

<u>Single-Masted Luxury Sailboat</u>: A.R. 8, S.D.C. 600, Speed 20 mph (32 kph) if the wind is right, Range: Unlimited. Sleeps 8, with kitchen and shower built-in. Small electrical generator provides up to 24 hours of power for appliances and radio. **Cost:** $110,000.

Step 2 — Installing Trans-Dimensional Devices

This is more than just picking up the device, wiring it into the electrical system, and chucking it in the trunk. Installing a Trans-Dimensional Devices requires a complete overhaul of the vehicle's framework and electrical system. In addition, the engine of the vehicle must be upgraded to handle the added load of maintaining and recharging the device. And any sensors installed must be shielded from stray noise, vibration or electricity.

Note: If you want a backup time machine installed in a vehicle, it's necessary to buy another complete device, and to pay for a complete second installation.

The modifying of the vehicle and installing the device is an additional cost. You MUST PURCHASE THE TEMPORAL OR DIMENSIONAL DEVICE SEPARATELY!

COSTS FOR THE INSTALLATION AND MODIFICATION OF VEHICLES FOR TIME TRAVEL

Portable Time Machine. Allows the vehicle to travel through time to any Cycle, or to any adjacent Twist. Some vehicles are too small to hold a Time Machine. Cost varies according to the vehicle as follows:

TRUCK OR VAN: $180,000
COMPACT or SPORTS CAR: Not Available
MID-SIZE or LARGER CAR: $270,000
MOTORCYCLE: Not Available
AIRCRAFT: $640,000 (Note: Not available for Single Engine)
WATERCRAFT: $125,000

Absolute Referent Device (ARD). Installation is $15,000 for aircraft, $8,000 for any other vehicle.

Temporal Energy Sensor (T.E. Feelie). Installation is $55,000 for aircraft, $28,000 for any other vehicle.

Quantum Differential Device (Q-Dump). Installation is $1 million for aircraft, $480,000 for any other vehicle.

COSTS FOR THE INSTALLATION AND MODIFICATION OF VEHICLES FOR CROSS-DIMENSIONAL TRAVEL

Portable Cross-Dimensional Device. Allows the vehicle to travel in Cross-Dimensional Space, to alternate dimensions. Some vehicles are too small to hold this, the larger version. Cost varies according to the vehicle as follows:

TRUCK OR VAN: $50,000
COMPACT or SPORTS CAR: $300,000
MID-SIZE or LARGER CAR: $90,000
MOTORCYCLE: Not Available
AIRCRAFT: $210,000
WATERCRAFT: $65,000

Miniature (Backpack Size) Cross-Dimensional Device. Allows the vehicle to travel in Cross-Dimensional Space, and to alternate dimensions. Cost varies according to the vehicle as follows:

TRUCK OR VAN: $40,000
COMPACT or SPORTS CAR: $115,000
MID-SIZE or LARGER CAR: $75,000
MOTORCYCLE: $190,000
AIRCRAFT: $165,000
WATERCRAFT: $35,000

Dimensional Continuum Measurement Device (Dee-Cee-Dee). Basic installation cost is $285,000 for any aircraft, $180,000 for other kinds of vehicles.

Cross-Dimensional Disturbance Detector (Triple-D). Basic installation cost is $465,000 for any aircraft, $400,000 for other kinds of vehicles.

Cross-Dimensional Signal Beacon. Basic installation cost is $8,000 for any aircraft, $7,000 for other kinds of vehicles.

Step 3 — Adding Vehicle Armor

Having weapons is nice. Unfortunately, there are plenty of other people on the road with similar ideas. To keep them from putting holes in characters and vehicles, you'll need armor.

Vehicle Armor

This armor protects the vehicle only, passengers are not covered. *Only one set of vehicle armor allowed.*

Light Armor	A.R.: 14	S.D.C.: 350	$2,500	600lbs
Medium Armor	A.R.: 16	S.D.C.: 700	$10,000	1800lbs
Heavy Armor	A.R.: 18	S.D.C.: 1,400	$50,000	5000lbs

Passenger Armor

Armor for the passenger compartment for most vehicles. Note: Passenger Armor is not available for motorcycles. *Only one set of armor per compartment.*

Light Armor with Glass Windows	A.R.:10	S.D.C.: 200	$800
Light Armor with Plexiglass Windows	A.R.: 12	S.D.C.: 250	$1,000
Light Armor with Window Slits	A.R.: 14	S.D.C.: 300	$1,200
Medium Armor with Glass Windows	A.R.: 11	S.D.C.: 300	$2,000
Medium Armor with Plexiglass Windows	A.R.: 13	S.D.C.: 350	$2,500
Medium Armor with Window Slits	A.R.: 15	S.D.C.: 400	$3,000
Heavy Armor with Glass Windows	A.R.: 12	S.D.C.: 400	$4,000
Heavy Armor with Plexiglass Windows	A.R.: 14	S.D.C.: 450	$4,500
Heavy Armor with Window Slits	A.R.: 16	S.D.C.: 500	$5,000

Turret Armor protects both the weapon and the operator. Separate armor must be bought for *each* turret. *Only one set of armor per turret.*

Light Armor	A.R.: 10	S.D.C.: 350	$800
Medium Armor	A.R.: 12	S.D.C.: 300	$1,800
Heavy Armor	A.R.: 14	S.D.C.: 400	$3,500
Empty Turret	A.R.: 8	S.D.C.: 100	$1,000

Can be used with any weapon.

Flying Vehicle Armor

Armoring a flying vehicle helps protect it from enemy fire. However, all that armor is heavy and the aircraft's payload is reduced for every section of armor installed.

Aircraft Crew Compartment Armor. Armor can be installed for each crew station on a vehicle.

Each crew station armor must be bought separately.
Light Armor with Plexiglas Windows; A.R.: 12, S.D.C.: 250 $1,000 50 pounds
Medium Armor with Plexiglas Windows; A.R.: 14, S.D.C.:350 $2,500 100 pounds
Heavy Armor with Plexiglas Windows; A.R.: 15, S.D.C.: 550 $4,500 200 pounds

Aircraft Drive Engine Armor

Protects the drive mechanism from enemy fire. One set of engine armor is allowed for each engine.

Light Armor; A.R.: 12 S.D.C.: 200 $800 100 pounds
Medium Armor; A.R.: 13 S.D.C.: 300 $2,000 300 pounds
Heavy Armor; A.R.: 14 S.D.C.: 400 $5,000 600 pounds

Aircraft Vehicle Armor

This armor protects the entire vehicle. This armor must be penetrated before cargo, crew, engines or fuel are hit. <u>Only one set of vehicle armor per vehicle is allowed.</u>

Light Armor; A.R.: 8 S.D.C.: 300 $2,500 500 pounds
Medium Armor; A.R.: 10, S.D.C.: 500 $10,000 1,200 pounds
Heavy Armor; A.R.: 12, S.D.C.: 900 $50,000 4,000 pounds

Fuel Compartment Armor (Auto or Aircraft)

This armor serves two functions. To protect the fuel area from enemy fire, and to protect the vehicle's crew from the explosion when and if the fuel gets hit. Only one set of fuel armor per vehicle is allowed.

Light Armor; A.R.: 10 S.D.C.: 200 $500 150 pounds
Medium Armor; A.R.: 12 S.D.C.: 300 $2,000 500 pounds
Heavy Armor; A.R.: 14 S.D.C.: 400 $7,000 900 pounds

Note: Of course, you do not have to add any armor to any portion of the vehicle. It is your choice.

Step 4: Adding Weapons

FIXED MOUNT

This kind of weapon fires in only one direction, and aiming requires turning the entire vehicle. Usually set up to shoot straight ahead, but it can be mounted in any direction. Usually used by the vehicle's pilot.

Weapons	Damage	Range	Price
5.56mm Light Machinegun	5D6	1,500ft	$1,500
7.62mm Medium Machinegun	6D6	3,000ft	$2,500
20mm Automatic Cannon	1D4×10	4,000ft	$10,000
30mm Automatic Gun	2D4×10	5,000ft	$15,000

SWIVEL MOUNT

Weapon is mounted on a swivel that can be rotated 360 degrees. A gunner must operate the weapon from an open platform or turret.

Weapons	Damage	Range	Price
5.56mm Light Machinegun	5D6	1,500ft	$3,000
7.62mm Medium Machinegun	6D6	2,000ft	$4,000
.50 Calibre Heavy Machinegun	7D6	3,000ft	$8,000
Empty Turret (Install with any weapon)			$1,000

ORDNANCE

These weapons are mounted on the exterior of the craft. All ordnance weights must be subtracted from the vehicle payload.

Weapons	Damage	Range	Price
2.75" Rocket Launching Tube	1D6×10	6,000ft	$500 ea.

Rockets are disposable weapons; once used, the entire thing must be replaced. *Speed Class is 19*. Explosion does 1D6×10 to everything within a 20 square foot area. Each loaded tube weighs 35 pounds.

Anti-Aircraft Missiles: Damage: 2D4×10, **Range:** 12,000ft, **Cost:** $4,000 each. Anti-aircraft missiles have built-in infrared sensors for tracking the enemy target. Speed Class is 29. Explosion does 2D4×10 to everything within a 40 square foot area. Each missile weighs 250 pounds.

Flamethrower: Damage: 4D6, **Range:** 30ft, **Cost:** $2,800. Does damage to everything in an 8 square foot area. All combustible items will ignite. If used on unarmored vehicles, the gas tank may detonate (30% chance).

Step 5: Optional Modifications, Equipment and Accessories

Note: Generally, all items can be built into ground and air vehicles.

Air Recycling System: Allows for unlimited time in space or underwater or in impure air (gas, pollution, etc.). The unit will recycle the vehicle's atmosphere as long as power remains. **Cost:** Includes making vehicle airtight. $200,000 for a small vehicle, $450,000 for a large one.

Anti-Missile Chaff: When triggered, it sends out a canister designed to decoy enemy anti-aircraft missiles. The canister heats up, attracting the missile's heat sensors, gives off a fake radio signal, and sends out streamers of aluminum designed to fool radar-guided units. **Cost:** $3,500 each.

Ejection Seat: This specially built chair has built-in explosives designed to throw the chair and its occupant up and away from an injured vehicle. The parachute is designed to open automatically at the right altitude. **Cost:** $6,000.

Ejection Seat Hover Vehicle: An ejection seat that is also a limited hover vehicle that functions like a jet pack. **Maximum speed:** 100mph (160kmph), **Range:** 15 miles (24km), **Fuel Capacity:** 15 minutes. **Cost:** $125,000.

External Fuel Tank: Doubles the amount of available driving or flight time. The tank *cannot* be armored, but can be easily dropped if damaged. **Cost:** $1,000 each.

Fusion Generator: A high-tech, experimental power source. With a fusion generator installed, the vehicle can operate continuously for 3 years. **Cost:** $3 Million.

Loudspeaker: Simply a large speaker/amplifier mounted outside a vehicle. Can be heard clearly over vehicle noise up to 500' away. **Cost:** $400.

Luxury Accommodations: For *large* trucks, vans and aircraft. A decorated living area with beds (from 1 to 6), small kitchen with sink and stove, bathroom with shower, conference/dining table, panelling and carpeting. The kind of thing usually found in private jets. **Cost:** $15,000.

Maneuver Rockets: This is the only way to move or change position in the vacuum of outer space or underwater. A necessity for Scramjets that are going to operate in orbit. **Cost:** $15,000 each.

Night-Sight Camera/Monitor: A forward-mounted camera that sees into the darkness and relays an amplified image to a monitor in front of the operator. Range is 2,000ft, and the camera clearly shows ground-based buildings, vehicles and creatures. Imaging is too slow to see aircraft. Any bright lights, including the vehicle's own headlights, blind the night sight camera. **Cost:** $30,000.

Pontoons: Large floats/skids that can be used for landing on water. **Cost:** $800.

Pressurized Cabin: A crew compartment that is airtight and comes with an on-board air supply. Good against poison gas, smoke, high altitude, and the vacuum of outer space. Effective underwater up to a depth of 1100ft (335m). **Cost:** $200,000.

Searchlight: High-powered spotlight. Controlled by the pilot. **Cost:** $400.

Second Engine: This is a backup engine for the vehicle. The full price for a second engine depends on Speed — see Speed Table. **Cost:** Car — $1500, truck — $3000, airplane — $30,000, jet — $60,000, *plus* speed costs.

Smoke Screen: The pilot can release smoke by changing the fuel mix in the engine. Available only for conventional automobiles and aircraft. **Cost:** $1,200.

Theft Alarm System: A tamper-proof burglar alarm. When someone attempts to open the vehicle without the alarm key, a piercing siren will sound out. **Cost:** $700 each.

Thief-Proof Locks: The vehicle's locks have been modified so that standard pry bars and skeleton keys will not work. Thief is −35% to pick locks. **Cost:** $200 each.

V.T.O.L. Capacity: V.T.O.L., or Vertical Take-Off and Landing, allows planes and jets to hover in a stationary position, fly at very low speeds, and use small pads for landings. **Cost:** $200,000.

Winch and Cable: Woven steel cable, about 1,000ft long, and has a hook on one end. The winch can pull up to 300lbs, and larger loads can be handled by locking the winch and moving the vehicle. Usually used on helicopters and space vehicles. **Cost:** $1,000.

Radar (basic) System: 25 mile range (40km). **Cost:** $40,000.

Radar Targeting Computer: 30 mile range (48km), and able to identify 20 targets and simultaneously track 10 targets flying at 600ft (182m) while the aircraft is flying at 18,000ft (5486.4m). **Cost:** $400,000 (has military capabilities).

Advanced Radar Targeting Computer: 62 mile range (100m), and able to identify 60 targets and simultaneously track 30 targets flying below 200ft (60m) while the aircraft is flying at 20,000ft (6096m). **Cost:** $990,000.

Optional Equipment Exclusive to Automobiles

Some equipment is standard with any basic vehicle, including headlights and brake lights, speedometer, odometer, and trouble indicator lights for brakes, oil and temperature. Also seats, seat belts, standard pedals, steering wheel and gearshift. AM Radio is free. Everything else must be bought.

Fold-Down Bucket Seats: These seats are more comfortable than the standard bench seats. They can also be folded down and turned into temporary sleeping space. **Cost:** $200 Each.

Camper Option: Can be used with any van or larger vehicle. Includes beds (from 1 to 4), small kitchen with sink and stove, bathroom with shower, conference/dining table, and interior decorating with paneling and carpeting. **Cost:** $5,000. Of course this severely limits cargo space.

Stereo System: Picks up AM/FM/Shortwave signals and delivers the signal in stereo. Also plays tape cassettes. **Cost:** $400.

Refreshment Dispenser: A built-in unit that delivers coffee, tea, hot chocolate or hot soup (pick one) from one spout, and soft drinks, milk, ice water or fruit juice (pick one) from another. Must be recharged every few days. **Cost:** $450.

Sensory Equipment

Engine Readout Package: The instrument panel is modified to include a tachometer, temperature and oil pressure gauges, fuel mix indicator, and readout on the battery'a charge. Adds +5% to Auto Mechanics diagnosis. **Cost:** $250.

Radar Display: A monitor is mounted on the dash that displays the radar picture for an area 500ft around the vehicle. This shows solid obstacles (trees, rocks, buildings, airplanes), other moving vehicles, and moving bodies. It does *not* show pits, potholes, broken pavement or bodies. **Cost:** $20,000.

Radio Locator: Directional locator that lets the vehicle's operators find the exact position of a radio transmission. Useful for finding planted "bugs." **Cost:** $1,000. **Range:** 5 miles (8km).

Trailer Hitch: Allows a trailer to be attached to the vehicle. **Cost:** $150.

Winch and Cable: Mounted on the front bumper is an electric winch; basically, a motor connected to a cable. The woven steel cable is 100ft long and has a hook on one end. The winch can pull up to 300lbs, and larger loads can be handled by locking the winch and backing up the vehicle. **Cost:** $500.

Fuel Efficiency Modification: Modifying the car's engine so that fuel consumption is cut by half. **Cost:** $2,000.

Super Fuel Efficiency: By careful tinkering, the vehicle consumes only 10% of its normal miles per gallon rate. **Cost:** $15,000.

Oil Slick: The pilot can release oil from a tank mounted on the underside of the vehicle. Contains enough oil for three oil slicks. **Cost:** $1,200.

Vehicle Caltrops: A container of broken glass, nails and metal shards can be released by the pilot. **Cost:** $300 for each container and release mechanism. $100 per each, non-reusable, container; although homemade containers can be made for about $30.

Ram-Prow: The ram-prow is a special, metal reinforced ram at the front of the vehicle. The ram may be a simple foundation of metal bars, trainlike cowcatcher, or any variety of metal protrusions with the purpose of ramming.

The ram-prow protects the attacking vehicle from any damage that it would normally receive in a ram attack. (*See "Ramming" under Combat Tactics, in Road Hogs*). Also adds 75 S.D.C. to the vehicle. **Cost:** $800.

Searchlight: High-powered spotlight. Mounted on a swivel next to the pilot's seat. **Cost:** $200.

Siren: High-pitched emergency siren. Can be heard up to 2,500ft away. **Cost:** $50.

Surface Water Capability: Gives ground and air vehicles the ability to perform water maneuvers. The vehicle is equipped with floatation gear, a waterproof undercarriage, and a Speed Class 1, propeller-driven engine. Effectively the vehicle can land on the water and work as a boat. Improvements to the vehicle's water speed must be paid for separately. **Cost:** $30,000.

Submersible Water Capability: Used to give any vehicle the ability to operate *underwater*. The vehicle's surface and exposed equipment is waterproof. A depth controller and a propeller-driven engine (Speed Class 1) have been installed so that the vehicle can dive like a submarine. Pressurized cabin must be bought separately, otherwise the passengers will have to use Scuba gear while submerged. Maximum depth is 200 feet (61m). **Cost:** $175,000.

Hover Engine Capability: Any vehicle can have this high-speed option installed. The modified craft can then travel up to Speed Class 5 on a layer of compressed air. Once elevated, the vehicle will float about 18 inches off the surface. Restricted to traveling on smooth surfaces such as sand, calm water (waves must not exceed the 18 inch height of the air cushion), mud, grass and pavement. **Cost:** $65,000.

Balloon Capability: An inflatable balloon, complete with a hot air generator, is concealed inside the vehicle. When the mechanism is activated, it turns the vehicle into the gondola of the balloon. As with any hot air balloon, there's no real control over direction, and the vehicle will simply travel with the prevailing winds. Still, it makes for a great emergency escape. Either by pilot control, or after four hours, or if the fabric is seriously punctured, the balloon will start to slowly descend. **Cost:** $12,000.

Ground Travel Capability: This allows air or water craft to move on the ground. On the underside of the vehicle are installed a set of wheels. The built-in engine is initially capable of only Speed Class 1. **Cost:** $40,000.

Helicopter Capability: Limited to automobiles, small trucks, motorcycles, small aircraft and small watercraft. A set of rotors can be attached to the top of the craft, allowing for Speed Class 2 helicopter travel. Takes 10 minutes to attach the rotors. *For vehicles with this modification, all weapon and armor improvements must be the aircraft type.* **Cost:** $190,000.

Propeller Aircraft Capability: Limited to automobiles and small watercraft. A set of wings and a propeller can be attached, allowing for Speed Class 3 airplane travel. *For vehicles with this modification, all weapon and armor improvements must be the aircraft type.*
Cost: $170,000.

Jet Aircraft Capability: Limited to automobiles and small watercraft. A single jet engine is concealed in the center of the vehicle, and retractable, stubby wings are built into the sides. Just get up to take-off speed (about 80 mph), pop out the wings, and kick on the jet. Standard Speed Class is 16. For vehicles with this modification, all weapon and armor improvements must be the aircraft type.
Cost: $350,000.

Vehicle Active Suspension: The vehicle is equipped with a computer controlled, hydraulic suspension system. Essentially, this gives the vehicle something of a reactive "brain" for dealing with changing position and terrain. On an automobile, the computer can *lift up a wheel* rather than just tilting when hitting a curb or a rock. Confers a bonus of +15% on all control rolls. **Cost:** $500,000.

MISCELLANEOUS EQUIPMENT
DRIVING SUITS OR ARMOR

Motorcycle drivers wear helmets and leathers for a reason; they help to protect them in an accident. Characters with full leathers, including heavy boots, helmet, leather jacket, leather pants and leather gloves, will be able to reduce the amount of damage taken in a crash. *The suit absorbs half the damage taken, up to a maximum of 24 points.*

For example, if Fran's character crashed and took 80 points of damage, she'd only have to take 56 points off her S.D.C. and Hit Points. On the other hand, if Mike crashed with 8 points of damage, he'd take 4 points off his S.D.C. (½ damage) and 4 off his Hit Points (the other ½).

Driving suits are *no protection against bullets, explosions, weapons, or hand-to-hand attacks.* They are useful for crash damage only. On the other hand, regular armor, either modern or ancient, gives *no protection against crash damage.*

Driving armor is just a safety measure. Or, according to some bikers, "You may break every bone in your body, but, at least, the leather will keep your body from coming apart. At the very least, leathers insure that your corpse will look good at your funeral."

Cost: $200 for characters of Size Level 7 or lower, $250 for up to Size Level 11, $300 for Size Level 12 and 13, add $100 for each additional Size Level.

FLIGHT SUITS

There are two good reasons for wearing flight suits. First, because they are protection against the thin air encountered at high altitudes. The second reason has to do with crash protection; *the suit absorbs half the damage taken in a crash, up to a maximum of 48 points.*

Flight suits provide NO protection against bullets, explosions, or *bladed weapons.* They *do* protect against punches, kicks, body blocks and other blunt attacks. Other than that, they are useful for falling and crash damage only. Regular armor, either modern or ancient, gives *no protection against falling or crash damage.*

Cost: $500 for characters of Size Level 7 or lower, $550 for up to Size Level 11, $600 for Size Level 12 and 13, +$100 for each additional Size Level.

SPACESUIT (A full environmental suit with oxygen supply)

Spacesuits are designed to give full body protection from the rigors of outer space. Unprotected, a body exposed to a vacuum will experience a bunch of very unpleasant things. For starters, the vacuum will freeze the skin's outer layers and evacuate all the air in the lungs. Then, if
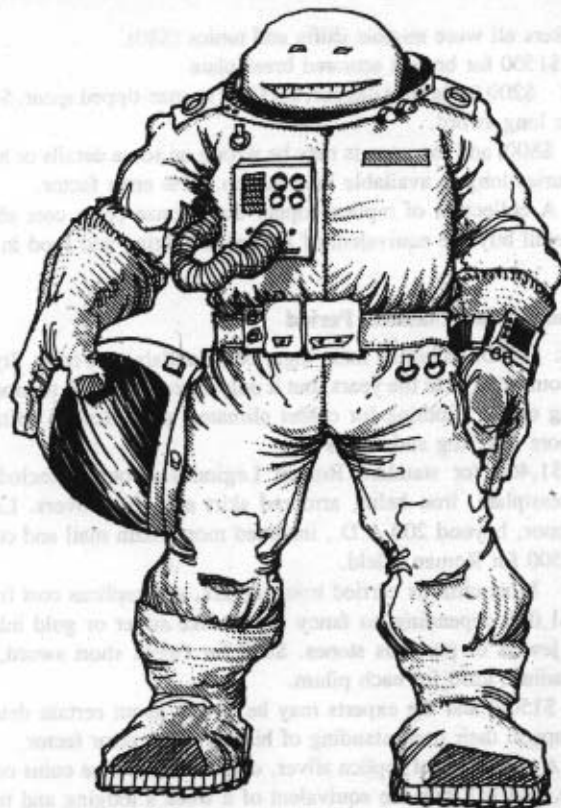
not rescued quickly (3 melees/45 seconds), there will be an explosive and messy decompression, where the inner pressures win the battle against the skin that's trying to keep everything inside. Finally, unless the body is hidden in a shadow somewhere, there will be a certain amount of boiling and frying.

To avoid all this unpleasantness, it is highly recommended that characters wear protective spacesuits. The suit also gives some protection against crashes, *absorbing half the damage* taken in a crash, up to a maximum of 36 points.

Spacesuits provide *no protection against bullets, explosions, weapons or hand-to-hand combat. They are useful for crash damage only.*

The atmosphere charge of a space suit will protect the wearer for up to 4 hours before needing a recharge.

Cost: $25,000-$28,000 depending on size.

TIME TRAVEL EQUIPMENT

The basic equipment needed for exploring the past, including clothing, armor, weapons, reference books, and local currency, varies according to the historical era. Here are the basic prices. The costs of costumes and armor listed here are just enough for one set of articles for one person in the range of Size Level 5 through 13. Smaller Size Level characters will pay *double* the listed price. Larger Size Levels, through 16, also pay *double*. Size Level 17 or larger pay *triple* the base price.

Early Human Evolution

Costumes: $200 for crude skins
Armor: None
Weapons: $150 for flint hand dagger, $400 for flint axe with wood handle.
Library: $300, but expect the "experts" to be wrong on *many* details.
Money: None

Ancient Civilizations

Costumes: $2,000. Each culture, Mesopotamian through Egyptian, had a unique garb for the upper classes. However, slaves and lower

class workers all wore modest shifts and tunics ($80).

Armor: $1500 for bronze armored breastplate

Weapons: $200 for bronze dagger, $300 for bronze-tipped spear, $600 for bronze long sword.

Library: $800; and the experts may be wrong on some details or have gaps centuries long in available information. 32% error factor.

Money: A collection of replica copper and bronze coins cost about $10, and will buy the equivalent of a week's lodging and food in the period.

Greek and Roman Classical Period

Costumes: $200, including main toga, belt, sandals, and robe. Styles changed somewhat over the years, but it only costs about $40 to modify an existing outfit. Clothing for colder climates, as in Roman Britain, include more covering and cost $400.

Armor: $1,400 for standard Roman Legionnaire outfit, including leather breastplate, iron helm, armored skirt and shin covers. Later Roman armor, beyond 200 A.D., included more chain mail and costs $2,000. $500 for Roman shield.

Weapons: Most citizens carried iron daggers, and replicas cost from $100 to $1,000 depending on fancy details like silver or gold inlay, and inset jewels or precious stones. $800 for Greek short sword, or Roman gladius. $250 for each pilum.

Library: $1500; and the experts may be wrong about certain details or have gaps in their understanding of history. 20% error factor.

Money: A collection of replica silver, copper and bronze coins costs about $50, and will buy the equivalent of a week's lodging and food in the period.

Dark Ages

Costumes: $80 for simple peasant garb. $300 for the noble's "layered" look. Clothing changed relatively little.

Armor: $1,800 for long chain mail jerkin, and iron helm. An extra $500 for a horseman's chain leggings. $400 for shield.

Weapons: $1,000 for long sword. $800 for northern battle axe. $200 for long dagger. $500 for iron-tipped spear.

Library: $1000, but may have erroneous data. 15% error factor.

Money: Replica silver, copper and bronze, looking like it was left over from Roman days, costs about $50 and will buy the equivalent of a week's food and lodging.

Medieval (through Fifteenth Century)

Costumes: $400 for the clothing of a prosperous peasant, including jerkin, leggings (like rough wool pantyhose), cowl, hooded cloak, leather shoes, and floppy hat. $2,000 for noble's clothing in the same style, but with fancy cloth, embroidery, and bright colors.

Armor: In this, the age of iron armor, every peasant, well off soldier and noble had at least some armor. $1,000 for peasant's chain mail jerkin, leggings and helmet. $4,000 for footman's armor, with full, long sleeved chain mail jerkin, chain mail cowl, and wide brimmed iron helmet. $500 extra for plate armored leggings. $500 extra for solid plate armor breast piece. $15,000 for a noble's armor, with fully jointed plates of metal, and chain mail protection in the joints, includes full breastplate, arms, gauntlets, leggings, iron-topped boots, and helmet with hinged face plate, plus a chain mail cowl to be worn over the plate, around the neck and shoulders. $750 for shield with coat of arms.

Weapons: $2,000 for steel great sword. $1,500 for steel long sword. $1,000 for iron sword. $400 for curved steel cavalry sword. $400 for iron-tipped lance. $800 for pike or halberd. $100 for steel dagger. $500 for iron-tipped spear. $750 for Crossbow. $1,000 for Mongol bow. $400 for English Longbow. $500 for flail or morningstar.

Library: $2,000; pretty accurate, but still has a 10% error factor.

Money: $50 for 10 replica silver coins, which will buy a week's food and lodging.

Early Modern Era (Sixteenth through Nineteenth)

Costumes: $800 for commoner's garb. $1,300 for soldier's uniform or merchant's clothing. Noble's clothing will cost from $5,000 to $20,000 depending on the degree of formality expected (with the highest for appearances in royal courts). Note that there is a separate outfit for each century within this period, and all of them are marked by outrageous extremes of style, from codpieces and tights, to colored ribbons, to split overgarments revealing colored underwear.

Armor: Generally, no longer necessary. Ceremonial armor costs $3,000.

Weapons: See Black Powder Guns for details.

Library: $1,000 for each Century. Error Factor: 7%.

Money: Difficult to judge. After the discovery of the Americas, the entire world went through a period of rampant inflation. Still, about $100 worth of replica silver coins should buy a week's lodging and food.

ANCIENT WEAPONS

Although the weapons described here are sorted according to dates, the reader should remember that advanced, experimental models often predated the dates, and that older weapons were often kept long after more modern weapons were adopted.

Stone Age (Flint) Weapons

Hey, don't laugh! For thousands of years humankind depended completely on their skill in stone chipping to produce tools and weapons of every sort. The most "modern" stone artifacts have several advantages over later metal instruments. For example, flint chips rival stainless steel for surgical sharpness. And, after being buried for a million years or so, while any metal blade would corrode into a lump, a stone knife is sharp enough to slice through flesh.

The main problem with flint weapons is weight. A relatively small blade surface is a lot heavier than a comparable amount of metal. Flint weapons consisted of spears and arrows, roughly similar to their modern counterparts, Hand Axes, with about the same effectiveness as a metal dagger, and the Fitted Flint Axe, a sharp flint blade mounted on a curved wood handle, a weapon that worked pretty much like later axes.

Bronze and Iron Weapons

From 3000 B.C. to 1200 B.C. most weapons and armor were made of bronze. Then, from around 1200 B.C. onwards, iron became the preferred metal for all weapons and tools of war.

Thrusting style swords, axes, spearheads, daggers, and polearms are all about the same as those used right up until gunpowder dominated warfare in the Eighteenth Century.

Most bronze weapons are simply the equivalent of the bladed and pointed weapons described in **TMNT and Other Strangeness** or our other books. The only difference is that bronze weapons are more fragile and are more easily damaged than their iron equivalents.

Roman Weapons

The standard weapons were the large, curved Roman Shield, the Roman Short Sword, or "Gladius," and the Roman Javelin, or "Pilum." Although the weapons weren't particularly special, the tactics with which they were used were devastating. A typical Roman Legion started by throwing a light Pilum at medium distance, then the heavier Pilum

when closing with the enemy. In actual combat, the Romans kept their ranks, moving their shields together into a wall, and slashing below the shields, at the unprotected shins of the enemy, with their Gladii.

Romans also excelled at the construction of artillery and siege weapons. Their elaborate ballista had striking power that wasn't matched until the development of useful gunpowder cannon.

Medieval Weapons

Most of the advances in weaponry displayed in Medieval weapons were actually introduced during the decline of the Roman Empire. Invading Goths, and the Roman defenders, gradually adopted weapons and warfare that took advantage of larger and stronger horses. The increase in personal armor was directly related to the size of the horse; the larger the horse, the more weight it could carry.

Cavalry Saber: Although similar to other swords, cavalry sabers are specifically designed for use from horseback. They have curved blades, so the shock of impact will be less likely to cause its loss. They also have a rather long, narrow point, allowing them to be used as a tiny lance. Can be used by anyone with the skill, W.P. Sword. **Cost:** About $400 for a good modern replica. $1,000 or more for an authentic antique. **Damage:** 1D10.

Heavy Lance: The impact of heavy cavalry depended on a massive first strike. Can be used by anyone with the skill, Horse: Riding. **Damage:** 3D6

Revolution in Small Arms

Between the Tenth and the Twelfth Centuries, newly perfected projectile weapons proved to be devastating weapons of war.

Crossbow. The first of these weapons was the crossbow, a mechanical version of the bow. Although earlier used by the Chinese and the Romans, it wasn't until the Crusades that the crossbow was perfected. In fact, it proved so perfect that an outcry against the crossbow resulted in a Vatican edict against it in order to prevent the destruction of mankind. In any case, the crossbow had one thing going for it, it was simple enough to be used by any fresh recruit. The only drawbacks are that it takes time and muscle to reload. Can be used by anyone with the skill, W.P. Crossbow. **Cost:** $750 for a modern replica. **Damage:** 2D6. A modern version (not a replica) will cost only $250-$500 and is available in small pistol versions (damage 1D6 and half range; cost: $100-$200).

Mongol Bow. The most powerful cavalry bow ever deployed on the field of battle. When Genghis Khan started his conquest in the Thirteenth Century, Mongol hordes were trained to release massed flights of arrows from these bows. Can be used by anyone with the skill, W.P. Bow, but requires a minimum P.S. of 11. Effective range is 600 feet. **Cost:** $1,000 for a modern replica. **Damage:** 2D6.

English Longbow. The all-time champion armor-piercing bow. At Crecy, in 1346, a vastly outnumbered English force killed over 1500 French mounted knights and 15,000 soldiers. The longbow was the main killing weapon in this slaughter. Can be used by anyone with the skill, W.P. Bow. Effective range is 800 feet. **Cost:** $400 for modern replica. **Damage:** 2D6 + 5.

BLACK POWDER WEAPONS

Note on Weapon Cost: Prices listed are for *contemporary working replicas.* Although they use modern materials, they look just like the real thing. Modern replicas work exactly like the originals, using the same powder and bullets. Stainless steel versions, which are much more resistant to rust and damage, are roughly double the prices listed. **Note:** Typically takes one full melee to reload. All are one shot weapons

unless otherwise noted. Characters with a W.P. in a particular black power weapon can reload in 6-8 seconds using up 2 melee attacks.

1475 A.D. ARQUEBUS

The idea here was to create a miniaturized cannon, small enough for one man to handle. The weapons were inaccurate, had a miserably slow rate of fire, and were downright dangerous to everybody concerned. Still, they made an impressive bang, with lots of fireworks, and when they hit, there was a terrific impact. While not impressive by modern standards, the Arquebus gave the Conquistadors enough of an edge to conquer the advanced civilizations of the New World.

Misfire Rate: 20%

Effective Range: 50 Feet

Reloading Speed: It *always*, regardless of skill level, takes at least a full melee round to reload an Arquebus. That means if you fire one at the beginning of Melee Round #1, you'll spend the rest of Round #1 and Round #2 reloading, and the weapon won't be ready to fire again until the start of Melee Round #3.

The main problem with these weapons was that you had to be pretty close to a hot burning fire in order to use them. Typical loading and firing routine went something like this:

1. For starters, make sure you've got a good hot fire handy. It's got to be hot enough for red-hot coals or so a wire can be heated red-hot.

2. Measure some gunpowder into the barrel; amount to vary according to how far you want the bullet to travel.

3. Shove the bullet into the barrel and ram it down with stick or rod of some kind.

4. Either insert a hot wire (glowing white, and hopefully with a thick wood handle) into the touchhole, or put pick up a glowing coal (preferably with tongs) and hold it to the touchhole. Since it's pretty rough to handle something this hot while trying to hold a 20 pound gun steady, it's handy to have an assistant around to "fire" the weapon for you.

.85 ARQUEBUE (Rifle)

The earliest hand-held firearms were each individually handcrafted. Which means that very few were alike. Most were simple in construction, with a stout metal barrel attached to a long handle. Because reloading was difficult, many were designed with attached axe blades (1D8 Damage) or cudgel ends (1D6 Damage). This is just a typical version, others could have smaller, or even larger calibers.

Caliber: Typically .85

Feed: Muzzle Loaded

Weight: 25 Pounds (11.3kg)

Barrel Length: 36 inches

Overall Length: 48 inches (15.2m)

Effective Range: 50 Feet

Damage: 3D6

Cost: $400 for Modern Replica

1600 MATCHLOCK

The first firearm reliable enough to be used as a main weapon. Up until this point gunpowder weapons were always backed up with standard swords, pikes, and battle axes. With the introduction of the Matchlock, whole companies of men were given the exclusive duties of the musketeer.

Match: No, they didn't come in cardboard folders with "close cover before striking" written on them. The kind of match that we are familiar with didn't come into existence until the time of Napoleon. Matches were long cords, up to six feet long, made of material that would burn steadily, like a long candlewick. The matchlock soldier was responsible for keeping both ends of this "match" burning. Next to impossible to keep burning in wet weather, and a deadly target when on sentry duty, a lit match was the weakest element of the matchlock rifle or musket.

Misfire Rate: 15%

Effective Range: 100 Feet

Reloading Speed: At 1st level a character can fire at the beginning of a melee round, and reload fast enough to be ready to fire at the beginning of the following melee round. At 4th level the character can fire, reload, fire, and reload again in a single melee round. At 10th level it's possible to shoot, reload, shoot, reload, shoot, and reload in a single melee round, for a total of three shots per melee round.

MATCHLOCK LOAD AND FIRE

1. Pour a measured amount of powder into the barrel.
2. Place the bullet into the end of the barrel.
3. Using the weapon's ramrod, shove the ball down a couple of times, hard!
4. Bring the gun up to a level shooting position.
5. Sprinkle a little fine gunpowder into the primer pan.
6. Clamp one end of the burning match onto the hammer.
7. Just before firing, adjust the burning end so it's even with the primer pan.
8. Aim and pull trigger.
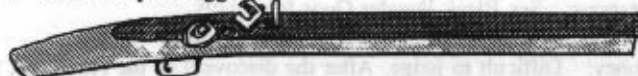
.80 MATCHLOCK RIFLE

Again, as with the Arquebus, most Matchlocks were one-of-a-kind originals.

Caliber: Typically .80

Feed: Muzzle Loaded

Weight: 15 Pounds (6.8kg)

Barrel Length: 40 Inches

Overall Length: 54 Inches

Effective Range: 100 Feet (30.5m)

Damage: 4D6

Cost: $800 for Modern Replica

1700 FLINTLOCK RIFLES AND PISTOLS

Although still a problem in the rain, a flintlock no longer required that the gunner carry around a burning rope. It was also a pretty simple design, easy to manufacture and easy to fix.

The worst thing about the flintlock was that it still needed a bit of gunpowder primer, some fine loose grains, set in a "flash pan." When sparked by the striking of the flint, the primer would ignite, and that would set off the main charge.

The big problem was keeping everything dry. So long as wet or damp threatened the powder, it was difficult to "keep your powder dry" enough for firing.

Misfire Rate: 10%

Effective Range: 150 Feet

Reloading Speed: At 1st level a character can fire at the beginning of a melee round, and reload in time to be ready to fire at the beginning of the following melee round. At 3rd level the character can fire, reload, fire, and reload again in a single melee round. At 7th level it's possible to shoot, reload, shoot, reload, shoot, and reload in a single melee round, for a total of three shots per melee round. 12th level expertise allows for shooting and reloading four times in a single melee round, still leaving the weapon loaded for the beginning of the next melee.

FLINTLOCK LOAD AND FIRE

1. Hold the musket upright in one hand, and, with the other hand, pour a measure of gunpowder into the barrel.
2. Place patched ball in barrel.
3. Ram ball and powder with ramrod.
4. Bring the gun up to a level shooting position and pull the hammer back to half cock.
5. Sprinkle a little fine gunpowder into the primer pan.
6. Pull the hammer back to full cock.
7. Take aim and pull trigger to fire.
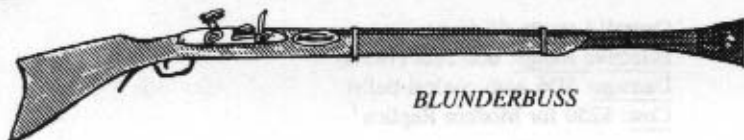
BLUNDERBUSS

FLINTLOCK RIFLE

.75 BROWN BESS FLINTLOCK MUSKET

The standard weapon of the American Revolution, it was used in British colonies the world over.

Country: Britain
Caliber: .75
Feed: Muzzle Loaded
Weight: 10 Pounds (4.5kg) Loaded
Barrel Length: 42 Inches
Overall Length: 59 Inches
Effective Range: 150 Feet (45.7m)
Damage: 5D6
Cost: $350 for Modern Replica

.69 FRENCH CHARLEVILLE MODEL 1763 FLINTLOCK

Used widely in the American Revolutionary War, and imitated by the U.S. with the Model 1795.

Country: France and the U.S.A.
Cartridge: .69
Feed: Muzzle Loaded
Weight: 10 Pounds (4.5kg) Loaded
Barrel Length: 36 Inches
Overall Length: 50 Inches
Effective Range: 150 Feet (45.7m)
Damage: 4D6
Cost: $800 for Modern Replica

.50 KENTUCKY FLINTLOCK LONG RIFLE

The most famous weapon of the U.S. Popularized by Daniel Boone and countless American pioneers.

Country: Britain, then U.S.A.
Caliber: .50
Feed: Muzzle Loaded
Weight: 7.5 Pounds (3.5kg) Loaded
Barrel Length: 33 Inches
Overall Length: 48 Inches
Effective Range: 150 Feet (45.7m)
Damage: 4D6
Cost: $300 for Modern Replica

.32 FLINTLOCK SQUIRREL RIFLE

A good, lightweight flintlock hunting rifle. Commonly used since the introduction of flintlocks, and still used by modern hobbyists.

Country: United States of America
Caliber: .32
Feed: Muzzle Loaded
Weight: 6 Pounds (2.7kg) Loaded
Barrel Length: 25 Inches
Overall Length: 42 Inches
Effective Range: 150 Feet (45.7m)
Damage: 3D6
Cost: $185 for Modern Replica

FLINTLOCK PISTOLS

.68 CHARLEVILLE FLINTLOCK PISTOL MODEL 1777

A common pistol from the American Revolutionary War Era. Along with the Charleville Model 1763 Musket, many were provided to Washington's troops by their French allies.

Country: France
Caliber: .68
Feed: Muzzle Loaded
Weight: 2 Pounds (0.9kg) Loaded
Barrel Length: 10 Inches
Overall Length: 15 Inches
Effective Range: 65 Feet (19.8m)
Damage: 3D6
Cost: $175 for Modern Replica

.67 LEBOUTAUX FLINTLOCK DUELLING PISTOL

An upper-class weapon designed for formal duelling, but a common gift for the "Noble who has everything." Presidents Washington and Jefferson each owned a similar set of pistols.

Country: France
Caliber: .67
Feed: Muzzle Loaded
Weight: 2.5 Pounds (1.1kg) Loaded
Barrel Length: 11 Inch Octagonal
Overall Length: 16 Inches
Effective Range: 75 Feet (22.98m)
Damage: 3D6
Cost: $900 for Pair of Modern Replicas. Includes a fancy case with tools for cleaning and disassembling the pistols, along with an oil bottle, cleaning brush, leather covered gunpowder flask and a loading rod.

.54 U.S. MARTIAL MODEL 1826 FLINTLOCK PISTOL

A common pistol used by American pioneers throughout the Nineteenth Century.

Country: United States of America
Caliber: .54
Feed: Muzzle Loaded
Weight: 2.5 Pounds (1.1kg) Loaded
Barrel Length: 9 Inches
Overall Length: 14 Inches
Effective Range: 50 Feet (15.2m)
Damage: 3D6
Cost: $125 for Modern Replica

.50 LONDON FLINTLOCK PISTOLA

The classic naval pistol from the age of pirates. Used by navies throughout the world, and pirates like to carry a "brace" of loaded pistolas for increased firepower.

Country: Britain
Caliber: .50
Feed: Muzzle Loaded
Weight: 3 Pounds (1.4kg) Loaded
Barrel Length: 10 Inches
Overall Length: 17 Inches
Effective Range: 50 Feet (15.2m)
Damage: 3D6
Cost: $100 for Modern Replica

.44 KENTUCKY FLINTLOCK PISTOL

One of the primary weapons used in the American Revolutionary War, and by Jackson at the Battle of New Orleans. In the 1900's many were modified to use percussion caps.

Country: United States of America
Caliber: .44
Feed: Muzzle Loaded

Weight: 3 Pounds (1.4kg) Loaded
Barrel Length: 10 Inch Octagonal
Overall Length: 16 Inches
Effective Range: 50 Feet (15.2m)
Damage: 2D6
Cost: $150 for Modern Replica

1850 PERCUSSION CAP MUZZLE-LOADER

Percussion caps, which work just like the caps in a toy cap pistol, solved a lot of problems. First, you didn't have quite as much of a problem with getting wet. You could stomp through the rain for weeks, but the powder inside the waterproof cartridges would remain dry, and the little metal percussion caps were completely waterproof. Of course, when it was time for actually loading and firing, rain was still a problem.

Once the basic firing mechanism was perfected, weapon designers began to look at the problem of increasing power and range. Up until now most weapons were smoothbored. Rifling was known to be a good idea, since putting a "spin" on a bullet made it fly longer and straighter, but round bullets inserted by hand were too loose to grip the grooves of a rifle.

So the idea of a cone-shaped bullet was developed. The idea was that the base of the cone, pointed down toward the powder, would expand. The expanded bullet fit tighter, was pushed harder by the powder charge, and could grip the grooves of a rifle. Range was suddenly three times greater.
Misfire Rate: 5%
Effective Range: 600 Feet (183m)
Reloading Speed: At 1st level a character can fire at the beginning of a melee round, and reload fast enough to be ready to fire at the beginning of the following melee round. At 4th level the character can fire, reload, fire, and reload again in a single melee round. At 10th level it's possible to shoot, reload, shoot, reload, shoot, and reload in a single melee round, for a total of three shots per melee round.

CIVIL WAR MUSKET LOADING:

1. Grab rifle barrel in one hand, butt on the ground, barrel pointed up. Take up a paper or cloth-covered cartridge in the other hand, and rip open the powder end of the cartridge with your teeth.

2. Carefully, without spilling too much, pour gunpowder from cartridge down into the barrel of the rifle.

3. Remove the bullet from the cartridge cover. Now push the bullet down into rifle barrel with thumb.

4. Take ramrod out of gun, then ram the bullet down onto the powder inside the barrel.

5. Return ramrod and bring the gun up to level position.

6. Bring the hammer back to half cock position and insert percussion cap.

7. Bring hammer back to full cock, aim, and pull trigger.

PERCUSSION CAP RIFLES

U.S. MODEL 1861 RIFLE-MUSKET

Several hundred thousand of these weapons were produced by Springfield Armory, so many that the name "Springfield" stuck to the gun. A major firearm used by both sides in the American Civil War. Comes equipped with an 18 inch bayonet.
Country: United States of America
Caliber: .58
Feed: Muzzle Loaded
Weight: 10 Pounds (4.5kg), fully loaded and with bayonet
Barrel Length: 33 Inches

Overall Length: 56 Inches
Effective Range: 600 Feet (183m)
Damage: 5D6 with conical bullet
Cost: $250 for Modern Replica

.58 CONFEDERATE CARBINE

While the North made effective repeating rifles like the Henry and the Spencer, the South was incapable of manufacturing metal cartridges. Therefore, the Confederacy had to make their own, inferior, cavalry carbine.
Country: Confederate States of America
Caliber: .58
Feed: Muzzle Loaded
Weight: 7.5 Pounds loaded
Barrel Length: 24 Inches
Overall Length: 41 Inches
Effective Range: 300 Feet (91.5m)
Damage: 4D6
Cost: $300 for Modern Replica

.577 ENFIELD RIFLE-MUSKET, PATTERN 1852

One of the last and most sophisticated muzzle-loading rifles. Over 800,000 were used on both sides of the American Civil War, and they were used by British troops the world over, especially in the Crimean War. The rifle uses a percussion 'cap and is available in several models. Most have a folding ladder rear sight, and an inverted "V" front sight.
Country: Britian
Caliber: .577
Feed: Muzzle Loaded
Weight: 10 Pounds (4.5kg) loaded
Barrel Length: 39 Inches
Overall Length: 54 Inches
Effective Range: 600 Feet (183m)
Damage: 5D6 with round ball, 6D6 with conical bullet
Cost: $400 for Modern Replica

.577 PERCUSSION CAP MUSKETOON

An early percussion cap rifle. A Smoothbore, but capable of firing either round ball or conical bullets.
Country: Britain
Caliber: .577
Feed: Muzzle Loaded
Weight: 8 Pounds (3.6kg) Loaded
Barrel Length: 24 Inches
Overall Length: 41 Inches
Effective Range: 300 Feet (91.5m)
Damage: 4D6
Cost: $325 for Modern Replica

.54 SHARP BREECH-LOADER RIFLE, SADDLE VERSION

One of the famous Sharp sniper rifles. A 26 inch leather saddle scabbard is optional ($85). A quick and easy weapon to load, making it possible to fire once for each of the character's attacks per melee round.
Country: United States of America
Caliber: .54
Feed: Breech-Loading
Weight: 9 Pounds (4.1kg) Loaded
Barrel Length: 30 Inch Octagonal
Overall Length: 47 Inches
Effective Range: 1200 Feet (365.8m)
Damage: 5D6
Cost: $725 for Modern Replica

PERCUSSION CAP SINGLE-SHOT PISTOLS

NOTE: In the 1840s a decent pistol was $10 to $15. Of course, a week's wages were $2 to $6.

.58 HARPER'S FERRY PISTOL

Single-shot, side hammer pistol that looks just like a flintlock pistol (indeed, earlier models, from 1807, were flintlocks).

Country: United States of America
Caliber: .58
Feed: Muzzle Loaded
Weight: 2.5 Pounds (1.1kg)
Barrel Length: 10 Inches
Overall Length: 16 Inches
Effective Range: 60 Feet (18.3m)
Damage: 4D6
Cost: $250 for Modern Replica

.45 LEBOUTAUX DUELING PISTOLS

Formal dueling, a major social phenomenon throughout the Nineteenth Century, spawned an entire industry dedicated to making duelling pistols. Most were made with high engineering standards (the pistols must be as identical as possible) and with high style so they could be displayed in the finest homes.

Country: France
Caliber: .45
Feed: Muzzle Loaded
Weight: 2 Pounds (0.9kg) Loaded
Barrel Length: 9 Inches
Overall Length: 15 Inches
Effective Range: 100 Feet (30.5m)
Damage: 3D6
Cost: $1100 for Pair of Modern Replicas. Includes a fancy case with tools for cleaning and disassembling the pistols, along with an oil bottle, cleaning brush, leather covered gunpowder flask and a loading rod.

1860 CAP-AND-BALL REVOLVER PISTOLS

The percussion cap also solved the problem of a multiple shot weapon. Although the idea of a revolver had been around for a couple of hundred years, all earlier models had the problem of accidentally igniting all the charges at once. Colt, and others, solved this problem with a rotary cylinder, with five or more chambers, each packed with a single bullet, a charge of gunpowder, and a percussion cap.

Misfire Rate: 5%
Effective Range: 100 Feet (30.5m)
Reloading Speed: Each chamber of a percussion cap revolver takes a full melee round for reloading. Note that many revolvers come with spare cylinders, so a character can just remove the empty cylinder and replace it with a full one in a single melee round.

CAP-AND-BALL REVOLVER PISTOLS

.31 NEW MODEL REVOLVER

This early percussion cap revolver was the precursor to the familiar Colt-style pistol. A small pocket weapon, it lacked a trigger guard and had just 5 balls packed into the cylinder.

Country: United States of America
Caliber: .31
Feed: 5 Shot Rotary Cylinder
Weight: 2 Pounds (0.9kg) Fully Loaded
Barrel Length: 4 Inches
Overall Length: 7.5 Inches
Effective Range: 80 Feet (24.4m)
Damage: 1D8
Cost: $95 for Modern Replica

.44 COLT ARMY CAP-AND-BALL REVOLVER

By far the most popular pistol of the Civil War, and the design that would dominate handguns for the rest of the 1800's.

Country: United States of America
Caliber: .44
Feed: 6 Shot Rotary Cylinder
Weight: 3 Pounds Fully (1.4kg) Loaded
Barrel Length: 8 Inches
Overall Length: 13 Inches
Effective Range: 100 Feet (30.5m)
Damage: 3D6
Cost: $130 for Modern Replica

.36 COLT NAVY CAP-AND-BALL REVOLVER

A smaller version of the .44, this weapon was the most popular pistol in the Confederacy. Widely imitated and manufactured.

Country: United States of America
Caliber: .36
Feed: 6 Shot Rotary Cylinder
Weight: 3 Pounds (1.4kg) Fully Loaded
Barrel Length: 7 Inches
Overall Length: 13 Inches
Effective Range: 90 Feet (27.4m)
Damage: 2D6
Cost: $100 for Modern Replica

.36 SAVAGE NAVY REVOLVER

Very similar to the Colts, this gun comes equipped with two triggers. The main advantage is that the first trigger can be used to cock the weapon so the weapon can be easily fired one handed.

Country: United States of America
Caliber: .36
Feed: 6 Shot Rotary Cylinder
Weight: 3 Pounds (1.4kg) Fully Loaded
Barrel Length: 8 Inches
Overall Length: 14 Inches
Effective Range: 80 Feet (27.4m)
Damage: 2D6
Cost: $300 for Modern Replica

.44/.65 LEMAT CAP-AND-BALL REVOLVER

A two-barrelled revolver, with the upper, .44 barrel serviced by a 9 shot revolving cylinder, and the .65 lower barrel muzzle loaded with a single ball. Switching from one barrel to the other means manually shifting the position of the hammer.

Country: France
Caliber: .44 for upper barrel, .65 for lower barrel
Feed: 9 Shot Rotary Cylinder
Weight: 4 Pounds Fully Loaded
Barrel Length: 8 Inches
Overall Length: 14 Inches
Effective Range: 100 Feet/75 Feet (30.5m/22.9m)
Damage: 3D6 for .44 bullet, 5D6 for .65 bullet
Cost: $750 for Modern Replica

1860 BREECH-LOADING RIFLES WITH METAL CARTRIDGES

The final step in the evolution of modern firearms came with the introduction of the metal cartridge. Now guns could be completely waterproof. In fact, a loaded Spencer Repeater was tested by being fired immediately after being soaked in salt water.

Misfire Rate: 5% until 1900, then zero.
Effective Range: 400 Feet (122m)
Reloading Speed: Character can reload once per melee round action. In other words, anyone can fire as fast as their attacks per melee round.

REPEATING RIFLES

.52 SPENCER REPEATING RIFLE

The first usable repeating rifle. It contained up to 8 shots, one in the chamber and seven in a tube built into the rifle butt.

Country: United States of America
Cartridge: .52 Rim-fire Metal Cartridge
Feed: A 7 shot tube in the rifle's butt is fed by a lever
Weight: 10 Pounds (4.5kg) Fully Loaded
Overall Length: 39 Inches for Carbine, 47 Inches for Rifle
Effective Range: 400 Feet (122m)
Damage: 5D6
Cost: $1000 for Modern Replica

.44 HENRY REPEATING RIFLE

Looking very much like the classic Winchester (the Winchester wasn't introduced until 1866), the Henry was not quite as powerful, or as reliable as the Spencer. However, it delivered an impressive amount of firepower.

Country: United States of America
Cartridge: .44 Rim-Fire Metal Cartridge
Feed: 15 shot tube magazine mounted under barrel
Weight: 10 Pounds (4.5kg) Fully Loaded
Barrel Length: 24 Inches
Overall Length: 45 Inches
Effective Range: 350 Feet (107m)
Damage: 4D6
Cost: $750 for Modern Replica

BLACK POWDER GRENADES

Unlike most weapons, the Strike roll for a grenade must be 6 or better to Strike. Successfully Dodging a grenade does not escape it altogether, just enough to take *half damage*. Everyone else in range of an exploding grenade also takes half damage. NOTE: Anyone can Roll with Punch/Fall/Impact to further reduce the damage from a grenade attack.

Grenade Throwing: The maximum range for throwing most grenades is 10 feet (3 meters) for every point of Physical Strength (P.S.), so a character with a P.S. of 15 can throw a grenade 150 feet. Early grenades were often much heavier than their modern counterparts and so could only be thrown about half the usual distance.

Grenade Mishaps: Early, pre-Twentieth Century, grenades had the same kind of problems with misfires as the early guns. Use the Misfire Table for results.

Misfire Rate: 15% for Grenades with Burning Fuses, 10% for Grenades with Percussion Caps.

FIREARM GLOSSARY OF TERMS

Arquebus: The earliest form of handgun. Although certain matchlocks were called by the same name, in this book we've chosen to use the term to describe the earlier, pre-matchlock, guns.

Automatic: Any weapon that automatically reloads and cocks itself. Automatic weapons can be fired continuously, with one shot fired for every pull on the trigger. Most modern weapons are automatics.

Ballistics: The science and mathematics of bullets and cannon balls.
Barrel: The round cylinder through which a gun's bullet is expelled.
Black Powder: For over 600 years the only form of gunpowder available was black powder. Although an effective explosive, it always

produced vast amounts of smoke and debris, resulting in smoke-screened battlefields and countless weapons fouled from residue. It wasn't until 1887 that a smokeless powder was finally introduced.

Blunderbuss: Short, smoothbore gun with a barrel that flares out into a bell shape at the muzzle. Contrary to folklore they were not loaded with anything other than ordinary shot. The main advantage of a blunderbuss is that it's just easier to load than a gun with normal barrel.

Breech: The rear of the barrel, near the trigger. Breachloaders are weapons that can be loaded in the breech, the opposite of muzzle-loaders.

Bullet: Metal, usually lead, projectile. Early bullets were almost always spherical since any tumbling during firing could wreck the inside of the barrel.

Butt: The rear end of the gun. On early gunpowder weapons the butt was often designed as a backup weapon, shaped into a heavy ball or club shape.

Calibre: Diameter of bore, measured in thousandths of an inch. So .45 calibre means .450 inches. The metric way of measuring the calibre of a gun is with millimeters (9mm, for example).

Cap: A small container of explosive compound used to ignite the main powder or propellant. Early caps came on strips of paper (just like the caps used in toy cap guns), but later caps were made with copper covers.

Carbine: Short-barreled rifles common among cavalry and support troops. Carbines are usually identical in calibre and mechanism to standard rifles. Because of the shorter barrel, carbines have more limited accuracy and range. On the other hand, on horseback it's pretty rough trying to handle a rifle over five feet long.

Cartridge: Case for holding powder charge and bullet. Early cartridges were made of paper or cloth, simply a package for the ball and powder. Modern cartridges are made of metal and include the bullet, powder and percussion cap all in one piece.

Cock: The old term for hammer. "Cocking" a weapon still means to pull the hammer back into firing position.

Double Trigger: Some older weapons came equipped with two triggers, one to pull back the hammer, and the other for firing. Occasionally in modern machineguns there will be two triggers, one for single shot, and the other for automatic fire.

Derringer: A miniature gun originally invented by Henry Deringer, Jr. Several other manufacturers picked up on the concepts, labelling their weapons as "Derringers."

Dueling Pistols: Single-shot pistols made in matched sets of identical pairs. Standard dueling pistols are .50 calibre or larger, with 10 inch long octagonal barrels.

Gunpowder: Mixture of saltpeter (niter), charcoal and sulphur.

Hammer: The moving part of a gun designed to ignite the primer. In early weapons the hammer moved the match to the pan. Later, a hammer struck the flint. Finally, in most recent weapons, the hammer hits the percussion cap to activate the shot.

SIDE HAMMER — Early weapons had hammers that were screwed to the side of the gun. This kind of design was just about universal on Matchlock, Flintlock and Early Percussion Cap weapons. Even a few of the late model Cartridge guns featured a side hammer.

CENTER HAMMER — This is the more modern type, with the hammer fitted inside the gun, centered on the middle of the barrel.

Match: Wick or fuse used to light the primer in matchlock guns. A cord, five or six feet long, that prudent riflemen kept burning at both ends.

Musket: Usually used to describe a long gun with a smooth barrel.
Muzzle: The end of the barrel where the bullet comes out.
Pistol: Used to describe any one-handed firearm. Includes small-sized matchlocks and flintlocks, along with contemporary revolvers and automatics.

Ramrod: The specially designed rod, used for tapping down the bullet

and powder in any muzzled-loading weapon. Most muzzle-loading weapons had a ramrod mounted just below the barrel.

Revolver: Any gun with a rotating cylinder containing different chambers for multiple loads of ammo.

Rifle: A gun that has grooves engraved inside the barrel so that the bullet will leave with a spin, and therefore, with greater stability and accuracy.

Safety: A lock, sometimes a button, sometimes a lever, sometimes a switch, that prevents a weapon from being fired. Virtually all modern weapons come with one, or more safeties to prevent accidental firing.

Shotgun: Describes any weapon that fires "shot" pellets, a batch of round lead balls. Because of the spread of the projectiles, shotguns are particularly useful for hitting flying birds and other difficult targets. Note that trick shooters will often load pistols and rifles with shotgun-style pellets in order to increase their chances of hitting targets. Historically, hunting shotguns were known as "fouling pieces."

Touchhole: On early weapons, including the Arquebus and Matchlock, the hole used for igniting the powder.

Trigger: In any weapon, the trigger is the mechanism that starts off the weapon's firing sequence.

Wheel Lock: A sort of intermediary step between matchlocks and flintlocks. Designed mainly for wealthy hunters, it could be used without needing to lug a match around, and worked even in the rain and wet of a forest. However, it was a complex, expensive and finicky device. A spring-driven firearm, it was designed so that the notches of a wheel would strike a piece of flint, causing sparks and igniting the powder. Far too complicated for widespread use in warfare.

BLACK POWDER WEAPON PROFICIENCIES (REVISED COMBAT SYSTEM)

Since the player characters in **Transdimensional TMNT** may end up visiting a wide range of societies, with varying technological levels, here's a complete guide to early gunpowder, or black powder, guns.

These rules are compatible with the MODERN WEAPON PROFICIENCIES found in **Teenage Mutant Ninja Turtles & Other Strangeness**, the Revised Edition, from April 1988 or later. This also works with any of the other Palladium® games, including **Revised Heroes Unlimited™**, **Robotech™ RPG**, and **Ninjas & Superspies™**.

Some gamers are still using our first modern weapon combat system, the one where we rated character's experience levels according to "S" and "L.A." If you're part of the hardy crew still sticking to the old ways, you can adopt this system for black powder guns without any changes. Since the black powder guns can't be fired multiple times, just assume that all shots take place at the rate described below.

Weapon Proficiencies (W.P.) with Black Powder Guns are areas of training and practiced skill with a particular type of weapon. Every Black Powder W.P. provides special bonuses to Strike when using that weapon. Do not add this Strike bonus to the character's hand to hand or combat skill bonuses to Strike.

Black Powder Weapon Proficiencies (W.P.) provide the following bonuses:

Aimed: Different bonus to Strike depending on weapon type.
Shooting Wild: No bonus or penalty.
Training: Enables the character to easily reload, disassemble, unjam, clean and otherwise maintain the weapon.

Recognize Weapon Quality: 30% for all weapons within the W.P. at level one and +5% per additional level of experience.

Experience Level Bonus: Characters get an additional +1 to Strike when they reach 4th level, 7th level, 10th level and 13th level. See the description for each type of weapon to find out to what degree more experienced characters can load and fire more quickly.

Each W.P. counts as one (1) skill. Characters may have several W.P. skills, one for each type of usable weapon. Remember that these are totally separate from the seven (7) original, non-black powder, modern W.P.s: W.P. Revolver, W.P. Automatic Pistol, W.P. Sub-Machinegun, W.P. Rifle (Note that W.P. Rifle also applies to the Black Powder Repeating Rifles of the American Civil War. A character with this skill would be able to use something like a Henry Rifle after about five minutes of inspection and a couple of test shot), W.P. Shotgun, W.P. Machinegun and W.P. Energy Weapon. There are five (5) specific Black Powder W.P.s and one (1) general Black Powder W.P., including:

1. W.P. Arquebus and Matchlock, +1 to Strike Aimed. These include all hand-held black powder weapons that need a source of intense heat to be "fired."

2. W.P. Wheel lock Rifle or Pistol, +2 to Strike Aimed. Includes any weapons that have a complicated spring mechanism that fires by generating sparks.

3. W.P. Flintlock Rifle or Pistol, +2 to Strike Aimed. Includes any weapons that rely on striking flint to steel for their firing mechanism.

4. W.P. Percussion Cap Rifle (Muzzle-Loader), +3 to Strike Aimed. These rifles require loading of three separate elements, the gunpowder, the bullet or ball, and the percussion cap.

5. W.P. Cap-and-Ball Pistol (Revolver), +3 to Strike Aimed. Although these guns look like contemporary revolvers, they aren't as easy to load. Each chamber of the revolving cylinder must be loaded with a separate charge of gunpowder, a ball/bullet and a percussion cap.

6. W.P. Black Powder. This is a general skill, one that provides an overview to all the various black powder weapons. It gives NO BONUSES OF ANY KIND. On the other hand, it allows the character to fire and load any arquebus, matchlock, wheel lock, flintlock, or percussion cap gun without penalty. Reloading is particularly slow, taking twice as long as someone with one of the following, specific, W.P.s.

AIMED

An aimed shot means the character takes the time to carefully aim and squeeze off one well placed shot. Each individual shot takes one full attack. Therefore, if a character has four attacks per melee round, it's possible to shoot four aimed shots.

The number of shots per melee round is also limited by the weapons used by the character. With earlier weapons, including all the muzzle-loaders, you can only shoot four times in a melee round, but *ONLY* if you happen to have four individually loaded weapons ready to fire. For example, a character with four attacks per melee round might carry around four loaded Flintlock Pistols. A loaded Revolver, or a *Breech-Loading Rifle* equipped with a *magazine*, may also allow for multiple shots in a melee round.

Bonus to Strike: With the right W.P., it works out to +1 to Strike with Arquebus, Matchlock or Wheel lock guns, +2 to Strike with Flintlocks, and +3 to Strike with any guns equipped with Percussion Caps. **Characters without the correct W.P.,** but taking slow and careful aim (counts as TWO melee attacks), fire without Bonus or Penalty on most weapons, and with a −3 to Strike using Arquebus or Matchlock guns.

SHOOTING WILD

Shooting Wild is what happens when a trained character shoots without taking time to aim, *or* when an untrained character attempts to fire a weapon. This usually apples when a person is blinded, angry, running,

rolling, leaping, shooting from a moving vehicle, or from a moving animal (horseback).

Bonus to Strike: None.

Penalties to Strike: With an appropriate W.P. there is no penalty to Strike. *Untrained characters,* without the right W.P., will have a −6 Penalty with most guns, and a −8 Penalty to Strike when using an Arquebus or Matchlock.

BURSTS AND SPRAYS

Bursts and Sprays both all impossible with black powder guns. With muzzle-loaders it's because they need so much time for reloading. Even the faster multiple-shot guns, like Percussion Cap Revolvers and Breech-Loading Rifles equipped with cartridge magazines, have reloading mechanisms that are just too slow to allow for more than one shot at a time.

COMBINATION MOVES

Firing a weapon while doing anything else is the same as *shooting wild.* For example, a character may be trying to run, dodge, fight hand to hand, reload another weapon, or Parry. It's possible to do these things and fire at the same time, but not with any degree of accuracy. Note that firing an Arquebus or Matchlock requires the character's full attention and cannot be done in combination with any other moves.

EFFECTIVE RANGE

Unlike modern guns where shots beyond effective range have just a −4 to Strike for every 25 feet of extra distance, black powder guns have very limited range. With Arquebus, Matchlock and Wheel-lock it's only possible to get an extra 20 feet (6.1m), and then with a penalty of −8 to Strike and do only half damage. Black powder pistols, no matter what type, have a −5 to Strike and a −4 to Damage for the first 25 feet of extra range; the next 25 feet of extra range have a −12 to Strike and −10 to Damage, beyond that the bullet will be ineffective. All other black powder rifles have a −5 to Strike and −3 to Damage for every extra 25 feet beyond the effective range.

MOVING TARGETS

It is a lot harder to hit someone while they are moving. −3 to Strike at moving, running or leaping targets. −6 to Strike at anything speeding 50mph (80km) or more. Shooting at someone mounted on a galloping horse is even worse; −8 to Strike the rider, but only the usual −3 if you want to aim for the horse itself.

NATURAL TWENTY

As with all attacks, black powder guns do double damage when the roll to Strike turns out to be a Natural Twenty.

MISFIRES

All black powder guns have a chance of misfiring every time they are used. Unlike modern firearms, earlier gunpowder guns depended on some kind of tricky primer mechanism to set off the powder. Each weapon has a particular chance of misfiring. Always roll for Mishaps *before* rolling to Strike. Note that wet weather always increases the chances for a misfire. High Humidity, like in a swamp, adds +5% to misfires. Any kind of rain, from a drizzle to a light shower, adds +15% to the chance of a misfire. A real downpour, or dunking a weapon in water (say, when crossing a river) will add another +35% chance to misfire.

MISFIRE MISHAPS TABLE (OPTIONAL)

The following should be rolled by the Game Master. That's because, to the character holding the weapon, there's no way to tell exactly what went wrong when a gun fails to fire.

01-25 Misfire. Character has another chance to fire, with a normal chance of a mishap the next time around. With an Arquebus it means trying to light the powder again. Matchlocks require resetting the

match all over again, which takes two melee actions. Flintlocks and other guns just need to have the hammer pulled back for the next try. The GM should say, "The weapon should have fired, but nothing happens."

26-40 Bad Load. Either the powder has gone bad, or there's something blocking the powder from the primer. Either way, the weapon must be cleaned out and reloaded. Clearing the old shot and powder will take 1D4 melee rounds. The GM should say, "The weapon should have fired, but nothing happens."

41-45 Jammed. The firing mechanism is damaged and the weapon must be disassembled and put back together. Takes 2D6 melee rounds to get it fixed. Even then, there's a 25% chance that the gun is broken and will need a few hours with a gunsmith. The GM should say, "The weapon should have fired, but nothing happens. It's jammed."

46-75 Fizzle. Instead of exploding properly, the gunpowder kind of fizzles, sending the shot rolling out of the barrel at slow speed. Noisy and with lots of bright sparkles, but harmless to everyone. Bullet may even hit target, but without doing any damage. Reload and try again.

76-80 Handfire or Slow Burn. Like a firecracker that seems to fizzle out and then suddenly pops, this gun is just pausing before firing. Will discharge at the beginning of the next melee round. If the character has been patient, waiting and continuing to aim, there's a normal chance to Strike. Otherwise, the weapon will go off wildly. Note that, to the character, a Slow Burn is identical to a Simple Misfire, a Bad Load or Jammed. So reloading too quickly may be a mistake. The GM should say, "The weapon should have fired, but nothing happens."

81-90 Overloaded! Too much powder, or powder that packs too much of a punch. Target takes double (Critical!) damage, but the weapon is destroyed and the character firing the weapon takes 1D6 damage.

91-00 Explosion! Weapon blows up in the character's face, does 2D6 damage to the operator, and destroys the weapon. Target is unhurt.

DAMAGE TABLE (Black Powder Weapons)

The amount of damage caused by black powder guns is less consistent than with modern weapons. That's because it depends on the rifleman's judgement and expertise in loading the gunpowder into the weapon.

Deliberate Overloading can be performed by any character with the right W.P. Basically, all it requires is more gunpowder than the weapon can safely hold. Adds an additional 2D6 of damage to pistol, or 3D6 of damage to any rifle with an overloaded shot. Overloads also increase the chance of a misfire by +25%. **Note:** Do not use deliberate overloading if the misfire rules are not used.

CALIBER	DAMAGE	PENETRATION VALUE
.85 Arquebus	3D6	Poor
.80 Matchlock Rifle	4D6	Fair
.75 Flintlock Rifle	5D6	Fair
.69 Flintlock Rifle	4D6	Fair
.68 Flintlock Pistol	3D6	Poor
.50 Flintlock Rifle	4D6	Fair
.44 Flintlock Pistol	2D6	Poor
.32 Flintlock Rifle	3D6	Fair
.577 Smoothbore Musket	4D6	Fair
.69 Minie Rifle Ball	5D6	Fair
.577 Rifled Round Ball	5D6	Good
.577 Expanding Conical Bullet	6D6	Excellent
.45 Mechanical Fitted Rifle	5D6	Excellent
.44 Cap and Ball Pistol	3D6	Fair
.38 Cap and Ball Pistol	2D6	Fair
.52 Rifle w/Metal Cartridges	5D6	Good
.44 Rifle w/Metal Cartridges	4D6	Fair

DAMAGE TABLE (Gunpowder Weapons):

The amount of damage caused by guns depends more on the gunpowder and ammunition than on the caliber. Penetration Value indicates how effective the bullet is at cutting through obstacles. "Poor" means the bullet will be stopped by most barriers, including wood, stone and brick. "Fair" bullets will pass through interior walls made of wood or plaster, but will be stopped by heavy metal armor or stone. "Good" indicates the ability to penetrate most building material, break bones, and pass right through medieval suits of armor. "Excellent" can shatter bone and wood, pass through brick and cinder block, and usually penetrates modern personal armor. A "Superior" rating would indicate the kind of force it would take to cut through the armor of a modern military armored vehicle (like a tank), but that kind of penetration is impossible with black powder guns.
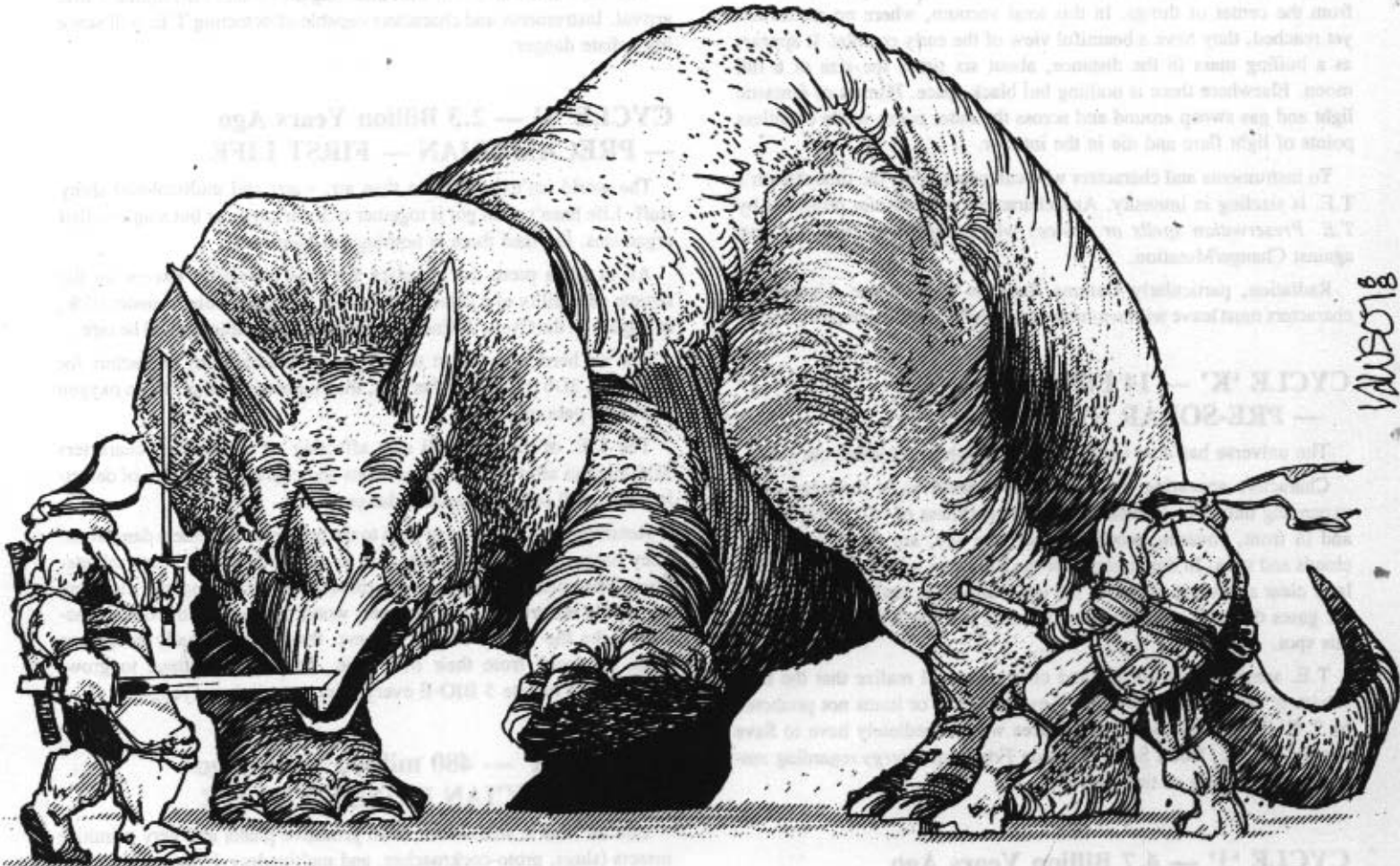
Game Master Section

A SURVEY OF TIME FOR TIME TRAVELLERS

THE CYCLES OF TIME:
FROM THE BEGINNING OF THE UNIVERSE TO MODERN TIMES

SUMMARY OF PRE-HISTORICAL TIME CYCLES

CYCLE	TIME PERIOD/DATE	DESCRIPTION
'PRIME'	1988 A.D.	Modern Era
'A'	13,262 B.C.	Early Civilization
'B'	350,000 B.C.	Holocene – Age of Homo Erectus
'C'	2,800,000 B.C.	Pliocene – Age of Hominid
'D'	27 million Years Ago	Oligocene – Age of Mammals
'E'	66 million Years Ago	Cretaceous – Later Dinosaurs
'F'	189 million Years Ago	Jurassic – First Dinosaurs
'G'	265 million Years Ago	Permian – Early Life
'H'	480 million Years Ago	Ordovician – Primitive Life
'I'	2.3 Billion Years Ago	Precambrian – First Life
'J'	4.7 Billion Years Ago	Cataclysmic Earth
'K'	14 Billion Years Ago	Presolar System
'L'	Impossible to Measure	Unfinished Universe Cycle

Time Cycle Descriptions

Starting at the Beginning (L — A)

Note: See the Section on *Temporal Energy* to determine side effects/mutations from time travel.

CYCLE 'L' – UNFINISHED UNIVERSE

In the chaotic universe just after the Big Bang, the event that created it all, time is superheated.

Characters appearing here will find themselves deep in space, far from the center of things. In this total vacuum, where no matter has yet reached, they have a beautiful view of the early cosmos. It appears as a boiling mass in the distance, about 'six times the size of a full moon. Elsewhere there is nothing but black space. Plumes of fantastic light and gas sweep around and across the outer edges while countless points of light flare and die in the interior.

To instruments and characters who can perceive it, the time stream's T.E. is sizzling in intensity. Any characters or items *not* protected by *T.E. Preservation* spells or devices will immediately have to Save against Change/Mutation.

Radiation, particularly Gamma Rays, is also intense. Unshielded characters must leave within minutes to avoid fatal radiation poisoning.

CYCLE 'K' — 14 Billion Years Ago — PRE-SOLAR SYSTEM

The universe has now cooled down enough to resemble our own.

Characters appearing here will find themselves at the edge of an expanding universe. Behind them is the darkness of still empty space, and in front, covering more than half the sky, are the galaxies, gas clouds and stars. In the direction of the Big Bang it looks like a particularly clear and starry night, in the other direction, nothing at all. Even the gases that will someday form the Sun and Earth have yet to reach this spot.

T.E. sensitive instruments and characters will realize that the time stream is dangerous to any life. Any characters or items not protected by T.E. Preservation spells or devices will immediately have to Save against Change. **Note:** See Section on *Temporal Energy* regarding mutations/side effects of time travel.

CYCLE 'J' — 4.7 Billion Years Ago — CATACLYSMIC EARTH

The Earth is newly formed and not yet stable. Constant earthquakes, volcanoes and meteor strikes. Looking up into the sky, day or night, will reveal a chaotic mess of debris.

Upon the characters' arrival the GM rolls for the following encounters:

01-05 Earthquake! Characters will be thrown to the ground. Huge fissures opening in the ground threaten to swallow anyone failing to roll a Dodge of at least 10. Anyone actually in a fissure, even if only holding on to the side, must be saved before it snaps closed in 2D6 melee rounds.

06-10 Boiling Chemical Rain! Characters must Save vs. Poison Gas. Any exposed surfaces must Save vs. Acid. Rain lasts 4D4 minutes. Gas inflicts 4D6 damage every melee breathed. Acid does 1D6 damage per melee.

11-15 Meteor Shower! Characters must Dodge for the next 4D6 Melee Rounds. Each melee round, the GM rolls a twenty-sided to hit for each character and large artifacts (like time machines). Characters who fail to Dodge, or items that get hit over their A.R. will be hit by a meteor. GM rolls 4D6 × 10 damage for each hit. Fortunately, these are small meteors.

16-20 Volcano! Unprotected characters must Save vs. Poison Gas, and run (at least as fast as Spd:8) to avoid the flow of hot lava. Artifacts that cannot move, like immobile time machines, will be destroyed.

21-00 Relative quiet for the next 1D6 hours, then roll again.

Aside from natural disasters, the air is poisonous. All unprotected characters have 2D4 melee rounds to escape before going unconscious. After passing out in this air, the character must Save vs. Poison for every minute of additional exposure. Failure means death within minutes. *To fail* vs poison means 1D6 damage per minute of exposure.

The T.E. of the area will start affecting all visitors 3D6 minutes after arrival. Instruments and characters capable of detecting T.E. will sense immediate danger.

CYCLE 'I' — 2.3 Billion Years Ago — PRECAMBRIAN — FIRST LIFE

The world isn't much more than air, water and multicolored slimy stuff. Life hasn't even got it together to form anything but single-celled organisms. On land there is nothing but bare rock.

All in all, a pretty boring place for time travellers. Except for the remote possibility of a cataclysmic event (roll percentile; if under 05%, roll again on the Cycle 'J' Encounter Table), the characters will be safe.

The air here is too short on oxygen to maintain any characters for more than 3D6 minutes. After that, the character must get to an oxygen source or pass out.

The T.E. of the area will start affecting all unprotected characters 3D6 minutes after arrival. Instruments and characters capable of detecting T.E. will sense immediate danger.

Returning any of the living cells to the present is extremely dangerous. They have sufficient T.E. potential to mutate 5 BIO-E every minute. Their first mutation will be in the direction of absorbing and digesting any edible material (including paper, wood, garbage, and loose characters). Like the "blob" of movie fame, these can be really dangerous when displaced from their own time. They will continue to grow, change, and mutate 5 BIO-E every minute until destroyed.

CYCLE 'H' — 480 million Years Ago — ORDOVICIAN PRIMITIVE LIFE

Life on land is still scarce, with primitive plants and very primitive insects (slugs, proto-cockroaches, and multipedes). In the oceans there are primitive fish, some of whom crawl up on land to lay eggs. The shorelines and shallow waters are filled with crustaceans, notably *Trilobites*, some up to three feet long.

Natural disasters are even more unlikely (roll percentile; if the result is 02%, then roll again on the Cycle 'J' Encounter Table). Nothing else is particularly threatening, the air is clean, and the trilobites taste a lot like lobster when boiled.

Harmless in this time, any of these creatures will turn into monsters back in the present. Of course, this little problem won't show up for 3D6 days.

Likewise, the visiting characters have 3D6 days of safety before the T.E. pressure sets in. Remember that artifacts will still have to save against T.E. Change every hour in this time. See the section on *Temporal Energy* for mutations.

CYCLE 'G' — 265 million Years Ago — PERMIAN EARLY LIFE

Suddenly, after all the seemingly barren years, life explodes into every ecological niche and cranny. On land there are giant insects,

small reptiles and amphibians, and a profusion of plant life. In shallow waters and on shorelines there are plenty of larger creatures.

As soon as the characters arrive, and whenever exploring, the GM rolls for the following encounters:

01-10 Poison Millipede. Length: 2D6 feet. Easy to escape, but if someone handles one and gets bit by the poison fangs, they'll have to Save vs. Poison. Failure does 2D6 damage direct to hit points.

11-20 Dragonfly. A huge flying insect with three foot wingspan. It's harmless, but a clumsy flyer. Occasionally bashes into things and does 1D6 damage.

21-30 CatLike Reptile. Looks just like a large modern house cat, Size Level 5, right down to stance and teeth, except it's a reptile. These "mammal-like" reptiles died out at the Permian. Attacks only if cornered or will stalk a character who is the same size or smaller.

31-45 Reptile Glider. About 20 inches long, this little gliding creature will hover around, looking for dead insects and other food. Harmless, but annoying.

46-60 Protosauropod. It looks just like a tiny Brontosaurus, with long neck and tail, and stubby legs. A harmless vegetarian, from 4 to 24 feet long (roll 4D6).

61-75 Proto-crocodile. The most dangerous animal of the Permian Age will be familiar to most characters. Although somewhat less evolved, they are identical to modern alligators and crocodiles. They attack in the same way; lying in wait at the water's edge, then springing to the attack when their prey is close enough. Will attack *anything!*
Length: up to 20 feet long (Roll 5D4)
Weight: to 800 pounds
A.R.: 10 Hit Points: 6D6+20
S.D.C.: 75 Attacks Per Melee: 2
Bonuses: +4 to Strike, 3D6+5 damage from bite.
Natural Abilities: Aquatic, Prowl (60%), Lie in Wait, Run at 20mph for a distance of 100 feet (30.5m).

76-00 Just encounters with harmless reptiles and amphibians, most no more than Size Level 4.

Harmless in this time, any of these creatures will evolve under T.E. pressure if removed. Characters have 3D6 days of safety before the T.E. pressure sets in. Items and devices will still have to save against T.E. Change every hour in this time.

CYCLE 'F' — 189 million Years Ago
— JURASSIC FIRST DINOSAURS

Visually, the world is suddenly colorful, as flowers appear everywhere. Animals of every kind are coming along in more variety. And looking out in the sea, characters will be able to spot dolphinlike dinosaurs, and the long-necked aquatic dinosaurs that fill the ecological space of whales.

As soon as the characters arrive, and whenever exploring, the GM rolls for the following encounters:

01-05 Ankylosauroid. Although a herbivore, it will display aggressive behavior to intruders, chasing them away if they get too close to its food or young.
Height: 20 feet long
Weight: 6,000 pounds
A.R.: 16 Hit Points: 145
S.D.C.: 380
Attacks Per Melee: 2 with tail, or 1 with head butt
Bonuses: +4 to Parry any attack with horns, 2D10+20 to damage with Mace Tail, 1D10+5 to damage with Beak or Horns that rim its body. **Note:** Any physical attack directed against the Ankylosauroid with a hand to hand Strike roll of 10 or less means the attacker will hit one of the horns for a straight 1D10 damage to the attacker.   Natural Abilities: Advanced Smell

06-10 Dimorphodon. An early flying dinosaur with a 5 foot wingspan and biting teeth, plus a long tail. It flies around looking for small (under Size Level 3) animals, and anything dead and decaying.
Hit Points: 4D6 S.D.C.: 25
Attacks Per Melee: 1
Bonuses: +1 to strike, no parry or dodge, 1D6 damage from bite.

11-20 Brontosauroid. A plant-eater that just wants to be left alone. If bothered, or startled (like by a time traveller popping in at its feet) it'll either swat with its tail, or stampede away.
Height: 80 feet long
Weight: 70,000 pounds
A.R.: 8 Hit Points: 160 S.D.C.: 360
Attacks Per Melee: 1
Bonuses: 2D10+25 Whip Tail

21-25 Allosauroid. One very hungry carnivorous, bipedal dinosaur. Far from subtle, this giant will walk right up to whatever looks small and tasty (like player characters). Even if it is too uncertain to attack at once, it will follow the characters around like a lonely puppydog, waiting for its snack.
Height: 10 to 40 feet tall (1D4×10)
Weight: 1200 pounds
A.R.: 8 Hit Points: 60
S.D.C.: 140
Attacks Per Melee: 4
Bonuses: +5 to Strike, No bonus to Parry or Dodge, 2D10+20 damage from Bite, 2D6+20 damage from Claws.
Natural Abilities: Advanced Smell, max. running speed about 20mph (32kmph).

26-35 Duckoid. A very shy, easily startled bipedal dinosaur. Tends to stay near the water's edge, and will make loud honks and go deeper if frightened. About the only time it's dangerous is when someone approaches a nest of eggs or young. Then it will trumpet out a loud (no, sirens are loud, this is ear shattering) call for others to join it and will attempt a stampede. Very nervous, startles easily.
Height: 20 feet tall
Weight: 8,000 pounds
A.R.: 6 Hit Points: 55 S.D.C.: 180
Attacks Per Melee: 1
Bonuses: No effective weapons, but can do 2D6+10 by running into someone, or stomping them in a frenzy.
Natural Abilities: Hold Breath, Swimming, speed about 20mph (32kmph).

36-40 Giant Crocodile. Just like the Permian version, but bigger.
Length: up to 40 feet long (1D4×5ft)
Weight: to 3,000 pounds
A.R.: 11 Hit Points: 6D6+50
S.D.C.: 135 Attacks Per Melee: 2
Bonuses: +4 to Strike, 3D6+15 damage from bite.
Natural Abilities: Aquatic, Prowl (50%), Lie in Wait, can run 20mph (32kmph) in a brief spurt of 100ft (30.5m)

41-50 Hypsilophold. A quick moving, curious dinosaur. It eats plants when it has to, small animals when it can catch them, but its favorite food is dinosaur egg. Although it won't attack any but the tiniest character, catching or shooting one of these animals is next to impossible. It's always on the lookout for dinosaur nests, waiting for a break to run in for a quick snack. May attack if startled or feels trapped.
Height: 5 feet tall
Weight: 150 pounds
A.R.: 8 Hit Points: 4D6+10 S.D.C.: 50
Attacks Per Melee: 2
Bonuses: +1 to Strike, +2 to Parry, +10 to Dodge, 1D4+3 damage from beak, 1D4+2 damage from bite, and 1D8+4 damage from foot claw or kick.
Natural Abilities: Running. It has a Stiffened Tail that it uses for

levering when turning or twisting, even turning 180 degrees while at a full run. Maximum speed is 30mph (48kmph).

51-65 Stegosauroid. Evolved to deal with harsh environments, and extremes of heat and cold, with plates along the back of the creature that act as sophisticated heat exchangers, honeycombed with passages for the flow of blood. Stegosauroid, much like the modern porcupine, is a slow-moving and solitary herbivore. It will attack if it is startled, feels cornered, trapped, or protecting its nest.
Length: 25 feet tall
Weight: 12,000 pounds
A.R.: 12 Hit Points: 85 S.D.C.: 310
Attacks Per Melee: 2
Bonuses: +3 to Strike, 3D6 + 20 damage with Spiked Tail

66-00 Encounters with other harmless wildlife. Includes Proto-Squirrels, Proto-Rats, Salamanders, Turtles, Snakes, Lizards, and Frogs.

CYCLE 'E' — 66,000,000 Years Ago — CRETACEOUS LATER DINOSAURS

Lush, filled with life and energy, with highly evolved and specialized creatures, it's hard to figure out how the dinosaurs could have died off. This period is the most dangerous of all for visiting time travellers, because the predators aren't just aggressive, they're also fairly clever.

In the Cretaceous, along with plenty of dinosaurs, there were also a lot of familiar species, including ducks, herons, sea gulls, opossums, frogs, snails, lizards, turtles, snakes, and flamingos. As soon as the characters arrive, and whenever exploring, the GM rolls for the following encounters:

01-05 Ankylosauroid. See Jurassic: Cycle F for details.
06-15 Brontosauroid. See Jurassic: Cycle F for details.
16-25 Dromaeosauroid. By far the most dangerous encounter in dinosaur country. These creatures always travel in *hunting packs*. If you spot one alone, and it runs away, you can be sure it was just a scout.

Hunting Packs of 4D6 man-sized predators will move in slowly, attempting to flank any prey. Then, when their hunting leader honks the signal, they charge in to the attack! Their favorite tactic is to catch the prey with their claws, then, while holding on, slice with their *Scythe claw*. Since they routinely attack creatures of Size Level 20 or greater, they'll have no hesitation in grabbing a tasty mutant animal or attacking a group of humanoids.
Height: 7 feet tall
Weight: 250 pounds
A.R.: 6 Hit Points: 36 S.D.C.: 60
Attacks Per Melee: 2 with Hand Claws, or 1 with Kick, or, after grabbing on to the prey, 2 with Scythe Claws.
Bonuses: +3 to Strike, +2 to Parry, +6 to Dodge, 2D6 + 5 to damage with Hand Claws, 1D6 + 5 to damage with bite. 2D10 + 8 to damage with Scythe Claw on second toe of each foot.
Natural Abilities: Advanced Smell, Running, Prowl (50%), Running with a Stiffened Tail that it uses for levering when turning or twisting, even turning 180 degrees while at a full run. Max. running speed, about 45mph (72kmph).

26-40 Duckoid. See Jurassic: Cycle F for details.
41-45 Giant Snake. These sleepy predators wait for as long as a week up on a tree limb. Waiting for something of the right size to walk underneath. If they miss their first attack, the attempt at constriction, they'll be discouraged enough to move off. Otherwise, they'll squeeze for as long as they can, and bite also. Since the size has to be just right, there's only a 32% chance that they will attack a human-sized character. However, smaller characters may be likely victims.
Length: to 40 feet long
Weight: to 2,000 pounds

A.R.: 7 Hit Points: 50 S.D.C.: 140
Attacks Per Melee: 2; one constriction, and one bite.
Bonuses: +6 to Strike, 2D6 + 5 damage per bite, 2D10 + 15 damage per melee round of constriction.

45-60 Hypsilophoid. See Jurassic: Cycle F, for details.
61-65 Pachycephaloid. The big danger here is the incredible stupidity of these grazing animals. Anything smaller than themselves is considered a potential target for butting. In rutting season, or when young are present, they tend to attack anything, even large predators. A full ram requires a running start, while short rams can be delivered repeatedly in combat range.
Height: 16 feet tall
Weight: 1000 pounds
A.R.: 6 Hit Points: 35 S.D.C.: 85
Attacks Per Melee: 1
Bonuses: +3 to Strike, 3D6 + 5 damage from short-range ram, 6D6 + 10 damage from full ram (no bonus to Strike).
Natural Abilities: Advanced Smell, max. running speed is about 20mph (32kmph).

66-75 Pterasoid. More like a pack of vultures than birds of prey. They endlessly fly around, looking for things small enough to kill (lone Size Level 6 or less), or wounded enough to die with just a little encouragement. At major kills of really big animals, they're just part of the feeding gallery.
Height: 30 foot wingspan (9.1m)
Weight: 200 pounds
A.R.: 4 Hit Points: 20 S.D.C.: 20
Attacks Per Melee: 1
Bonuses: +3 to Strike, no bonuses to Parry, +6 to Dodge while in flight, 1D8 + 6 to damage with bite.
Natural Abilities: Flying and Advanced Vision, fly speed is about 35mph (56kmph).

76-80 Saurinoid. A lean, fast dinosaur, the Saurinoid also had flexible fingers, advanced eyes (up to three inches in diameter), and a large brain. Like the Dromaeosauroid, it has excellent running and turning abilities. However, these creatures are apelike in intelligence. They live in baboon-style family troops, complete with scouts. Unlike other dinosaurs, they will be wary of attacking anything as strange looking as time travellers. However, if the intruders are around long enough, the Saurinoids will be curious enough to visit or attack. They will also attack if they feel threatened.

81-92 Herd of Triceratops. Another extreme hazard of exploring this era. Herds, always with young of various ages in the herd, are distrustful of anything strange. The defense is usually swift, with 1D6 males charging out to aggressively threaten, or attack, any intruders.
Height: 35 feet long (12.2m)
Weight: 18,000 pounds
A.R.: 13 Hit Points: 80 S.D.C.: 250
Attacks Per Melee: 1 from ram, or 2 from horns swinging side to side if in close quarters.
Bonuses: +1 to Strike, 2D10 + 25 damage from swinging horns or head butt with horns. Ram from a full gallop is a Critical (double damage) attack.
Natural Abilities: Advanced Hearing and Advanced Smell. Max. Speed is about 30mph (48kmph).

93-00 Tyrannosoid. Possibly the biggest, nastiest meat-eater of all time. He won't bother stalking, he'll just come right up and eat whichever characters happen to be handy. Super aggressive.
Height: 25 feet tall
Weight: 18,000 pounds
A.R.: 10 Hit Points: 90 S.D.C.: 180
Attacks Per Melee: 1 Bite
Bonuses: +4 to Strike, 2D10 + 25 to damage with Bite Attack
Natural Abilities: Advanced Smell, max. speed is about 20mph (32kmph).

CYCLE 'D' — 27 million Years Ago
— OLIGOCENE — AGE OF MAMMALS

Mammals, taking up all the ecological space left by the death of the dinosaurs, now come in a multitude of forms.

As soon as the characters arrive, and whenever exploring, the GM rolls for the following encounters:

01-15 Brontotherium. These rhinolike creatures are the size of elephants. They come with a Y-shaped horn at the tip of their nose, hoofed toes, and a humpback. Can be quite aggressive and will often chase away or attack intruders within 200ft (61m).
Length: 18 feet (5.2m)
Weight: 8,000 pounds
A.R.: 8 Hit Points: 50 S.D.C.: 200
Attacks Per Melee: 1
Bonuses: +1 to Strike, 2D6+10 damage with horn. Speed of about 20mph in short spurts lasting 3D4 minutes.

16-30 Diatrymon. A hunting ground bird, the "terror crane" hunts in small groups of 1D6+1. Uses speed to run down prey, and powerful claws and beak to kill.
Height: 8 feet
Weight: 300 pounds
A.R.: 5 Hit Points: 4D6 S.D.C.: 40
Attacks Per Melee: 2
  5 BIO-E for 1D6 Beak
  5 BIO-E for 1D8 Talons
Bonuses: +4 to Strike, 1D6+5 damage with Beak, 1D8+5 damage with Talons.
Natural Abilities: Running speed to 35 mph for extended periods. Bursts of up to 45 mph are also possible, lasting 2D4 minutes.

31-50 Hyaenodon. The most dangerous creature of the era. The biggest hunting mammal ever, and a relative to the modern hyena. They hunted in *packs*, preferring the night's darkness. One of the greatest threats to early hominid. Not fast enough to chase down the running grazers, they relied on strength and numbers to take down slower creatures. Very dangerous to player characters, who are usually just the right size for Hyaenodon prey.
Length: 16 feet long
Weight: 2,000 pounds
A.R.: 5 Hit Points: 65 S.D.C.: 120
Attacks Per Melee: 2
Bonuses: +3 to Strike, 1D6 damage with claws, 2D10+10 damage with bite.
Natural Abilities: Advanced Smell and Hearing. Max. running speed is 16, but bursts of up to 30mph (48kmph) for 2D4 minutes.

51-60 Mesohippus. These tiny grazing animals are the ancestors of modern horses. Only 2 feet tall, with three-toes per foot. Speed 18.

61-65 Moeritherium. The ancestors of elephants, but the size of pigs. Speed 18, but can run up to 20mph in bursts lasting 4D6 minutes.

66-85 Moropus. A strange and fierce looking creature. The Moropus has a very horselike look and shape. It's forelegs are longer than those in back, and it has three hooked claws on each foot. The back slopes down, making it look like a crazy mix of horse, giraffe, and rhino. Tends to be jumpy and aggressive.
Height: 10 feet
Weight: 2,400 pounds
A.R.: 6 Hit Points: 80 S.D.C.: 165
Attacks Per Melee: 2
Bonuses: +2 to Strike, 1D10+15 damage from Claws. Speed 20, but can reach up to 30mph (48kmph) in bursts lasting 3D4 minutes.

86-95 Paraceratherion. The biggest ground mammal ever. Picture a long-legged hornless rhino, tall enough to peer into a second floor window. A grazing animal that intimidated predators by size alone.
Height: 18 feet
Weight: 18,000 pounds
A.R.: 10 Hit Points: 100 S.D.C.: 240

Attacks Per Melee: 1
Bonuses: 1D10+20 damage with tusks. Speed is 14, but can run 20mph (32kmph) in bursts lasting 3D4 minutes.

96-00 Proto-Ape. Small ground ape, about 3 feet tall, usually in a family pack. The ancestors of the later hominid.

CYCLE 'C' — 2 million Year Ago
— PLIOCENE — AGE OF HOMINID

Along with great diversity in most mammals, the ground-dwelling apes also spawned a number of variations. One of these may have been the ancestor to modern humans, but it's difficult to say which one.

As soon as the characters arrive, and whenever exploring, the GM rolls for the following encounters:

01-10 Argentadon. The biggest flying bird ever. Argentadon looked like a huge vulture and lived by hunting and scavenging. Only characters who are under Size Level 7 and travelling alone need to worry about an attack.
Wingspan: 25 feet (7.6m)
Weight: to 245 pounds
A.R.: 4 Hit Points: 22 S.D.C.: 30
Attacks Per Melee: 1
Bonuses: 2D8 damage from Talons, 2D6 damage from Beak.
Natural Abilities: Flight, speed 20, but can dive at a speed of 50mph (80kmph) and glide 10 miles (16km) without flapping its wings.

11-20 Bison. Large cattle, up to 8 feet at shoulder, and long-horned. Timid, attack only if cornered. Speed 26, but can reach a speed of about 35mph (56kmph) in bursts lasting 1D4×10 minutes.
Length: 10 feet
Weight: 1200 pounds
A.R.: 4 Hit Points: 30 S.D.C.: 50
Attacks Per Melee: 1
Bonuses: Kick does 1D6 damage, head butt does 1D8, trample/stampede does 3D6 damage.

21-30 Glyptodon. Like an enormous mammalian turtle, the Glyptodon lumbered through the Cenozoic, safe in a high-topped, rounded shell edged with serrated bone. The head is also crowned with a "cap" or helmet of bone and the muscular tail comes ringed with bone and is capable of being swung as a weapon. Unfortunately, it was the ideal prey for tool-using early hominid. Will attack if threatened.
Length: 10 feet long
Weight: 1400 pounds
A.R.: 15 Hit Points: 55 S.D.C.: 180
Attacks Per Melee: 1
Bonuses: 1D6+5 damage from butting, 1D10+5 damage from tail.

31-40 Hyaenodon. See OLIGOCENE: Cycle D for details.

41-50 Mastodon or Wooly Mammoth. Northern elephant with long snout and wooly coat. Comfortable in pine forests and nearctic conditions. A favorite prey of early hominid.
Length: 15 to 25 feet
Weight: 10,000 pounds
A.R.: 5 Hit Points: 65 S.D.C.: 120
Attacks Per Melee: 1
Bonuses: 2D6+10 damage from tusks, trample does 5D6 damage.
Natural Abilities: Advanced Hearing and Prehensile Trunk.

51-60 Megaloceros. A giant deer, with antlers up to 10 feet across. Timid, will not attack unless terrified and cornered. Head butt does 2D6 damage.
Length: 10-18 feet
Attacks Per Melee: 2
Hit Points: 20 S.D.C.: 30
Speed is 35mph (56kmph).

61-70 Megatherion (Giant Sloth). Slow-moving creature that depended on its size to intimidate predators, and feed exclusively on

leaves and fruit. Easy to approach, non-aggressive. Attacks only in self-defense.

Length: 20 feet
Weight: 2500 pounds
A.R.: 6 Hit Points: 45 S.D.C.: 70
Attacks Per Melee: 1
Bonuses: 2D6 damage with claw.

71-80 Smilodon (Saber Tooth Tiger). A predator specializing in very large prey. The huge protruding, curved canine teeth were great against something like a Mastodon, but difficult to use on small prey. Will probably ignore human-size player characters as too small, but will attack if hungry, hurt or threatened.

Length: 7 to 10 feet long
Weight: 400 pounds
A.R.: 5 Hit Points: 40 S.D.C.: 35
Attacks Per Melee: 4
Bonuses: +4 to Strike, 2D6+10 damage with claws, 3D6+10 damage with saber teeth.
Natural Abilities: Tracking (80%), Advanced Smell and Nightvision 40ft (12m). Speed of 22, but can run at a speed of 35mph (56kmph) for 1D4 minutes, and can leap 25ft (7.6m) long and 15ft high (4.6m).

81-85 Thylodon. A marsupial carnivore, with special "bolt cutter" teeth and jaws. A ferocious predator, it will attack any potential prey in range, especially humanoids!

Length: 6 feet long
Weight: 350 pounds
A.R.: 5 Hit Points: 35 S.D.C.: 30
Attacks Per Melee: 2

Bonuses: +3 to Strike, 1D6+5 damage with Claws, 2D6+5 damage with Slashing Tusks, 4D6+10 damage with "Bolt Cutter" Shearing Cheek Teeth. The teeth can also be used to slice through/cut objects made of wood, bone, metal or plastic, including wire, rope, and bars.
Natural Abilities: Advanced Smell, speed 18, but can run at 35mph (56kmph) for 1D4 minutes. Can leap up to 30ft long (9m) and 15ft (4.6m) straight up.

86-90 Hominid: Australopithecus. 3-4 feet tall, about 65 pounds. Timid.
Hit Points: 10 S.D.C.: 12

91-95 Hominid: Robustus. To 5ft 10in tall, to 160 pounds. Timid.
Hit Points: 10 S.D.C.: 20
One attack with rocks or sticks.

96-00 Hominid: Boisei. To 6 feet tall, to 175 pounds. Timid.
Hit Points: 15 S.D.C.: 25
One attack per melee with rocks or sticks.

CYCLE 'B' — 350,000 B.C.
— HOLOCENE — AGE OF HOMO ERECTUS

From a wide variety of hominids, only one survives in this era, *Homo Erectus*. Probably the last of the hominids that looked distinctly different from modern man. Erectus was man-sized, but with a bony skull, thick eyebrow ridges, a low forehead and a rounded, heavy muscled jaw. In general, Erectus was a little stronger, a little tougher, and not quite as big-brained as modern man. Speech was also not as well developed.

Homo Erectus developed the first effective tool-using culture. With spears, hand axes and flint choppers, plus fire, Erectus was able to hunt and kill even the largest mammals. Time travellers will find warm houses made from branches and hides, clothing from hides, and plenty of artwork made of bone and leather thongs.

For animal encounters, *roll on PLIOCENE table: Cycle C. For all the various hominid encounters, substitute Homo Erectus.*

Homo Erectus
Size: 5-6 feet tall
Weight: 150 to 250 pounds
A.R.: 4 Hit Points: 20 S.D.C.: 40
Attacks Per Melee: 3
Bonuses: With spears or other weapons: +3 to strike, +2 to parry, +4 to damage, +1 to dodge; otherwise: +1 (hand to hand). Prowl 50%.

CYCLE 'A' — 13,262 B.C.
EARLY CIVILIZATION

Humanity is now the absolute ruler of the world. Human culture is well-developed throughout the world. Sophisticated languages, metal-working, horticulture and agriculture are found everywhere. Small trading villages and regular trade routes.

Most of the larger northern animals have already become extinct, hunted out by humans. Here's one interesting analogy, concerning the colonization of the Americas in prehistoric time.

Assume that 100 humans start out in Canada. Gradually, they settle and migrate southward, moving at about 10 miles per year. Within 300 years there would be 300,000 people, spread all the way down to the Gulf of Mexico. And in that time they would have killed *100 million large animals.*

SUMMARY OF HISTORICAL TWISTS IN CYCLE "PRIME"

Note: The focus of this summary is Europe. G.M.s should also investigate the Americas with the Inca, Aztec, and Myans, as well as, Africa, Japan, China, and Asia. Remember, the entire world and all of history is at your fingertips.

TWIST	DATE	DESCRIPTION
"S"	387 B.C.	Hellenic Civilization
"R"	262 B.C.	Rise of Roman Republic
"Q"	137 B.C.	Great Roman Republic
"P"	12 B.C.	Augustan Rome
"O"	113 A.D.	Height of the Roman Empire
"N"	238 A.D.	Mass Chaos in Rome
"M"	363 A.D.	Decline of Rome
"L"	488 A.D.	Byzantine Empire
"K"	613 A.D.	Islamic Period Starts
"J"	738 A.D.	Height of Islam
"I"	863 A.D.	Dark Ages
"H"	988 A.D.	Norman/Viking Dominance
"G"	1113 A.D.	Crusades
"F"	1238 A.D.	Mongol Conquest
"E"	1363 A.D.	Aftermath of Black Death
"D"	1488 A.D.	Renaissance
"C"	1613 A.D.	Era of Habsburg Power
"B"	1738 A.D.	High Age of Piracy
"A"	1863 A.D.	Victorian Age
"Prime"	1988 A.D.	Modern World
"1"	2113 A.D.	"After the Bomb"
"2"	2238 A.D.	Wild Planet
"3"	2363 A.D.	Machine Civilization/Ecology
"4"	2488 A.D.	War!!!
"5"	2713 A.D.	Early Homidian Evolution
"6"	2838 A.D.	Late Homidian Evolution
"7"	2963 A.D.	False Eden
June, 10th, 2986 A.D.		The Third Millennial Barrier

Descriptions of Twists in Cycle "Prime"

Starting at the earliest period (S – A and Prime 7)

Twist "S" — 387 B.C. — HELLENIC CIVILIZATION

Although the rest of the world doesn't know it, some very important things are happening in Athens, the dominant city state of the Greeks.

Here's the news on the greatest philosophers of all time. *Socrates* has been dead for 12 years, his student *Plato* is writing his "Symposium" and an account of the last words of Socrates. Meanwhile, Plato's greatest student, *Aristotle,* is not yet born. *Aristophanes,* next to Shakespeare, the greatest playwright of all time, is dying. And *Hippocrates* (you've heard of the "Hippocratic Oath?"), is a healthy 77 and is still teaching medicine. And that's just the news from Athens.

Meanwhile, no Roman of this year could believe in the security of Rome, much less its destiny. Of course, it's hard to be cheerful when you're rebuilding a city that's been sacked and burned by the Gauls (we'd call them French). And in the ruins of Rome there's still constant turmoil over the civil rights of the Plebeians. Although progress is being made, it'll be another 100 years before there is equality Plebeians and Patricians. On the other hand, some progress is being made, as the Roman soldiers are experimenting with three new tools of war, the Pilum, Gladius, and the four-foot high Roman convex shield.

Alexander the Great has yet to make his conquest, and Rome has awhile before they can even keep invaders out of the city.

To the people of the time, the dominant powers would seem to be Persia, under Artaxerxes II, and Egypt, which is still under its 29th dynasty.

Twist "R" — 262 B.C.
— RISE OF ROMAN REPUBLIC

The world is still recovering from the conquest of *Alexander the Great.* Unifying the Greeks, he lead them in a conquest of Egypt, Persia, and a land nobody had even heard of, India. And, if he hadn't fallen ill, he would have gone the last few miles to China.

There's a story that Alexander's great generals stood around his bedside as he lay dying. "Who shall succeed you?" they asked. He replied, "The best among you . . ." and died. And all the generals nodded in agreement.

The result was a splitting up of Alexander's empire, in 323 B.C., among his generals. Their constant fighting and bickering lasts for over forty years and puts an end to the glory of Greece.

Back in the west, the *Romans* are getting the upper hand in their war against Carthage, what we now call the First Punic War. This was the first true test of Rome as a world power, challenging a Carthage that was the odd-son favorite.

Still, it isn't all doom and gloom in Rome. Ball games, dice playing and board games are popular hobbies, and public gladiatorial contests, only two years old, are the latest fad. Incidentally, the Denarius, the Roman silver coins is now in circulation.

Meanwhile, time travellers will find that both the Colossus of Rhodes and the Lighthouse at Pharos, Alexandria are still standing. And *Archimedes,* the great Greek mathematician, is only 25 years old.

Twist "Q" — 137 B.C.
— THE GREAT ROMAN REPUBLIC

In just a few short years, Rome has gone from a second, rate city-state

to the dominant power in the known world. The empire now includes Sicily, Sardinia, Corsica, the two Spains, Gallia, Transalpina, Africa and Macedonia. Between Greek culture and Roman efficiency, the world's future is becoming a lot clearer.

Rome's soldiers are steadily becoming known as the best in the world. And Rome's evenhanded treatment of their client states has brought a few volunteer nations into the Empire.

Twist "P" — 12 B.C.
— THE AGE OF AUGUSTAN ROME

Basically, between Twist "Q" and Twist "P", Rome has gone from a fairly democratic republic to an autocratic empire. A major factor in the success of the empire is Octavian, later known as the *Emperor Augustus Pontifex Maximus*.

It all started with *Julius Caesar*, a man who was simply too good at everything. He was a brilliant general, an insightful and competent governor, and the best politician anyone had ever seen. Romans, with their romantic view of the republic, felt that Caesar, once in power, would become an all-powerful dictator. So they killed him.

Well, that led to years of bloody civil war. Surprisingly, the Empire didn't fall apart, mainly because most of the Roman states realized it was easier to let the Romans kill each other than to try to do it themselves.

Gradually, the war wound down. And the guy who was left was Augustus. A modest, not very talented guy who claimed to have no ambitions. So they made *him* emperor.

Eighteen years later, and Augustus is now the supreme ruler of the Roman Empire, and, for some reason, everybody is happy with the situation. Instead of government, people are interested in poets, notably **Ovid**, 31, and **Horace**, 43, the two greatest Roman poets in history.

The Empire continues to grow, an invasion is being conducted into Germany and the Roman Pantheon is now under construction. Oh, and important news for time travellers, the *Julian Calendar of 365.25 days has been adopted*.

Twist "O" — 113 A.D.
— HEIGHT OF THE ROMAN EMPIRE

Possibly the best tourist spot in ancient times. The Emperor Trajan, "The Model Emperor," one of the best ever, rules. Rome is at its greatest territorial extent, ranging from England to Spain, to Germany, to Egypt, to the entire Black Sea, and with Armenia, Assyria and Mesopotamia on the verge of conquest. And people are more prosperous and literate than at any other time in history.

There was public welfare for orphans and needy children, a farm loan program, an excellent Empire-wide postal system, the best system of roads ever built, plus public works, and an economy as controlled as that of any in the Late 20th Century. On the other hand, betrayed and back-stabbed three times by the nation of Dacia (their leader kept breaking treaties and killing Romans), Trajan finally evacuated the country, dispersed its people, and had it resettled by a totally different bunch.

Twist "N" — 238 A.D.
— MASS CHAOS IN ROME

Things suddenly fall apart in Rome. Emperor Maximinus, who has only had the job for three years, after the assassination of Emperor Severus, is assassinated. The Senate had already recognized Gordianus I, and his son, Gordianus II, as Co-Emperors before the assassination. And they became emperors, and then they became dead. Which left the gates open for Balbinus and Pupienus. And then they died at the hands of the Praetorian Guard. And when the Guard decided they liked Gordianus III, a baby less than a year old, that baby was appointed Emperor.

Meanwhile, at the gates, the Goths, Franks, Alamanni and other *barbarians* were starting to win wars. They had learned a lot from the Roman Army, and they were lean, mean and willing to innovate.

All in all, an interesting year to visit Rome.

Twist "M" — 363 A.D.
— DECLINE OF ROME

All over the former borders, the Roman Empire is starting to crumble. Huns are invading Europe, the Picts and Scots have crossed Hadrian's Wall into Roman Britain, and the Goths are preparing a heavy cavalry (with the innovation of stirrups) which outshines any military force the world had ever seen.

On the other hand, time travellers will be interested to know that scrolls are being replaced by books. Which means a few scrolls retrieved from the garbage heaps of Rome won't be missed and will be worth a fortune back in the present.

Twist "L" — 488 A.D.
— BYZANTINE EMPIRE

Rome, or at least the city of Imperial Rome, is a shadow of its former self, conquered by a succession of barbarians. What remains of the Empire is now in *Byzantium*, later known as *Constantinople*. Ruled by Emperor Zeno, it is strong and secure, and lives up to the reputation of a continuing Eastern Roman Empire. On the other hand, the western part of the empire is being torn apart by Goths, Vandals and Ostrogoths.

Twist "K" — 613 A.D.
— ISLAMIC PERIOD STARTS

The Byzantine Empire is still standing under Emperor Heraclius, while the rest of Europe is deep in the dark ages. Meanwhile, in the Middle East, Mohammed is preaching Jihad, and the greatest conquest in the history of the world is about to begin.

Twist "J" — 738 A.D.
— HEIGHT OF ISLAM

While the rest of the world wallows in the dark ages, Islam has turned the East into a magnet for culture and learning.

Twist "I" — 863 A.D.
— DARK AGES

Norse raiding parties, pirates and merchants appear everywhere, from the settling of Iceland to raids in the Mediterranean, to journeys to Russia, Persia and beyond.

Twist "H" — 988 A.D.
— NORMAN/VIKING DOMINANCE

Last chance to visit the remnants of the Roman Empire. Byzantium is still strong, but betrayal by the Crusaders is about to mean her downfall. Meanwhile, the Normans, one of the Viking people, are gaining in strength throughout Europe.

Twist "G" — 1113 A.D.
— CRUSADES

After the *Norman Conquest* (in 1066), England and Normandy (Western France) were finally unified and made into whole nations. King Henry I of England, younger son of William the Conqueror, established a system of laws over lands that had been a chaotic mix of feudal loyalties and banditry. All this time, however, he keeps his brother, Robert, from whom he stole the kingdom, locked up in Cardiff Castle.

This is also the period between the 1st and 2nd Crusades, when crossbows and quarrels, and Moslem scimitars are the vogue. Nobles and knights of the west are now massively armored for war.

Twist "F" — 1238 A.D.
— MONGOL CONQUEST

Not much is happening back in Western Europe, except for the usual chaotic graspings for power and money.

On the other hand, out east *the Mongols* are making military history. Using a vastly superior military system, including a bow with 166 pound pull, multiple steppe ponies for every man, use of mare's milk for emergency rations, and incredibly well organized cavalry maneuvers, by the end of 1238, China, Persia, and most of Russia had been overrun, and it would seem only a matter of time before Western Europe would be invaded . . .

Twist "E" — 1363 A.D.
— Aftermath of BLACK DEATH

The Black Death, otherwise known as Bubonic Plague, devastated Europe in 1347 and the years that followed. Some areas were completely depopulated, and no one's family went unaffected. Time travellers should remember that the disease hasn't entirely disappeared, it's just that all the survivors are now more or less immune.

Twist "D" — 1488 A.D.
— RENAISSANCE

Finally, after years of backward glances at the ancient civilizations of Greece and Rome, people are starting to experiment once again. This is still early in the age of exploration, but Portuguese sailors are already discovering African territories. And the Arquebus is becoming a popular gunpowder weapon.

Twist "C" — 1613 A.D.
— ERA OF HAPSBURG POWER

The Americas have been invaded by the Europeans. Currently, English Colonists are at war with the French Colonists, threatening to destroy Port Royal, Nova Scotia in order to prevent the French from colonizing Maryland. Meanwhile, French explorers are heading deeper inland, discovering the northern network of rivers and lakes. The best weapon for all these conflicts is the Matchlock. Virginia is the most important English colony, just having started to grow tobacco. And Manhattan is still a Dutch trading post. Dueling with swords is now popular on both sides of the Atlantic.

England, still prosperous after the long and wise rule of *Queen Elizabeth I*, is now starting to have problems under James I.

Twist "B" — 1738 A.D.
— HIGH AGE OF PIRACY

While England's *American colonies* are strong and vibrant, the real action is taking place in the Caribbean. Pirates now raid the declining fortunes of Spanish and Portuguese colonies, and run from the British Navy.

Back in Europe, a war is about to break out between England and Spain, while the map of Western Europe has pretty settled into the way it stands in modern times.

Clothing is heavy on fancy coats and tricorner hats, with swords, walking sticks, and flintlock pistols as standard garb.

Twist "A" — 1863 A.D.
— VICTORIAN AGE

Queen Victoria, the beloved head of England, is accurate in saying, "The sun never sets on the British Empire."

Meanwhile, the *American Civil War* is in full swing. Saxon and Hanoverian Troops are entering Holstein. And the French are about to capture Mexico City. Technology gives us roller skates, balloons, and the first rapid-fire rifles.

Cycle "Prime" or Twist "Null" — 1988 A.D.
— THE MODERN WORLD

Civilization has reached incredible heights of technological prowess. Yet it seems no better at conducting its political affairs than any other. It would seem that the national superpowers are about to become dominated by the growing economical and technological superiority of multinational corporations. Human population, over 5 billion.

Twist "1" — 2113 A.D.
"AFTER THE BOMB"

This is the world as described in the TMNT & Heroes Unlimited sourcebooks; **After the Bomb, Road Hogs,** and **Mutants Down Under.** After a global disaster, only a scattered few humans remain. Meanwhile, nations dominated by mutant animals seem to be taking the lead.

Time travellers should approach with caution, as the enmity between the *Empire of Humanity* and its mutant neighbors is still hot. Any direct contact with the Empire is dangerous, since they are keenly interested in the subject of time travel, and will stop at nothing to learn its principles or to get a working time machine. This is alarming, since their goal is to find a way of exterminating the mutant animals by altering the past.

The following encounters are typical for time travellers arriving in the area of the old United States *Eastern* Sector:

01-15 Overpass of 1D6 Empire of Humanity Saber-15 Jet Fighters. The pilots will ignore any small parties unless signalled by radio or flare, or unless they are travelling in a noticeably strange vehicle. They will check out any strange aircraft, attacking if they believe it to be *Cardanian*. These Empire of Humanity (**see After the Bomb**) high-powered jet fighters are designed for a two-man team of pilot-navigator and gunner-communications officer. Limited V.T.O.L. means they need only 150 feet (45.7m) of runway for take-off and landing.

Saber 15

Base S.D.C.: 400

Vehicle Armor:		
CREW	A.R.: 12	S.D.C.: 125
ENGINE	A.R.: 10	S.D.C.: 50
FUEL TANK	A.R.: 10	S.D.C.: 100
VEHICLE	A.R.: 8	S.D.C. 100

Speed Class: 33

Maximum Speed: Mach 3.57 TMF: 8

Laser Cannon: 560ft range, fires once per melee, 18 charges per mission, +4 to strike and does 8D6 damage per blast.

7.62mm Twin Machineguns: 3,200ft range, fires 120 rounds per melee, +2 to strike and does 6D6 damage per round.

(6) Air-to-Air Missiles: 25,000ft range, Speed Class of 34, T.M.F. is 5, +8 to strike and 14D6 damage.

16-20 2D4 Empire of Humanity LC-12's. These *assault helicopters* are the backbone of most Empire of Humanity (*see After the Bomb*) infantry operations. Crew consists of pilot, a copilot and a door gunner. There is room for up to 12 passengers (G-9's, see below), or 8 soldiers in 2xd Robot Armor. Should they spot anything unusual,

like the time travellers, one chopper will come in close while the others will disperse and get in position for attack or flight. Should time travellers contact anyone by radio, or otherwise come to the attention of the Empire, eight of these helicopters will be dispatched to investigate. Which may also include the capture of characters for interrogation.

LC-12 Assault 'Copter
Base S.D.C.: 300
Vehicle Armor:

CREW	None
FUEL TANK	A.R.: 10 S.D.C.: 30
VEHICLE	A.R.: 10 S.D.C.: 100

Speed Class: 13
Maximum Speed: 200mph TMF: 7.
Weapon: Gunner Operated Side-Mounted .50 Caliber Machinegun, 7D6 Damage, 890 foot Range, 48 shots per melee round, +4 to Strike.

21-35 Empire of Humanity Scout Patrol. Various Empire scout groups are possible, including (01-25) a group of 4D6 G-9s, (26-75) 5D6+5 Canine Rangers accompanied by a human officer, or (76-100) 2D6 Soldiers wearing 2xd Robot Armor.

G-9 Soldiers: Humans (4D6 Hit Points/2D10 S.D.C.) equipped with: 1. Helmet fitted with radio, motion detector and laser targeting weapon sight, 2. Flak jacket with A.R.:11 and S.D.C.:80, 3. G-9 Energy Assault Rifle that does 5D6 damage and fires 4 shots per melee, and 4. Machine Pistol (.45) that does 4D6 damage. Bonuses: +5 to Strike, +2 to Dodge.

Canine Rangers: Mutant Dogs (25+1D6 Hit Points/40+1D6 S.D.C.) equipped with: 1. Assault Rifle does 4D6 damage per round, and 2. Automatic Pistol (.32) that does 3D6 damage. Bonuses: +3 to Strike, +3 to Parry, +2 to Dodge.

Soldiers in 2xd Robotic Armor: Humans (4D6 Hit Points/2D10 S.D.C.) equipped with: 1. Armor of A.R. 18 and S.D.C: 240, 2. Built-in radio, motion detector, computer, loud speaker, and laser targeting weapon sight, 3. Ion blaster that does 5D6 damage per blast. Bonuses: +6 to Strike with blaster, +3 to Strike Hand to Hand, +2 to Dodge, +6 to damage Hand to Hand.

36-40 Aggressive Mutant Insects. A swarm of some kind of mutant flying insects suddenly attack the characters. Numbers range from 8 to 33 (roll 5D6+3), and the bugs will keep attacking until the characters either run away or kill at least half of them.

Typical Mutant Insect
Length: 2 feet long
Weight: 12 pounds
A.R.: 5 Hit Points: 3 S.D.C.: 6
Attacks Per Melee: 2
Bonuses: +1 to Strike, +5 to dodge, 1D6 damage with Stinger. Victims have to roll vs. Poison; if they make the roll, they won't be affected by it at all, otherwise they take an extra 2D6 damage per attack.
Natural Abilities: Advanced Smell, flying speed 30, but can reach speeds of 50mph (80kmph) in bursts lasting 1D6×10 minutes.

41-50 Renegades and Bandits. A group of 3D6 mutant animals, all rather dirty and ragged looking, and armed with everything from farm tools to a couple of rusted rifles. They will act friendly and desperate ("Uh, say, you wouldn't happen to have anything to eat? I, uh, well it's been awhile, y'know?"). They'll be all smiles and cooperative as they check out the character's wealth and potential for defense. Then, depending on how things look, they'll either. 1. immediately attack, 2. wait until the characters are less wary and try taking over then, or if things look too dangerous, 3. slip away into the wilderness.

51-65 Cardanian Scout Patrol. On an official scouting mission, 3D6 trained mutant animals wearing Cardanian insignia and armed with well-maintained rifles and equipment. They'll approach the charac-

ters cautiously, attempting to make sure that they're not walking into an Empire trap. If asked, they'll fill the characters in on the local situation, and will offer to take them back to Cardania (a democratic and prosperous mutant animal nation) or Filly (a free trade area built on the ruins of a predeath city). They will be most wary of humans.

66-75 Feral Scout. A lone mutant animal, an expert at hiding in the wilderness, spots the characters. Depending on their behavior, he'll either approach, follow or slip away to report them back in *Cardania*. Character will have one rifle (4D6 damage) and high skills in Wilderness Survival, Tracking and Hand to Hand combat.

76-85 Group of 4D6 Winged Mutant Animals. While flying overhead, this group of mutant animals (all the same kind of animal, either bats or a flock of the same kind of bird) will spot the characters. Unless the characters act aggressively, the flying animals will be friendly and talkative, willingly trading information and directions. All are armed with pistols.

86-00 Mutant Animal Family Inn. Group comes across a small, fortified manor house, with cultivated fields nearby. Easy to find by following the local paths and roads, the house operates as an Inn. Here the characters can find information and directions in a friendly environment. The hosts are a family (3D6) of old and young, and all are the same kind of mutant animal.

Twist "2" — 2238 A.D.
— MUTAGEN WORLD or WILD PLANET

As soon as they arrive, the characters will see a wildly altered landscape, filled with weird plants ranging from crystal pillars to blood-red bladderlike growths. Mutation has gone completely mad and out of control. It's no longer just a matter of animals mutating into human form, or humans developing advanced powers.

The mutagens that led to a planet full of mutant animals in the Twist "1" of **After the Bomb** just kept working. The result is a world of mutations gone mad, where each and every living thing mutates from one generation to the next.

Unlike other eras where dangerous encounters are usually few and far between, meetings with aggressive wild mutants are constant and unrelenting. **Roll** on arrival for every 1000 feet (305m) traveled, or for every ten minutes in any one location. The following are just a small sample of the *thousands* of varieties of deadly mutations. **Note** that, unless stated otherwise, all these creatures are capable of speaking, and will often try to put their prey off guard with conversation:

01-15 POISON PLANT SPECIALIST. Although this looks like an ordinary bush, with scraggly branches and leaves, usually in a peacefullooking grove, it's actually a subtle predator. Highly intelligent, it communicates with others of its kind in a weird biochemical code, using long (up to 2,000ft/610m), thin root-tentacles. On first contact, all it does is brush against the victim. This, and the smell, is enough for it to get a good 'taste' of the victim's biochemistry and genetics. After that, it can produce a faultless poison, again applying it with just a brush of the leaves. As with the Spine Specialist, it pulls victims into the earth for feeding, and it also can afford to lose the aboveground part of its body without hit point damage.

Even more insidious, the creature can "grow" some fruit for its victim. The fruit will be tailored such that it will be irresistibly delicious, obvious by both smell and taste. Inside the fruit are scattered little seeds. Seeds that take root in a character's body and use it for food while growing to maturity.

Poison Plant Specialist
Height: to 9 feet
Weight: 2000 or more pounds
A.R.: 3 Hit Points: 135 S.D.C.: 130

Attacks Per Melee: Depends on how close the victim gets to the leaves.

Bonuses: +6 to Strike with sensor or poison leaves. General Poison requires a Save vs. Poison, but a poison tailored for the character can only be saved with a 20 or better.

Natural Abilities: Advanced Smell, Advanced Taste, Poison

16-25 SPASMOSAUR. A huge carnivorous life form. 16-Tentacled monster with an 8ft (2.4m) mouth, made doubly dangerous by several psionic abilities. Cruel and short tempered, Spasmosaurs are always impatient between meals.

Spasmosaur

Length: to 36 feet long

Weight: 3500 pounds

A.R.: 5 Hit Points: 220 S.D.C.: 800

Attacks Per Melee: 16 (one per tentacle)

Bonuses: +4 to Strike/Parry. Has an automatic parry. Moves very slowly (Spd. 8), no Dodge. 1D6+10 damage from Tentacle, 4D6+10 damage from Teeth.

Psionics:
Bio-Manipulation, Paralysis
Detect Psionics
Hypnotic Suggestion
Mind Trap

26-40 SPINE-SPECIALIST. This plantlike creature looks like a bush with long, pointed leaves. Most of the animal is actually underground, with weak tentacles that spread out for about 15 feet. When a victim comes within range, often after hearing a whispered call ("Help . . . oh, help,") it shoots out a long needle from one of the leaves. After the victim stops moving, the creature will gradually pull the body underground. If threatened, the creature is capable of shooting a barrage of 60 needles out to 200 feet away (no plus to Strike). The top, plant part, of its body can be removed without permanent damage to the creature.

Spine-Specialist

Height: 3 feet tall

Weight: 150 pounds

A.R.: 5 Hit Points: 45 (underground)

S.D.C.: 5 (top), 40 (body)

Attacks Per Melee: 1

Bonuses: +5 to Strike. No damage, but must save vs. Poison with a −4 penalty or fall unconscious.

Natural Abilities: Advanced Hearing

41-50 LEAPERS. Quadruped with a large mouth, a cluster of shimmering sensory organs and a long tail. They spontaneously mutate from any animal; i.e. any animal can give birth to a leaper. Voracious carnivores who prefer to eat their prey while it's still wriggling around. They are either hungry or devious depending on time elapsed since their last meal and time travellers are definitely on the menu. Capable of simple language, but otherwise not very bright. If the characters form a group of four or more, the Leaper will gather an equal number of its own kind before attacking.

Leaper

Weight: 140 to 180 pounds

Height: 4-4ft 6in

A.R.: 8 Hit Points: 1D10+30 S.D.C.: 2D10+40

Attacks Per Melee: 6

Bonuses: +4 to Strike, Parry or Dodge. 3D6+4 damage with claws.

Natural Abilities: Radar Sight (6,000ft/1830m), Leaping (30ft/9m), and Retractable Spines (normally retracted) that emerge to impale any predator attacking the Leaper's back. Damage 6 to 36 points (6D6). Speed 10, but can run up to about spd. 22 (15mph) for brief bursts of 1D4 minutes. Can leap up to 20 feet up and 25 feet across.

Psionics: None, but +8 to Save against Psionics.

51-65 CLINGER VINES. Actually, these are really plants. They come in a wide variety of shapes, sizes and colors. Usually, at their center they have bushes or small trees covered with succulent looking, although poisonous, fruit. A nonintelligent form, incapable of speech.

Area: to 26 feet in diameter

Attacks Per Melee: 9. Each tentacle only tries once; after that, it must recover for another day.

Bonuses: +4 to Strike, No damage from attacking tentacles, just a steady, unbreakable grip that pulls the character slowly (3D6 melee rounds) underground. Each tentacle has an A.R. of 8, a S.D.C. of 22 and a physical strength equal to a P.S. 25. Tentacles must be cut off to escape their hold.

66-80 BUZZERS. These pleasant little creatures are incredibly musical, constantly playing tunes and taking the parts of different instruments. They look like fuzzy, highpitched hummingbirds, each Size Level 3. In addition to their constant music, they also speak (actually, it's more like singing), with phrases like: "Food?" "Leaving?" "Take With?" and "Be Good?" The drawback of the Buzzers is that they are actually excellent predators, using their "music" is an attempt to discover sonic weaknesses to seduce and knock out victims. Of course, if the characters are feeding them, they're smart enough to be nice and friendly. Another problem with Buzzers is their high rate of reproduction. Any individual can spawn from 12 to 72 (1D6 times 12) young every eight weeks, and they like to keep the young ones hidden until they mature.

Buzzers

Length: 6 feet long

Weight: 350 pounds

A.R.: 5 Hit Points: 18 S.D.C.: 11

Attacks Per Melee: 2

Bonuses: +2 to Strike, +10 to Dodge, 1D6 damage with Claws, Sonic attack (once per melee) knocks out victim unless he rolls 16 or better on twenty-sided, with no bonuses.

Natural Abilities: Singing, Advanced Hearing, flight; speed 20, but can attain a speed of 15mph in bursts lasting 2D4 minutes.

81-90 DETONATION TREE SYMBIOTOIDS. Detonation Trees, a kind of genetically tailored plant, are cultivated by a creature known as a Symbiotoid. The trees look fairly normal, but have large lumpy knobs that protrude from the base. The knobs are packed with seeds and a natural explosive, sort of like a mortar loaded with rocks. Symbiotoids, small monkeylike mutants, live in the trees, using them for food, protection, and occasionally, to attack passersby. Characters, if spotted by the Symbiotoids, will be lured towards the tree, then blasted.

Symbiotoids are about the size of tree monkeys (about 20lbs) have two attacks per melee, but are not fighters and only use small stones and twigs (1D4 damage). They have no bonuses to strike, but are +4 to dodge and can swing through trees at a speed of 22. They can also hide/prowl at 63% skill proficiency.

Detonation Trees:

Attacks Per Melee: 1

Bonuses: −2 to Strike, 3D6+15 damage from seed projectiles.

91-00 Random Mutant Animal. Mutant animal with a bonus of from 20 to 120 (roll 2D6 times 10) BIO-E, with no full human features, but with any of the various animal and human abilities and psionics. These creatures will often come across as friendly, but their hunger and urge for reproduction (can spawn offspring on its own, 1D6 per litter) makes them dangerous. They are predators.

Fortunately for any trapped characters, the entire planet is under observation.

You see, when the mutagens got out of hand, all the remaining nations of Earth evacuated out into space. Having colonized the Moon, Mars, and Venus, they continue to keep watch over Earth, studying the mutations and watching for trouble.

These orbital monitors will rescue any humans or mutant animals who seem strange to the planet. Radio contact will be attempted, but even without contact, they'll dispatch one of the Orbital Patrol Shuttles. It will blast down, glowing from its ion drive projector, and lay down a suppressive fire on any threatening life forms. They will not land, only hover, open a hatch, and, over the loudspeaker, tell the characters to, "Hustle, 'cause this bus is leaving now and there ain't another one coming!"
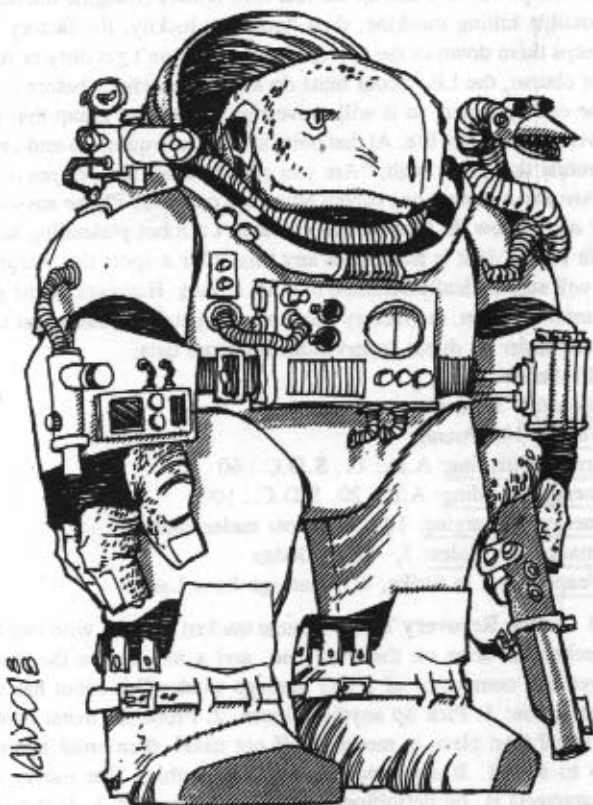
ORBITAL PATROL SHUTTLE

Base S.D.C.: 1,100

Vehicle Armor

CREW	A.R.: 13	S.D.C.: 120
ENGINE	A.R.: 15	S.D.C.: 180
ENERGY PACK	A.R. 14	S.D.C.: 110
VEHICLE	A.R.: 12	S.D.C.: 100

Speed Class: 36

Maximum Speed: MACH 5 (3300 mph)

TMF: 4

Weapons

(6) Side-Mounted Heavy Machineguns

Damage: 6D6 Range: 2000 feet

Shots per Melee Round: 32

Bonus: +1 to Strike

Description: Specially armored for pickups from the hazardous surface of Earth's mutated biosphere. Designed to drop down fast while spraying suppressive fire, pick up their cargo, and blast off before anything latches on. The cargo hold is large enough to take on any vehicle up to the size of a Semi-Truck.

THE SPACE SOCIETY

Once on board, the player characters will find a friendly assortment of mutant animal characters. The mutant animals identify themselves as being part of "Earth-Watch," a volunteer organization. They are mostly scientists spending five year shifts studying Earth and the mutagens that are changing it. Theirs is an open and honest society, and they will immediately recognize and welcome time travellers.

As far as their technology is concerned, it seems to be on a par with the 20th Century. Except, of course, for their *Ion Drive.* Characters seeking more technical information will be told that "Gee, I wouldn't want to risk having you take that kind of data back to the past. It might screw things up. And, anyway, all the people who understand Ion stuff are based in the Luna labs . . ."

History is something they don't mind sharing, and they'll be glad to tell the story of the mutagens (which they don't understand) and the colonization of the Solar System. Note that any character can join their society, but it will be five years between trips back to Earth, effectively removing the player character from the game.

MOON: A Humanity-Free Zone; in other words, no Homo Sapiens allowed! The moon base settlers have a rabid hatred of humans and are greatly suspicious of both Mars and Venus, often accusing them of some kind of conspiracy.

MARS: This is a cooperative settlement made up of a variety of old Earth nations. Humans and mutant animals live together in harmony. Now that the main job of settling and surviving is over, steps are being taken to terra-form the planet's atmosphere.

VENUS: As inhospitable as it seemed, with an overly dense, overheated, and poisonous atmosphere, the *Empire of Humanity* representatives *demanded* that they be allowed to settle there. Since no one else had even thought of going to Venus, it was easily agreed upon. However, not a peep has been heard from the Empire of Humanity since it first landed its fleet . . .

GM NOTE: CHARACTER OPTION: In order to give some continuity to the game, you might want to introduce the following character:

GARY MORBRIAR — TWIST "2"

The junior pilot of the Shuttle, he's the first one to greet the characters, the first to offer them refreshments, and the first to answer their questions. *A Mutant Fox,* he is young, enthusiastic, friendly and likable. He's fairly talented and intelligent, knowing a bit about electronics (enough to help fix or rebuild a time machine), piloting and weapon control.

Alignment: Scrupulous

Attributes: I.Q.: 13, M.E.: 11, M.A.: 14, P.S.: 10, P.P.: 15, P.E.: 12, P.B.: 14, Spd.: 13

Age: 19 Sex: Male

Size Level: 9

Weight: 155lbs Height: 5ft 11in

Hit Points: 18 S.D.C.: 35

Hands — Full

Biped — Full

Speech — Full

Looks — None

Twist "3" — 2363 A.D. — MACHINE CIVILIZATION/ECOLOGY

The world has totally changed once again, now becoming as barren as a desert, with no more life than an occasional patch of lichen or moss. Broken machines, buildings and skeletons litter the landscape and the only sound comes from the wind.

Even as the characters look around, they'll feel vibrations from under the Earth. The hum of the various robot factories can be felt anywhere.

This is a world dominated by *Robot factories,* and the robots who serve them. The factory minds are the overriding intelligences on the planet, and they are usually I.Q.:15 or better. Each factory, and there's one roughly every 200 square miles (321km), follows these rules:

1. Destroy All Mutations. However, because the robots haven't been able to find any nonmutations, the rule has gradually been generalized into *Destroy All Life.* Only the factory minds, and the most intelligent robots realize this distinction.

2. Reproduce More Robots. The easy one. The factories are continually expanding, building more robots, and collecting raw material. Because of the ever increasing need for metal, scavenger robots are now commonplace.

3. Improve Life-Destroying Efficiency Robots. After most life had been destroyed, the factory minds had a problem with this one. How could they *know* a robot was more efficient at destroying life if there was no life to destroy? Eventually, they reasoned, "Well, if robots are better at destroying moving, evading things, they must also be better at destroying life." And since the only moving, evading things around were other robots, they worked long and hard at improving their robot-destroying potential.

These three rules have worked together to create the current situation where each factory attempts to take over all other factories, which, after all, are just other robots. Also, taking over other factories was obeying rule #2.

ROBOT ENCOUNTERS

The dangerous encounters here are with robots. Not necessarily the life-hunting kind either, as scavengers can be equally dangerous. **Roll** on arrival, for every mile traveled, or for every half-hour in any one location. The following robots should be considered just the *typical* line for a single factory mind, with each producing a unique set of designs. Note that while only a few robots are capable of speech, most continuously transmit data back to the factory mind, where a character's plea for mercy may eventually be processed. **Heroes Unlimited's** Robot Section will be helpful in creating a huge variety of different robots.

01-20 Scooter Scout. A small flying machine coordinated with the factory mind's scavenger program. Flying up to the group on its tiny Ion Drive, it will immediately begin investigating any metal or electronic artifacts, humming in satisfaction when it finds things, rumbling and squealing when it finds its way blocked or interfered with. Since it transmits continuously, it will not leave until a larger scavenger force arrives to relieve it.

Scooter Scout Robot
Diameter: 18 inches
Weight: 8 Pounds
Armor Shielding: A.R.: 8, S.D.C.: 15
Energy Shielding: A.R.: 20, S.D.C.: 20
Energy Recharging: 5 S.D.C. per melee round
Attacks Per Melee: 1, +8 to Dodge
Weapon: +5 to Strike, 2D6 damage from Laser

21-30 Floater Scout. This hover scout is constantly moving along close to the ground, stopping every two minutes to place a sensor down for another minute, then picking up the sensor and zooming off to the next spot. It is continuously searching for signs of below ground activity. It will simply be bewildered by any nonthreatening aboveground. In response to attacks it drops to the ground, closes up all external sensors, and emits an ear piercing shriek.

Floater Scout Robot
Diameter: 36 inches
Weight: 45 Pounds
Armor Shielding: A.R.: 9, S.D.C.: 35
Energy Shielding: A.R.: 20, S.D.C.: 80
Energy Recharging: 10 S.D.C. per melee round
Attacks Per Melee: None

31-40 Scavenger Scout. This warlike flying scouting device is on the lookout for enemy scavengers and other robots from other factory minds. Although not a frontline combat unit, it is capable of defending itself adequately. Characters in any kind of armor, any vehicles, and any large machines that are obviously functioning (vibrating, moving, etc.) will be attacked.

Scavenger Scout
Diameter: 48 inches
Weight: 260 Pounds

Armor Shielding: A.R.: 10, S.D.C.: 75
Energy Shielding: A.R.: 20, S.D.C.: 40
Energy Recharging: 10 S.D.C. per melee round
Attacks Per Melee: 2, +3 to Dodge
Weapon: +5 to Strike, 5D6 damage from Laser.

41-45 Life Scout. The most dangerous of the factory mind's flying scouts, this device is programmed with actual profiles of life forms. And while the Life Scout by itself isn't particularly dangerous, it has the power to wake up the real Life-Killers (Imagine the nastiest possible killing machine, then double it; luckily, the factory mind keeps them down in the basement, so they won't get dirty or rusty.) Of course, the Life Scout must do a complete check before issuing the call up order, so it will move right in on any group that looks even vaguely like life. At that point it will start a question-and-answer routine that starts with, "Are you alive? Please answer yes or no." "Are you a mutant or evolved advanced creature? Please answer yes or no." "How do I know that you aren't a robot pretending to be a life form?" If it is fired upon any time after it spots the characters, it will automatically summon the Life Killers. However, at the game master's option, the factory mind may dispatch another scout to the area, under its direct supervision, for more data.

Life Scout
Diameter: 36 inches
Weight: 145 Pounds
Armor Shielding: A.R.: 11, S.D.C.: 60
Energy Shielding: A.R.: 20, S.D.C.: 100
Energy Recharging: 10 S.D.C. per melee round
Attacks Per Melee: 2, +6 to Dodge
Weapon: +2 to Strike, 4D6 damage from Laser.

46-70 Scrap Recovery Tank. A huge tracked vehicle, with two huge mechanical arms on the front end, and a mouth like the loading bay/trash compactor of a city garbage truck. This robot has clear instruction: 1. Pick up anything loose, 2. Probe for metal content, if metal then place in mouth, 3. If not metal, then break apart and go to step 1. It also understands that anything that moves (like characters) is, by definition, loose. See instruction 1. Fortunately, it only has a Spd. of 8.

Height or Length: 35 feet
Weight: 32,000 Pounds
Armor Shielding: A.R.: 18, S.D.C.: 1100
Energy Shielding (Arms/Mouth Only): A.R.: 20, S.D.C.: 180
Energy Recharging: 25 S.D.C. per melee round
Attacks Per Melee: None; however, it has a +3 to grab with grippers, and a P.S. of 40. Anything placed in the mouth will be compacted. And, yes, most time machines are small enough for the mouth, but for those that are larger, see instruction 2.

71-85 Vegetable Hunter/Destroyer. The continual reappearance of weeds, lichen, moss and bacteria has become the main concern of the life-killing program of the factory mind. Therefore, this specialized unit is dedicated to searching out any sign of color variation (especially green; it'll grill a green painted rock until it turns to slag). Since most player character groups will likely be showing off some bright colors, the Veggie Frier will be attracted from up to two miles away. Anything green is the first target . . .

Vegetation Hunter
Diameter: 48 inches
Weight: 285 Pounds
Armor Shielding: A.R.: 10, S.D.C.: 35
Energy Shielding: A.R.: 20, S.D.C.: 50
Energy Recharging: 5 S.D.C. per melee round
Attacks Per Melee: 4
Weapon: +2 to Strike, 3D6 damage from flamethrower.

86-00 Imitation Life. Looking like a weird metal version of a mutant animal, this robot is intended to attract the attention of other, life-hunting robots. In earlier designs they were equipped with fur, fake

blood, artificial scent, and other features to make them look more animallike (8% chance of encountering one of these oldstyle, realistic versions). In time, the factory mind figured out that other life-killing robots didn't notice the details, so only the animal shape was necessary. For specific shape, roll on Animal Type Table.

Note that most of these robots have been standardized, so that elephants and mice all come in the same standard size. Since their main goal is killing life-killers they will always wait until they are attacked (energy beams, explosion or bullets) before responding with main weaponry (chest opens to reveal plasma beam projector). However, they will try to act "animallike" at all times, approaching characters growling, and slashing with claws.

Height or Length: 7 feet
Weight: 385 Pounds
Armor Shielding: A.R.: 12, S.D.C.: 110
Energy Shielding: A.R: 20, S.D.C.: 25
Energy Recharging: 10 S.D.C. per melee round
NOTE: Energy shielding will stay off until attacked. Attacks Per Melee: 2 with claws (1D6 damage), otherwise 4 attacks with +4 to Strike, 2D6× 5 damage from Plasma Beam.

NOTE: With these robots, their energy shielding A.R. means that so long as the shield energy remains, the shielding is intact. However, should an attack actually be 20 or greater (with bonuses), damage is done to the shield's power *and also to the robot because of impact damage.*

THE SPACE SOCIETY

Fortunately for any characters in trouble, the orbital patrol is still in operation. The same kind of Orbital Shuttle, perhaps even the same vehicle, patched and endlessly repaired, will come to pick them up. The differences won't be noticed until the characters get inside. If they've visited the previous Twist and been rescued then, they'll be glad to meet one of the mutant animals they met before, *Gary Morbriar,* aged 125 more years. What they will also notice is that everybody seems a little more reserved, and every mutant animal carries around a tiny robot.

There have been changes on the satellites as well. For starters, all the mutant animals, even the couple of long-lived ones who are still around from the earlier Twist, are more human looking, with a minimum of Human Looks — Partial. They are never alone either, always carrying, holding or wearing little robots. These robots are highly advanced, flexible, and almost animal-like in their movements. In low tones, they whisper in the ears of the mutant animals, but they never even get close to the player characters.

As before, the mutant animals are ready to answer all questions. However, they seem bewildered themselves. Earth has been *quarantined,* supposedly because of the mutagens. The orbital crew is now permanent, has no contact except by radio with the other worlds, and is resupplied by expendable supply rockets from the Moon.

The robots on the planet? All they can say is that they've been there for the last forty years, methodically destroying all forms of life. Did they come from Venus? Mars? Or the Moon? They're not sure, probably from one of those places . . .

The robots the mutant animals now wear/live with? They're just helpers, designed for communication, memory and repairs . . . Regardless of the player characters suspicions, they'll not get any more information about the strange, futuristic robots. Also as before, the characters are welcome to stay, will be assisted in any way possible, and if asked, will be shuttled back down to the surface.

GARY MORBRIAR — TWIST "3"

Now a senior officer and 2nd in command of the observation project. He will be happy to see the characters again (incidentally, he'll recognize them and call them by name even if, the way the game has been going,

they haven't met him before). His looks have noticeably changed, becoming far more human. Wrapped around his neck and shoulder is a snakelike robot he calls "Charlie." He is much more subdued, toned down from the enthusiastic junior officer he once was, he'll occasionally comment on "How young you all are . . ." with a small smile. If asked about the changes to his form, he'll just say, "A little side-effect from life-extension, I've gotten used to it . . ."

Alignment: Scrupulous
Attributes: I.Q.: 16, M.E.: 11, M.A.: 14, P.S.: 13, P.P.: 16, P.E.: 12, P.B.: 14, Spd.: 13
Age: 144 Sex: Male
Size Level: 9 Weight: 170 Height: 5ft 10in
Hit Points: 43 S.D.C.: 32
Hands — Full
Biped — Full
Speech — Full
Looks — Partial

Note: The Night Sky: Satellites are a regular feature in the night sky, as well as the occasional distant flicker of a spacecraft boost. Should the characters happen to look in the right direction, they'll notice that Venus is no longer as bright as it once was.

Twist "4" — 2488 A.D. WAR!!!

Earth has become a battlefield where warring machines, bionic mutant animals, and other incomprehensible things are killing each other.

Fortunately for the characters, no matter how impressively armed they may be, they'll stand out like crying babies on a football field. Most of the war-things would rather not step on something as harmless and helpless as a player character.

Still, appearing in the middle of the playing field has its risks. Roll on the following encounter table:

01-20 **Near Miss.** A hydrogen bomb goes off 1D6 miles away from the characters. They see a tremendous blinding flash, followed by a mind-bending mushroom cloud. Anyone watching the blast without protection will be blinded and will require medical attention. Orbital mutant animal shows up to rescue them before the main shock wave hits.

21-60 **Bionic Mutant Animal.** No longer needing a shuttle, a mutant animal covered with bionic implants will impact on the ground nearby, hitting it with a tremendous velocity. Unaffected, she'll jump over to the player characters, gather them up in a pinkish force field, and simply jump up. A few moments later, the characters will seem to be floating high above the Earth. From that point the characters will be able to see a string of hydrogen bombs ripping across the surface of the Earth. Suddenly, they'll zip away and out of the atmosphere and directly into an orbital station.

61-89 **Robot with Organic Component.** The characters see some kind of violet glow off on the horizon. Within a melee round it zooms directly overhead, floating on some violet-glowing projectors, a giant machine fully 45 feet across. There will be a tug of T.E. and a Temporal Suspension field will appear, 300 feet in diameter, freezing all motion beyond the field. At this point a rather cheerful voice booms out of the machine, "Hi Guys! What's happening?"

More conversation will reveal that the voice is coming from the machine, the *whole* machine, which happens to be 75DM, or "Seven-fiver, to my friends." That there is a major war going on, "Isn't it great! I get to try out my new Trans-Solar Focusing Beams and everything!" And that the characters are in some danger, "Guys, you know, I'm losing the temporal focus here (whatever that means). I think we better put you somewhere safe . . ." At which point it will either help them use their own time machine or toss them to
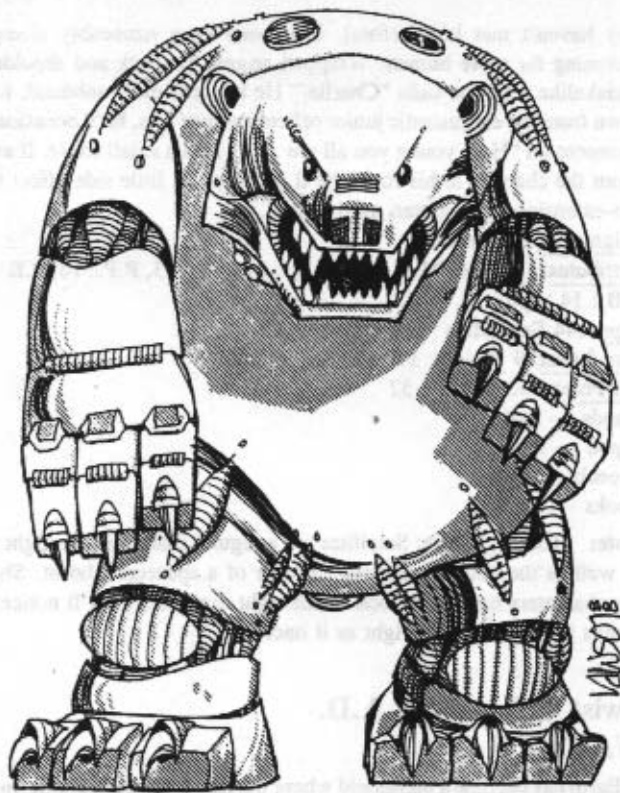
whatever Cycle or Twist they request.

90-00 Factory Mind. One of the few Factory Minds still in existence notices the characters, and opens up a chute directly beneath them. Although it will seem like they're falling (for about a full melee round), they're actually being moved by a tractor beam. The next thing they know they're in a stainless steel garage (for contents, see robot encounters, Twist 3). The Factory mind's voice will come from a small scout unit (see Scooter Scout) and will say, "Well, time travellers, let's see what we can do about putting you back where you belong." It will then do what it can to help them fix, rebuild, or reset their time machine. If asked about the war, it will say, "Oh, they haven't bothered with an old, obsolete unit like myself . . ."

GARY MORBRIAR — TWIST "4"

He is now totally caught up in the war, and is covered with bionic appliances. When he speaks to the characters, it will be slowly at first, as if he has forgotten how. If asked about the nukes, he will say, "Oh, you mean the lower fusion reactions? They're just sensor cover for the Ultran I-Beams. Harmless, really." He will be constantly distracted, apologizing, "The war. It takes too much of my mind. We must make you safe before some larger assault comes." Then he'll offer to project them to whatever time and place they'd like.

Alignment: Meaningless
Attributes: Meaningless
Age: 269 Sex: Meaningless
Size Level: 9 Weight: 155 Height: 5ft 11in
Hit Points: Meaningless S.D.C.: 1900
Hands — Full
Biped — Full
Speech — Full
Looks — Full

Note: The Night Sky: A couple of things have changed in the sky. Venus is now a dull green in color. Even more obvious is the moon; all the familiar craters are still there, but there's a hazy quality about them. Through a telescope it will be obvious that there is a slight atmosphere on the moon, and tiny specks of red seem to indicate some kind of large constructions.

Twist "5" — 2713 A.D.
EARLY HOMIDIAN EVOLUTION

Although the Earth hasn't completely healed from the bashing of the last couple of hundred years, it's making a decent comeback. Trees, plants, grass and insects are everywhere, but there are still expanses of barren ground and lifeless craters.

And that's about all they see before they're beamed up to the orbiting station. In a strange hall, an exact replica of the Sistine Chapel, complete with Michelangelo's ceiling, they'll be asked, "Have you become disoriented? Do you require translocation?" If they ask "Who is speaking?" they will meet *Gary Morbriar* (see below) and have the option of returning or being sent to another time.

If they return, they'll find that life is rare on this fairly empty world. However, if they explore long enough, they'll eventually find some of the other inhabitants.

All the people are human. There are no mutant animals, or even normal animals left on Earth. And all the people have the following in common:

1. They are all playful and lighthearted. As easy to distract as children, they refuse to deal with anything seriously.

2. Healthy, with no wants or needs, they are willing to talk of philosophical points (indeed, they have an average I.Q. of 30), but they see nothing wrong with their life.

3. Content with their own group, they see no need or reason to visit any of the others. However, they will be open, welcoming and hospitable to any who visit them.

4. Far from low technology, they seem adept at building amazing articles and devices out of the materials around them. Plastics are extracted from plants and molded into any form needed. Simple sand is used to make some kind of super-conducting wire, so efficient that a few moments of handcranking will power a battery for a month or more. On the other hand, they make no weapons or armor of any kind and are, for some reason, amused by the idea of doing so.

5. The piece of their technology they most value is genetic engineering. The tools they have for this are simple but powerful. Some kind of energy/force projector (just made from plastics and their super-conducting ceramics) is used to form a focusing field. Better than an electron microscope, they can use this to peer into living cells, and even to examine genes and chromosomes (which they seem to have mapped and memorized). Then, using a combination of micro-tractor beams, the enzymes and antigens extracted from certain plants, and whatever viruses are handy, they build *viral engines*. These engines quickly spread through the cells of the target plant and modify every gene and chromosome, changing completely the genetics of that living thing. Incidentally, should any player character complain of an illness or genetic problem the humans of this era will find it enjoyable and challenging to fix it.

6. All the humans occasionally mention the "Night Walkers," apparently another human group. However, they have no idea how the characters could find or meet any of these nocturnal humans.

Random Human Encounter Table
Roll on the following:

01-20 Arboreal Humans. In giant forests these people have built a town of tree houses, bridges and ropes. They rarely, if ever, leave the heights, and live off fruit, sap, insects and boiled bark from the trees. They and their children delight in climbing, swinging and acrobatics.

21-35 Plains Humans. These large-size humans, Size Level 14, live a nomadic life on the grasslands of the world. They seem to have somehow adapted to eating grass. They carry their few possessions, mostly children's toys and dolls, with them.

36-50 Aquatic Humans. Anywhere there are waterways and lakes, they have constructed dams, water passages, and channels. In the center of these lakes they build half-above, half-submerged houses. They most enjoy eating fish, crustaceans and tree bark. And they constantly work and play in the water, rarely feeling the need to dry off.

51-60 Underground Humans. In the foothills and out on the prairies, people have built underground homes, towns and storage places, all connected by tunnels. They live off roots, underground mushrooms, and honey. They seem uncomfortable above ground and only come out at dawn or dusk. Inside their dimly lit caves they decorate walls with various plant extracts generate softly glowing colored lights.

61-85 Air-Based Humans. They live in huge floating cities supported by giant balloonlike plants. These plants seem to take hydrogen from water and inflate themselves, giving the whole structure buoyancy. The plants also provide the people with food, requiring only that water and soil be occasionally hoisted up from the ground. The humans are constantly flying, using hang-gliders that are equipped with tiny electric propellers for take-off from the ground.

86-00 Running Humans. Living throughout the land, and eating grass, leaves and other plants, they seem to want to do nothing but cover as much territory as possible. Carrying babies and small children from one sleeping camp to the next and never remain within 20 miles of the last location. Their joy is in racing, and they will happily give a player character a mile or two lead on a three mile run. Their average Spd. is 18, and they seem to have a strange endurance that lets them run and run.

GARY MORBRIAR — TWIST "5"

He is obviously no more than a projection. He asks, "Which form would be most comforting?" and suddenly appears as his young self, then the old self, then the bionic self. When asked questions, he will find it difficult to answer, pausing as if confused. Yes, he will reply, he is still alive, but encoded. Yes, he can return them to the surface or anywhere in time they like. As to the surface he says, "Yes, that is only for humans now. A harmless place for you to visit, unlike your last few trips here (**GM NOTE:** He'll talk of previous trips and already knowing them, even if, in the game this is their first encounter.) To go more into the future is dangerous. I will no longer be here to protect you." To other questions he will say, "I am sorry, I do not understand the questions myself. Everything has become very confusing to me . . ."

Age: 394 Sex: Meaningless

Note: The Night Sky: The moon has changed dramatically since the last Twist. Now it definitely has an atmosphere, the color is mottled brown, white and black, and there are even occasional spots of green. Mars has also changed color, now definitely greenish. The weirdest of all is Venus; it shimmers with an unnatural emerald green, and occasionally, about every half hour, it emits a tiny flicker of white light.

Twist "6" — 2838 A.D.
— LATE HOMIDIAN EVOLUTION

Finally, the Earth looks healed. Lush forests, grasslands and swamps are everywhere. Animal life, however, is still scarce, and still dominated by humans. That is, if you can still call them humans. The people have changed in the following ways:

1. They are more somber than before, dealing with strangers with caution, and less willing to share secrets.

2. Still content with their way of life, but instead of arguing philosophically, they will openly distrust the characters who question it.

3. They are not merely content with their own people, they are uneasy about the idea of visiting any of the others.

4. Although they are still capable of building technological items, they are reluctant to do so. For some reason they feel that owning or being near electronic devices is dangerous . . .

5. It is obvious that they have been applying genetic engineering to their own bodies. However, this now seems to be a taboo subject, one that they refuse to discuss. In whispers they will say that such things must be done only in the proper time and place.

6. Instead of calling the mysterious nocturnal humans "Night Walkers," they are now known as "Night Stalkers."

Roll on the following:

01-20 Arboreal Humans. These people are now tiny versions of their former selves, roughly Size Level 5 or 6. They now live inside the trees and rarely leave anything artificial in plain sight. They still delight in aerial acrobatics, but they now have a phobia about the ground and avoid it at all costs.

21-35 Plains Humans. Where they were once large, these humans are now huge, Size Level 18 to 19. Their feet are now hooflike and they move slowly through the world, constantly watching the horizon as they eat their grass.

36-50 Aquatic Humans. Except for tree chopping and recovery expeditions, these humans no longer leave their watery homes. They seem to have developed the ability to stay underwater for a half hour or more, and their fingers and toes have retractable webbing.

51-60 Underground Humans. These people also have gotten smaller, down to Size Level 6 or 7. They have a phobia about the outside world and will never move more than an arm's length away from one of their holes. On each of their hands and feet there are now two specialized digits. The two outside fingers and toes are long and muscular, tipped with massive pointed nails, just right for digging. Where once their homes were dimly lit, they now seem to see in total darkness.

61-85 Air-Based Humans. Longer, thinner, lighter, they have even developed a great membrane, a loose fold of skin between the arms and the body. Holding out their arms, this gives them the ability to glide without assistance. Although most still live in the floating cities, the young seem to prefer mountain tops and the tops of dead, isolated trees.

86-00 Running Humans. Now unapproachable by the player characters, these people now run on their toes using a new system of muscle and bone for propulsion. They can easily run 30 mph (48kmph) for extended periods, and for short bursts of about 60mph (96kmph) in bursts lasting 3D4 minutes. From a distance they seem to be a bit larger, but mainly leaner and more muscular.

Should the players find a way to get up into orbit, they'll find the satellites empty and abandoned.

Note: The Night Sky: Green and lush, with streaks of white clouds and splashes of blue, the Moon looks quite habitable. Mars has entirely lost its red tint, and is a hazy bluish-white. Meanwhile, Venus has changed color; it now gleams with a golden hue, flashing a tiny dot of white light every few minutes.

Twist "7" — 2963 A.D.
— FALSE EDEN

Of all the time zones available to the player characters, this one is most dangerous. During the day the world *looks* like a wonderful, idyllic place. There are lush green forests and meadows, and strange singing birds. Still, the characters should feel a great uneasy feeling, of something flickering just out of sight, of a slight scent of danger.

In this time, all the humans have continued to evolve. They seem more and more like *animals* and less and less like humans. Still, they have retained their intelligence and their technology. It's just that they have something to fear.

Night is when the hunters come out. The feared seventh race of humans. While others have learned to flee, the hunters, subsisting on the carrion of the dead, insects, fish and other lesser foods, have evolved to hunt.

Foolish characters who spend more than one night here will have an encounter with Night Hunters.

NIGHT HUNTERS

Evolved humans, 1D4 in number, Size Level 9. They do not attack hastily or carelessly. They always wait until the *second* night for the attack because they use the first night to search and probe. If the player characters have energy weapons, these will be de-energized from a distance, and gunpowder devices fused. All light or methods of lighting will be extinguished before they attack, electrical devices by de-energizing, and flame by remote tractor beam. However, the Night Hunters use no killing *devices*, using nothing but claws and teeth . . . They will take one prey for each attacker, and vanish silently as they came.

Height: 6 feet long
Weight: 175 pounds
A.R.: 5 Hit Points: 35 S.D.C.: 40
Attacks Per Melee: 6
Bonuses: +6 to Strike, +2 to parry & dodge, 3D6+5 damage with Retractable Claws, Death Blow on natural roll (no bonuses) of 19 to 20.
Natural Abilities: Advanced Prowl, Advanced Smell, Nightvision. Average attributes: I.Q. 20, M.A. 10, M.E. 15, P.S. 21, P.P. 24, P.E. 17, P.B. 10, Spd. 10

Note: The Night Sky: The moon now looks like a twin of the Earth, with swirling clouds of white, blue seas and occasional glimpses of green. Distant Mars, if seen through a telescope, looks much like the moon. And Venus wears a shiny gold color, flashing with teeny dots of white light every other minute. Otherwise, a careful search with the right instruments will show that there are no satellites left orbiting the Earth.

— THE THIRD MILLENNIAL BARRIER — June, 10th, 2986 A.D.

This is the last year accessible by time travellers of any kind. After this date, no, repeat, no, penetration is possible.

In other words, you can try to time hop beyond this date, but doing so will either fail, or result in a random trip to elsewhen . . .

If characters are particularly persistent, they will start finding annoying malfunctions in their equipment. If they continue, sooner or later they will receive a direct message, "Buzz Off!"

Twist "8" — 3088 A.D. — TIME WARRIORS

Although not accessible through the barrier, there are rumors among Time Lords that during this period there is a war between people who use time as a weapon.

Not that anyone really knows . . .

TEMPORAL MISHAP TABLE

Used by the Game Master whenever Time Travellers go astray. Note that time travellers, normally incapable of travelling more than one Twist at a time, can misjump to anywhere.

In standard time travel, any mistakes in temporal location are usually pretty drastic. That also means they're sort of obvious, like when you try to visit the Roman Empire and find yourself facing an angry Tyrannosaurus Rex.

01-35 Time Jump works, but in the wrong direction. If the characters wanted to move into the future, they'll end up in the past and vice versa. The distance, whether in Cycles or Twists, is always the same.

36-60 Wrong Cycle. If the Cycle rolled is the same as where the misjump started, then roll for random Twist.

- 01-10 'PRIME' Cycle, 1988 A.D.
- 11-20 'A' Cycle, 13,262 B.C.
- 21-30 'B' Cycle, 350,000 B.C.
- 31-40 'C' Cycle, 2,800,000 B.C.
- 41-50 'D' Cycle, 27 million Years Ago
- 51-60 'E' Cycle, 66 million Years Ago
- 61-70 'F' Cycle, 189 million Years Ago
- 71-80 'G' Cycle, 265 million Years Ago
- 81-90 'H' Cycle, 480 million Years Ago
- 91-95 'I' Cycle, 2.3 Billion Years Ago
- 96-98 'J' Cycle, 4.7 Billion Years Ago
- 99 'K' Cycle, 14 Billion Years Ago
- 100 'L' Cycle, Impossible to Measure

61-90 Wrong Twist. If it turns out that the Twist rolled is the one where the jump was aimed, or the one where the jump started, use the result anyway.

- 01-05 "N" Twist 238 A.D. — MASS CHAOS IN ROME
- 06-10 "M" Twist 363 A.D. — DECLINE OF ROME
- 11-15 "T" Twist 863 A.D. — DARK AGES
- 16-20 "H" Twist 988 A.D. — NORMAN/VIKING DOMINANCE
- 21-25 "E" Twist 1363 A.D. — Aftermath of BLACK DEATH
- 26-30 "B" Twist 1738 A.D. — High Age of Piracy . . .
- 31-40 "A" Twist 1863 A.D. — VICTORIAN AGE
- 41-60 "Prime" Twist 1988 A.D. — MODERN WORLD
- 61-70 "1" Twist 2113 A.D. — "AFTER THE BOMB"
- 71-75 "2" Twist 2238 A.D. — WILD PLANET
- 76-80 "3" Twist 2363 A.D. — WAR!!!
- 81-85 "4" Twist 2488 A.D. — MACHINE CIVILIZATION/ECOLOGY
- 86-90 "5" Twist 2713 A.D. — EARLY HOMINDIAN EVOLUTION
- 91-95 "6" Twist 2838 A.D. — LATE HOMINDIAN EVOLUTION
- 96-00 "7" Twist 2963 A.D. — FALSE EDEN

91-00% Null-Time Zone. Roll percentile to see which Null-Time Zone. Each result, from 1 to 100 indicates a different Null-Time. Unless the number is described on the following list, the Zone is one of the "Common Fragments."

Null-Time Zones

1st Level. Called the "Mirror Level" by Time Lords. Whenever someone enters the level, the level takes on the background of wherever they came from. Comes complete with buildings, plants, animals and characters, all of which are phantasms. It's only about four square miles, so characters are not likely to be fooled for long. Which is good, since the 1st Zone tends to slip out of existence every few minutes. From here, any Cycle, and any Twist is available.

8th Level. Personal level of **Max the Merchant**. Characters will appear on a dusty street, in the middle of what looks like a town. Everything will be in shades of grey, with the only color coming from the windows of Max's shop. Walking away from the windows, in either direction, by the time they've covered fifty feet, the characters will discover they've looped back, so they're now walking towards the colored windows again. Max is a 10th level Wizard, a 4th level Time Lord, and a 14th level Antiquarian. He specializes in historical period costumes, weapons, armor, antiques and historical reference books. Prices are reasonable, only about 50% more than normal.

56th Level. Called the Glade, by Time Lords, this Null-Time Zone looks very pleasant, with a green meadow spotted with colorful flowers, and chirping birds off in the distance. Occasionally apple, and pear trees always bear delicious fruit. There's even a babbling spring, with clear, cool, water. The only problem is the T.E. in this place is strange,

so that every minute spent here is equal to a full day everywhere else. In other words, 10 minutes of exploring here, means the characters will come back home 10 days later. Accessible to all Twists and Cycles.

73rd Level. Like the 79th Level, this level has direct access to various Twists, but all the Twists are in Cycle "B" – and those are the *only* time zones accessible from this level. To escape, one must get into Cycle B and then go jump elsewhere.

79th Level. The home of the Time Lords, and jealously guarded by Lord Simultaneous. Arrival here results in immediate imprisonment, as any intruding characters are *automatically* teleported into the dungeon. Eventually, an interview with Simultaneous (just a huge head floating in mid-air) will allow the characters to explain their intrusion. Simultaneous generally zaps trespassers (especially the loudmouthed ones) back to their home era.

Common Null-Time Level Fragments. Other NullTimes tend to look like grey plains, with no color anywhere and with a threatening grey sky. There is a 1% chance, every minute round, of the area dissolving, throwing the characters into random time once again. All Twists and Cycles are accessible from here.

ADDING DETAILS AND TWISTS ON TIME

Scientists often speak in ponderous and serious tones, as if they knew every detail of life in the past. In fact, there is only a *tiny* amount known about prehistoric life. What survives in the fossil record is only a fraction of the real picture of early life.

In all probability there were vast quantities of life forms that we know absolutely nothing about. And what we do know is mostly guesswork based on scattered bones and fossils.

What if, for example, you had to guess at the structure, details and lifestyle of a *Platypus*, assuming that you only had a few bones as clues. Would you ever guess it had a duck bill if the skull were missing? Judging from the reptilelike stance of its legs, could you ever figure out it had fur? Or would even a complete skeleton tell you that it laid eggs *and* provided milk for its young and was equipped with a deadly poison? Hard to say.

So how do we really know what a Tyrannosaurus looked like? Was

it covered in purple downy fuzz? In brightly colored blue scales, with contrasting yellow polka dots? Or covered in splotchy camouflage tones on knobby, thick skin?

For all that matter, what about the various specializations that are so common in modern animals. For one example, consider the skunk, an animal evolved with a rather special defense mechanism. Why shouldn't there be a dinosaur equivalent? Could Stegosaurus have used its spines for some stink factor? Surely, if insects have stink bugs, some kinds of dinosaurs must have specialized in chemical warfare.

As a Game Master, you're really kind of a tour guide. And the idea of guiding tours is to take people to unexpected places, to see unanticipated wonders. So here are a few possible background details for travels through time:

SURPRISE DETAILS TABLE

Use for either generating a complex backdrop, where everything in the environment is weird, or just for one or two animals. Note that the table can also be used for any strange environment or creature, including those in the future (like the Mutagen World of 250 years in the future), or in alternate dimensions. Roll on one or two of these tables. Can't make up your mind as to which one to select? Then roll on the **Random Detail Table**.

RANDOM DETAIL TABLE

Once a specific table is selected, roll again on that table for the previously unknown aspect of a particular animal. These tables and abilities can be applied to known prehistoric or future animals, or new life forms that you've made up.

01-25 Health Problem Table
26-50 Appearance Table
51-75 Unknown Evolutionary Feature
76-00 Behavior and Environment

APPEARANCE TABLE

Something about the local creature's looks is unexpected. Mostly, these are just surface differences and wouldn't be noticed in bones or fossils. Feel free to make the colors as interesting as you like, from bright primary colors like red and blue, to pastels, to subtle greens and browns that mix in with the background.

01-15 Feathers
16-25 Camouflage Pattern
26-30 Soft, Overlapping Scales or Plates in different colors
31-40 Long, Dangling Whiskers and Eyebrows
41-55 Fur, or if already a mammal, Leathery with Bumpy Scales
56-60 Fuzz; short, like peach fuzz
61-75 Contrasting Colors, upper body wildly different from lower
76-85 Stripes in two or more different colors, like a zebra or a tiger
86-95 Spots, either simple or multicolored
96-00 Long Hair, so the creature is like an untrimmed sheep dog

HEALTH PROBLEMS

Any time period has its own version of our common cold, mosquitos and athlete's foot. There is a 20% chance that the health problems could be passed on to player characters. If that's the case, they should make the same save as against poison, with P.E. bonuses added in. Note that bugs are easily affected by T.E. disruption.

01-25 Disease, with a lot of coughing, sneezing and twitching. It's possible that an entire ecology could be fighting off some kind of illness, with all the creatures showing signs of sickness.
26-45 Fungus covering sections of the skin, or in chunks around the eyes, nose and mouth.
46-65 Leeches Bloodsuckers that cling to the body and drop off in water. While the characters can't catch leeches directly, they'll run the risk of finding a few (2D6) every time they go in water frequented by leech-infected creatures.

66-85 Larvae. Although initially harmless, living just below the skin, the larvae eventually hatch into biting, egg laying, flying insects.

86-00 Fleas. These jumping insects live in the skin, fur and hair of any creature. In very large creatures, of Size Level 18 or above, the fleas will also be much larger, easily visible, and will have a nastier bite.

UNKNOWN EVOLUTIONARY FEATURES

Not obvious from any fossil record, any of the following animal abilities may be present in an environment or in any creature. Although the same species of creatures will have the ability in common, there are usually *similar* looking animals that appear dangerous but are really harmless. For example, in Africa there are snakes with the same colors and patterns of poisonious snakes, but who have no poison fangs.

01-25 Poison Fangs, the creature has a poison bite so severe that characters must Save vs. Poison to prevent paralysis.

26-35 Poison Spurs, mounted on hand, foot, wrist or ankle, it serves as a poison attack during strikes. Characters must Save vs. Poison or take an additional 2D6 damage.

36-40 Electrical Field Generation. Like an electric eel, this animal can shock an opponent, doing 1D8 damage per melee of contact.

41-45 Sonic Burst. Basically, a superloud shout of very high frequency sound waves. Characters must roll Dodge, or be stunned for one melee round.

46-50 Chameleon Skin, allows for color and pattern changes, so the creature can blend in with the environment. Only a 5% chance of detecting a motionless creature with this ability.

51-60 Quills, see the TMNT Porcupine.

61-70 Stink Spray, see the TMNT Skunk.

71-90 Stink Glands. Not a weapon, just a really bad smell to prevent predators from approaching. Characters must Save vs. Poison or will begin retching (and are − 2 to strike, parry, dodge and lose half melee attacks. It's hard to fight and vomit at the same time).

91-95 Mimicking Ability. The creature can imitate animal sounds and even human voices, like a parrot. Predators may attempt to lure characters by imitating the voices of their friends, just as they fool prey animals by imitating the other voices in a herd.

96-00 Human Intelligence. The animal, no matter what its form, is fully intelligent and able to speak. However, it is completely non-technological.

BEHAVIOR AND ENVIRONMENT

We can make guesses about the temperature and weather conditions of prehistoric times, but we can't know for sure that things weren't a lot hotter or a lot colder. It's interesting that creatures in very cold environments tend to be bigger than the same creature in a warmer place, i.e. Polar Bears are bigger than their southern relatives. Likewise, we don't know exactly how ancient creatures behaved.

01-10 Herd Animal. All the creatures live in very large groups, from 200 to 1200 (2D6 times 100).

11-20 Family Groups. The animals all live in extended families, carefully tending their young, in groups of 3 to 18.

21-30 Arboreal. Surprise! Some of the animals actually lives up in trees. Remember, scientists were pretty skeptical about Tree Kangaroos until they actually found them. Likewise, it's probably safe to assume that there were different kinds of tree climbing dinosaurs even though we haven't found any evidence yet.

31-50 Arctic. The whole region is covered in snow, and all the animals have adapted to the winter conditions. Mammals managed to evolve to keep up with occasional ice ages, just in the space of less than a million years. So, in the tens of millions of years of dinosaur dominance, there may have been long periods where coldresistant dinosaurs existed.

51-80 Northern-Style Forest. Looks just like northern forest, with relatively dry and rough conditions. The animals will use the forest

to their advantage and there will be tree climbers, burrowers, and predators that stalk among the trees and foliage. Predators tend to hunt alone or in mated pairs. Carnivorous scavengers hunt in packs of 4 to 24.

81-00 Swamp, water, muck and mud make any kind of travelling difficult for characters, but the local animals have completely adapted.
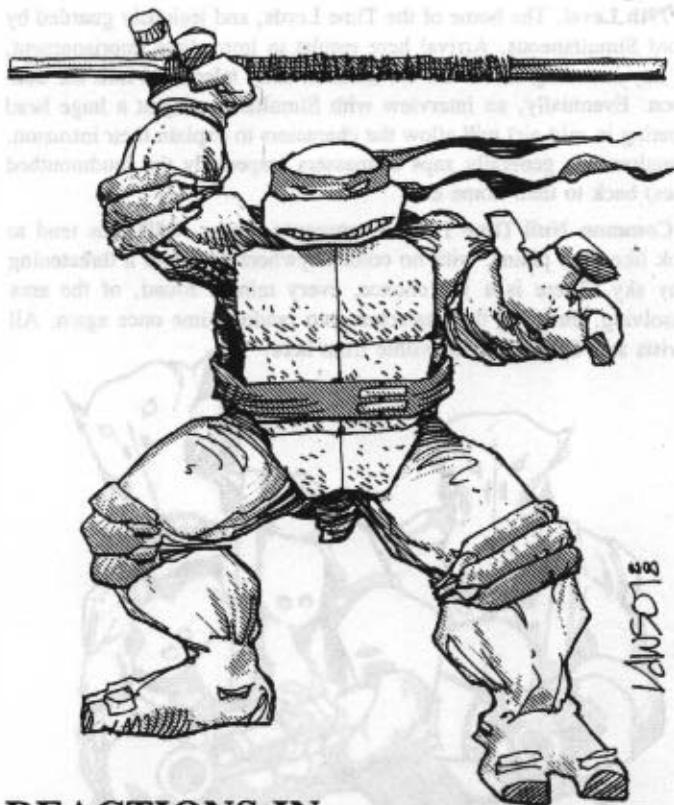
REACTIONS IN THE WILD WORLD OF TRANS-DIMENSIONAL TMNT

So, how do you think the typical Man-on-the-street is going to react to an encounter with a Teenage Mutant Ninja Turtle?

Horror? Shock? Disbelief?

Sure, in 1988, those are credible reactions.

Recognition? Boredom? Or how about mild interest?

Believe it or not, those can be typical reactions in other time periods.

The classic reactions in **modern society** are usually as follows:

1. Shocked Disbelief. In our rational, scientific society, the appearance of a visibly mutated animal is an affront to our sensibilities. As soon as it goes away, we tell ourselves that we never saw it, or we start inventing a memory where it was only a fake ("Tsk! There were seams in that mask. I know I saw them.").

2. Nonchalance. There are places in our modern world where people are simply unshakable. New York, Hollywood and London are examples of places where the populace is often just too callused to respond to mutant animals. And if they do it's likely to be with, "Hey dude! Where'd ya' get the furry threads?"

OTHER TIMES

Yet things are not the same in other time periods. In many time periods the line between reality and the world of myth and legend wasn't very sharp. People knew the world was a big place, and while they hadn't been everywhere, they knew that a lot of strange things came from other places. Here are *some* of the possible reactions:

1. Worshipped as Gods. Any mutant animals or humans with "magic" (magic could be super-powers, bionics, psionics, or modern technology like a gun, car etc.) could be recognized as divine figures, especially if they resemble a character from the local religion or myth. Places where this could easily happen include Pre-Columbian Americas, Ancient Egypt, Ancient Greece, or any time before *recorded* history.

Note, this could turn rather sour. If the worshipped character somehow reveals a mortal weakness, the populace may suddenly turn, discovering the "lies" of the character(s) and moving from worship to homicide. Another problem is that with competing religions, some fanatics with another belief may think it's necessary to destroy the "false god" in order to protect their own system.

2. Recognized as Animal Spirits. Many societies, especially those that are close to nature, believe that there are humanlike representatives of all the animals. In these societies, mutant animals will be instantly recognized, *but not worshipped*. Instead they will be treated more or less like ambassadors from the animals they most resemble. For example, a mutant rat might be asked, "Oh Lord of Rats, we would reward you richly if you would keep your children from consuming our harvest this year."

3. Welcomed as Curious Visitors. Remember that our world used to be a lot smaller. Distant lands were reputed to have all sorts of strange denizens. Maps that read, "Here there be dragons," were considered perfectly *accurate*. These people will assume that mutant animals (or even just people in funny clothes) will be treated as travellers from some far-off land.

However, these later societies were often active in slavery. This is true of most of Europe in the Fifteenth, Sixteenth and Seventeenth Centuries. The mutant animals will be expected to have a "civilized" owner. Earlier societies, especially Empires on the move for conquest, may view the strange characters and technology as a means to strengthen their military, or see these "powerful" strangers as a potential threat.

4. Hated for Being Demons. In certain eras where religious demagoguery reaches a head, mutant animals and strange humans will be immediately recognized as "Daemons" to be persecuted, hunted, and killed without hesitation. This can happen any time that the characters display "unnatural" abilities, including ordinary humans with strange clothes, tools/weapons, and/or beliefs. Popping in from nowhere, using a gun, or starting an engine could all trigger this kind of "witch-burning" behavior. This is especially true of Europe during the 14th-17th centuries.

ANIMAL REACTION TO MUTANT ANIMALS

One problem for many mutant animal characters, especially time travellers, is the way ordinary horses, dogs, and cats react to them. Horses are nervous around anything strange, and sometimes mutant animals are pretty strange. Characters mutated from *predatory* animals like bears, cats, weasels and wolves will have the wrong kind of odor and can drive them crazy.

However, this is only temporary. Eventually, after a few days of exposure, most horses will adjust to their strange new handlers.

THE PLAYERS & HORROR FACTOR

There are some circumstances where by-standers are simply overcome by horror when facing mutant animals. For more information on the Horror Factor, check out Palladium's **Beyond the Supernatural®** by Kevin Siembieda.

Some creatures are so alien that player characters must Save, on twenty-sided, against being Stunned. In general, the roll must be *above* the horror factor of the creature or situation. Think of it as a mental parry to save vs stun/shock.

A **failed roll** means the character is temporarily stunned. The horror only lasts for a single melee round, and after that the character will be able to act, fight and perform normally. However, for the first melee round:

1. Affected Character automatically loses initiative.
2. Affected Character is unable to Parry or Dodge the first attack of the melee round.
3. Affected Character loses one attack/action that melee round.

The horror factor is an element the G.M. can apply at his discretion. It should be used when the character(s) face a *frightening* creature like a dinosaur or alien.

ADVANCED TIME TRAVEL TECHNIQUES, SPELLS and DEVICES

There are things that can be done to time that are far beyond the abilities of the player characters. Some are routinely performed by seasoned Time Lords, others are only available to the mysterious dwellers behind the Third Millennial Barrier. Those items and spells should *not* be available to player characters.

1. Trans-Location Manipulator. This device allows a time machine, or even a Time Jump spell, to specify an exact geographical destination when moving through time. The skill *Temporal Navigation/Time Detection Equipment* MUST be known by anyone trying to operate this device for time travel. Likewise, to use the device for Cross-Dimensional travel, there must be an operator with the *Cross-Dimensional Piloting and Navigation* skill. Roll under those skills, without any educational or I.Q. bonuses to achieve a successful trans-location.

Minimum Required I.Q. for operation: 26.

2. Micro-Twist Time Travel Locator. This device works for either time machines or spells, letting them "jump" inside the Twists of the time stream. However, this allows access to periods closer than 125 years apart. This is only possible along the special spiralling whorls of the temporal fabric that corkscrew between the twists. Although the whorls are basically random, they tend to allow for 7, 49, 57 and 89 year increments.

The skill *Temporal Navigation/Time Detection Equipment* MUST known by anyone trying to operate this device for time travel. Success requires rolling under that skill *without* any educational or I.Q. bonuses. **NOTE:** Once in a whorl it is best to exit directly back along the path of entry, otherwise any jump will be utterly random. In other words, if you go from 1988 to 1981, you better go right back to 1988 rather than trying to get somewhen else.

Minimum Required I.Q. for operation: 31.

3. Temporal "Patch" Spell. This spell is revealed only to the Guild Master of Time Lords (currently Lord Simultaneous). It allows for the time stream to correct itself, leaving or editing out the effects of any recent interference from anyone with a T.E. foreign to the time. In other words, the spell returns the time stream to its natural state, eliminating changes. Once performed, the disruptive event remains in the time stream, but the time stream is fixed, so that it is as if the event never happened. Note that the Time Lord must travel directly to the time of the disruption, and be present within a week of the tampering.

Minimum Required I.Q.: 24.

4. Time "Twisting" Device. The technological equivalent of the *Temporal Patch*, this device relies far more on brute power than subtlety. The way it works is to actually rip a chunk of the time stream out, leaving it as a sort of artificial Null-Time Zone. Once this is done, the time stream tends to fix itself, smoothly flowing back together and restoring the proper historical events. Note that

the "weird" spot, where time was drastically changed, is still out there, but the main time stream has been diverted to pass around it. This kind of power is not available until well after the 24th Century.

5. Trans-Dimensional Physics. Characters with this skill are able to literally picture, in their mind's eye, the entire mathematical universe, complete with time coils and an infinity of alternate dimensions. Characters must have both *Basic and Advanced Math*, PLUS both *Cross-Dimensional Physics and Temporal Physics*, in order to learn Trans-Dimensional Physics. **Base Skill:** 10% + 4% per level of experience.
**Minimum Required I.Q.:** 46.

I.Q. AND THE PROBLEMS OF TIME TRAVEL

Whether using a time machine or a magical spell, there are difficult problems that can be worked out by characters with an extremely high I.Q. This does more than give a character a one time bonus on skills, it's also helpful for working out the incredibly complex

problems of manipulating the micro-Twists of time. What we're talking about here is not raw computational power. Any advanced computer can churn out numbers. No, the problem is one of *visualizing* multi-dimensional space. For example, it takes an I.Q. of 30 or better to accurately visualize complete four-dimensional objects.

Even more intellect was needed for the mutant/little girl character in TMNT #16. Her incredible I.Q. of 87 meant she was capable of combining the capacities of a cross-dimensional vehicle with the intricacies of temporal folds in the time stream. She was also capable of "editing" the recent past, changing it in such small, insignificant way, so as to not disrupt the time.

An I.Q. of 100 or better is what it takes for the most difficult tasks. For example, tailoring micro changes in the far distant past designed to result in tiny editorial changes in the modern age. In other words, a character with this intelligence, and with the necessary skills, could travel back to initial instant of the Big Bang, make a couple of insignificant changes, and return the a present where certain laws of physics have actually changed.
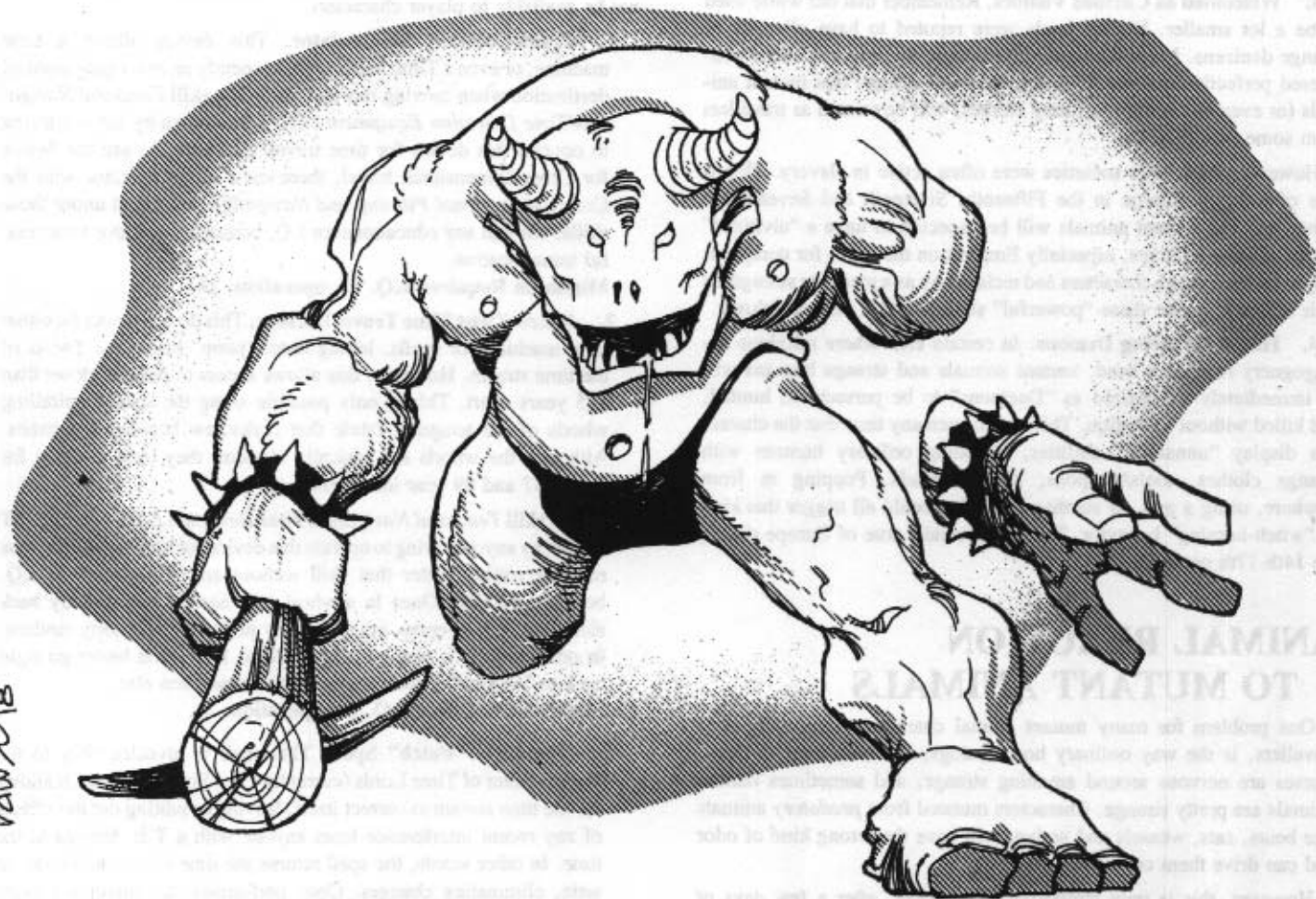
CROSS-DIMENSIONAL
TRAVEL MULTIPLE DIMENSIONS

"It shows what a radical change there has been in the climate of science from a few decades ago. Now we have the mathematical tools that allow us to seriously discuss the prospects of creating a universe in your basement."

Alan H. Guth, Massachusetts Institute of Technology
So what is an alternate dimension anyway?

Each dimension, or "universe," is a complete system, starting from the point of creation (the Big Bang), with a time stream pushing everything into the future, and with a complete set of galaxies, stars, gas clouds and planets.

Let's go back to the very beginning. Before the Big Bang created any universe at all. In the act of creation there were many variables,

both from the point of view of physical laws, as well as from the point of view of the actions of individual subatomic particles, that an infinity of universes *could* have been created.

GETTING LOST

"Other universes may- be two-a-penny but, by definition, human beings can see and feel only their own."
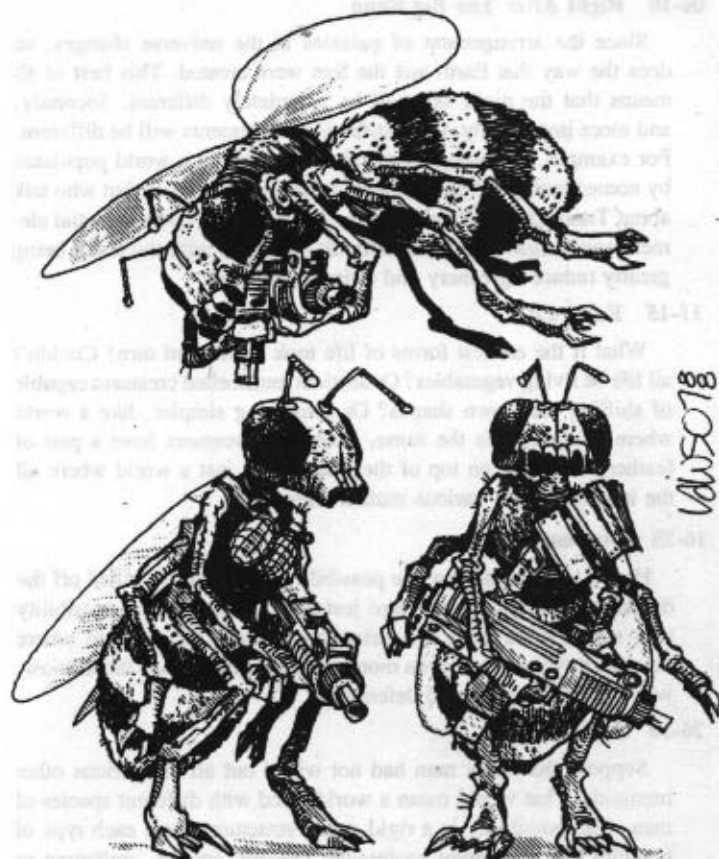
Nigel Calder, Timescale

The major problem with Cross-Dimensional Travel is with location. That is, attempting to find a particular dimension out of all the possible choices. It's the same problem whether you're looking for something new, or just returning to good old home, the dimension you came from.

The problem is that there are so very many possible "decision points." Every teeny, tiny subatomic particle in the universe spends all it's time moving randomly. And that means that every instant, the whole universe is rolling a lot of dice, one for every particle. *Every possible result creates a whole new dimensional possibility*. And that's just for one instant. The various universes have been spreading out like this since the beginning of time.

For this reason, it's not uncommon for dimensional travellers to become hopelessly and forever lost. Doomed to spend the rest of their lives looking for that one particular home dimension lost in the haystack of possibilities.

To avoid that unpleasant fate, there are only three possible solutions. First, only use Cross-Dimensional gateways, because you can't get lost if you keep the back door open. Second, carefully record the energy movements of your Cross-Dimensional trip so you'll be able to backtrack the way you came. Third, use Cross-Dimensional signalling devices to mark your path through the dimensions.

Unfortunately, only solution #1 is 100% safe. With number two, sometimes whole new dimensions crop up or disappear between the start and end point of a Cross-Dimensional trip, so the recording becomes obsolete. And option number three, the beacon solution, has a couple of problems also, mostly having to do with the fact that lots of other Cross-Dimensional travellers are also looking for new dimensions to explore (and sometimes, eat!).

THE ALTERNATE REALITIES OF DIFFERENT DIMENSIONS

Before using alternate dimensions in a campaign, the game master should decide just how many are going to be *available* to the players. In other words, to keep control over the game, the GM needs to know what the various possibilities are.

One way of doing things is to make all the various dimensions available. It's a lot of work, but it's certainly possible. It's a lot easier to use one of the following three methods: *GM Collection, Branch Points, and the Palladium Option.*

NOTE: A nifty thing to do is to include versions of your family, friends and fellow game players as figures of importance in the various dimensional realities. "Hey, isn't that Jimmy's Mom, the one they call Imperia, Empress of the United Earth?"

DIMENSIONAL POSSIBILITIES #1: GAME MASTER'S COLLECTION

The idea is that the GM comes up with a list of possible alternate dimensions limiting the player characters and adventures. Each of the dimensions can come from any of the following choices, or from some entirely different source, or just made up by the GM. However, all or most of the dimensions should be decided on and listed *before* Cross-Dimensional travel is introduced to the game.

DIMENSIONAL POSSIBILITIES #2: CALCULATING DIMENSIONAL TRAVEL ACCORDING TO BRANCH POINTS

The next way of choosing alternate dimensions is by figuring out a junction point, sometime in history when things might have gone one way or another, and extrapolating on it. A bit of research, along with a rough idea of how history is affected by people and events, is helpful. The ideas presented below are only a tiny sample of the possibilities.

This all depends on when the junction took place, when the new dimension split off from our own.

Another way of generating, or refining, alternate worlds is to use the Technological Base Table to figure out the dimension's society, and then roll up an animal type from the character creation section for the population. Select or roll randomly.

01-05 Before The Big Bang

There are two possibilities here.

First, you can assume that the Big Bang happened either earlier or later than it did in our universe, and that otherwise, everything is the same. The result is that you can visit alternate dimensions that look just like different time periods from our own world. As an option, use the Time Travel section to work out a selection of alternate worlds with different time tracks.

Second, you can assume that the actual physical laws of the alternate universe are different. This creates some really wild possibilities where just about anything, and any life form can happen. Just some of the possibilities include flat worlds, worlds where cartoon creatures are real, and worlds where thoughts and dreams always turn into reality.

06-10 Right After The Big Bang

Since the arrangement of galaxies in the universe changes, so does the way that Earth and the Sun were created. This first of all means that the night sky will be completely different. Secondly, and more importantly, the distribution of elements will be different. For example, a shortage of metals may result in a world populated by nontechnological philosophers who use stone tools, but who talk about Trans-Dimensional Physics. A shortage of some essential element could make life more difficult on Earth, with the result being greatly reduced greenery and a tiny population.

11-15 Early Life

What if the earliest forms of life took a different turn? Couldn't all life be living vegetables? Or sentient multicelled creatures capable of shifting their own shapes? Or something simpler, like a world where everything is the same, except all creatures have a pair of feathery antennae on top of their heads. Or just a world where all the inhabitants are various mutant animals.

16-25 Dinosaur Days

Here's an obvious one; the possibility that whatever killed off the dinosaurs 65 million years ago just didn't happen. One possibility is a world filled with a Saurian civilization. Or a world where dinosaurs evolved into even more deadly predators than those know, with increased speed and defenses.

26-30 Shared Earth

Suppose that early man had not wiped out all the various other hominids. That would mean a world filled with different species of man. One possibility is a rigid social structure where each type of hominid has a different profession: peasant, soldier, craftsman or ruler.

31-35 Alternate Hominid

On the same kind of idea, a different hominid ended up taking over the Earth. So in an alternate dimension we could see a world just like our own, but filled with Robustus or Neanderthal.

36-45 Pastoral World

For whatever reason, mankind eventually developed what we now call civilization. On other worlds this may never have happened, so people live in peaceful small communities. Technology could be low, with tribes of primitive hunters and food gatherers, the same as ours, or higher technology, but the world will look unspoiled and natural, or a grim haunted world with much desolation.

46-55 Early Empire

Look at the trivial things that made all the difference in the ancient world.

In our world, one man, Alexander of Macedonia, conquered much of the known world, spreading Greek civilization wherever he went. Yet he died young, his conquests unfinished, his empire too fragile to hold together. In an alternate dimension the Alexandrian Empire might still dominate, with the Greek philosophers guiding science and technology to Twentieth Century levels.

On another world, Julius Caesar might have lived to go on with his vision of Rome. The resulting dimension, that of Imperial Rome, would have a universal Latin civilization, with all the possibilities of Roman engineering and law becoming reality.

56-65 Middle Ages

Here are two possibilities.

In the first, the Renaissance never took place. Medieval ways and technology never changed, and Catholic Rome continues to rule over Europe, while in the Americas an *Aztec Empire* is on the verge of discovering Africa.

Or, had a slight political upheaval not occurred, the Mongols might have continued their conquests. Combining superior Mongol tactics and strategy with Chinese technology, they swept through Europe, Japan, Africa, and eventually, the Americas. Now the world over is ruled from the isolated hardship of the steppes, where the Mongols still breed their harsh and practical leaders.

66-75 Eighteenth Century

You could make the point that without the mistakes of King George III of England, the American Colonies would never have rebelled. The resulting dimension consists of a world dominated by the Empire of King George XIV, with his only rival, the French Colonial Power of King Louis XXX's New France.

76-85 Nineteenth Century

In a century of war, there were many possible outcomes. The French Revolution could have been far more successful, with either a people's government, or the descendants of Napoleon continuing to rule the European continent.

The American Civil War could also have turned out differently, with a dimension where America is divided between the three great powers of the Northern States, the Confederacy, and the Republic of Texas and California.

86-90 Early Twentieth Century

Two things were uncertain in the outcome about World War I.

First, there was a distinct possibility that the United States would have entered the war on the side of Germany instead of England. Today's world would then have two great powers: Germany dominating Europe and Africa, with the U.S. taking over the South American and East Asian sphere from the former English and French rulers.

Another possibility is a more reasonable settlement after WWI. This would not have imposed the harsh penalties on Germany, resulting in a more balanced and peaceful world, where WWII never took place. Communism in Russia would not have taken on its most repressive aspects.

91-99 Mid-Twentieth Century

A particularly frightening dimension would be the one where Hitler's Eternal Reich managed to develop the atom bomb and won WWII. It would be a world of rigid SS control, space colonization, mass executions, and total repression.

100 Late Twentieth Century

Finally, there are all the subtle possibilities of the world having just a recent change. Different presidents, different wars, but all starting with a common root in the 1950's cold war between the West and the Communist East.

Technological Base Table

This provides a supplemental way of generating the new dimensions based on their level of technology. Roll percentile.

01-05 Pre-Technological/Pre-Tool Using. Intelligent creatures live in family groups with social rules, combination of noise and hand signs for communication, and use found items like rocks, bones, skins and sticks for crude tools, weapons and clothes.

06-10 Early Flint and Obsidian Based. All hand-held tools, but actually chipped for a particular function. Also with the use of fire and primitive language.

11-15 Late Flint Based. Axe heads mounted on wood handles, flint tips on spear and arrow heads, fine bone needles for sewing. Beginning of agriculture and animal domestication.

16-20 Early Metalworking in Copper and Bronze, with well-made weapons, tools, clothing, and the development of a written language.

21-25 Iron Age with more advanced metalworking and smelting. Tools and weapons become more sophisticated, with all primitive weapons disappearing. Warfare becomes more organized, with war chariots pulled by horses and soldiers moving and fighting in formation.

26-30 **Simple Machines** come into use, such as levers, screws and pulleys. They are used for major new constructions of buildings, bridges, aqueducts, roads and harbors. Society becomes more organized, with larger empires, and more sophisticated arts and literature.

31-35 **Perfection of engineering,** shipping, and large-scale production of goods. Economy is now widely ranging, with goods trading over hundreds and even thousands of miles. Networks of walls, cities, roads and armies defend the civilization from barbarians. More advancements in glasswork, metal alloys, agriculture and medicine.

36-40 **Early Gunpowder weapons,** including the Arquebus, siege cannon and explosives. Astronomy, map-making, and geography all advance. The idea of the world as something possible to define leads to more formal explorations of its limits.

41-45 **Middle Gunpowder weapons,** including Matchlock and Wheelock. Algebra and advanced mathematics explored, spurred on by the need for ballistics for the larger artillery. Printing press leads to explosion in education, literacy and science.

46-50 **Late Gunpowder weapons,** including flintlock rifles and pistols, rockets and torpedoes. Instruments, including telescopes, microscopes, mechanical clocks, and standard measuring units lead to expansion of science and technology.

51-60 **Production by steam driven machines** allows for larger scale production of precision goods, including Percussion Caps and Cartridges, railroads, steam ships, clocks, cameras and standardized clothing.

61-65 **Manufacturing** becomes commonplace, and production and distribution of raw materials becomes highly organized. Guns now are breech-loading, using sealed metal cartridges. Electricity becomes a useful tool for lighting and machinery. Science defines laws of physics, chemistry, biology and mathematics. Agriculture now depends on machine-made tools and machines.

66-70 **Automatic Weapons,** which fire continuously are introduced. Ships of war are armored, powered, and capable of firing beyond visual range. Internal Combustion Engines revolutionize transportation. The factory becomes more efficient with specialized assembly lines. Just about everything is built to exacting specifications only possible with machine tools.

71-75 **Warfare becomes mechanized** and dominated by aircraft, armored tanks, and aircraft carriers. Automatic guns gradually become the standard infantry weapon. Societies can now be entirely and efficiently oriented to mass production. Agriculture becomes mechanized with tractors, trucks, and self-powered harvesters.

76-80 **Warfare starts becoming a matter of superior science** and engineering, as radar, sonar, rockets, jet engines, nuclear weapons, and electronic calculators take their places. Winning is no longer a matter of how much can be produced, but who can introduce innovations the quickest.

81-85 **Atomic power** leads to nuclear reactors and vastly more powerful hydrogen bombs. Early computers help to advance theoretical knowledge in physics, chemistry, and engineering. Lasers and transistors become useful.

86-90 **Microchip technology** allows for selfcontrolled devices of many kinds. Electronic devices become faster, cheaper, and more powerful. Revolution in information collection, management, and transmission. Weapon systems now controlled electronically and depend on electronic sensors. Factories begin conversion to robotics.

91-95 **Computers and materials management** finally allow for the perfection of robotics. Actual production of raw materials, goods and manufactured items is automated.

96-99 **Integration of biology and engineering changes humanity,** eliminating all diseases and generating advanced forms of humans changed by genetic engineering or bionics. Biological warfare capable of annihilating all life on Earth, or selectively causing extinction of particular gene groups.

100 **Cheap power** from hand-held fusion reactors leads to disintegration of organized society. Multiple pathway global network joins civilized humanity into a single thought organism. Sentient, self-reproducing machines become the main weapons of war. Unmodified humans, too slow for machine reflexes, are no longer allowed on the battlefield.

DIMENSIONAL POSSIBILITIES #3: THE PALLADIUM BOOKS OPTION

One fun and easy way of dealing with alternate dimensions is to limit them to the worlds described in the many **Palladium Books®** RPGs. One of the major advantages of the Palladium Option is that the different worlds are all based on the same combat system. It also saves a lot of time coming up with NPCs, adventures and monsters.

1. **Palladium® Fantasy Role-Playing Game.** A fantasy world filled with elves, dwarves, ogres and goblins. Other important references are **Palladium Book II: The Old Ones®, Palladium Book III: Adventures on the High Seas®, and Monsters and Animals®.** The only changes needed is to give a few points of S.D.C. to the characters, animals and monsters of the Palladium World. Humans, dwarves, hob-goblins, and orcs would have 10 + 2D6 S.D.C. Elves, goblins, kobolds, and changelings have 5 + 2D6 S.D.C. Wolfen would be 15 + 3D6 S.D.C., ogres are 20 + 4D6, and trolls have 30 + 3D6. In general, the Size Level table from *TMNT and Other Strangeness*™ can be used for most other Palladium creatures.

An entire world can be populated by any one or several of the creatures from **Monsters & Animals®.** Make your selection and roll on the preceding Technological Base Table.

2. **Beyond the Supernatural®.** The material from this book can be used as a base for filling in dimensions of horror and the supernatural. No rules modifications are necessary, and characters from either game are fairly well matched. This RPG also suggests a number of different dimensions, dimensional gateways, and offers an entirely different slant to magic and psionics.

3. **Ninjas & Superspies**™. Two interesting worlds can be generated based on *Ninjas & Superspies*™. The first could be a world of near-future technology and battling secret organizations. Another possibility is an Earth stuck in Medieval technology, but with martial art monasteries the world over.

4. **ROBOTECH**™. All the books of the ROBOTECH series (there are ten already!) fill out an Earth embattled by various giant aliens, and defended by transformable giant robot warriors.

It offers high technology, aliens, super-robots and space travel. Take a hard look at the **Robotech**™ **RPG, Southern Cross, Invid Invasion** and **Robotech II: the Sentinels**™.

5. **The Mechanoids®.** Another parallel world beset by an alien invasion! This time the players can travel to an Earth under siege by the Mechanoid Invaders. As with the *Palladium® Fantasy RPG,* the Mechanoid characters will need S.D.C. to compete with TMNT characters.

6. **Revised Heroes Unlimited**™. Imagine a parallel Earth filled with comic book heroes! The mutant animals meet bionics, psionics, and much, much more. Or a world dominated by only one or two of the many superbeings/aspects described in the RPG, including robots, bionics, aliens, mutants and magic. Characters between the two games are completely compatible.

7. **TMNT and After the Bomb®.** Although already suggested as being "our" Earth's possible future, there are still numerous twists and possibilities to explore from these books.

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ADVENTURES

METHODS OF INTRODUCING TIME TRAVEL TO PLAYER CHARACTERS

Want to introduce existing player characters to the pleasures of time or dimensional travel? Without throwing the game out of balance? The best way to do it is by introducing some important non-player character with time travelling abilities. For example, any Time Lord will view player characters as the perfect "tools" for various errands in time and space. Or, there are always mad scientists like Gomer . . .

TRAVELS WITH GOMER: AN INTRODUCTORY TIME TRAVEL SCENARIO

NOTE: This is an *easy* introduction to a number of time travelling scenarios. Even very small character groups made up entirely of 1st level characters should be able to handle things. No special skills or abilities required.

PLAYER BACKGROUND:

The characters should be either in transit, or patrolling somewhere in the city. For convenience sake, it's a good idea to locate the factory building somewhere near the player characters' home base. Read:

> "Suddenly, you hear the weirdest animal call ever. Sort of like a cross between an alley cat having it's tail stepped on and someone gargling. It seems to be coming from an abandoned factory building across the street."

From this point the characters can move in to investigate. They can either enter through the front door, which is unlocked, or through one of the six large second floor windows. If they respond sluggishly they'll hear another of the weird animal shrieks and a voice yelling, "Help! Somebody. Anybody. Fire! Police! MOM!"

As soon as a character gets a view of the inside of the building, read the following:

> "From the outside this building looked abandoned. On the inside it looks like a mad scientist's junkyard. It's so filled with equipment, instruments and machines, that there is no open space, only aisles through the mess. Directly down one aisle you see what looks like a *six foot dinosaur*. The monster is leaping up, trying to get to something at the top of a huge pile of washing machines. Up on top of the pile you see a guy in a white coat, obviously hanging on for dear life and yelling for his mother."

GAME MASTER INFORMATION:

Good old Gomer has been fooling around with a time machine. While looking at a particularly cute "baby" dinosaur, he set the controls for a really close "look" and accidentally popped the monster into the present.

If not killed or returned to the past, the *Allosauroid* has the potential for a lot of T.E. mutation (see *Time Travel rules/Temporal Energy*).

BABY ALLOSAUROID

Gomer has accidentally brought in a very young version of the Jurassic (Cycle "F") predator. When faced with superior numbers, this creature will attempt to leave. Cornered, or facing a lone prey, it will attack. Note that Gomer will be very distressed if the creature is killed, saying

"Oh, its mother will be very unhappy, this was her only offspring." If possible, he'll want to have the dinosaur caught, then he'll send it back to its home time.

Height: 6 feet tall Weight: 280 pounds
A.R.: 7 Hit Points: 15
S.D.C.: 35 Attacks Per Melee: 2
Bonuses: +3 to Strike, no bonus to Parry or Dodge, 3D10 damage from Bite, 2D6 damage from Claws.

GOMER FARQUAHAR

Gomer spent most of his life avoiding other people and obeying his mother. When she told him he wasn't bright enough for school, he dropped out. When she got him a job with the University Science Library, he took it. When he wanted to quit, she made him continue working there. Until his mother died, he rarely even left home. Now, using the inheritance from his mother's substantial estate (now pretty much used up), he has left the janitor job and is following his lifelong dream of being an inventor.

After meeting the player characters, Gomer will suddenly realize that it might be a little dangerous tp wander around in time, so he might ask, "Say, um, that was pretty good. How would you guys like to become time explorers? I sure could use a little protection when I try out my new, um, *portable* time travelling thing."

He's also not the most practical guy in the world. Unless a player character suggests something different, he'll build his time machine into a refrigerator, with just handholds on the sides. If someone recommends installing the device on a vehicle, he'll say it would never work, then a couple of minutes later, he'll say, "Hey, I got a great idea, um, why don't we install it in a, um, vehicle!" If the characters refuse to have anything to do with him or time travel, he'll eventually show up and inadvertently zap 'em all to a different time, with a smile and "No, really, this will be a wonderful adventure. You'll love it."

Real Name: Gomer Hathoway Michael Farquahar
Alignment: Principled
Attributes: I.Q.: 33, M.E.: 7, M.A.: 9, P.S.: 5, P.P.: 8, P.E.: 4, P.B.: 7, Spd.: 8
Age: 49 **Sex:** Male
Weight: 210 Pounds **Height:** 5ft 5in
Hit Points: 11 **S.D.C.:** 8
Disposition: Mostly distracted, when he pays attention he'll be easily excited, and easily disappointed. After years of obeying his mother, he finds it impossible to stand up to anyone who yells or argues with him forcefully.
Appearance: Gomer looks something like a **Palladium®** FRPG Gnome, with a large potbelly (which he may lose over the course of some adventuring), a bald head, large red nose, and bushy, white beard.
Level of Experience: 1st level Temporal Scientist
Level of Education: High School and Self-Taught
Occupation: Until recently, janitor in a university science library.
Scholastic Skills: Basic Mathematics (98%), Advanced Mathematics (98%), Paleontology (80%), Electrical Engineering (45%), Temporal Navigation/Time Detection Equipment (50%), Temporal Physics (30%), Time Machine Mechanics (40%), Pilot Time Machine (60%), Pilot Automobile (12%), one of the world's great lousy drivers.
Weapons Proficiencies: None
Physical Skills/Training: None
Espionage Skills/Special Training: None

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Secondary Skills: Cooking (35%), Sewing (80%), Janitorial Supplies and Techniques (94%).

NOTE: Although Gomer will carry around a camera, tape recorder and video camera, he has no skills with any of these things and will generally mess up unless some player character takes over.

Combat Skills: 1 Attack Per Melee, with no bonuses of any kind.

DOC FERAL'S DYNAMIC DIMENSIONAL DOOHICKEY

NOTE: This is an adventure with a Moderate level of complexity. No particular skills, powers, or abilities are needed, although characters with Time Travel skills and knowledge will be useful.

PLAYER BACKGROUND:

The game should start with all the player characters gathered for a little quiet, restful time. Explain that they are all very tired, and have a full day coming up, so all they want to do now is rest. Go around the group and find out what they would be doing for rest and relaxation (reading comics, watching TV, meditating, sewing, playing chess, etc.). Figure out which of the characters would have an interest in either history or military history, and inform him that he's been looking forward to reading a great new book.

Once everything is set up, read:

"You're finally starting to feel rested and relaxed. Then, almost without you noticing, a strange kind of shiver passes through the room. As you search for the source of the weird feeling, all eyes eventually come to rest on you (GM: point to the character reading the Civil War book). And you were reading your book on the history of the Civil War when the weird thing happened. You got the distinct impression that the effect was focused on the book you were holding. What are you doing?"

Assuming the characters check out the book thoroughly, read the following:

"You don't see anything strange about the book itself. It's written by Captain John Fawkes Dulles, a Union Army commander out in the West, at the fringes of the American Civil War. Still, there is one section that bothers you. Here's what it says for August 18th:

"Higgens and the other scouts returned in a panic. Sawyer had been badly wounded in the leg and Arrows was bleeding slightly from a graze on his shoulder. Higgens reported receiving what he called the 'god damn volley of shot I ever heard or heard tell of it were like a hundred or more rifles firing in precision time, but there couldn't been more than eight or nine rebs in that whole forest! An hour later they brought me the bullet from Sawyer's leg and it was quite unlike anything I've seen before, perhaps .20 caliber. Yet the leg looked like it had stopped a musket ball at short range.

"It seems to you (GM: indicate the character who was reading the book) that this section wasn't in the book. In fact, you recall reading that section just a few minutes ago, and all the Captain had reported was routine scouting expeditions, with no enemy contact."

INSIDE INFORMATION: This is what acutally happened in history. A little library research will reveal all of this.

A reading of Captain John Fawkes Dulles' journal, Words From a Simple Soldier, will reveal the following about subsequent historical events:

1. The Captain's mission was to proceed to *Bixby's Pass*, and secure the area against the passage of any Confederate Cavalry, and therefore, put a stop to any raids in the region. He was (according to the book) successful, and that meant several hundred Union troops could be relocated from area patrols, to reinforcing the main battle lines in the East.

2. For the next six days, August 19th through the 24th, the Union soldiers had no actual conflicts with the enemy, and only caught sight of an occasional Rebel horseman.

3. On the morning of August 25th, the Confederate Cavalry charged the Union camp, obviously expecting that the element of surprise would make up for their inferior numbers. However, an unnamed sentry had run into the camp just minutes before the attack, accurately predicting the numbers and direction of the Rebel assault. As a result, the Union men were armed and prepared. It was all over in a matter of minutes when the Confederates had no option but to surrender, finding themselves outnumbered, outgunned, and surrounded. Casualties were light on both sides, and all the deaths were among the Confederate horses.

4. In the aftermath, it was discovered that the Confederates were desperately low on ammunition, food and supplies. Once relieved of their weapons, mostly with double-barrelled shotguns (muzzle-loaders) and pistols, the Rebs were made prisoners of war and interned for the duration.

5. Once at Bixby's Pass, the Union soldiers mounted two 6-Pounder cannons in a fortified position. No other Confederate attempts were made for the rest of the war to send parties through the pass, probably because of the risk of coming under cannon fire.

TEMPORAL "KICKBACK"

> ". . . Woops. There goes my cup."
> "I guess the little things go first."
> "I'm going to miss my Teddy."
> — Little Girl in TMNT #16

It's something that every time traveller fears. What if something changes the past? Badly enough so that the present gets wiped out and rebuilt?

Fortunately, it doesn't happen in an instant. Any changes tend to show up as they are formed in the past, moving at the same rate as the present.

This describes what happens when the past is changed in some way:

1st Wave, "Warning" — This is the first, and most harmless. Nothing really changes, but the wave is detectable by temporal measuring devices.

2nd Wave, "Editing" — Small, adjustable things happen. Minor changes in newspaper print, speech, colors, sounds, etc. It may be very difficult to find the changes, as they are often too subtle to notice.

3rd Wave, "Deletion" — Uncomplicated items start being destroyed. They will simply vanish, and are quickly forgotten.

4th Wave, "Raze" — Actually a series of evenly and closely spaced waves that snuff out all complicated machines and devices, including chemicals, computer programs, everything ever created that is at odds with the *new* reality.

5th Wave, "Extermination" — Any and all of the original living things are removed and replaced by the new reality. People completely forget about the old history and remember the new one, because they **are** the new reality. The old one doesn't exist anymore.

6th Wave, "Re-Creation" — The world is completely rebuilt in the new reality. This could mean a subtle difference or radically changed world.

GAME MASTER INFORMATION:

The Culprit for this Historic Distortion is: DIM THOUGHTS – A CENTER FOR RESEARCH

Funded by *Doc Feral's* network of corporations, the Dim Thoughts center has been doing research into fourth dimensional mapping of certain quantum physics problems. It was by accident that the head of research, Louis "Beauregard" Evans, a Civil War buff, discovered a method for travelling through time. First a Temporal Gate was constructed. When that was demonstrated to work, Feral immediately tripled the center's budget, and the result was a working portable time machine.

They have a small complex on the distant outskirts of the city. To an outsider it appears to be nothing more than two seedy looking warehouses, a brick colonial house that's been converted into an office, and a large truck garage.

LOUIS "BEAUREGARD" EVANS

This nut case thinks that he's capable of changing the outcome of the Civil War all by himself. As soon as it was apparent that the time portal lead to the Civil War, Louis immediately started making plans.

Dressed in a Confederate Captain's uniform, using the stolen prototype for the Portable Time Machine, and leaving behind a sabotaged Portal, he immediately set about changing the past. His first step was to use his life's savings to buy four modern semi-automatic sub-machineguns (2D6 damage, 300 foot range), with 288 rounds of ammunition.

Next, he journeyed into the past, dressed as a southern captain. There, he placed himself to be found by some of the Confederate soldiers. Claiming to be on a "resupply" mission, he demonstrated the "latest German imported gun." Of course, they were eager to get their hands on the new weapons and quickly traded four of their old rifles and four pistols for the sub-machineguns and ammo.

Returning back to the future, Evans now plans to sell the "perfect condition" Civil War rifles and pistols. By shrewd sales (remember, he knows a lot of the other Civil War buffs and collectors), he hopes to make enough to buy another twenty sub-machineguns, with ammo. Fortunately for the player characters, it will take him a few days to dispose of all eight of his Civil War weapons.

Alignment: Scrupulous, but warped and insane

Attributes: I.Q.: 18, M.E.: 9, M.A.: 16, P.S.: 13, P.P.: 11, P.E.: 8, P.B.: 14, Spd.: 12

Age: 66 **Sex:** Male

Weight: 200 Pounds **Height:** 6 Feet Tall

Hit Points: 28 **S.D.C.:** 15

Disposition: Usually charming and subdued Now that he's on the verge of accomplishing his life's goal, he's become obsessed, domineering and impatient.

Level of Education: Doctorate in Mathematics

Educational Bonus: +25%

Occupation: Research Director

Scholastic Skills: Advanced Mathematics (96%), Astrophysics (79%), History of the American Civil War (90%), Temporal Physics (30%), Time Machine Mechanics (40%), Pilot Time Machine (60%)

Weapon Proficiencies: NOTE: One interesting thing about Louis. Although he's an expert shot with Civil War guns, he knows next to nothing about the automatic rifles that he's bringing to the Confederates. Therefore, he can barely shoot one, much less teach anyone else about them.

W.P. Muzzle-Loading Percussion Rifle, 4th level
W.P. Flintlock Rifle and Pistol, 2nd level
Physical Skills/Training: Swimming
Espionage Skills/Special Training: None
Secondary Skills: Civil War Collectibles, Sewing
Combat Skills
Attacks Per Melee: 1, no bonuses

Louis Evans' Modified Pickup Truck

Base S.D.C.: 240

Armor: None

Maximum Speed: 65mph

Description: This battered, rusty ten year old truck has been modified to hold the portable time machine. Recharging the time machine takes about 4 hours with the truck's engine running (moving or standing still). Otherwise, he keeps four 10 gallon cans of gasoline and most of his Civil War "souvenirs" in the truck's bed.

There are several ways to conduct this adventure, depending on the background of the player characters and campaign.

First, if the player characters are already in touch with a Time Lord or time traveller, or if the game master wants a Time Lord or time traveller to approach the group, then the game is fairly straightforward. The characters will need to track down Evans in the past, in order to prevent him from doing any more damage, and destroy his time machine.

Second, if any of the player characters themselves are time travellers, it's even more simple. For them, it should be obvious that the group needs to stop whoever is messing around with the time stream.

Finally, there's the most difficult possibility. If the player characters are completely ignorant of time travel, they'll have to start doing with some investigative detective work.

CLUES AND CULPRITS

The next step in researching the puzzle of changing history will probably lead the characters to do a little more Civil War research. Since this will coincide with the time that Evans is trying to sell his Civil War guns, the characters will hear the following message through the Civil War buff grapevine:

> "Looking for absolutely mint condition Confederate guns? Desperate buff seeks to liquidate collection of 4 rifles and 4 pistols. Serious collectors and cash sales only. Leave a message for 'Beauregard' at the Harrisburg Historical Museum, with phone number. Sorry, no curiosity seekers, buyers only!"

Checking, the player characters will discover that this is a rather strange offer. From this point it's possible to leave a message for Evans (Beauregard). He'll call back, and will immediately ask for at least $1,000 per weapon (they're actually worth much more). Should any 'buyers' stall, he'll immediately hang up. If a meeting is arranged, he'll tell them they must appear in the parking lot of a nearby shopping center, with the buyer on foot.

During the meeting, Evans will never leave his truck, nor will he turn off the engine. He'll only talk to people through the half-open window. At the first sight of danger, he'll pull out and attempt to drive away. If he's pursued by something faster than his truck, he'll turn on the time machine, and drive right back into the 1860s.

Anyone riding in or on the truck, or following very close behind (within 12ft) will also take the time trip to Civil War days. However, Evans knows what he is doing, because a small group of Confederate Cavalry (2D6) will be waiting for him at the spot where he appears. They, of course, will come to the rescue of Evans, especially if he is attacked by anything as weird as a mutant animal.

RESOLUTION:

The adventure can be wrapped up in a variety of ways, but in order to save the "real" history of the world, the player characters will have

to stop Evans. Ultimately, the real threat is on the morning of August 25th, when the Confederates intend to charge the Union camp. By that point the characters will have to prevent submachineguns from being used, or they'll face the possibility of losing their own time.

And afterwards? Doc Feral will still have his machine, or, at very least, the ability to make another. And the player characters, if they work it out right, may be able to end up with the machine in Evans' truck. All of which leads to some very interesting possibilities . . .

CIVIL WAR ERA TROOPS
The Union

The Detroit 187th Infantry Company consisted of a total of 100 Men and 26 horses, including:

Captain John Fawkes Dulles. A thoughtful and reasonable man, Dulles has experienced too much of the horrors of war to go off halfcocked about anything, even weird mutant animals. Since the characters have read Dulles' Journal, they should find it fairly easy to convince him that they really are time travellers.

Second Lieutenant Harvey Rentail

First Sergeant Lukey VanDuzen

(4) Sergeants: Yancy O'Malley, Hugh Carlson, Matthew Riggs, and Adam Sawyer

8 Corporals

2 Musicians (1 drummer and 1 bugler)

2 Wagoners

82 Privates

All officers and sergeants carry a .44 Colt cap-and-ball revolver. All the other men, including the musicians and the wagoners, carry the U.S. Model 1861 Springfield Rifle, with 18 inch bayonet.

- **Two (2) 6-Pounders.** 3.67 Caliber, 60 inches, the gun is 884 pounds, mounted on a 900 pound wood and metal carriage pulled by a team of four horses. Also being hauled is a wagon with 100 rounds of 6 pound cannon balls (2D6 times 10 damage), 25 rounds of canister shot (breaks apart into an arc of 32 musket balls, 8D6 damage each), and 200 pounds of gunpowder packed into 8 25-pound kegs (1¼ pounds needed for each shot). 4500 foot range. **NOTE:** A modern replica of this weapon will cost $15,000 or more.

- **A Private's Burden:** The typical soldier, on each side, will be wearing a forage hat, pants, drawers, shirt, jacket, overcoat, socks and boots. Outer garments are usually blue for the Union, grey for the Confederates. They would also carry a wool blanket, a rubber blanket, a haversack (worn on hip and containing food like bacon, pork, hardtack, salt, sugar, coffee, tea, scraps), a tin cup and some kind of canteen. The paper cartridges were stuffed into pockets, along with a pocketknife, and any personal effects.

The Confederacy

The Plains Royal CSA Confederate Cavalry Troop is supposed to have 100 men, in plain fact, they've lost so many men and horses, they're down to 23, with no wagons, major supplies or anything other than what they've been able to carry on their own 26 horses and 7 pack mules. Mounted, they carry a shotgun or carbine (usually a shortened .577 Enfield), a cap-and-ball revolver (.44 Colt), and a cavalry saber (attached to the left saddle — 1D8 damage).

Captain Vincent L. LeGorney

First Lieutenant Samuel Grand

Second Lieutenant Aubrey Johnson

First Sergeant Lionel McCormick

2 Sergeants, 3 Corporals, and 14 Privates

DOC FERAL

Remember Doc Feral? The guy who funded the Dim Thought's research? The one who had one time machine stolen and another wrecked?

He is more than a little concerned. From Feral's point of view, Evans must be some kind of dangerous and unstable lunatic. However, since Feral has no idea that Evans is returning to the present, he's just concentrating on finding and catching Evans back in the 1860s. Since he feels personally responsible for this turn of events, Feral himself will journey back in the past to hunt for Evans.

Feral has also equipped himself for the Civil War period. He will masquerade as *Colonel Viktor von Feral*, a neutral observer from Prussia. His documentation will be faultless, mostly because there is no one out in the field who knows anything about Prussia. There are a few German-speaking troops, but both Feral and Otto have a good command of the language. He wears a period Prussian officer's uniform, complete with gold braid and saber (remember, Feral is a trained swordsman). Feral will go without a pistol or rifle, as befits a neutral observer.

Otto will always be at Feral's side, wearing the uniform of a Prussian master sergeant. After an argument with Feral, he has adamantly refused to use period weapons, and he carries his favorite .357 Magnum Revolver in a covered holster. Both are also equipped with horses and, as it happens, both Feral and Otto are excellent riders.

Coming along with Feral:

All of Feral's forces are carrying Feral's specially designed Hypodermic Pistols. They look like oversized .45 automatic pistols and fire up to 8 darts of anaesthetic. The darts do no S.D.C. or Hit Point damage, but victims must Save vs Poison or be knocked out for 1D4 hours. Feral has given strict orders that none of the people from the past are to be killed, so the Hypo Pistols will tend to be the only weapons they use.

Should Evans ever be captured by Feral, he will be transported back to the future, and then immediately installed in a private sanatorium (otherwise known as the "loony bin"). Feral will instruct the doctors that Evans has "delusions" about time travel, monstrous animals and other crazy things, and that he should not be released until fully cured.

As to any mutant animals that he encounters, in this or any other time, Feral will be cooperative and polite. He will be very willing to work with any player characters who might be of help in nabbing Evans. Otherwise, once the adventure is complete, there is the normal chance of Feral's goons attempting to kidnap any loose mutant animals for their own research.

Modified BIO-Spawn Utility Van – Time Traveller

Base S.D.C.: 450

Passenger Armor: A.R.: 12, S.D.C.: 250

Maximum Speed: 105mph

Special Features: Mirrored bullet-proof glass on all windows. Rooftop microwave dish and electronic relay. The back area is built to carry reluctant passengers: four bunks with restraints built in (can handle characters of up to P.S.: 26), surgical tools and equipment, complete emergency ambulance medical kit, and no windows.

Time Machine: An improved model, this one can recharge in just 30 minutes with the engine running. Or, on battery power alone, in about an hour and a half.

Feral is still working on a *Temporal Energy Sensor (T.E. Feelie)*. When complete (it'll take him another 48 hours of work), he plans to use it to pinpoint Evans' exact location. This unit will be installed in the van, but a small dish antenna on the roof will be used for directional location.

Description: A sleek, silver painted full-sized van.

NOTE: Igor (the mutant rat) and Karl (the mutant rabbit) will come along for the time trip, but will always stay with the van, serving as Feral's back-up troops.

COMPLETE CARNAGE AND RADICAL

SCENARIO #1:

"NUKE 'EM ALL!"

NOTE: This is an adventure of Moderate difficulty. Suitable for any size or experience level group. No particular special skills, powers, or abilities needed.

PLAYER BACKGROUND:
Read:

"For weeks you've been hearing some very strange things on T.V. For example, the National Guard has been called out in three states. The Governors have explained that there is no emergency, just 'training exercises.' There are the power outages. Blackouts and brown-outs have become routine, and all the power companies say is, 'There are some minor problems with the regional nuclear reactor network. Nothing to worry about, they just require some routine maintenance.' You've also noticed a few odd small items in the newspaper. Like, 'Nuclear medicine specialists visit area hospitals' and 'Local shortages of radiation medicine require emergency airlift from out of state.'

"The final straw was an eyewitness report. It seems that just before a giant 'training exercise' was conducted at a nearby nuclear power plant, one of the locals saw something he described as, 'Like a comic book guy! Big, real big, with a long cape. And, like bumps on his head, you know? Oh, and he had a really bad, like overbite, like when your lower jaw sticks out? Oh, and he was sort of like, y'know, glowing. Kind of blue . . .'

"So, players, what are you going to do?"

Hopefully, someone among the players will start asking about what reactors are shut down and which hospitals seem to be having radiation cases. If, after a lengthy period of discussion, no one asks, the GM might point to the group's smartest character and suggest that looking at a map would be a good idea. When someone has finally asked about tracking the incidents on the map, read the following:

"Sure enough, all the incidents point to a regular pattern. Starting in the east, and moving west at about 10 miles per day. And it all points to the Diablo Nuclear Power Plant, sometime in the next forty-eight hours!"

INSIDE INFORMATION:

The real story is, of course, Complete Carnage. He's been ripping into one nuclear reactor after another, crackling with nuclear energy (his new power). The governments, both Federal and State, are completely bewildered.

In the first two invasions, the reactor personnel simply fled. The three brave souls who attempted to stop Carnage were simply disintegrated. After that, more heavily armed and armored patrols, ranging from State Police to the National Guard, to special Anti-Terrorist Forces. None has been able to stop Carnage. And, at this point, they've decided to stop wasting lives until they can figure out a new plan.

Since this story is unlikely to inspire any public confidence, the government and the power companies are doing what they can to keep it all a secret.

The reason for Carnage's interest in nuclear reactors? It's Radical, of course. Ever since she pulled her Particle Beam vapor trick, she's been riding the Neutron Web, building her power back up and gathering back the scattered atoms of her body. The problem is, she needs a really large power source in order to rematerialize her body. And as long as Carnage keeps ripping up every nuclear plant she tries, she will never be able to return.

ENCOUNTERS

1. Getting to the Plant on Time. The GM should tell the players that the attack will probably take place late a night. So that leaves them with about six hours to make preparations, and another two hours for the car trip to the plant.

2. Ghost Town Diablo. Aside from remote control and automatic cameras, and a few sensing devices, the whole area is deserted. Characters will have about two hours to look around the buildings, hide, make traps and come up with some kind of plan. The government and military will keep everyone else out of the area.

3. High Midnight. Finally, glowing and crackling with energy, Complete Carnage will show up. At almost the same time, Radical will become psychically aware, down in the center of the reactor's core. Psionic characters attempting to talk to Radical will get the following Telepathic Transmission:

"I . . . I think I'm sort of over here. Wherever here is. I just know that if I had a little time, I could come back. Back in my body I mean. It's just that Carnage . . . that crud! He keeps wrecking things. I'm not sure how much longer I can keep this up . . ."

4. Failure. If the group fails to stall or stop Complete Carnage, he'll destroy the Diablo plant. That means that Radical will not be able to rematerialize yet, and that the entire adventure could be repeated at another nuclear plant. However, sooner or later the government is going to try some dangerous experiments in an attempt to stop Carnage. The first will be booby-trapping and rigging an entire plant to blow up. After that, they may try dropping a nuclear bomb directly on top of him. And neither alternative will be healthy for the player characters.

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5. Success. At this point, Carnage is a little behind schedule. Fortunately for the group, Carnage doesn't know that; he thinks he's got an hour or two before Radical could appear. Which means, if the group can distract Carnage for about twenty minutes, Radical will be able to rematerialize. And with her help, they should be able to pull a "China" trick (see below for details).

COMPLETE CARNAGE: NEW POWERS

Radiation Field. This latest power turns Carnage into a living nuclear reactor, sizzling with the blue glow of a constantly regenerated field of fission reactions. While energized, anyone attempting to attack (or touch!) the character will receive 4D6 in radiation damage. All of Carnage's hand-to-hand attacks, unless shielded with some kind of radiation barrier (lead or another heavy metal), will do an automatic additional 3D6 of damage.

Once every melee round, Max can concentrate gamma rays, doing $1D6 \times 10$ of damage, and shoot it out through some part of his body, usually the fingertips. The maximum range of this attack is less than twelve (12) feet.

While the field is up, the character takes no damage from Electrical or Lightning Attacks, and no damage at all from nuclear radiation. Heat and blast from a nuclear explosion would do normal damage, it's only the radiation that'll be stopped by this power.

Carnage can also turn the power up to another level of intensity. In this state he can't move or attack, but the brilliance of the nuclear reaction is blinding. Also, any normal bullets or projectiles are *disintegrated* as they attempt penetrating the intense radiation field.

If the radiation field is not activated (he must concentrate to keep it up) Carnage takes normal damage... well, as much damage as Carnage ever takes. However, Max likes this new power and he's not going to willingly turn it off. He can maintain the field indefinitely (at least while conscious). It's important to remember that the field is very visible. It also affects anything the character touches, usually shorting or burning out electrical devices or circuitry. **Cost: 35 BIO-E.**

RADICAL: NEW POWERS

Sphere of Thermal/Radiation Shielding. Radical, if and when she ever gets clear of a nuclear reactor core, will find that she has developed this power *in response* to Complete Carnage's Radiation Shield. At first she will assume that it is a simple defense, with the ability to project a 15 foot radius sphere of defense around herself or others. And it does defend very well, blocking all the radiation and heat damage, and most of the gamma blast (knocks it down to ¼ damage).

However, the main advantage of the Sphere is as an offensive weapon! It works like this: Put it around Complete Carnage as if it were meant to protect him. Sure enough, it will block his attacks. However, it's even nastier than that. Because the heat and radiation will continue to build up inside the Sphere, Carnage will start heating up. And, Complete Carnage being the hothead that he is, rather than just shutting down his power, he'll try to boost it to blast through the Sphere.

The end result, after 2D6 melee rounds of containment, is that Complete Carnage will go "China Syndrome." He'll melt down like an overheated reactor core. Even the Sphere of Thermal/Radiation Shielding can't stand that much heat, so it will break apart. Which leads to the next step, the slagged body of Complete Carnage sliding, hissing and sizzling, down into the ground, on it's way to the inner magma of the Earth. Of course, he will return again someday, with Radical hot on his heels. **Cost: 50 BIO-E.**

G.M. Note: In further adventures, newer and stronger super-powers may develop in both Carnage & Radical. These new abilities will always appear in *both* characters at the same time. Powers can be selected from **Heroes Unlimited**™. However, the "new" power may *replace* one of the old powers (G.M.'s choice. Note that Carnage will **never** lose his power, or him out with the power of a nuc, to scnds up his lose her ability to fly.)

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RADICAL & COMPLETE CARNAGE

Complete Carnage and Radical are classic examples of Mutant Humans in the TMNT system. Let's take a look at their origins, the latest developments in their saga, and a breakdown of their characters. Finally, you'll find an adventure scenario featuring these titans, one that's sure to challenge any mere mutant animal characters!

RADICAL AND COMPLETE CARNAGE: THE ORIGINS OF POWER!

The story of Complete Carnage and Radical started many years ago, 612,468,914 years to be exact.

In a distant galaxy a pair of bitter enemies, the chosen champions of two competing alien races, were chosen for mortal combat. Their solar system had been blessed with two habitable planets, and both had given rise to mighty civilizations. Yet they never ventured beyond the light of their own familiar sun. All their energies were devoted to one thing, the destruction of their neighbors.

Each race stumbled upon the exotic technology of the *solar neutron web* at the same time. Threads of invisible, nearly undetectable free neutrons extending throughout their solar system.

Whoever seized the main nexus point would control forces far beyond that of solar energy, nuclear reactions, or even matter-antimatter destruction.

Both struggled to perfect Hyper-Ships designed to draw upon the vast new energy supply. Two champions, the greatest fighters of the two competing races, were chosen as pilots. And the ships blasted into the Neutron Web simultaneously.

The stakes were enormous. Controlling the Web would give the victor the power to lash out with the power of a sun, to scorch all life from a planet and to sweep all ships from the sky.

In their ultimate arena, the Hyper-Ships danced through a deadly weave. Each attempted to use the energy of the Web to destroy the other. Disrupting the Neutron Web. Triggering the ultimate weapon. Suddenly . . .

Supernova!

Two civilizations were erased totally. Only the life energies of the two warriors were preserved. Connected to the neutron web, the electrical patterns of their own bodies were superimposed on the web. Then, in the instant of the supernova's most intense reaction, the entire neutron web was blasted outward through space. As it cooled, the web contracted into a matched pair of tightly woven energy patterns. Hundreds of millions of years later, almost completely depleted of energy, these twin plasma beings entered the solar system.

Separated at last by the Van Allen belt, partially materialized by Earth's mass, they finally gained some control over their flight. Still retaining part of their incredible speed, they sought out suitable living hosts. A pair of everyday human beings, Max Wilsocchi and Hazel McIntyre.

Pulsing with strange energy, the plasma entered each host, spreading power to each cell of the body. Each person took on some of the powers and personality of the alien warriors.

The attitude contributed by the aliens to their hosts is simple and direct. Each warrior sees the other as responsible for the genocide of the two races. Each is bent towards engaging and destroying the other.

The mutations caused by the plasma were anything but simple. Each human became larger, stronger and gained incredible powers.

Just as the two changed humans started experimenting with their powers, they discovered each other. Intuitively, they felt the enmity of their alien selves. Attack came instantly, simultaneously.

Then they discovered how difficult it would be to defeat one another in combat. Somehow, as their bodies came together, their energy flagged. Exhausted within minutes, they had no choice but to retire and sleep.

After their first inconclusive battles, they have discovered that certain tactics are successful. A surprise attack connecting with a massive first blow is often enough to change the balance of power. Each is still looking for weaknesses in the other. It's just that they have so very few weaknesses . . .

RADICAL AND COMPLETE CARNAGE: CHAPTER TWO

And now they are discovering they have even more potential powers. Apparently their alien selves are getting better and better at tapping into the Neutron Web of our own sun. Now Radical and Complete Carnage are flooded with new powers, turning into characters with different abilities virtually every time they meet.

This was first displayed when Carnage learned of his ability to pass through stone and absorb the energy of man-made materials. Suddenly, the tables were turned, and it took the *Teenage Mutant Ninja Turtles* to save Radical from the sudden onslaught.

In response, Radical suddenly "knew" of her Particle Beam Ability.

Hmmm. Don't you think that's a little strange?

After all, her Particle Beam is a self-destructive blast that disassembles her entire character. Certainly she had never used it before. Yet she somehow knew she had it.

Neither Radical or Complete Carnage is anywhere close to their potential. And the next time they meet, with their new and improved bodies, with new and improved powers, you can be sure things will only get hotter . . .

COMPLETE CARNAGE

Max's change into Complete Carnage included a change away from a human appearance (Human Looks — NONE).
Real Name: Max Wilsocchi
Alignment: Miscreant
Attributes: I.Q.: 16, M.E.: 13, M.A.: 9, P.S.: 39, P.P.: 20, P.E.: 29, P.B.: 6, Spd.: 15
Age: 23 **Sex:** Male
Size Level: 13
Weight: 340 **Height:** 6ft 8in
Hit Points: 43 **S.D.C.:** 68
Disposition: A typical bully. Nasty and aggressive to anyone he can push around, he turns apologetic and whines when the tables are turned. Generally, when he's not gloating over his powers, he spends most of his time feeling sorry for himself.

POWERS

Note: The inclusion of BIO-E Points is so that the G.M. may make these powers available to player characters, but only at his discretion.

Energy Resistance. Gives him resistance to *all energy based attacks.* No physical damage is sustained by the first 20 points of energy attacks in a melee round. Energy attacks beyond the 20 points do only *half damage.* Includes resistance to fire, electricity, lasers and pure energy. Completely invulnerable to stuntype weapons. Not effective against radiation damage. **Cost:** 30 BIO-E.

Extraordinary Physical Strength (P.S.) Adds a +20 to P.S. This is a one time only bonus that has been already added to his stats (P.S. 39). **Cost:** 2 BIO-E.

Limited Invulnerability. Carnage takes *no damage at all from physical contact attacks.* So Hand-to-hand physical attacks, punches, kicks, body blocks, thrown blunt objects, explosives, bullets, bladed

weapons and paper cuts do ¼ damage and will knock him out. Poison gas and psionic attacks are all fully effective. Although his skin and body are pretty damage proof, the same can't be said for internal organs. He takes ½ damage from crashes and falling just because the internal organs bounce around a lot on impact. **Cost:** 35 BIO-E.

Regeneration. An ability that lets him recover quickly from damage. S.D.C. is healed at 10 points per hour and Hit Points at 2 per hour. Other damage, such as broken bones, open wounds and severed body parts, is also healed within hours. In fact, no matter how bad the damage, Carnage will completely recover, without scars, in 48 hours. Recovery from drugs, poisons and radiation damage is pretty rapid, with the chance for a saving throw every 10 Melee Rounds. As soon as a successful roll is made the character is cured. **Cost:** 20 BIO-E.

Elemental Mutant (Earth): The strange power to be able to blend with/into the elemental category of earth. This means the character can walk right through dirt, stone, concrete, brick, even steel as if it were air. He can also *absorb* the general aspect of the element, with the following results: Weight is tripled, S.D.C. is doubled, natural A.R. of 13, Damage bonus +6. But speed is reduced by half. **Note:** Must be standing on or touching at least one pound of the element. **Cost:** 40 BIO-E.

Psionics: Alter Aura, Cost: 10 BIO-E; Sensing Sense, Cost: 20 BIO-E

Education: *Two years of university physical education.*
Occupation: Unemployed football player, construction laborer.
Natural Weapons: None
Weapon Proficiencies: None
Combat Skills: Basically untrained in combat.
Attacks Per Melee: 2
  +3 to Strike/Parry, +24 to Damage.

Personal Profile: Since childhood, Max has aspired to become a dumb jock. For some reason he deliberately played down his high intelligence (it was I.Q. 16 before his mutation) by not studying and spending all his time playing sports. Unfortunately he just didn't have the talent to make it into the majors, or even to get picked for first string in his college football team. And, after ignoring schoolwork all his life, he finally flunked out in his junior year. At the time of his transformation he had been working odd jobs for an illegal betting ring.

He has since decided that he is destined to be a great villain, right out of the comic books. It's not that Max is such a bad guy, he just figures that it goes along with his ugly appearance (Human Looks — NONE). He steals, but mostly just food (in huge quantities), sporting magazines and comic books.

As far as Radical is concerned, Max figures she's just some strange super-dupe who's out to keep him from having a good time.

Criminal Record: The police have been putting together a long list of warrants against Complete Carnage (they don't know his real identity). Even so, he has never been arrested or convicted. He has been caught in criminal acts, there's even been a few shots fired (which bounced off), but none of the cops involved have been stupid enough to try to tackle him. Max's record (from before his transformation) is clean except for a few traffic violations and two arrests for being drunk and disorderly.

RADICAL

Real Name: Hazel McIntyre
Alignment: Unprincipled
Attributes: I.Q.: 15, M.E.: 13, M.A.: 11, P.S.: 34, P.P.: 25, P.E.: 22, P.B.: 18, Spd.: 32
Age: 22 **Sex:** Female
Size Level: 9
Weight: 152 pounds **Height:** 6ft 1in
Hit Points: 36 **S.D.C.:** 86
Disposition: Playful, vain and superficial.

POWERS

Note: The inclusion of BIO-E Points is so that the G.M. may make these powers available to player characters, but only at his discretion.

Extraordinary Physical Endurance (P.E.). Adds a +10 to her P.E. and doubles her normal S.D.C. already added to her stats. **Cost:** 20 BIO-E.

Extraordinary Physical Prowess (P.P.). Adds a +10 to the Radical's P.P. and *an extra two attacks per melee* round already added to stats. **Cost:** 30 BIO-E.

Extraordinary Physical Strength (P.S.). Adds a +20 to P.S. already added to her stats. **Cost:** 20 BIO-E.

Extraordinary Speed. Adds a +15 to her Speed; already added to her stats. **Cost:** 10 BIO-E.

Flight (Wingless). Radical can fly unassisted. Speed in flight is her Speed attribute times 10 (320!). **Cost:** 40 BIO-E.

Regeneration. An ability that lets Radical recover quickly from damage. S.D.C. is healed at 10 points per hour and Hit Points at 2 per hour. Other damage, such as broken bones, open wounds and severed body parts, is also healed within hours. In fact, no matter how bad the damage, she will completely recover, without scars, in 48 hours. Recovery from drugs, poisons and radiation damage is pretty rapid. Just roll the appropriate saving throw for every 10 Melee Rounds. She's cured as soon as a successful roll is made. **Cost:** 20 BIO-E

Radical can fire a powerful energy blast in place of, or in combination with her hand to hand attacks (4 total per melee). She can control the blast's damage as folows: 1D6, 2D6, 4D6 or 1D6×10.

Cost: 40 BIO-E.

Psionics: Sensing Sense, **Cost:** 20 BIO-E

Education: High School Drop-Out

Occupation: Debutante

Natural Weapons: None

Weapon Proficiencies: None

Combat Skills: Untrained

Attacks Per Melee: 4

+5 to Strike/Parry, +5 to Dodge (+10 while flying), +19 to Damage

Personal Profile: Hazel has been spoiled rotten since the day she was born to her heiress mother. As a schoolchild, she was an obnoxious little goody two-shoes, ratting on her playmates and manipulating adults to get everything she wanted. Lazy and self-centered, she ignored her schoolwork and eventually dropped out of high school. At the age of 22 she had already been married and divorced, mostly because she was surprised to discover that her ex-husband's entire life didn't revolve around her. She ended up moving back with her mother, where she did little more but watch television soaps, order the servants around, and spend her mother's inheritance money.

Hazel loves her newfound powers. Depending on her mood, she daydreams that Complete Carnage is either 1) an evil demon that it is her destiny to destroy, 2) a sex-fiend monster invader from outer space who wants her to become his queen, or 3) a really cool and good-looking prince transformed into this ugly form. So far, she hasn't had the stomach to do much more than belt him.

Criminal Record: Considered by authorities to be a dangerous and uncontrollable vigilante. She is wanted for questioning under the name Radical. The police have no record for Hazel.

NON-PLAYER CHARACTERS TO SPICE UP YOUR GAME

KIRBY

Created in the special TMNT Donatello Micro-Series, the comic character Kirby was designed in homage to the great comic artist, Jack "King" Kirby.

Real Name: Kirby King
Alignment: Principled
Attributes: I.Q.: 16, M.E.: 11, M.A.: 15, P.S.: 9, P.P.: 12, P.E.: 8, P.B. :9, Spd.: 10
Age: 28 **Sex:** Male
Weight: 130 Pounds **Height:** 5ft 6in
Hit Points: 18 **S.D.C.:** 10
Disposition: Friendly, inquisitive, fun loving, compassionate and curious.
   Powers: Well, it's not exactly a power, more like a talent, but combined with the warp crystal, Kirby has the ability to create any Kirby Creature or Kirby Artifact (see below) just by drawing it.
Psionics: None
Level of Experience: 9th level Comic Artist
Level of Education: Art School Graduate
Educational Bonus: +15%
Skills of Note: Art (91%), Writing (85%), Spanish Language (98%)
Weapon Proficiencies: None
Physical Skills/Training:
   Hand to Hand: Martial Arts, 5th Level. The people of Kirby World have been teaching Kirby their unique style of Martial Arts. So far, he has been concentrating on hand-to-hand, but they plan on eventually teaching him to use a staff, nunchuks and perhaps some other ancient weapons.
   Archery, 5th level (+3 to strike, 4 shots per melee), Athletics, Running, Swimming (90%)
Espionage Skills/Special Training:
   Forgery (35%). Actually, Kirby has never studied Forgery, he's just a good and varied enough artist to be able to copy the styles, materials and techniques of any document and copy them accurately.
Secondary Skills: First Aid (62%), Basic Mechanics (76%), Pilot Automobile (98%), Wilderness Survival (89%)
Combat Skills
Attacks Per Melee: 3
   +2 to Strike, +3 to Parry/Dodge, +4 to Roll with Punch or Fall; +4 to Pull a Punch; Kick Attack does 1D8 damage. He's also learned Jump Kick (Critical Damage) and Leap Attack (Critical Damage).
Personal Profile: Until Kirby discovered the *Warp Crystal,* he was happily pursuing a career as a freelance artist and cartoonist. Valuing his own time and creative juices more than money, he turned down several well-paying staff artist jobs in order to find his own unique style.
   Having discovered the Warp Crystal in a pile of coal, he discovered that attaching it to a pencil he could bring his drawings to life. However, the only animated thing that remained for more than a few minutes was the Warp Portal leading to Kirby World.
   Kirby World is a strange place, and it seems to have been somehow designed just for Kirby to appear. In that world Kirby is pleased to find that the people are his exact ideal, a strong, handsome, good-natured and just race of humans, living a simple but highly evolved lifestyle. To them, Kirby is a complete mystery, an all-pow-

erful sorcerer, yet his descriptions of his home world are too horrible to be believed.
   So, did Kirby find the Warp Crystal, or did the Warp Crystal find Kirby? There are still many questions left unanswered.

KIRBY KRITTERS

   Working with something like BIO-E, Kirby is able to bring these abstract creatures to life simply by drawing them with the Warp Crystal. Each creature is built with something like BIO-E points, we'll call them DRAW-E (for Drawing Energy) Points, and comes to life as soon as the drawing is complete. Kirby, when doodling usually puts a total of about 40 DRAW-E Points into each Kritter. However, he can put more points in simply by spending more time on the drawing. In general, when he's in a hurry, Kirby can create 1 DRAW-E Point every Melee Round Action (and he's a fast drawer, 5 drawing actions per Melee Round).
   Kirby Kritters are not naturally mean or aggressive towards humans. Although shaped like monsters, they are fairly mindless. Requiring nothing to eat or drink, they simply wander randomly, and, in their natural state, fight only others of their own kind. The problem is that they are easily mind controlled. Although Kirby doesn't know the identity of the villain, he is now sure that *someone* is responsible for directing the Kirby Kritters against the humans of Kirby World.

BASIC KIRBY KRITTER (10 Points without Options)
Height: Usually 6 feet tall
Weight: Around 200 pounds
A.R.: 5 **Hit Points:** 2D10 **S.D.C.:** 2D6 + 10
Attacks Per Melee: 2
Bonuses: +1 to Strike, No bonus to Parry/Dodge, +2 to damage.
Optional Features: (each costs extra DRAW-E Points)
   Armor, Light (A.R.: 8 and S.D.C.: 15); 5 DRAW-E
   Armor, Medium (A.R.: 9 and S.D.C.: 25); 10 DRAW-E
   Armor, Heavy (A.R.: 10 and S.D.C.: 35); 15 DRAW-E
   Claws, do 1D10 damage; 5 DRAW-E
   Flight, Winged; 15 DRAW-E
   Flight, Jets; 20 DRAW-E
   Flight, Mind Controlled; 25 DRAW-E
   Spines, actually a sort of defense. Any time someone strikes with a hand-to-hand attack, it will result in 1D6 damage to the attacker's fist or foot; 5 DRAW-E.
   Teeth, do 1D10 damage; 5 DRAW-E.
   Weapon, Kirby Kritters can normally only manipulate the weapon they were originally drawn with. Usually this is some kind of spiked mace or club. Usually 1D10 damage, +2 to Strike; 5 DRAW-E.

KIRBY ARTIFACTS

   Taking the same kind of DRAW-E Points as the Kirby Kritters, these items also permanently come into existence on Kirby World. The amount of energy in any Kirby Machine is also limited.
   Simple Inert Device. This refers to any kind of solid form without special powers, like an imprisonment block, a rod, or a ladder. 1 DRAW-E
   Energized Weapon. Usually an energy blast weapon of some kind. Comes with 11 to 21 charges (1D10 + 10); 5 DRAW-E.
   Robotic Device. Can come with any of the Kirby Kritter Options. The Basic Model comes with two legs, two arms and a Size Level 10. Each additional Size Level is another 1 Point of DRAW-E. A.R.: 12, S.D.C.: 25 (plus 5 per additional Size Level), 10 DRAW-E.
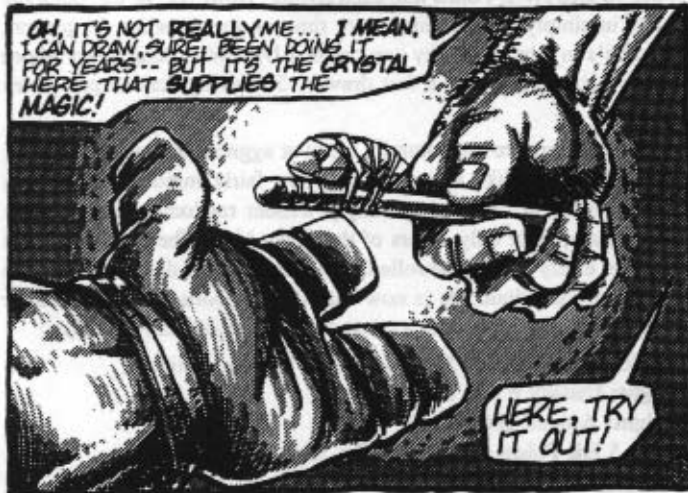Giant Size: (Size Level 20), 20 DRAW-E
Wings 20 DRAW-E
Extra Limbs: 5 DRAW-E each
Weapon Appendage: 5 DRAW-E each
Weapon Appendage — Energy: 10 DRAW-E each
Metallic Tentacles: 5 DRAW-E each Other Additions same as Kritters.

MONSTER

MIKE: "Grrr. You're NOT a monster! You're a man in a costume."

MONSTER: "No! How DARE you!! I should cleave your head off with one swipe of my big gnashy claws!"

Tales of the TMNT #4

Real Name: Unknown
Alignment: Aberrant (Evil)
Attributes: I.Q.: 11, M.E.: 14, M.A.: 7, P.S.: 21, P.P.: 10, P.E.: 26, P.B.: 9, Spd.: 13
Age: 38 **Sex:** Male
Weight: 310 Pounds **Height:** 6ft 7in
Hit Points: 53 **S.D.C.:** 35
Disposition: Erratic, argumentative, and aggressive.
Powers: None, although he is deluded into thinking that he has the real powers and body of whatever monster he is currently imitating. When he says, "Lie! The years spent in solitude have granted me the ability to spot an untruth!" This is something he really believes.

His latest delusion is that he somehow has power over the rats in the factory yard. While they no longer attack him, having learned that he provides a source of food, they have no way of understanding him either.

Psionics: None
Occupation: Pretending to be a comic book monster
Scholastic Skills: None (or anyway he doesn't remember any)
Natural Weapons: None (and he doesn't have any gnashy claws either)
Weapon Proficiencies: W.P. Club, 5th level
Physical Skills/Training: Climbing, Running
Espionage Skills/Special Training: None

Secondary Skills: Wilderness Survival
Combat Skills
Attacks Per Melee: 2

+3 to Strike, +2 to parry, no dodge bonus, +6 to Damage, +6 to save vs poison, +6 vs magic.

Personal Profile: Monster, sometime in the past, has gone through some traumatic event that has snapped his mind completely. He has deliberately forgotten his old life, even his old name, and is trying to act like the monsters that he remembers from his boyhood comic books and grade-B movies.

"This year I am the monster, a moss-encrusted mockery of the man I once was.

"They speak of the ghost. That was last year . . ."

"It's really become too cold for the swamp routine. From now on I'll have to be satisfied with confining myself to the factory."

Most important about Monster are his insane qualities. These include:

1. An obsession with Comic Book monsters to the point where he thinks he becomes them, one after another.

2. He is also obsessed with Secrecy. Hiding himself from the world, he believes that only by secrecy can he retain the form of the monster.

3. Even worse than the obsessions is his Affective Disorder: his repulsion at the idea of cleanliness, goodness and purity. Somehow has decided that he is none of these things, and only by wallowing in corruption and dirt can he become the monster he wants to be. In the world of things, he is sickened by everything that is good and pure, attracted to the seedy, seamy side of things, even to the point of cultivating rats.

CHARACTER SHEET

Name: _____

Animal: _____

Occupation: _____

Alignment: _____

Hit Points: _____ S.D.C. (Physical): _____

Experience Level: _____

I.Q.: _____ Age: _____

M.E.: _____ Sex: _____

M.A.: _____ Weight: _____

P.S.: _____ Height: _____

P.P.: _____ Land of Origin: _____

P.E.: _____ Birth Order: _____

P.B.: _____ Disposition: _____

Spd.: _____

Size Level: _____

Special Abilities

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Cause of Mutation: _____

Sponsoring Organization: _____

Status with Sponsor: _____

Equipment: _____
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Weapons: _____
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Valuables: _____
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Scholastic Skills

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Combat Skills: Hand to Hand (Type): _____

Number of Attacks: _____

Strike: _____ Parry: _____ Dodge: _____

Damage: _____ Stun: _____ Critical: _____

Kick: _____ Special: _____

Bonuses to Save: _____

Weapon Proficiencies	S	P	Thr	R
_____	___	___	___	___
_____	___	___	___	___
_____	___	___	___	___
_____	___	___	___	___
_____	___	___	___	___
_____	___	___	___	___

Armour: Type: _____

A.R.: _____ S.D.C.: _____ Weight: _____ Cost: _____

Special Properties: _____

NOTES: _____
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Secondary Skills

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BIO-E WORKSHEET FOR ANIMAL CHARACTER CREATION

This is a quick and easy log sheet for creating your character. Simply circle or underline the data applicable to your mutant. Natural Weapons and Animal Powers require you to fill in the blank.

HUMAN FEATURES

Non-Mutated "Original" Animal:

Biped: None
Partial
Full

Hands: None
Partial
Full

Speech: None
Partial
Full

Looks: None
Partial
Full

Final Mutant Form:

Biped: None
Partial
Full

Hands: None
Partial
Full

Speech: None
Partial
Full

Looks: None
Partial
Full

BIO-E COST

_____

NOTES: _____

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ANIMAL PSIONICS

Important Note: Animal Psionics are available *only* to characters with an M.E. of 12.

Animal Control	10 BIO-E
Animal Speech	5 BIO-E
Bio-Manipulation	
Blind	20 BIO-E
Deafness	20 BIO-E
Mute	20 BIO-E
Paralysis	20 BIO-E
Stun	20 BIO-E
Tissue	20 BIO-E
Detect Psionics	10 BIO-E
Hypnotic Suggestion	15 BIO-E
Mind Trap	25 BIO-E
Mind Block	15 BIO-E
See Aura	15 BIO-E
Sixth Sense	10 BIO-E
Telepathic Transmission	5 BIO-E

TOTAL PSIONIC BIO-E COST: _____

NATURAL WEAPONS

Teeth
Damage: _____ BIO-E: _____

Claws
Damage: _____ BIO-E: _____

Horns
Damage: _____ BIO-E: _____

TOTAL WEAPON BIO-E COST: _____

MUTANT ANIMAL POWERS

1. _____ / BIO-E: _____

2. _____ BIO-E: _____

3. _____ BIO-E: _____

4. _____ BIO-E: _____

TOTAL POWER BIO-E COST: _____

SIZE MODIFICATION

Original Animal Size: _____   **Final Mutant Size:** _____

SIZE INCREASE — Subtract 5 BIO-E for *each* level
SIZE DECREASE — Add 5 BIO-E for each level.

Note: See page 10 for size changes.

TOTAL SIZE BIO-E COST: _____
Total Available BIO-E: _____
Subtract Total BIO-E Spent: _____
Total BIO-E Remaining (Should equal zero): _____

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