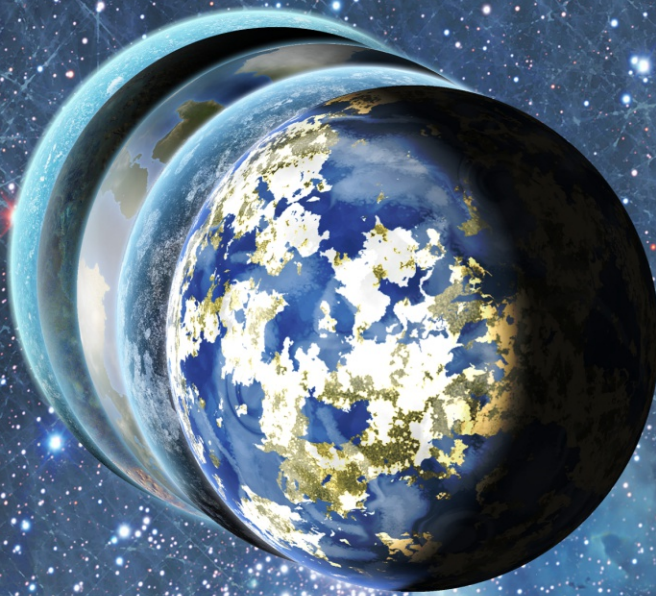


THE INTERDIMENSIONAL COMPANION



A SAVAGE GUIDE TO ALTERNATE EARTHS



INDEX

Introduction...	2	Races...	37
Suggested Setting Rules...	4	Archetypes...	38
Character Creation...	4	Setting Rules...	40
Hindrances...	5	Gamemaster's Section...	41
Edges...	6	Bestiary... 43	
Important Skills...	7	Dinosaurs...	43
Generating Worlds...	8	Parallel Animals...	46
Portal Conditions...	8	Oddities...	51
Portal Distance...	10	NPCs... 52	
What's Different in the New World?... 10		Ancient Warriors...	52
Hearts - Double Trouble...	10	Evil Empire...	53
Spades - Technology...	13	Local Traders...	54
Diamonds - Environments/Biology...	16	Lost Criminals...	55
Clubs - Political/Social/Legal...	20	Medieval Denizens...	56
Joker - Something Extreme...	22	Primitive...	57
Adventures... 23		Researchers...	58
Gear... 27		Urban Denizens...	59
Sample World Generation... 29		Travelers... 60	
Example Setting - Alpha Defenders... 32		Common...	60
Known Dimensions...	35	Settled...	61

WRITING

Bill Ogden

With additional material by
Nathan Carmen

LAYOUT

Nathan Carmen

EDITING

Elisabeth Huether

CONSULTANTS AND PLAYTESTERS

Jeff Baker, Carmen Carmen, Chris Barrett, Joe Celano, Cliff Hudson,
Chase Mauger, James McTernan, and Zac Re.

ART

Grzegorz Pedrycz, Jacob Blackmon, JE Shields, Jeff Brown, Shaman's Stock Art, Ryan Rhodes, Skortched Urf Studios, Tan Ho Sim, Lord Zsezse Works, Some artwork © 2015 Dean Spencer, used with permission. All rights reserved. Some art by www.critical-hit.biz

This game references the Savage Worlds game system, available from Pinnacle Entertainment Group at www.peginc.com. Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.

Introduction

What you hold in your hands is a Companion for adventures on Alternate Earths. There are several reasons Heroes might end up on an Alternate Earth. The Heroes might be accidental Travelers, stumbling upon the new World by some mistake or one-way Portal. They might have discovered the secrets to dimension Traveling, and are seeking to learn more. Or perhaps dimension Traveling is simply a job for which they were hired. These Worlds are generally similar to Earth. The laws of physics don't vary, there are no Worlds with Magic, and there are none in which gunpowder doesn't work.

Vocabulary

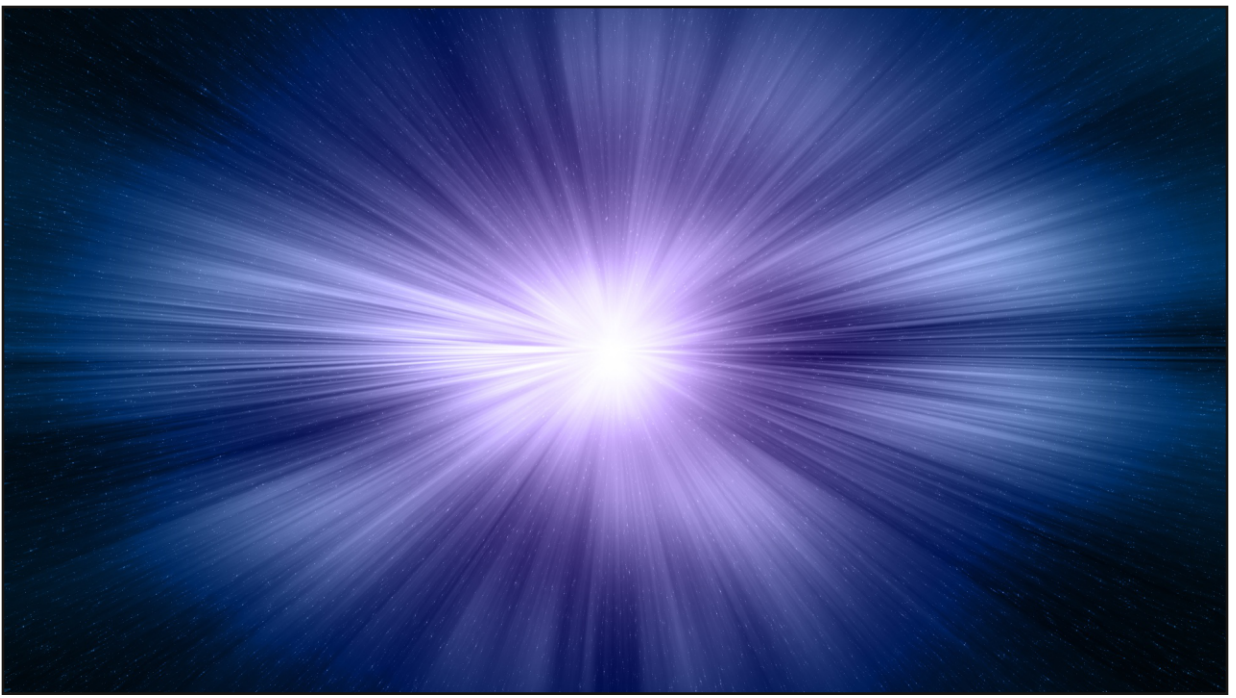
Cluster – a grouping of 2 to 4 Portals, all in an area up to 50 miles across. Most Clusters are thousands of miles apart.
Double – an NPC version of a person native to a different World. A double usually has the same DNA, and similar skills, Edges, Hindrances, and personality. Usually they are different in at least one way. About half the Worlds to which a group of Heroes Travels will have a Double.
Homebodies – a person who doesn't Travel. Most of humanity are Homebodies.
Inbound Portal – the place Travelers arrive; an entrance to the current World.
Jumping – using a technological device to dimension Travel.
Outbound Portal – a Portal which can be taken to leave the current World, the exit from the current World. Most Outbound Portals are also Inbound Portals.
Portal – a passage between two Worlds.
Portal Effect – when weather conditions pass through a Portal, and people feel it.
Reader – someone who can sense what is on the other side of a Portal.
Sniffer – someone who can sense the locations of Portals.
Traveler – an individual who uses Portals to Travel to another World.
Traveling – moving from one World to another.
World – another Earth in which history took a different turn somewhere.

What is Traveling?

Traveling is moving from one dimension (World) to another. Traveling can only happen in specific places (Portals), and any given Portal connects two Worlds. All the equipment your Hero is carrying comes with him, but not, for example, a mount or vehicle, unless your Hero has picked it up off the ground.

Any given World will have Portals to two to four other Worlds. Portals are grouped in Clusters, and each Cluster usually has a Portal to each of those Worlds, all around 30 miles or so apart. Each Cluster is around 1000 miles from another Cluster; roughly the distance from Seattle, Washington to Los Angeles, California.

Normally the first time a person Travels is by accident, usually when fleeing a predator, forest fire, or some other emergency.



People often feel a vague uneasiness around Portals and avoid them, thus they tend to be located in wild or unsettled areas. Sniffers, however, are drawn to Portals, so occasionally cults or religions view Portal locations as sacred, particularly if they have witnessed Portal Effects.

Geography is generally the same on different Worlds, barring differences from war, earthquakes, and other geography-altering occurrences. Both sides of a Portal are generally in the same latitude and longitude. If the Outbound Portal is on an island in the middle of a river, so is the corresponding Inbound Portal, unless the river moved, dried up, has been dammed, etc.

The gamemaster will draw cards, typically two, to see what is different in the new World. The suit corresponds to the difference: Double, Technology, Environment, or Society.

Finding a Portal

Some Portals are found when someone accidentally passes through them. This is a rare occurrence, as Portals tend to be in remote, uncultivated areas. Finding Portals on purpose is a different scenario. Some individuals are sensitive to Portals (see the Portal Sensitive Edge on page 6). There are also technological means of detecting Portals (see page 27).

One might also be able to get an idea of where Portals are using the Research skill as well as Persuasion when Networking as per the Core Rules. Researching unsolved disappearances caused by accidental Traveling might lead a person to a Portal.

SUGGESTED SETTING RULES

The following list contains a collection of useful setting rules to be used in a dimension Traveling game. The gamemaster should feel free to pick and choose from these as he or she sees fit.

Limited Carrying Capacity: Your Heroes might try to keep as much gear as possible when Traveling. This could include hot weather clothing, arctic clothing, tents, swords, bows, muskets, modern guns, lasers, etc. It might be simpler for all involved if characters were limited to a certain weight of gear when passing through a Portal. Players will then have to use local gear to deal with problems. Characters may have up to half of their usual carrying capacity in items when passing through a Portal.

More/Less Different: The gamemaster can decide to draw more or fewer than two cards for each new World.

One-way Portals: As written, Portals are two-way, so the Travelers might go through, look around, and decide to go back and try a different Portal. This can lead to a complicated dimensional map. If Portals are one-way, it can be a little easier to plan what is going to happen, although it might give the campaign a railroad feel. This can also make a chain that loops back on itself more important and interesting.

Travelers are Special: Under this setting rule, most people can't Travel through a Portal; only rare individuals can. To Travel, a Hero must have the Traveler Edge. Some campaigns with this setting rule might give this Edge to Player Characters for free.

Traveling Burnout: No one can adventure all the time. Combat, Travel, sleeping on the ground, cold food, etc., can be very wearing, particularly to modern people who are used to comfort. Anyone who goes more than two weeks without at least one day off from Traveling needs to roll a Spirit check to avoid taking a level of Fatigue. Having particularly good or poor gear can modify the roll. Fatigue gained this way can lead to Exhaustion, but not Incapacitation. *Note on Recovery:* Two days of rest, relaxation, and/or entertainment will allow a Spirit roll. Each Success and Raise removes one level of Fatigue.

CHARACTER CREATION

Character creation follows the Savage Worlds Core rules, there are no changes to this method. Since this Companion covers parallel Earths, the most common race available will be human, allowing the standard free Novice Edge. Some settings might allow other races. Also reference the Optional Setting rules section above, as some of those rules effect character creation.

HINDRANCES

Dee-sick (Minor or Major)

Your Hero finds Traveling difficult. After passing through a Portal, roll a Vigor check. As a Minor Hindrance, roll at +2.

- A Raise: You are fine.
- Success: You are Shaken.
- Failure: You are Shaken, with a level of Fatigue.
- Critical Failure: You are Shaken, with two levels of Fatigue.

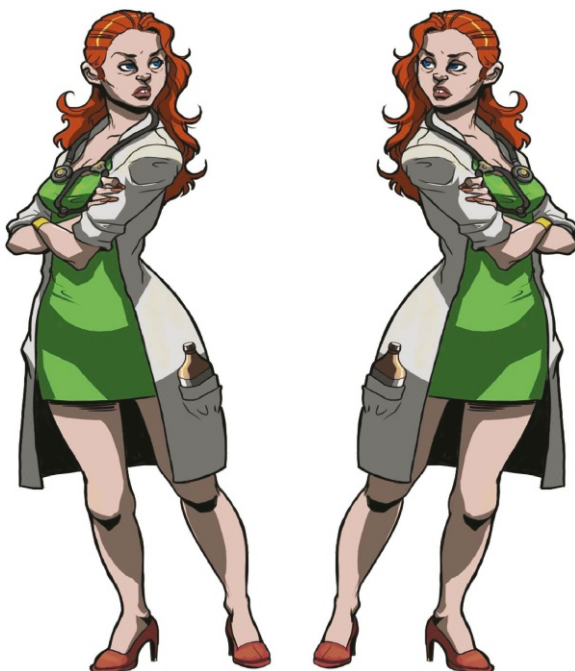
Dee-sick Fatigue Recovery: Recovery takes a full day of rest at least 10 miles from the nearest Portal, and a successful Vigor check per level of Fatigue.

Evil Twin (Major)

Your Doubles are antagonistic or just plain evil. Even the popular ones have a dark side. For example, your Double might be a famous celebrity who is known to be short-tempered.

Significant (Minor or Major)

You and your Doubles are prominent in most Worlds. For each new World, draw a card. As a Minor Hindrance, if the card is a Heart it is treated as a Heart for your Hero. As a Major Hindrance, it will be treated as a Heart if the card is red (either Diamonds or Hearts). This cannot be combined with the Insignificant Edge.



DOUBLES

Some Hindrances and Edges deal with Doubles; the rules for Doubles are in the World Generation section. If a Heart is drawn when the gamemaster draws cards for the new World, one of the Heroes will have a Double in the new World. This Double might be a Hero, villain, or something in-between. He or she might be out of town, which might allow the use of the home or other possessions. Depending on who the Double is, your Hero might wish to impersonate the Double, or to be disguised as someone else.

BACKGROUND EDGES

Insignificant

Requirements: Novice, cannot have the Attractive or Fame Edge.

Your Hero is not the kind of person who stands out in a crowd. That Hero's Double will seldom be well-known or famous; this Hero is effectively immune to Heart cards other than 6-10. This Edge cannot be combined with the Significant (Minor or Major) Hindrance.

Vacation Home

Requirements: Novice

Your character gets the 8♥ benefit on most Worlds; there is property, a home, vehicles, etc., available in or near the local Cluster, which the Double isn't using, and the Double won't return in the near future. Drawing an 8♥ reverses the normal card effect and a property is not available. If a different Heart card applies, then apply both; 2♥ means the Double is a local villain, and the Edge means that villain has a spare home he/she seldom uses.

WEIRD EDGES

Portal Sensitive

Requirements: Wild Card, Novice

Your Hero can sense Portals. This might be intuition, a feeling, a sound only heard by the player, a sense of temperature, etc.; trappings are up to the player. Just as you can't hear a whisper if there are loud noises nearby, a Sensitive can't detect a distant Portal if there is one much closer. When newly-arrived in a World, Sensitives usually move away from the Inbound Portal. Once they are far enough away, they can roll Spirit; success will tell them the direction to the nearest Portal. Each Raise will let them pick up directions to additional Portals. They can tell which Portal is closer by noticing how strong the sensations are.

Portal Sensitivity

Requirements: Seasoned, Portal Sensitive

Your Hero has a +2 to Portal detection rolls.

Peek

Requirements: Veteran, Spirit d6+, Notice d6+

Your Hero can get a vague, intuitive feeling as to what is on the other side of a Portal. Roll Notice; on a success your Hero gets a vague impression of what the other side is like. If the weather is hotter or colder, your Hero might break out in sweat or feel a chill. If there are people or animals on the other side, he or she might hear mumbling voices or faint animal sounds. A Raise will give more specific details.

Pocket

Requirements: Heroic

Your Hero has access to a small dimensional space. As long as they are near Portals (in a Cluster), they can store or retrieve up to Spirit die size x 5 pounds of equipment. Accessing or stowing gear in a Pocket is an Action.

Suggested Trappings: reach into an actual pocket, backpack, hat, etc. Cup hands together and pull them apart to reveal the item, or squeeze hands together to store item. Reach behind back, etc.

IMPORTANT SKILLS

Electronics

This skill also covers the knowledge and use of Dimensional Technology, but only Heroes from a World with Dimensional Technology, or who have been exposed to Dimensional Technology previously, can use the skill this way. It is used to take readings to determine dimensional coordinates and navigate dimensional vehicles. See the Gear section for more details.

Academics

This skill is used as per the core rules, and it covers history, but only applies to a Hero's home World. The gamemaster might allow a roll to recognize specific things, like the clothing in a particular World looks like it did from the 1800s, which could give a clue about what sort of World it is.



GENERATING WORLDS

As gamemaster, you can simply pick what you want your Worlds to be like. If you feel like sending the players on a long journey across a post-apocalyptic wasteland, on a dinosaur hunt, or to a nice oasis in a paradise, you have that power. If you want the Portal to land them in the basement of a prison, the top of a mountain, or on an island in a lake, feel free to do so. However, if you need a little inspiration, the following tables will provide it.

Draw 5 cards

- 1 to determine arriving Portal condition
- 1 to determine departing Portal condition
- 1 to determine departing Portal distance
- 2 to determine what is new/different about the new World
- If needed, roll dice to determine current events/adventure

PORTAL CONDITIONS

Draw a card to see if there is anything odd about the Inbound and Outbound Portals. If this card is a Club, the World only has two connected Worlds (the one the Heroes are arriving from, and one more). If it's Hearts or Diamonds, it has three connected Worlds, if it is a Spade, it has four.

Card Effect

2♣	Edge of Cluster - add an additional d6x20 miles to the closest Portal.
3♣	Remote - no nearby towns, roads, etc. Much more off-road movement.
4♣	Obstacles in the way - very rough terrain, up/down a cliff, across a river, etc.
5♣	Problem at Portal - Fire
6♣	Problem at Portal - Flood
7♣	Problem at Portal - Bad Weather
8♣	Problem at Portal - Predators
9♣	People at Portal - Innocent Campers
10♣	People at Portal - Other Travelers
J♣	People at Portal - Criminals/Bandits
Q♣	People at Portal - A religious cult or commune
K♣	Good Things at Portal - An empty campsite, supply cache, etc.
A♣	Mirror Portal - There is a nearby Portal (2d6 miles away) which connects back to the same dimension.

2♠	Other side lower - the Heroes most likely come out in mid-air and fall. If you are feeling kind, you could give the Heroes a chance to grab a tree branch or ledge on a cliff.
3♠	Other side higher - you can't Travel into solid rock or earth. Either the portal is effectively blocked, or the Heroes come out in a cave, basement, etc.
4♠	Over water - the Heroes arrive over water, such as a lake, river, swamp, etc. Athletics checks for swimming typically required.
5♠	Under water - the Heroes arrive on an island in a lake, river, swamp, etc.
6♠	Portal only active during the day or during the night.
7♠	Portal active for d4 hours, then inactive for d4 hours.
8♠	Portal activity is dependent on the phase of the moon; it is active for 14 days, then inactive for 14 days.
9♠	If Portals are usually two-way, this one is one-way. If Portals are usually one-way, this one is two-way.
10♠	Rough ride - treat everyone as having the Dee-sick (Minor) Hindrance. Anyone with Dee-sick has an extra -2.
J♠	Easy ride - Anyone with the Dee-sick Hindrance has a +2 on the roll. Everyone feels refreshed; if you are using Downtime rules, this "resets the clock."
Q♠	Nearby Portal - 2d6 miles.
K♠	On or near a good road or trail, or in easy to maneuver terrain, such as plains, near an easily navigable river, etc.
A♠	Near a town or settlement.
Black Joker	Different World - draw 2 extra cards for "What's different in the new World."
Red Joker	Very Different World - draw 4 extra cards for "What's different in the new World."

Note – If a Heart or Diamond is drawn, there is nothing special about the Portal.

PORTAL DISTANCE

Draw a card to determine the distance in miles. Clubs = 10, Diamonds = 20, Hearts = 30, Spades = 40, + the value of the card (1-13). If you get a Joker, draw two more cards and add. Examples: A♣ = 1 + 10 = 11 miles. K♠ = 13 + 40 = 53 miles.

Distance impacts how much time the Heroes will have to spend getting from one Portal to the next. More technologically-advanced Worlds will have more transportation options. Walking can be anywhere from 4 to 24 miles per day on foot, while a car could be 300 or more miles per day by highway. On the other hand, since most Homebodies instinctively avoid Portals, they tend to be in uninhabited areas. Typically the Heroes will walk out of the woods, hills, mountains, etc., find a trail or road, and make it to town. There they might acquire gear, rest, find transportation, etc. When they leave, they might fly, drive, ride, etc. on their way out of town, but will usually have to abandon their transportation and walk the final stretch to the outbound Portal.

WHAT'S DIFFERENT IN THE NEW WORLD?

In general, you draw two cards and note the effects. For examples see the appendices. A numbered list means you roll randomly for specifics. A bulleted list means the details vary based on other factors.

The cards tell you the effect, but not why the effect exists. The trappings, such as where and when it was that history changed, are up to you. It is likely that most of the time your players won't have the time to research the reasons behind the changes.

Hearts – Double Trouble

Something involving the Double of one or more Heroes. Determine randomly, or pick which Hero or Heroes are affected. A Double generally has the same skills, Edges, Hindrances, etc. as the Hero, unless otherwise noted. Doubles are a good way of giving the spotlight to a player who hasn't been in the spotlight recently.

Note that some of these will already apply, in which case drawing this card means the opposite. For example, if a Hero is a popular celebrity on her home World, her Double will be that everywhere, unless the card is 5♥. Suggested Edges and Hindrances apply to the Double if she is encountered. The initial reaction characters have applies to the Hero if she is mistaken for the Double.

<i>Card</i>	<i>Double's Identity/Trappings</i>	<i>Suggested Edges/Hindrances</i>	<i>Initial Reaction</i>
2♥	Double is a local villain (Criminal, dictator, oppressive noble, corrupt politician, etc.) Roll 1d8	1. Arrogant 2. Bloodthirsty 3. Enemy (Major) 4. Greedy (Major) 5. Mean 6. Vengeful (Major) 7. Wanted (Major) 8. Roll twice	Hostile
3♥	Double <i>was</i> a local villain (As above but dead, jailed, etc.)		Hostile
4♥	Double has a bad reputation (Bully, obnoxious celebrity, oppressive landlord, etc.) Roll 1d8	1. Arrogant 2. Vengeful (Minor) 3. Greedy (Minor) 4. Mean 5. Quirk 6. Yellow 7. Enemy (Minor) 8. Roll twice	Unfriendly
5♥	Double is a popular celebrity (Swarms of fans can be annoying.) Roll 1d8	1. Arrogant 2. Attractive 3. Charismatic 4. Famous 5. Overconfident 6. Aristocrat 7. Filthy Rich 8. Roll twice	Friendly
6♥	Double has property here (Hero has access to a house, vehicles, money, etc. Double is gone now, but will return soon.)	Rich or Filthy Rich	Neutral
7♥	Double disappeared mysteriously (Kidnapped, ran away, dimension traveling, etc.)		Uncooperative
8♥	Double has available property here (Same as 6, but Double won't return.)		Neutral

9♥	Double is a wealthy, but reserved individual (Similar to 5, but people keep a respectful distance.) Roll 1d4	1. Rich 2. Filthy Rich 3. Aristocrat 4. Connections	Cooperative
10♥	Double left a package for himself/herself (Package has gear, money, and/or notes on the next dimension.)		Neutral
J♥	Same as 2, but Double escaped from jail recently (There is an active manhunt.)	Wanted (Major)	Hostile
Q♥	Double visited recently under unusual circumstances (A Double from a different World; acted / dressed strangely, had odd money or equipment, etc.)		Uncooperative
K♥	Double is popular (Good reputation, or a leader/ruler type.) Roll 1d6	1. Attractive 2. Charismatic 3. Code of Honor 4. Command 5. Loyal 6. Rich/Filthy Rich	Helpful
A♥	Draw two cards and treat them both as Hearts; each applies to a different Hero		



Spades – Technology

A World might have different tech, because it is the past (the year in a TL2 World is 1758 for example), or because technological advances were faster or slower for some reason (it might be the same current year but everyone still rides horses).

If a level changes, you can choose or roll for the sub level.

Tech Table: This has some notes about what each tech level includes. Some Worlds might be advanced or behind in one area, ie. Level 1 (advanced weapons) has muskets, but only chariots and writing.

<i>Tech level</i>	<i>Weapons</i>	<i>Transportation</i>	<i>Communication</i>	<i>Medical</i>
1) Stone a) No Tools b) Flint Tools	a) Improvised b) Flint (breaks on a 1-2)	a) Feet b) Boats	a) Pictograms b) Smoke Signals	Prayer
2) Pre-gunpowder a) Bronze: Greek Roman b) Iron: Medieval	a) Most muscle powered weapons (break on a 1) b) Crossbows, no special breakage	a) Riding horses, sailing vessels b) Chariots	a) Writing b) Carrier pidgeons	Hope and a Prayer
3) Early Gunpowder a) Renaissance: muskets b) Steam	a) Black Powder weapons b) Revolvers (Colt Peacemaker), Repeating rifles (Sharps, Spencer Carbine, etc.), Gatling guns	a) Wagons b) Trains, blimps	(a) Printing press (b) Telegraph	Renaissance Medicines
4) Mechanized a) Early: WWI b) Late: WWII	a) Automatic pistols (Colt 1911) machine guns (Tommy Gun, M2 Browning b) Most modern firearms, early tanks	a) Cars, Dirigibles, biplanes (b) Early jets	a) Telephone, radio b) Television	a) Hospitals provide no bonus to natural healing b) Medical attention gives +1 to natural healing rolls

5) <i>Electronic Age</i> a) Space program, 80s-90s b) Internet Age (today)	a) Assault Rifles, Sub Machine Guns b) Desert Eagles, Barret Rifles.	a) Jets, helicopters, single use orbital craft b) space shuttle, electric cars	a) Early internet, flip phones b) web, smartphones	a) Medical Attention gives +1 to natural healing rolls b) Medical Attention gives +2 to natural healing rolls
6) <i>Future</i> a) Advanced Tech is new, not everywhere b) Advanced Tech is polished and common	Futuristic Guns	Interplanetary flight, Anti-gravity	Artificial Intelligence/ Robots, Implanted skull phones	Genetic engineering, Cybernetics
7) <i>Far Future</i> a) Really advanced b) Tech is Indistinguishable from magic	a) Lasers now do d8 damage instead of d6. b) Poof, you are dead	a) Interstellar b) Poof, you are there	a) Internet everywhere, speak and an AI is listening b) Poof, the AI gives you what you want	a) Body alterations common, improved cybernetics b) Poof, you are healed



Card Notes / Options

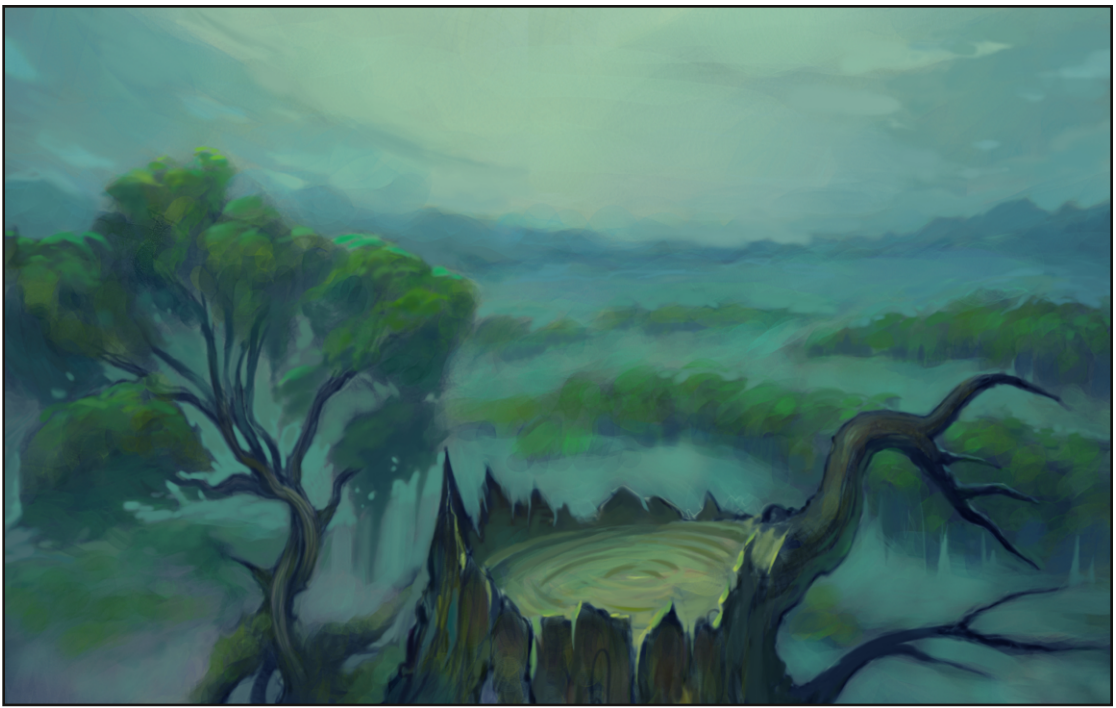
2, 3, 4	Low Tech Roll 1d20	1 - 2 TL 2a - Bronze Age 3 - 5 TL 2b - Iron Age 6 - 9 TL 3a - Early Gunpowder 10 - 14 TL 3b - Steam 15 - 20 TL 4a - WWI
5	Green	Everything uses clean, sustainable tech. This might appear as lower-tech with horses in common use, but there is also solar power, cars running on alcohol, etc.
6	Post Apocalypse	TL 5a, but civilization has fallen (war, disease, alien invasion, etc.) making the tech items hard to find, in poor repair, etc.
7	Brown	Advanced, but dirty. Limited 5a (expensive and rare), the environment is polluted, people wear filter masks outside, etc.
8, 9, 10,	A little advanced Roll 1d20	1 - 5 TL 4b, with one area 5a 6 - 10 TL 5a, with one area only 4b 11 - 14 TL 5a 15 - 17 TL 5a and one area 5b 18 - 19 TL 5b with one area 5a 20 TL5b
J	Very low technology Roll 1d4	1. TL 0a - Stone 2. TL 0b - Stone Age, but getting better 3. TL 1a - Bronze 4. TL 1b - Iron
Q	Different	Same technology as today, but used differently. Some examples: 1) Weapons a) People routinely carry non-lethal weapons, such as tasers, bean-bag guns, or paintball guns. b) People routinely carry guns for duels and/or self defense. 2) Weapons/Transportation - Cars are armed/armored a) Highways have no laws. b) Vehicle arena combat is a sport. 3) Transportation a) No privately-owned vehicles. All transportation is by train, bus, or bicycles.

		b) Use of personal transport (Segway, motorized scooters, etc.) is extremely common. 4) Transportation/Communications - Most people work from home, using meeting software for their jobs. The only people who are out and about are delivery workers, or people hired to run errands. 5) Communications a) Everyone wears a virtual reality headset for communication, shopping, etc. Many signs are virtual, so not wearing a headset would make you almost blind. b) No “fun” internet. There are computers, but they are only used for government or business, not for streaming videos, music, email, etc. 6) Medical a) Unusual body modifications are common. b) Recreational drug use is legal and common.
K	Recovering Post-Apocalyptic	Civilization collapsed a while ago, but it’s not that bad. There is a lot of salvaged and reinvented technology. Solar panels provide limited electricity, muskets are used for hunting, etc. There are no ravaging hordes of cannibal mutants.
A	Very Advanced	1 - 4 TL 6a 5 - 6 TL 6b

Diamonds - Environment / Biology

The die rolls assume you are Traveling from a Temperate Normal region (Cc in the table on the following page). If your players are Traveling from a different environment, use the modifiers to temperature or precipitation as noted below. For example, in a dry plain area (Db), if you draw a 3 or 4 add 2 to temperature and subtract two from precipitation when rolling for a 3 or 4.

Heat, cold, and thirst are covered under Hazards in the core rules. High precipitation can lead to many rivers to cross or swampy conditions. Note that dry climates get much colder at night; the temperature in the Sahara Desert can be as much at 70 degrees F colder at night.



Temperature Precipitation	2 – 3 A - Polar / Freezing (Under 32 F)	4 – 6 B - Cold (32-50 F)	7 C -Temperate	8 – 10 D - Hot (70-90 F)	11 – 12 E - Very hot (90 F +)
2 – 3 a - Very Dry/Arid	Arctic (Aa)	Cold, dry desert (Ba)	Mild desert (Ca)	Warm rainforest (Da)	Hot desert (Ea)
4 – 6 b - Semi-arid / Barely any water	Tundra (Ab)	Subarctic plain (Bb)	Steppe (Cb)	Dry plain (Db)	Dry dusty plain (Eb)
7 c – Normal	Glaciers/Ice age (Ac)	Subarctic plain or forest (Bc)	Temperate forest/Plains (Cc)	Tropical savanna (Dc)	Very hot, tropical savanna (Ec)
8 – 10 d - Rainy	Ice age with frequent snow (Ad)	Subarctic plain, or forest with lots of snow (Bd)	Humid subtropical (Cd)	Humid tropical/ swamp (Dd)	Swelteringly hot, humid, miserable rainforest (Ed)
11 – 12 e - Monsoon	Ice age with constant snow (Ae)	Blizzard (Be)	Cool rainforest (Ce)	Rainforest/ swamp (De)	Constant rain and heat/a rainy steam bath (Ee)

<i>Card</i>	<i>Options</i>
2	Climatological extreme Roll 1d4 1. Arctic (Aa) 2. Ice age with constant snow (Ae) 3. Hot Desert (Ea) 4. Rainy Steam bath (Ee)
3	Minor Precipitation or Temperature shift 2d6 on Temperature or Precipitation, equal chance of either
4	Both climate factors shift Roll 1d4 1. Cold and Dry – 2d4 on both charts (roll twice) 2. Hot and Wet – 2d4+4 on both charts (roll twice) 3. Cold and Wet – 2d4 on Temperature, 2d4+4 on Precipitation 4. Hot and Dry – 2d4+4 on Temperature, 2d4 on Precipitation
5	Many extinct animals still around Roll 1d4 1. Dinosaurs still exist. The biggest ones are endangered, or only exist in zoos and a few wilderness areas. Only the smaller ones are still common in the wild; most modern mammals never evolved. 2. Humans have domesticated dinosaurs instead of horses, cats, dogs, etc. 3. Humans live in walled cities, and must patrol regularly to stay safe from dinosaurs. 4. Saber-toothed tigers, wooly mammoths, and other extinct mammals are still in the wild.
6	Different/no domesticated animals Roll 1d4 1. There are no domesticated horses, dogs, cats, etc., and there never were. Wild animals are very aggressive and generally tougher. 2. A plague wiped them out. Memorials, stuffed animals, robotic pets exist in higher technology Worlds. 3. Cats, dogs, horses, etc. are used as food. 4. Snakes and other reptiles are pets. There are different riding animals.
7	Variable weather conditions The weather is highly variable. Temperatures change frequently. There are sudden rain or snow showers. Roll 2d6 twice each day for Temperature and Precipitation.
8	Perfect weather It only rains at night; days are sunny with pretty clouds. +2 to Survival Rolls
9	Friendly ecology Slightly more oxygen and lighter gravity; +1 to natural healing rolls, +2 to Survival Rolls
10	Friendly terrain Terrain is gentle. There are no cliffs, waterfalls, etc. Rivers are easily forded. There are lots of trails with little underbrush, which makes overland travel faster than usual.



J	Catastrophe Roll 1d10	Something bad is happening when the Heroes arrive. 1. Famine 2. Locust, or another pest swarm 3. Fire 4. Flood 5. Earthquake/Volcano 6. Plague 7. Sudden Temperature Drop 8. Sudden Heat Wave 9. Drought 10. Weather - hurricane/monsoon/tornado, etc.
Q	Recovering	Some bad environmental condition recently ended. People are cleaning up, rebuilding, etc. Same as J, but it's over.
K	Disaster on the horizon	Same as J, but it hasn't happened yet. People know it's coming and are getting ready.
A	Garden World	Weather and soil produce bountiful crops. Population is lower and always has been, people are friendly and content to farm and relax. Lower technology is likely. +2 to Natural healing rolls if you spend 5 days here, +1 if you spend at least 2 days.

Clubs – Political/Social/Legal

If customs are different, Travelers might have a temporary penalty to Persuasion and Common Knowledge, as they would not understand the social norms.

2	Dueling custom. Note that this doesn't necessarily mean people walk around armed all the time; they might make arrangements to meet. Roll 1d6	1. Common, and legal 2. Common, but illegal 3. Legal for licensed champions 4. Only legal with archaic weapons (swords in a modern setting) 5. Only legal with non-lethal weapons - paintball gun fights, Olympic-style fencing, etc. 6. Not legal with weapons. Disputes settled by challenge, ie. foot races, extemporaneous poetry, cooking contests, etc.
3	Different local dominant language. Few or no locals speak whatever the Heroes speak. Roll 1d4	1. Same language with a different accent and many loan words (ie. English with a strong German accent, and several German words) 2. A similar language (ie. in the US, Spanish or French. In Europe or Asia, a language from a bordering country) 3. A distinctly different language (ie. an Asian or African language in Europe or the Americas, etc.) 4. A new language - a mix of two languages (a 50/50 mix of English and German)
4	People are blunt/impolite/rude as a matter of course	Politeness is considered a sign of weakness or is an insult
5	Recovering from a social problem	Something under J ended recently
6	Hardy individualists/extreme Darwinism	People value privacy, mind their own business, and are tolerant of strangers. Lax weapon laws. Locals also expect people to take care of themselves, and not ask for handouts.
7	Locals are somewhat aware of Travelers	Enough Travelers have shown up to create rumors. Locals probably know that there are a lot of weird strangers coming out of the hills. On the other hand, the government might have a few agents seriously looking into what's going on.
8	Low crime rates	There is very little criminal activity; strangers are usually trusted.

9	Generous Roll 1d4	People are very generous. People are also curious, wanting to hear what brought these strangers to town, how long they are staying, etc. 1. For religious reasons 2. Government provides for those in need with minimal paperwork 3. Efficient economy makes common items very inexpensive 4. It's customary to "pay it forward;" if the Heroes stay long the generosity will diminish
10	Local Contact	A friendly Traveler settled here, and keeps an eye out for other Travelers. This might be a recruiter for a Traveler organization.
J	Problems. Note that a war could be with a foreign power or a rebellion. Roll 1d6	1. Wave of criminal activity. Bandits, organized crime, traveling bandits, space pirates, etc. 2. Distant War. Press gangs, people watching for spies, rationing. 3. Close War. Battle lines to cross, patrols to avoid, artillery to fear, etc. 4. Oppressive government. High police presence, low civil rights, and presence of informants. Strangers are viewed with suspicion. 5. Rioting/strikes. Dangerous work conditions, shortages, rumors of corrupt government; something has caused people to take to the streets in protest. 6. Bitter election. Voting fraud, voter intimidation, charges of corruption, etc.
Q	Chosen Ones	The locals think the Heroes are there to help them. They resemble local heroes, match up to a prophecy, or could be a simple case of mistaken identity. There is a task to be done, but the locals will provide help and supplies.
K	Waystation	A lot of people are passing through this area, either leaving something bad or heading somewhere to settle, get a job, etc. It will be easy for the Heroes to blend in, but hard for them to find a place to stay, as food prices will be high, etc.
A	Past Heroes	Similar to Q, but whoever they were, their work is done. The Heroes are welcomed with open arms, parades, etc.

Joker - something extreme

Roll 1d8 or pick from the following.

1	Hundreds of Portals	The arrival point is something like a Bermuda Triangle region. Few locals live or Travel there.
2	Devoid of human life Roll 1d4	1. Humans never evolved 2. Humans died out by disease / natural causes, leaving civilization intact 3-4. Humans died out by war or natural catastrophe, leaving ruins
3	Intelligently-evolved dinosaurs Roll 1d6	1. In all other ways, identical to departure World 2. In all other ways, identical to home World (real Earth) 3 - 6. Draw double the normal number of cards and apply them to the dinosaur culture
4	Intelligent dinosaurs and humans live together Roll 1d8	1. As equals 2. Humans are dominant 3. Humans have enslaved dinosaurs 4. Dinosaurs are dominant 5. Dinosaurs have enslaved humans 6. Humans and dinosaurs are at war 7. Humans and dinosaurs have an uneasy peace 8. Mixture of some or all of the above
5	Humans are biologically different. Any change might be the way it always was, or it might be the result of a disease or mutation. Roll 1d6	1. Can see perfectly in the dark, but are blind in daylight; (Locals are -6 in daylight, -4 in Dim, -2 Dark, -0 in total darkness) 2. 99% of humans are albino, avoiding bright lights. Society is nocturnal, but people still need light to see. 3. 98% of humans are covered in fur. The few "bald ones" are pitied or shunned. 4. Humans are mute and use only sign language. 5. Neanderthals are the dominant species. 6. Neanderthals, homosapiens, and possibly other human species share the World.
6	Humans are drastically mutated. (As 5 but the changes are more severe) Roll 1d4	1. Humans of this World are abnormally big. They recieve a +3 bonus to their Size, increasing Toughness by +3. 2. People of this World can fly at a 12" Pace via wings, telekinesis, etc. 3. Humans have the Arcane Backround: Psionics Edge. 4. Humans are in peak condition. All attributes increased by 1 die type. They also have the Attractive Edge.

7	Interdimensional organization. See the Dimensional Technology section (page 27). The first few results are for a dimension just being scouted out by an organization. Higher numbers indicate a stronger presence being established. In all cases draw another card for differences. Roll 1d6	1. There are alarms at the outbound Gate. A group of agents will start following the Heroes in the next World. 2. There are alarms at the inbound Gate. A group of agents will try to track the characters in this World. 3. There are scouts here taking scans for dimensional navigation. 4. The characters see a dimensional vehicle leave or arrive. 5. A Gate is being constructed at the inbound Gate. The characters are likely to be captured 6. A Gate is being built at the outbound Gate.
8	The place where lost things go	Somehow, this World is inhabited by the lost: airplanes and ships that disappeared in the Bermuda Triangle, lost Roman Legions, etc.

ADVENTURES

Ideally, the World gives you the adventure. On a Heart, it might be a social adventure, either taking advantage by pretending to be the Double, or trying to avoid being recognized. Similarly, on a Club, it will likely be social, trying to figure out how to blend in with this strange culture. On a Spade, the Heroes might want to acquire advanced gear. On a Diamond, the goal might simply be to survive and move on. Similarly, the conditions of the Portal might provide the problem to be solved. Sometimes the characters choose the adventure. If a Hero is wounded, the group might choose to rest long enough for some Natural Healing rolls. If they need gear, they might choose to get jobs to earn money, or steal the money or equipment they need. Altruistic Heroes, those with Code of Honor, Heroic, or even Vengeful, might get pulled into solving problems in a World. If they come to a “nice” World, they might decide to take some time off and rest. They may also have a long-term goal, a Campaign Focus. If all else fails, there are some tables below to inspire your own adventure.

Campaign Focus

Hopping from World to World and having a series of disconnected adventures might not be enough for a group. A long-term goal can help tie adventures together into a long campaign arc.

Different foci can lead to different types of adventures. Generally, the focus determines how long a group of Travelers will stay in a World before moving on to the next one, and what they do while they are there. The Campaign Focus might change or evolve over time. For example, if the characters earn the enmity of another Traveler, a Getting Home campaign might change into Running.

Getting Home

Start: If the Heroes start Traveling by accident, Getting Home is probably the initial focus. The accident might have been scientific, part of a project to open a dimensional Portal, or a physics experiment. It might also have happened if the characters were out hiking or camping and stumbled across a Portal. Since the campaign would end quickly if they just turned around and went back right away, the first Portal either has to be one-way, or it has to be somehow inaccessible for returning immediately. The campaign may also switch to this focus after the Heroes catch up to their enemy, feel they have explored enough, etc.



If the Travelers are trying to get home, they will usually explore a World long enough to realize they aren't home, then look for the next World. Note that this is a Hero goal; presumably the players want to keep Traveling.

Exploring

Start: If the Heroes work for someone, see Missions (page 26). If not, the Heroes might have invented or discovered Traveling, and are exploring for fun and adventure, or to look for ways to monetize their discovery.

When Exploring, they probably spend longer on any given World than with the Getting Home focus, because they need to figure out what is different, look for trading possibilities, etc. This could be treated as a Dramatic Task involving Investigation and/or Networking, possibly with other skills helping as Support Rolls. For example, the group doctor might roll Healing to reflect researching the local medical practices. Another Hero might roll Electronics to research local technology, and so on.

Chasing

Start: It could be personal; an individual (or group of Travelers) does the Heroes wrong: robs them, hires the characters to work with them and then betrays them, etc. It could also be professional; the Heroes are law enforcement, private agents, or mercenaries, hired to bring someone in. To clear their names or do their jobs, they follow their quarry into the woods and right through a Portal.

This Campaign Focus will probably be temporary; your players are likely to get frustrated if they continue to chase someone the Heroes never catch.

They may also acquire a foe in their Travels.
Roll 1d4. For adventure hooks, the quarry might:

1.	Set traps to delay the Heroes.
2.	Hire mercenaries to ambush the characters.
3.	Spread rumors about the Heroes, possibly making a criminal complaint.
4.	Have a double (draw a card and treat it as a Heart). This could be an opportunity to learn about the quarry, or a way to lead the Heroes to things they need in order to catch up with their enemies.

Running

Start: The opposite of Chasing, the characters are being pursued by someone. Maybe the characters broke the law, maybe they were framed, or maybe they don't know why they are being chased. Regardless of the reason, someone is after them. Fleeing into the wilderness, they come across a Portal and Travel through it. Unfortunately, they are being chased by fellow Travelers.

This focus can also come up during their Travels. Perhaps the players betrayed a Traveler a few Worlds back. This Campaign Focus could also start slowly; perhaps they notice a group of hikers following them as they are about to leave for the next World. Then in that World, they see the same group again.
The characters might choose to stop and face them, hire others to ambush them, file a police report, etc.

Who are they? What do they want?
Adventures: The characters might try anything listed under the Chasing adventure hooks to dissuade the pursuit. Roll 1d4.

1.	Hostile to the Heroes for valid reasons.
2.	Hostile to the Heroes for mistaken reasons.
3.	Another group of Travelers simply following the same chain of Portals.
4.	Another group of Travelers who want to catch up to the Heroes and exchange information.

Settling Down

Start: This focus is tricky to start a campaign with. Perhaps their home World or the Heroes' personal lives have suffered a major disaster. Perhaps they are hired to find a good World and start a settlement with others to follow.

For an ongoing campaign, why decide to settle down? Maybe they are tired of constantly Traveling. Maybe they found a really cool World they want to spend more time in ("You mean, it's like the Old West, but they ride dinosaurs? Cool, let's stay!"). Maybe it's just a desire that the Heroes have, but the players know will never be

possible. Settling Down is similar to Exploring; the Travelers will want to make sure that this World is good enough, and that it doesn't have any booby traps. The focus is more on finding a World to settle in, than on finding general information.

Missions

Start: This focus is self-explanatory. The characters are hired by an organization and sent out for a specific cause. Each mission will probably fall into one of the categories above. Other assignments will depend on what kind of organization it is: military, exploratory, mercantile, etc.

When in doubt, roll an adventure

If the World, focus, and Hero actions don't prompt an adventure, a list of adventure seeds have been provided below.

Adventures for any Focus:
Roll a d12 or Choose

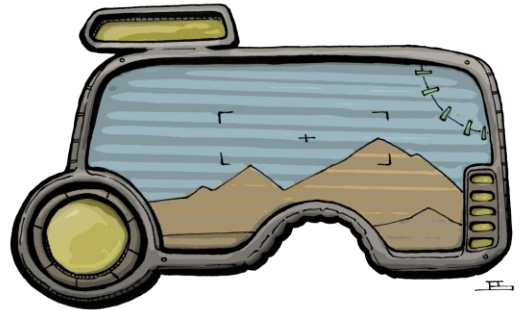
1.	Legal trouble - after the Heroes arrive, a crime or accident takes place and suspicion falls on the Heroes. This could be accidental, or because the real villain framed the recently-arrived strangers.
2.	Legal trouble - before the Heroes arrived, a crime or accident took place. It is being actively investigated, and the suspicion falls on them.
3.	Legal trouble - something (their clothing, money, behavior, lack of documentation) about the Heroes raises official suspicions.
4.	Someone approaches the Heroes with a legitimate job offer.
5.	Someone approaches the Heroes with a shady job offer. The person offering the job is very persistent.
6.	The same as 4 or 5, but the job is actually a sting put on by local law enforcement.
7.	A collector wishes to buy some of the characters' gear, thinking they are antiques, or rare and unusual items.
8.	The Inbound Portal is on/in: a. private property outside of town: a farm, or large estate, for example. b. private property in a town or city c. a business (factory, store, etc.) d. government property, such as a military base.
9.	The same as above, but for the Outbound Portal(s).
10.	There are no settlements, town, villages, or even farms, anywhere near the characters or the Portals.
11.	Every PC rolls a Vigor check. Everyone who fails (or if all pass, whoever rolls the lowest) get sick and need medical care to recover. See Diseases under Hazards in the Savage Worlds core rules.
12.	At some point the characters meet other Travelers.

Some Worlds are advanced enough technologically to have invented Dimension Traveling vehicles. All share two features. First, they are expensive. Second, you can't travel blindly. Simply put, someone has to Travel to a World and take some readings to be able to navigate there directly.

Dimensional Tech Level

Most Worlds don't have a Dimensional Tech Level (DTL), they don't know anything about it. Some might have a level of 0, they know about Travelers and have started exploring nearby Worlds, but don't have any dimensional technology. At 1 or more, a World can build equipment relating to Traveling.

1	Knowledgeable about dimensional tech
2	Portal Scanner
3	Dimension Scanner, Van
4	Gate
5	Bus, Platform
6	Belt



Dimensional Gear

<i>Name</i>	<i>DTL</i>	<i>Cost</i>	<i>Weight</i>	<i>Notes</i>
Portal Scanner	1	200	1	Gives direction and distance to nearest Portal. Operates similar to Portal Sensitive, roll Electronics instead
Dimension Scanner	2	1000	4	Scans a World for dimensional navigation
Mini Scanner	4	500	2	Smaller version of a Dimensional Scanner
Small Gate	3	-	-	Anything which passes through an active Gate Travels to the other World
Large Gate	5	-	-	As Small Gate. Can transport more at one time.
Dee Belt	5	2000	3	5 power and -2 to navigation
Dee Pack	5	1000	10	10 power and -1 to navigation

Portal Scanner - this device looks something like a hand-held radar screen. It simply gives direction and distance to the nearest Portals.

Dimension Scanner - A kit with a number of devices. Using the kit takes one hour rolling the Electronics skill. Success gives the user coordinates which can be used by a Dimensional Vehicle.

Gate - A pair of Gates are generally built at the site of a Portal, strengthening the connection between two adjacent Worlds. This allows anyone to simply walk or drive from one World to the next. Building a pair of Gates not at a Portal, or not going to an adjacent World increases construction costs and power usage dramatically. See Vehicle section for guidelines. This is important if you're using the Travelers are Special setting rule.

Belt - A Dee-Pack or Belt is basically a wearable vehicle. It allows the wearer to Travel as described under Vehicles.

Vehicles

<i>Name</i>	<i>DTL</i>	<i>Size</i>	<i>Handling</i>	<i>Top Speed</i>	<i>Toughness</i>	<i>Crew</i>	<i>Cost</i>	<i>Notes</i>
Dimensional Car	3	4 (Large)	+1	120	12 (4)	2+2	5 Million	
Dimensional Van	4	4 (Large)	0	120	14 (4)	1+7	7 Million	
Bus	5	5 (Large)	−2	75	16 (4)	1+1	9 Million	Made for cargo
Dimensional Platform	5	5 (Large)	−2	75	16 (4)	1+24	9 Million	Made for people

Dee-Vees (Dimensional Vehicles) are used to carry more cargo than a Traveler can physically carry, as well as passengers who aren’t Travelers. They can also be used to Travel to non-adjacent Worlds. Like Gates, these are particularly important if using the Travelers are special rule.

<i>Condition</i>	<i>Energy Cost</i>	<i>Knowledge: Dimensional Technology modification</i>
At a Portal	0	+1
Near a Portal (within a few miles)	1	0
In a Portal Cluster	2	0
Outside of a Cluster	4	−4
Going to a neighbor World	1	−1
Going to a neighbor of a neighbor	3	−2
Going to a third neighbor	6	−3
Going to a fourth neighbor	10	−5

A typical normal vehicle has an engine to drive or fly, and can carry cargo and passengers. To add a dimensional engine, you have to give up on either cargo, passengers, or the normal engine. Most Dimensional Vehicles have only the dimension engine, instead of a normal engine. Some scouts might use a D-Car with both a D-engine and normal engine. Handling and Top Speed are noted in case the gamemaster wants to give their vehicles a normal engine. To Travel to a World, the driver needs dimensional navigation coordinates. Usually a Traveler has to go to the World with a Dimension Scanner first in order to get navigational coordinates. The fuel/energy cost to travel is summarized below:

Example: You have the following Portal connections: A – B – C – D.

The easiest jump is at a Portal to a neighbor World, energy cost of 1 with no skill modifier (+1 for at a Portal, –1 for neighbor World). Jumping from A to B (neighbor World) in a Portal Cluster costs $1+2=3$, with a skill modifier of –1 for neighbor World. Going from A to C would be $3+2=5$, with a skill mod of –2 for neighbor of a neighbor. Going from A to C outside of a Cluster would cost $3+4=7$, have a modifier of –2 neighbor of a neighbor, and –2 for outside of a Cluster for –4 total.

APPENDIX A – SAMPLE WORLD GENERATION

Bob the gamemaster sits down to roll up a handful of Worlds to get ready for his campaign. He draws his desired number of cards.

First World – “Wet Welcome”

4♠ - Arrival Portal - Arrive underwater

7♣ - (Social) Locals are somewhat aware of Travelers

10♦ - (Ecology) Friendly Terrain, walking around is easy

4♠ - Departure Portal - 33 miles away

A♠ - Departure Portal - in or near a settlement

Bob notes the underwater result and uses it to name the World. He decides to start his campaign by having the Heroes camping in the woods when a forest fire breaks out. Running from the flames, they accidentally go through a Portal and land under a lake. Looking at the card results, he figures the reason the locals are somewhat aware of Travelers is because the Departure Portal is close to town, and enough people have been seen appearing and disappearing that they know something is up. Other than possibly suspicious locals, no adventure seems obvious. Bob decided, for this first World, to just play it by ear and see what the characters do; running from a fire and landing in the water they might have to drop their equipment to flee or swim, or replace anything damaged by water or fire.



Second World - Rebuilding

J♣ - Arrival Portal - People at Portal, bandits. There are criminals by the Arrival Portal.

K♠ - (Technology) Recovering post-apocalyptic

9♥ - (Double Trouble) Double is a wealthy, but reserved individual

A♠ - Departure Portal – 41 miles away

3♥ - Departure Portal - there is nothing special about it

This World will start out with a bang; a group of scruffy bandits are traveling near the Portal. Bob decides to pick whomever did the least on the first World to have a Double here, and that the Double has used their skills to become the center of the post-apocalyptic community. Bob doesn't think he needs an adventure, with the bandits and general danger of a post-apocalyptic society, he figures he can play it by ear again.

Third World – Lizards are our friends

Q♠ - Arrival Portal - Nearby Portal, 2d6 miles away

A♣ - (Social) - Past Heroes

6♦ - No domestic animals. Bob rolls a d4 and gets a 4. Snakes and other reptiles are kept as pets. There are also different riding animals.

5♥ - Distance card is ignored, as the Q♠ on the arrival Portal told Bob that the next Portal is very close by.

10♦ - Departure Portal - there is nothing special about it

For Past Heroes, Bob decides the Travelers are mistaken for a legendary group of animal wranglers, who saved the local herd of riding lizards and helped the town win the lizard rodeo. With the Departure Portal so close, he decides to roll for an adventure and gets a 12: they meet some other Travelers. He decides that a cross country lizard race is going on, and the course goes right between the two Portals. The Heroes will come across a viewing stand, and in the crowd they will overhear some strangers

talking, "... no dogs, weird..." but then some fans of their Doubles will converge, and the other Travelers will get lost in the crowd.

Fourth World – A pair of Doubles

A♥ - Arrival Portal - there is nothing special about it

5♥ - (Double Trouble) - Double is a local celebrity. A roll on the d8 = 5, Overconfident

A♥ - (Double Trouble) - Double left a package

8♥ - Departure Portal - 38 miles away

3♣ - Departure Portal - remote and hard to get to

Bob draws a 5 for the celebrity and rolls for Overconfident. He decides that the local is an extreme sports enthusiast. One of the Heroes has Driving as a skill, so he decides his Double is a racecar driver. He picks another Hero to have a package waiting at a hotel. The package contains a map that will help them get to the Departure Portal, and some notes about the next World. After rolling for the next World, Bob decides the package includes some pages torn from a diary, including notes about the oppressive government, a forged ID for that World, and a crude map. (After drawing cards for that World he realized his players might need all the help they can get.)

He then rolls an adventure in case one is needed and gets a 4: someone approaches the Heroes with a legitimate job offer. Once the Heroes pick up the package, they will know the next World has extreme weather, so a job offer fits right in; the players might need to buy equipment. Given that one Hero has a Double, Bob comes up with an off-road race.

Fifth World – Oppressive Storms

10♦ - Arrival Portal - there is nothing special about it

J♣ - (Social) Problems - A roll on a d6 = 4, Oppressive government

7♦ - (Environment) - Variable weather conditions

4♠ - Departure Portal - 50 Miles away

4♣ - Departure Portal - hard to get to, there are obstacles in the way.

Bob decides that because the weather is harsh, there are strict laws "to keep people safe," including travel restrictions, strict building codes, etc. Since people can't travel much, strangers are viewed with some suspicion. Harsh weather also will make leaving the World difficult, as the Departure Portal is across a fast-moving river and up a cliff.

Bob decides that five Worlds is a good start.

EXAMPLE SETTING: ALPHA DEFENDERS

The following is an example setting put together using various resources from this book and the Savage Worlds Core Rules. This setting could easily accommodate a base for a campaign, or simply serve as a mine for ideas.



Alpha Earth

Our World is not alone, a simple sphere occupying the same space as thousands of others, one reality in a sea of many. There are dimensions hiding right next to our own, alternate Earths where nuclear war, tyrannical rulers, or even prehistoric creatures are all possibilities. While there are many dangerous Worlds, there are many peaceful ones as well, where opportunity and resources await the right diplomat. There is a dimension from which all others are mirrored, known as Alpha Earth. In this realm humanity founded the Interdimensional Agency. The agents sprung from this organization are bold explorers who seek out strange Worlds with which to share technology and resources, and to protect other Worlds from interdimensional threats. The players will take on the roles of these agents, particularly those that explore new dimensions, as they seek out new alliances.

The I.A. was originally founded by the United Nations, and is currently led by ex-military general, Samantha Striker. It saw its inception after a group of scientists based in North America stumbled upon the basic technology able to detect the existence of

Portals leading to other dimensions. Quickly, other countries began to find these dimensions for themselves. The U.N. formed the I.A. in order to help keep peace amongst the World's nations, and to share the technology that the I.A. might discover. This method isn't perfect of course, and there are often arguments over who can experiment with new technology first. Over time, the I.A. has developed a history of defending Alpha Earth from extradimensional threats right under the noses of its citizens. People from every country are recruited into the ranks of the I.A. as they attempt to unify the people of Alpha Earth. The Agency is growing at an incredibly rapid pace. Soon, they will become public knowledge, as it is becoming progressively difficult to hide their activities.

Within the I.A. are various officers, designated by their roles within the organization (see Archetypes on page 38). One role which is particularly vital is the Traveler. These Heroes are those with the innate ability to Travel through an interdimensional Portal with a mere touch. In most cases, a Dimensional Gate must be established around a Portal to let people Travel through it. This means that Travelers are incredibly important, as they can get into a new dimension and determine if it is worth

establishing a Portal in. In short, Travelers are the explorers of the Interdimensional Agency. They usually fill in other roles as well, such as diplomats, technicians, soldiers, and more. When the I.A. discovers that an individual is a natural born Traveler, the individual is recruited shortly after reaching adulthood, if he or she should choose to accept the job. Travelers receive a top-notch education, and special training to handle all sorts of situations and to confront a variety of threats.

Recently the I.A. has been devoting resources to thwarting the threat of the Dimensional Enforcers, a domineering organization hellbent on controlling the Multiverse. Travelers will find themselves in confrontations with operatives of the D.E. pretty frequently.

Alpha Earth and the Multiverse

I.A. scientists have confirmed that the Earth in which their organization is based, is also the first (or Alpha) dimension. All other dimensions follow the timeline of Alpha Earth, but eventually branch off in some significant way. Alpha Earth is incredibly important for this reason, and understanding its history and progress can be very helpful when encountering other versions of it.

Alpha Earth attracts more Portals than most other dimensions. Some scientists speculate that this is due to its importance in the creation of other dimensions. All other dimensions are fragmented realities of Alpha Earth, due to certain events being changed or altered enough to have a lasting effect. Much is still unknown about how Alpha Earth truly interacts with other dimensions, and it is a field of study that the I.A. has devoted more time and resources to of recent.

The Life of a Traveler

The occupation of a Traveler within the I.A. is considered by most operatives to be the most exciting and deadly position that the Agency offers. Being at the forefront of dimensional exploration is in many ways a gift, but also a large risk. Travelers are used as scouting teams, meaning they make first contact with a new dimension. They never know exactly what will be waiting for them on the other side of the Portal. All the same, they are the first to discover new and interesting human cultures. Travelers always have the best stories to tell when between missions at the mess hall.

The I.A. usually puts Travelers in a team of three to five operatives. These small squads have highly trained agents, each one specializing in a particular field. No one team is ever built exactly the same way, and each one is considered to have its own merits. The teams themselves are very competitive between one another, and often compare ability to make allies and thwart threats, like the notorious Dimensional Enforcers.

Travelers are also susceptible to weariness, due to constantly coming from one Portal to another. They rarely get to interact with loved ones back home, as they are frequently out on missions. This constant Travel can lead to some agents growing very attached to those on their team.

Travelers confront operatives within the D.E. more than any other agents in the I.A. This is due largely to the fact that the D.E. also sends out spies and assassins to explore new dimensions, and to see just how conquerable they are. In these cases, it is up to the Travelers to stop the forces in question before they can complete their mission.

Rules of Exploration

It is firmly believed by the I.A. that traipsing around the multiverse without care is a recipe for disaster. They strive to respect the wishes and belief systems of each World they visit, though some may be very unusual. The rules were set up by Samantha Striker's right-hand man, Edgar Barros, an individual who prizes order above all things. If it wasn't for Samantha's influence, the rules would be far more strict than they are. Her interaction, however, didn't stop Edgar from making a whole manual on the subject of interdimensional Travel and how to properly conduct diplomatic negotiations.

The manual can all be boiled down, however, to a simple rule of thumb. Agents are to observe a new culture first. If it seems the culture would be open to contact from another dimension, the Travelers may engage in diplomatic negotiations.

Some in the I.A. consider it a moral dilemma to allow Travelers to interfere with the culture of the discovered World. However, the I.A. has a standard policy of allowing interference if the Travelers first report back to the headquarters on Alpha Earth, and if the situation is deemed dire by the higher-ups. Usually permission for interference is granted in emergency situations, or those in which the culture is practicing a very obvious evil, such as the domination of an entire society by a malevolent tyrant. At that point, the Travelers can try to overthrow the corrupt government and free the people. It is rare that such drastic measures need be taken, but they do occur from time to time.

Technology and the Agency

The I.A. has developed a substantial amount of technology revolving around dimensional Travel in a short amount of time. They have achieved this success by watching other dimensions that are capable of Travel, and replicating some of their processes. They are able to use Gates that allow anyone to come in and out of a Portal. The Gates, of course, have to be set up on either side of a Portal, which makes a Traveler's job very important.

As far as weapons and other equipment are concerned, the I.A. is currently using what would be considered modern age equipment. They have yet to run into a dimension with much more advanced technology than Portal Travel (DTL4), though it is not out of the realm of possibility.

The Dimensional Enforcers

The greatest threat to Alpha Earth, and all of its sister dimensions, are the Dimensional Enforcers. The D.E. is a militant organization bent on dominating the Multiverse with an iron fist. They are led by a mysterious figure who calls himself the Supreme

Emperor. It is believed he is a Traveler. He will occasionally lead scouting teams through Portals to assess his next conquered World.

The D.E. has dominated a total of five Worlds, and continues to conquer with relentless tenacity. Their technology rivals the I.A., and their soldiers are well-trained. They have a myriad of operatives, ranging from assassins and spies to hard-hitting shock troops. The most feared members of the D.E. are the surgical teams, Travelers that are trained to infiltrate a new World and cause a major disaster, making the dimension easier to conquer. These disasters range from perfectly-timed political turmoil to well-placed explosives.

Each World that is forced into D.E. control has a very bleak future to look forward to. Citizens are taxed heavily and sorted by a test of their natural ability, assigned specific jobs based on the results. Each World is heavily oppressed and made very uniform. It becomes harder and harder to tell each conquered dimension apart the longer it has remained in captivity.

KNOWN DIMENSIONS

The I.A. has a running list of dimensions that they have discovered, some hazardous, and some quite helpful to the organization as a whole. Each dimension is given a name and number associated with it. The name generally represents something about the World which stands out, for easy reference. Below is a list of several of these Worlds. If a player wishes for their character to come from a different dimension than Alpha Earth, this list is a good place from which to get ideas.

Discovery627

This World gained its name for the amount of untamed land that can be found within it. Humanity never developed past the age of gunpowder and exploration, though the reason is still unknown. Seafaring vessels are common, as are blunderbusses and muskets. Trade is a booming business at the moment, and the many nations of the World are currently in peace talks, though no one knows how long that will last.



Dust381

This version of Earth has huge sections that are nothing but wastelands after a nuclear war destroyed the majority of the surface. There are areas that are safe to occupy which still feature life, but these are rare. Some humans have taken to living in caves underground, and are referred to as “morlocks” by the surface dwellers. There isn't much in the way of resources on this World, and the I.A. has begun a relief effort for Dust381, giving food and water to the cities that need them.

Frontier472

On this World, man never evolved. Many of Alpha Earth's extinct animals still exist on Frontier472, and are quite fearless around humans. Many dinosaurs roam freely, eager to taste the flesh of mankind. The World itself is rich in resources, and the I.A. has built a small colony there. People frequently die in the colony due to the exotic animals. Colonizing this World is considered one of the deadliest missions an I.A. agent can be sent on.

Frost739

The Earth's orbit around the sun has slowly deteriorated over time on this World. The result of this deterioration is a planet getting farther from its sun, slowly becoming colder and colder. At this point in the planet's orbit, it is consistently cold, but not constantly covered in frost and snow just yet. There is a sense of doom about the whole place, as everyone tries to find a way to stop the orbit from shifting farther.

Goldrush539

On this World, gold is in abundance. It can be found in most citizens' backyards with a quick dig. It is a material that children play with constantly, as it is considered to be worthless. However, Goldrush539's people have recently discovered dimensional Travel, and have realized how rare gold is on other Worlds. It has made most families rich, and the community is thriving. As a result, they can all be a bit standoffish, and they now hoard their gold from outsiders.

King104

On this World, monarchies reign supreme. Most countries are split up into smaller kingdoms, with kings and queens ruling over those areas individually. Civil war is constant, and blood is shed with alarming frequency as new thrones rise and fall. People of all sorts try to claim a legitimate bloodline to the throne, whether or not it's true. They have the technology level of modern Earth, but many of the political stances of a darker time.

Plague852

Despite the ominous name, this World is no longer inherently dangerous. However, not long ago, a terrible plague wiped out 25% of the Earth's population before a cure was found. The World is struggling to move on, and many have lost loved ones. Whole countries are coming out of quarantine for the first time in several years. People are starting to resume their lives once more. It is a time of healing in this World, but some

believe that the plague was manufactured, and that the terrorists responsible still lurk somewhere in the shadows. It has yet to be confirmed, but many I.A. agents believe the D.E. is responsible.

Wager940

In this World, gambling of all sorts is considered a worldwide sport. Traditional sports of the physical kind have a following, but mostly just for people to place bets.

Gambling is perfectly legal, and it is common for people to lose everything to their neighbor on a bad wager. In some countries, the rulers are decided through wagers. Poker tournaments are held at an international level, with billions of spectators that would rival the olympics on Alpha Earth, in terms of importance. In all other aspects, they share a technology level with that of Alpha Earth.

Wild583

This World features plenty of vegetation and terrifying wildlife. The evolutionary process seems to have been sped up for some creatures, and they have turned into true man-killers. As a result, humanity has barred themselves behind walled cities and doesn't venture out to other settlements unless it is absolutely necessary. The Portal to this World is in the wild, and explorers are warned to be extremely cautious when entering.

RACES

In most realities that the I.A. have visited, humans have been the only sentient species on the planet. There might be an occasional exception where mutated humans (or something similar) are present, but this is incredibly rare. For this reason, humans are the only playable race in the Alpha Defenders setting. Most agents working in the I.A. are from Alpha Earth, but this isn't always the case, as some are recruited from other dimensions if they have proven themselves to be good allies. Functionally these characters are the same as any other human. They may have a different cultural outlook, but they still receive the same free Novice Edge at character creation. If a player wishes to play something particularly unusual, they may do so at the gamemaster's discretion. Simply using some of the races from the core book to represent an odd human is an acceptable way to achieve this. Alternatively, a player may spend two points to create a race, but ultimately what they come up with is subject to gamemaster approval.

As a species, the diversity of humans is astounding. This variation is shown from World to World, and even Doubles have their own distinct characteristics and personalities. That being said, there is certainly something innate in human beings, such as the capacity for destruction and domination, as well as strength of character and loyalty. Unless something truly drastic has happened to the World in question, most human cultures mirror that of Alpha Earth's in many ways. This means that most characters from other dimensions will still be familiar in many respects. If an operative is from another dimension, they would rarely be completely alien in nature.

ARCHETYPES

Within the I.A. there are many different kinds of operatives. Some may be capable of precise combat, ready to use lethal force when necessary. Others still, might use words and reason to topple nations. Below is a list of the archetypes with example builds; a player can freely choose one of these if they wish to get playing quickly, or if they wish to have a solid reference as to the kind of people who work for the I.A.

Ambassador

Experts at negotiating, ambassadors are capable diplomats and wise leaders. They receive basic combat training through the I.A., but usually shine in social situations. They strive to find peaceful solutions and build allies, but can also use their cunning and politically-adept natures to confuse.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d6, Fighting d6, Intimidation d6, Notice d6, Persuasion d10, Shooting d6, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Attractive, Charismatic

Commander

A more tactical operative than the ambassador, commanders lead their teams with authority and precision. They are capable of negotiation, but truly shine when inspiring their own team. They are fearsome and loyal souls who strive to protect their team, and see the mission through at any cost.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d8, Battle d6, Common Knowledge d4, Fighting d6, Notice d4, Persuasion d6, Stealth d4, Shooting d8

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Bolster, Command

Historian

Some scholars are experts at understanding the past and how it affects the present. Historians are often used when Traveling from World to World, because they can see where in the timeline this new World differentiates from Alpha Earth's. If there is a World in which a historical figure is worshipped, or a certain technology was never discovered, they would be the ones to have a good understanding of what this World is going to be like. Many historians also study ancient and dead languages, which can be beneficial if these ancient empires somehow survived another dimension.

Attributes: Agility d4, Smarts d10, Spirit d6, Strength d4, Vigor d6

Skills: Athletics d4, Academics d10, Common Knowledge d4, Notice d6, Occult d4, Persuasion d4, Research d8, Shooting d6, Stealth d4

Pace: 6; **Parry:** 2; **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Jack-of-All-Trades, Level-Headed, Scholar (Academics)

Infiltrator

Spies, saboteurs, and even assassins, all fall under the umbrella of infiltrator. While it is rare for the I.A. to have a completely ruthless killer in their ranks, they do train some to take out specific targets, like dictators or serial killers. Most commonly, the infiltrator is used to discover information on a new World and its various corporations, political structures, and general makeup. The subtleness of the infiltrator makes them untrustworthy to some, but they are valued allies and formidable opponents.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d8, Common Knowledge d4, Fighting d6, Notice d6, Persuasion d4, Shooting d6, Stealth d8, Thievery d8

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Assassin, Thief

Scout

Scouts are experts at observing their surroundings, and acting quickly when needed. They are experienced in long-range weaponry, and are good at sticking to the shadows. Unlike the infiltrator, their goal is not to get somewhere undetected and cause problems, but rather keep an eye on things from a safe distance and report back.

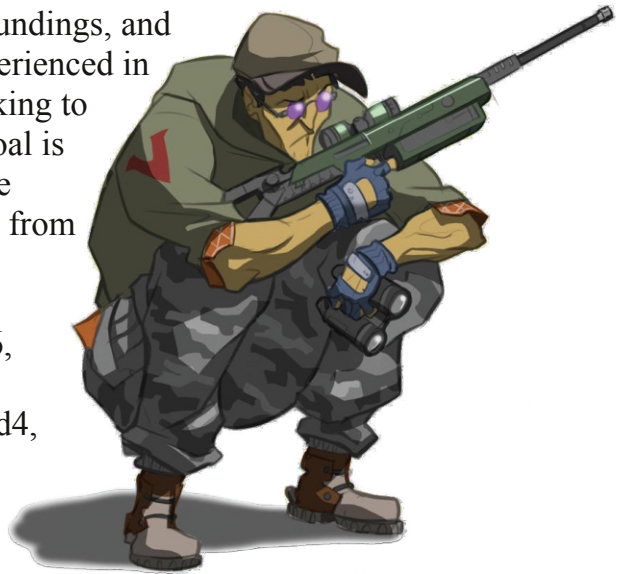
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d4

Skills: Athletics d4, Common Knowledge d4, Notice d8, Persuasion d4, Shooting d10, Stealth d8, Survival d6

Pace: 8; **Parry:** 2; **Toughness:** 4

Hindrances: One Major, two Minor

Edges: Alertness, Extraction, Fleet-Footed



Soldier

These men and women are highly trained combatants, able to execute both melee and ranged maneuvers. They are fit and capable individuals with athletic prowess.

They aren't known for their mental abilities, but they more than make up for it in physical might. They take orders, often without question, and are focused on each individual mission with dedication.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6
Skills: Athletics d6, Battle d6, Common Knowledge d4, Fighting d8, Notice d6, Persuasion d4, Shooting d8, Stealth d4, Survival d6
Pace: 6; **Parry:** 6; **Toughness:** 5 (6 with Brawny)
Hindrances: One Major, two Minor
Edges: Brawny or Soldier

Technician

Some of the operatives working in the I.A. have a deep understanding of technology, and even how to operate Gates that access the Portals for Homebodies. This understanding often comes from a very sharp mind; technicians are quick-thinkers who can help get a Gate up and running easily. They also understand higher-level technology that can be found in other dimensions. Their hacking skills are decent, and any World with electronics is one they will feel at home in. They can often find much needed equipment in unlikely places.

Attributes: Agility d4, Smarts d10, Spirit d6, Strength d4, Vigor d6
Skills: Athletics d4, Common Knowledge d4, Electronics d10, Hacking d6, Notice d8, Persuasion d4, Repair d10, Stealth d4
Pace: 6; **Parry:** 2; **Toughness:** 5
Hindrances: One Major, two Minor
Edges: Luck, McGyver, Scavenger

SETTING RULES

The following rules from the Savage Worlds Core Book apply to the Alpha Defenders setting.

Born a Hero **Heroes Never Die**

In addition, Alpha Defenders uses the following optional setting rules found in this book:

Traveling Burnout **Travelers are Special**



GAMEMASTER'S SECTION

There are plenty of adventures to be had in the Multiverse; from fighting off invading interdimensional armies, to becoming stranded in a bizarre World. It is important to note, however, that the main focus of the Alpha Defenders setting is sandbox-style exploration. Operatives of the I.A. are sent to explore new places, primarily to make contact, or to simply observe the culture. This lends each World to be its own, episodic adventure.

Organizations

The following list contains various organizations (both good and bad) found within this example setting. Each organization has a listed technology level and Dimensional Technology Level (see page 27) to give you a feel for its progress. Each organization also suggests stat blocks to use that can be found within the Bestiary in this book.

The Dimensional Enforcers - TL 5b, DTL 4

These terrible conquerors have spread their iron grip throughout the Multiverse. Their deviousness knows no end, and they are the biggest threat that the Interdimensional Agency faces. Only the higher-ups within the agency know the truth about the Dimensional Enforcers and their dark origins. The dimension that they originally came from had once featured an Interdimensional Agency also, but something happened. The original Samantha Striker was killed right before the I.A. was officially sanctioned by the United Nations. The man who stepped up in her place was none other than Edgar Barros, or at least his Double in this dimension. The Edgar Barros of Alpha Earth is a dependable right-hand man to Striker, but in this reality, Edgar Barros is a twisted and unstable version of the original. He swiftly drove the I.A. to great heights before officially conquering his World. He changed the I.A.'s name to the Dimensional Enforcers, and chose to lead his forces to the realms beyond. This dark secret has been kept by both the D.E. and the select few I.A. operatives that know about it. The D.E. is essentially the dark mirror version of the I.A. itself. They are the ultimate foil of the I.A., because they share so much in common with the Heroes. More than likely, the Heroes of the campaign have doubles in the D.E. as well. Simply use the statistics of the Evil Empire in the Bestiary to get the soldiers needed (see page 53).

The Supreme Emperor

This horrid man is capable of extreme atrocities in the name of law and order. He was successful in killing Striker, which allowed him to take over the I.A. of his dimension. He is haunted by this, however, as Samantha Striker was his only true friend. Any time he sees a Double of her, the Supreme Emperor seeks her out and kills her, trying to erase any image of the evil he has done. His ultimate goal is to make all of the Multiverse fall in line with his ruling, as he believes the best way to protect citizens of every dimension is to force them to abide by his law. If it means killing countless people to do so, he is more than willing to.

Worldwide General Imports - TL 5b, DTL4

The W.G.I. operates out of Alpha Earth. They generally establish a local holding company, and buy raw materials to ship home. They sell higher technology manufactured goods, using D-Gates to ship to and from their home dimension. They are always interested in learning which Worlds Travelers have visited, and in the potential for new markets, as well as threats to avoid. While it is assumed that players will take on the role of operatives in the I.A., there is no reason that they couldn't work for an organization like the W.G.I. A campaign that revolves around this organization would be much more about negotiating trade routes and finding allies, than it would be about combating Evil Empires. The statistics for W.G.I. characters are simply the Local Merchants (see page 58) with modern technology.

The Legion Pirates - TL 5a, DTL 3

This group claims to originate from Alpha Earth, but they recruit members from many Worlds. They have several buses and platforms, and they stage lightning fast raids on a variety of Worlds. These Pirates are despicable individuals who think only of themselves. They are run by a man named Silas Black, whose cool manner and cunning mind make for a formidable adversary. The statistics for these interdimensional thieves are derived from the Lost Criminals section (see page 59).

The Fifth Reich - TL 4a, DTL 3

On most Worlds on which they existed, the Nazis lost WWII. However, on one World, before they lost, one of Hitler's expeditions to the center of the Earth found a Portal to another, lower-technology World. Instead of attacking Europe on their World, they conquered and colonized the new World, and then started expanding from there. They expanded to three Worlds before finding evidence of other, more advanced dimension Travelers. Now they are fortifying their Worlds, and scouting others, trying to find Travelers and learn their secrets. The Fifth Reich uses the Evil Empire statistics, relying primarily on the Soldier. Their gear is reduced to standard World War II era equipment.



Interdimensional Roman Imperium – TL 3a, DTL 1

In one World, Rome crumbled, but never completely fell, eventually rising up again. Around one hundred years ago, a priest discovered that a sacred grove was a Portal, and the I.R.I. was born. They collect tribute from one neighboring World, have colonized another, and have lost a war to a third. They have captured some Dimensional Tech, but have been unable to reverse-engineer it, and are eager to learn more. The I.R.I. uses the stats for the Ancient Warrior and Commander (see page 56).

BESTIARY

The universe of Parallel Earths is rife with strange creatures and unusual characters. Everything from simple herbivores to terrible soldiers working for unshakable dictators can be found here. Many of the statistics in this book are designed to be generic enough to transfer over to other Worlds. No statistics found here are tied to just one location and the gamemaster should feel free to place the creatures where they see fit.

Dinosaurs

Prehistoric animals can show up from time to time in various dimensions. In some realms, they survived the catastrophic events that took place long ago. The animals presented here represent traditional dinosaurs, though the gamemaster should feel free to change them if so desired.

Ankylosaurus

These heavy creatures have a large, armored bodies, featuring deadly tails with bone cudgels on the ends.

Attributes: Agility d4, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d6

Skills: Athletics d6, Fighting d6, Notice d6

Pace: 4; **Parry:** 5; **Toughness:** 14 (4)

Special Abilities

- **Armor +4:** Thick plates.
- **Tail:** Str+d10.
- **Size +5 (Large):** These creatures weigh around 9,000 pounds.



Pteranodon

These flying predators sport a 30 foot wingspan and a long, sharp, beak-like appendage. They swoop down from the air with devastating accuracy, and can be quite dangerous if their target is out in the open.

Attributes: Agility d12, Smarts d4 (A), Spirit d6, Strength d12+1, Vigor d8

Skills: Athletics d4, Fighting d8, Notice d10, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 9 (2)

Special Abilities

- **Armor +2:** Thick skin.
- **Bite:** Str+d8.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Flight:** Flying Pace of 16" and Climb 2.
- **Size +1:** These creatures are small in frame but have a large wingspan.

Spinosaurus

These massive creatures are larger than a T-Rex, and capable of swimming in the water. They have large fan-like spines protruding from their backs, and elongated snouts. Their teeth are sharp and perfect for catching fish, though land-dwelling prey are not out of the question.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+5, Vigor d8

Skills: Athletics d8, Fighting d8, Intimidation d10, Notice d8, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 16 (2)

Special Abilities

- **Armor +2:** Tough scales.
- **Bite:** Str+d8, AP 2.
- **Semi-Aquatic:** These creatures can hold their breath for 15 minutes before checking for drowning.
- **Size +8 (Huge):** These creatures weigh around 8 tons and stands around 18 feet tall and 50 feet long.

Stegosaurus

These creatures have long plates sticking out of their backs, and spiked tails. They are herbivores, but are incredibly dangerous when they feel threatened.

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d12+5, Vigor d10

Skills: Athletics d6, Fighting d8, Intimidation d6, Notice d6

Pace: 3; **Parry:** 6; **Toughness:** 14 (2)

Special Abilities

- **Armor +2:** Thick skin.
- **Tail:** Str+d8, AP 4.
- **Size +5 (Large):** These creatures weigh over 6,000 pounds..

Triceratops

The Triceratops is a heavy creature with three large horns protruding from its skull. It is an herbivore, but will attack if it feels threatened.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+5, Vigor d10

Skills: Athletics d8, Fighting d8, Intimidation d8, Notice d6

Pace: 8; **Parry:** 6; **Toughness:** 16 (3)

Special Abilities

- **Armor +3:** Thick skin.

- **Horns:** Str+d8.
- **Fast Runner:** Roll d8 when running instead of d6.
- **Gore:** +4 damage if the Triceratops moves 6" or more in a straight line before attacking.
- **Size +6 (Large):** These creatures are comparable to an African Elephant in size and weight.

Tyrannosaurus Rex

These massive beasts have powerful legs and strong jaws, which they use to catch their prey easily. They have a keen sense of smell, and rarely miss out on dinner. Their flesh is often depicted in dark browns and greens.

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d12+6, Vigor d12

Skills: Athletics d8, Fighting d10, Intimidation d10, Notice d10

Pace: 8; **Parry:** 7; **Toughness:** 19 (4)

Edges: Alertness, Improved Frenzy

Special Abilities

- **Armor +4:** Thick skin.
- **Bite:** Str+d12.
- **Sprint:** Roll d12 when running instead of d6.
- **Size +7 (Large):** These creatures stood roughly 18 feet tall and 40 feet long.



Velociraptor

These quick creatures hunt in packs, and are very clever beasts. In some dimensions, they have even been trained as mounts.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d12, Vigor d8

Skills: Athletics d6, Fighting d8, Notice d10, Stealth d10

Pace: 10; **Parry:** 6; **Toughness:** 8 (2)

Edges: Alertness, Improved Frenzy

Special Abilities

- **Armor +2:** Scales.
- **Bite or Claw:** Str+d6.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Fast Runner:** Roll d8 when running instead of d6.

Parallel Animals

Explorers may come face to face with bizarre animals, twists on those found on their home planet. These creatures may be a result of an apocalypse, a genetic mutation, or may simply be a native species to that World. They will seem familiar to the players, but with a few startling differences. Just as the Worlds of the Parallel Universe mirror Earth, so do the animals. This mirroring might lead to legends of magical beasts that no hunter can catch, or to stories of cryptids such as Bigfoot, Yeti, etc. You can use the changes below to add a bit of flavor to a creature, or spring a surprise on your players. Simply use the following table on an animal in the core rules, or on one of the creatures found in this Bestiary.

Special Abilities

Gore (horns): If the attacking creature moves at least 6" before attacking, they add +4 to their damage

Hamstring: On a raise on the attack roll, the hit is to the target's leg. Roll Strength vs damage rolled, on a failure the target falls and is prone.

Knockdown (curled-back horns like a ram, or a thick skull): If the attacking creature moves at least 3" before attacking, target must roll Strength vs damage rolled or be knocked prone.

Pounce (often from hiding or up a tree): Leap up to d6", and get +4 to attack and damage. However, attacking creature is Vulnerable.

Exotic Abilities

Poison: see Savage Worlds core rules.

Stink Spray (like a skunk): Blind Power, range of 1/2/4, single target, Vigor roll as arcane skill.

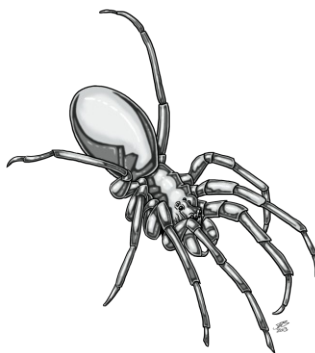
Shock (like an electric eel): In addition to normal damage from the creature's natural attack, target must roll a Vigor check or be Shaken, this can cause a wound.



Red	Red indicates cosmetic/small changes.
2	Minor change in color pattern Ex: Deer with tiger stripes; an elephant with spots.
3	Some new colors Ex: Squirrels with a streak of blue; metallic-looking spiders.
4	Patches of scales or feathers Ex: Lizards with tufts of feathers along their spines; dogs with scaled muzzles.
5	Complete change of skin to scales, feathers, etc. Ex: Wolf with feathers instead of fur; furry snakes without scales.
6	New part: Tail, vestigial wings, etc. Ex: Rabbit with long bushy tail; flightless eagles that use their vestigial wings to strike prey.
7	Behavior change Ex: Rabbits that don't hide, but surround and follow those who intrude on their territory; cougars that hunt in packs; wolves that hunt alone.
8	Body Shape/Proportion different: longer legs, shorter neck, smaller body, etc. Ex: Cats with long bodies; giraffes with short necks.
9	Burrowing: The animal lives in burrows or dug-out dens Ex: Squirrels that tunnel instead of living in trees; panthers with digging claws.
10	Change in diet Ex: Omnivorous deer that kill and eat wolves given the chance; omnivorous wolves that graze for grass; carnivorous rabbits that hunt in swarms.
J	Home building Ex: A dog building a nest in a tree; otters moving rocks into rings.
Q	Change in sound Ex: Chipmunk with a loud roar to frighten predators; rabbits that chirp like birds.
K	Uses Tools Ex: Birds using rocks to crack nuts or shellfish.
A	Unusual Eyes Ex: Deer with Infravision, sheep with three large eyes.

Note: +1 or -1 to a skill is an increase or decrease in die size.

In general, if the card indicates adding something already present, remove that quality instead.



Black	Black indicates significant changes.
2	New attack tactics / maneuvers. Ex: Racoons that hunt in packs; wolves that hunt alone.
3	New useful Parts: Wings, natural Weapons Ex: Falcon with horns has a Charge attack.
4	New Exotic Parts: Poison glands, skunk spray, electric eel shock.
5	Cautious: +1 Stealth, -1 Fighting.
6	Aggressive Chasers: +1 Fighting, +2 Pace
7	Aggressive Ambushers: +1 Fighting, +1 Stealth Ex: Predators that lie in wait instead of chasing; deer which hide to ambush and try to drive away predators.
8	Climber: +2 to Athletics rolls made to climb. Ex: Tree-climbing dogs.
9	Amphibious: +2 to Athletics rolls made to swim. Ex: Foxes that hold their breath to fish in rivers.
10	Aquatic: +2 Athletics rolls made to swim. Gills or breathholding (like dolphins). Ex: Sea lions with fur and manes; bears with gills.
J	Protective scales: +1 Armor Ex: Horses with protectives scales.
Q	Thick Hide: +2 Armor Ex: Bears with hides like rhinos.
K	Smaller: Roll d4 1: -2 size and Small (or Large creature loses Large Monstrous Ability). 2: -2 size 3-4: -1 size Ex: Small lion the size of a house cat; an elephant the size of a horse.
A	Larger: Roll d4 1: +1 size 2: +2 size 3: +3 size 4: +4 size and Large (if already Large, then Huge) Ex: Bear as big as an elephant; dog can be ridden like a horse.

Bigfoot

Legends of mysterious, large, hairy humanoids exist all over Alpha Earth. They go by many names: Bigfoot, the Dewey Lake Monster, the Mogollon Monster, the Ohio Grassman, Sasquatch, Skunk Ape, and Yeti, just to name a few. All of these have a few things in common. They are big, hairy, and hard to catch.

Attributes: Agility d6, Smarts d8(A), Spirit d8, Strength d12, Vigor d8

Skills: Athletics d8, Fighting d6, Notice d6, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 8

Special Abilities

- **Skittish:** +2 on Notice rolls.
- **Claws:** Str+d4.
- **Rock:** Str+d4; Some of these creatures throw rocks in self defense.
- **Size +2:** By any name, they are big; 7' to 8' tall.
- **Traveler:** When at a Portal, they can Travel through it. (Useful if playing the Travelers are Special setting rule)

Death Wasps

These wasps are 5 inches in length, and swarm together in large groups. They feast on the flesh of dead creatures, but are known to sting their prey to death, if they think they are weak enough.

Attributes: Agility d10, Smarts d4 (A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 7

Special Abilities

- **Poison Sting:** Death Wasps inflict hundreds of tiny stings every round to their victims, hitting automatically and causing 2d4 damage to everyone in a medium burst template. Damage is applied to the least armored location (victims in completely sealed suits are immune). If the victim is Shaken or wounded from the stings, they must make a Vigor roll. Failure makes them Shaken; this may cause a wound.
- **Swarm:** Parry +2; Because the swarm is composed of hundreds of Death Wasps, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can swat to inflict his damage in Strength each round.

Dread Bear

These bears stand much larger than any found on Alpha Earth, towering above their kin as if they were man-sized. They feast on just about any living creature that they can find, and are known to crush their foes after grappling them.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d12+5, Vigor d12

Skills: Athletics d10, Fighting d8, Intimidation d10, Notice d8

Pace: 8; **Parry:** 6; **Toughness:** 12

Special Abilities

- **Bite:** Str+d6
- **Claws:** Str+d8
- **Size +4 (Large):** These creatures can stand up to 10' tall and weigh over 3000 pounds

Hellhounds

Some Worlds hold a mutated and feral dog that is very difficult to control. They are fierce and deadly beasts, with matted, grey fur.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d8, Vigor d8

Skills: Athletics d6, Fighting d6, Intimidation d6, Notice d8,

Stealth d6, Survival d6

Pace: 8; **Parry:** 5; **Toughness:** 5

Edges: Alertness

Special Abilities

- **Bite:** Str+d6.
- **Go for the Throat:** Hellhounds instinctively go for an opponent's soft spots. With a Raise on their attack roll, they hit their target's most weakly armored location.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Fast Runner:** Hellhounds roll a d8 when running instead of a d6.
- **Size -1:** Hellhounds are only slightly bigger than the average dog. This reduces their Toughness by -1.



Jackalope

A Jackalope appears like a jack-rabbit with horns like an antelope. They are not a distinct species, they are rabbits infected with a non-lethal relative of the Shope papilloma virus. Jackalopes tend to live near Portals and escape from danger by Travelling.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d4, Vigor d6

Skills: Athletics d4, Fighting d4, Notice d6, Stealth d8

Pace: 6; **Parry:** 4; **Toughness:** 3

Edges: Alertness

Special Abilities

- **Gore:** If a Jackalope can charge at least 6" before attacking, they add +4 to their damage total.
- **Horns:** Str+d4.
- **Run Away!:** Jackalopes generally flee from danger. They roll a d8 running die.
- **Size -2 (Small):** Jackalopes are typically less than a foot high.

Mega Viper

This large snake is about the size of an adult human. Their venom is incredibly deadly and works fast. Their scales often come in black or green.

Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d10, Vigor d6

Skills: Athletics d6, Fighting d6, Notice d8, Stealth d8

Pace: 7; **Parry:** 5; **Toughness:** 6 (1)

Special Abilities

- **Armor +1:** Scales.
- **Bite:** Str+d6; Poison.
- **Infra-vision:** Halve vision penalties for darkness.
- **Poison:** Bite inflicts poison if foe is Shaken or Wounded. The victim must make a Vigor roll or suffers from Paralyzing poison.

Razor Shark

These sharks have an incredibly deadly bite that can pierce through steel. Their jaws appear to take up almost half of their bodies.

Attributes: Agility d10, Smarts d4 (A), Spirit d8, Strength d12+5, Vigor d12

Skills: Athletics d8, Fighting d10, Notice d12, Stealth d8

Pace: —; **Parry:** 7; **Toughness:** 13

Edges: Frezy

Special Abilities

- **Aquatic:** Pace 12.
- **Bite:** Str+d10, AP 4, Heavy Weapon.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Size +5 (Large):** Razor Sharks can grow up to 35' in length.

Oddities (Varied Tech Levels)

Some creatures cannot truly be explained by science. They are often the result of an expenditure of Portal energy, or they may have been altered by a Portal in some bizarre way.

Living World

With countless Worlds in the Multiverse, some inevitably die off. When they do, their Portals often cease to exist as well. As the Portals fade, sometimes they emit a wave of energy that inhabits the mind of a human who is unfortunate enough to be nearby. This individual is suddenly hit with the final thoughts of countless souls, and is driven mad. With the voices of millions in their ears, a Living World is a desperate individual who should not be taken lightly.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d8, Vigor d8

Skills: Academics d8, Athletics d8, Common Knowledge d10, Fighting d8, Notice d8, Shooting d8, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 6

Hindrances: Delusional (Major; the World the voices came from is still alive; we must get home)

Edges: Elan, Jack-Of-All-Trades, Improved Nerves of Steel

Gear: Knife (Str+d4), Glock (range; 12/24/48, 2d6, AP 1, Semi-Auto)

Portal Phantom

Though it is incredibly rare, there are cases of people dying while in transit between two Portals. This occurrence is usually caused by an external source, such as a bullet to the back as they jump through the Portal, a heart attack, or something similar. While the body is expelled on the other side of the Portal, the soul is allegedly animated through Portal energy. They can leap from Portal to Portal and World to World with this energy, and often haunt Clusters in search of their bodies. They are best suited in a setting that includes Arcane Backgrounds.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d4, Intimidation d10, Notice d6, Stealth d10

Pace: 6; **Parry:** 2; **Toughness:** 5

Hindrances: Vengeful (Major)

Special Abilities

- **Energy Emission:** Portal Phantoms can unleash concentrated Portal energy. They have 15 Power Points to be used with the *bolt* power. They use their Spirit as their arcane skill.
- **Low Light Vision:** No penalties for Dim or Dark lighting.
- **Ethereal:** Intangible and can only be hurt by magical attacks.
- **Flight:** Flying Pace of 6".

NPCS

People from all walks of life can be found in the Multiverse, from peaceful citizens to despicable dictators. Characters in this section are broken up primarily by the different technology level their World has, as a certain level of culture goes along with that.

A gamemaster can easily change the gear of a character, in order to use the character in a different setting.

Ancient Warriors (TL 2a, DTL 0)

These characters represent the citizens and fighters of the Bronze Age. In a Multiverse with endless possibilities, the players may occasionally run into a World in which technology resembles that of the ancient Greeks or Romans. These societies can be brutal, and often have intricate networks of gods.



Captain

These fierce warriors lead armies with great effect. They are fearless and tenacious in battle, but their knowledge of combat tactics is equally strong.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d10, Vigor d6

Skills: Athletics d8, Battle d8, Fighting d10, Intimidation d10, Notice d8, Persuasion d6, Shooting d8

Pace: 6; **Parry:** 8; **Toughness:** 7 (1)

Edges: Brave, Command, Fervor, Frenzy, Soldier

Gear: Spear (Str+d6, +1 Parry, Reach 1, 2 Hands), Bow (Range; 12/24/48, 2d6), Bronze Corselet (+3)

Soldier

These ancient warriors fight with a tactical mind and natural ferocity. Soldiers often favor spears or short swords for close-quarters combat.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Athletics d6, Battle d4, Common Knowledge d6, Fighting d6, Intimidation d8, Notice d6, Shooting d6,

Pace: 6; **Parry:** 6; **Toughness:** 8 (3)

Edges: Soldier

Gear: Spear (Str+d6, +1 Parry, Reach 1, 2 Hands), Bow (Range; 12/24/48, 2d6), Bronze Corselet (+3)

Evil Empire (TL 5a, DTL 4)

Traveling across dimensions, the Heroes are bound to stumble on a dark, sinister Empire eventually. These statistics are to be used for any militant group the gamemaster wishes. They are presented here with modern technology, but this level can be adjusted.

Commander

Some of the highest-ranking soldiers are the Commanders. Though they are tough, and they have a sturdy head on their shoulders. They are quick-thinkers and strategic combatants. A smart adventurer will target Commanders first when in combat, as they can lead other soldiers with devastating efficiency.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d8

Skills: Athletics d8, Battle d8, Fighting d10, Intimidation d12, Notice d8, Persuasion d10, Shooting d10, Stealth d6

Pace: 6; **Parry:** 7; **Toughness:** 8 (+2)

Hindrances: Bloodthirsty, Loyal

Edges: Brawny, Command Presence, Fervor, Frenzy, Hold the Line!, Marksman, Tactician

Gear: Baton (Str+d4), Spencer Carbine (range; 20/40/80, 2d8, AP 2, Semi-Auto) Kevlar Vest (+2, Reduces firearms damage by 4)

Evil Ruler

The man or woman who presides over an Evil Empire does so with a cold heart and punishing will. They are usually accompanied by plenty of extra soldiers.

Attributes: Agility d8, Smarts d12, Spirit d12, Strength d8, Vigor d10

Skills: Athletics d8, Battle d10, Common Knowledge d6, Fighting d12, Intimidation d12, Notice d10, Persuasion d12, Stealth d10

Pace: 6; **Parry:** 9; **Toughness:** 9 (+2)

Hindrances: Arrogant (Major), Vengeful (Major)

Edges: Block, Charismatic, Combat Reflexes, Command Presence, Elan, Fervor, Hold the Line!, Improved Frenzy, Inspire, Rock and Roll!

Gear: Baton (Str+d4), M60 (7.62 mm) (range;30/60/120, 2d8+1, AP 2, ROF 3, Auto) Kevlar Vest (+2, subtract 4 firearms damage)

Infantry

Soldiers are the backbone of an Empire, as they are zealous and determined individuals. They believe that their organization's law and order should be spread to the rest of the Multiverse.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Fighting d6, Intimidation d6, Notice d6, Shooting d6, Stealth d6
Pace: 6; **Parry:** 5; **Toughness:** 5
Edges: Soldier
Hindrances: Loyal, Obligation (Major, The Empire)
Gear: Baton (Str+d4), Colt 1911 (range; 12/24/48, 2d6+1, AP1, Semi-Auto)

○ *Juggernaut*

These special soldiers are very hardy and well-trained. They represent the soldier that is particularly tough and large. They often hold positions of authority in the ranks of their Empire, as they have proven their mettle.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8
Skills: Athletics d10, Battle d6, Fighting d10, Intimidation d10, Notice d6, Persuasion d6, Shooting d10
Pace: 6; **Parry:** 7; **Toughness:** 9 (+2)
Hindrances: Arrogant, Loyal
Edges: Brawny, Command Presence, Soldier.
Gear: Long Sword (Str+d8), Pump Action Shotgun (range; 12/24/48, 1-3d6), Kevlar Vest (+2, subtracts 4 points of damage from firearms.)

Officer

A step above the Infantry soldier, the Officer has some level of administrative duties, as well the charge over lower ranking units. Despite being just a step above the basic grunt worker, Officers have an air of authority and arrogance about them.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Athletics d6, Battle d6, Fighting d6, Intimidation d8, Notice d8, Persuasion d8, Shooting d8, Stealth d6
Pace: 6; **Parry:** 5; **Toughness:** 7 (+2)
Hindrances: Arrogant, Loyal
Edges: Command
Gear: Baton (Str+d4), M1 (.30) (range; 24/48/96, 2d8, AP 2, Semi-Auto) Kevlar Vest (+2, subtracts 4 damage dealt by firearms)

Local Traders, TL varies, DTL 0

Sometimes Travelers will discover a neighboring World, make it back home again, and then seek to monetize their discoveries. Usually this is done when there is a technological difference between the Worlds, taking higher tech items and selling them in a lower tech World. These trades are generally small operations, an individual, group of friends, or perhaps a family. Often the rest of the World has no knowledge of Traveling.

Tradesman

These folks have just recently discovered other Worlds. They generally do well at socializing, and have a knack for business.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d4

Skills: Athletics d4, Common Knowledge d6, Fighting d4, Knowledge (Business) d4, Notice d6, Persuasion d6, Stealth d4

Pace: 6; **Parry:** 4; **Toughness:** 4

Edges: Charismatic

Gear: Knife (Str+d4)

Tradesmaster

Certain Tradesmen who have spent time Traveling from World to World have become experts in their field. They are good with people, make friends quickly, and usually have business connections with other Worlds.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d8, Fighting d6, Intimidation d6, Knowledge (Business) d8, Notice d8, Persuasion d10, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Edges: Charismatic, Connections (Varies)

Gear: Knife (Str+d4)

Lost Criminals, TL 4, DTL varies

Most interdimensional criminals are Travelers who rob or kill to survive, and do so while passing through a World. Some might only do so reluctantly, out of desperation, while others might be more callous.

Escapee

This sort of criminal is trying to get away from their World. This could be to get out of reach of the authorities, or to get away from the past that haunts them.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d4, Fighting d6, Notice d8, Survival d8, Shooting d6, Stealth d10, Thievery d8

Pace: 8; **Parry:** 5; **Toughness:** 5

Edges: Extraction (Imp), Fleet-Footed, Streetwise

Hindrances: Wanted (Major)

Gear: Shiv (Str+d4), Glock (range; 12/24/48, 2d6, AP 1, Semi-Auto)

Thug

These basic criminals are your common murderers and bruisers.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Athletics d6, Common Knowledge d4, Fighting d8, Intimidation d8, Notice d6, Shooting d6, Stealth d6, Thievery d6

Pace: 6; **Parry:** 6; **Toughness:** 6

Edges: Berserk, Brawny

Hindrances: Bloodthirsty (Major) Vengeful (Major)

Gear: Brass Knuckles (Str+d4), Glock (range; 12/24/48, 2d6, AP 1, Semi-Auto)

Thief

Some criminals prefer to steal things in the shadows, using subtlety to their advantage.

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d8, Common Knowledge d6, Fighting d6, Notice d6, Shooting d6, Stealth d10, Thievery d10

Pace: 6; **Parry:** 5; **Toughness:** 5

Edges: Acrobat, Streetwise, Thief

Hindrances: Greedy (Major)

Gear: Knife (Str+d4)

Medieval Denizens (TL 2b, DTL 0)

On some Worlds, it is common to see technology that makes the full-plated armor and swords of yesteryear still valuable. Though they are not as efficient as modern technology, medieval weapons and tools can still be useful. Worlds that hold to such ancient traditions are often very superstitious, and can be religious as well.



Knight

These Warriors can be found on some Worlds where technology has not spread as far as it has on Alpha Earth. The way of the Knight is a code of honor, one that can be abused by the corrupt. Knights can also exist in modern or futuristic societies, as it is primarily a mentality that determines their archetype.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d6

Skills: Athletics d8, Battle d6, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d6, Persuasion d6, Riding d8

Pace: 6; **Parry:** 7 (2); **Toughness:** 9 (3)

Hindrances: Code of Honor (Major)

Edges: Brawny, Charismatic

Gear: Longsword (Str+d8), Medium Shield (+2 Parry; cover -2), Chainmail Shirt (+3)



Noble

On some Worlds, one's birth or wealth determines one's worth. Class-driven societies can view the Noble as either a wise leader, or a heartless oppressor. The Noble is very adept at talking others into doing what they want them to.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Academics d6, Athletics d4, Common Knowledge d8, Fighting d6, Intimidation d8, Notice d6, Persuasion d10, Shooting d6, Stealth d6, Taunt d8
Pace: 6; **Parry:** 6; **Toughness:** 5
Hindrances: Arrogant (Major)
Edges: Aristocrat, Attractive, Charismatic, Rich
Gear: Rapier (Str+d4, +1 Parry), Bow (Range; 12/24/48, 2d6)

Peasant

The backbone of most medieval societies, the Peasant represents the farmer and general townsfolk.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Athletics d6, Common Knowledge d6, Fighting d4, Notice d6, Stealth d6, Survival d6
Pace: 6; **Parry:** 4; **Toughness:** 5
Hindrances: Illiterate (Minor)
Gear: Pitchfork (Str+d6, Reach 1)

Ruler

The ruler of most medieval societies is a monarch with alleged ties to the throne through royal blood. Rulers can be either kind or cruel, depending on their upbringing and level of desire for power.

Attributes: Agility d6, Smarts d10, Spirit d12, Strength d8, Vigor d6
Skills: Academics d8, Athletics d6, Fighting d8, Intimidation d10, Notice d6, Persuasion d12, Shooting d8, Stealth d6
Pace: 6; **Parry:** 6; **Toughness:** 8 (3)
Hindrances: Arrogant (Major) or Heroic (Major)
Edges: Attractive, Charismatic, Command, Filthy Rich
Gear: Longsword (Str+d8), Bow (Range; 12/24/48, 2d6), Chain Shirt (+3)

Primitive (TL 1b, DTL 0)

Societies with a low technology level typically resort to violence for conflict resolution, as their education matches their resources. They are often ignorant and superstitious.

Brute

From cavemen to primitive barbarians, the Brute is a dangerous foe when angered. They more than make up for their lack of technology.

The Brute can represent a variety of things, including a modern-day thug, with a few simple gear changes.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8
Skills: Athletics d8, Common Knowledge d4, Fighting d6, Notice d6, Stealth d4, Survival d6

Pace: 6; **Parry:** 5; **Toughness:** 6

Edges: Brute

Hindrances: All Thumbs (Minor)

Gear: Club (Str+d6), Sling (range; 4/8/16, Str+d4)

○ Chief

Some Brute societies feature leaders of great physical strength. Brute Chiefs are often more clever than the typical Brute, but their intelligence level is rarely something to write home about.

They gain respect through sheer force of will and tenacity.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Athletics d10, Common Knowledge d4, Fighting d8, Notice d8, Survival d8, Stealth d6,

Pace: 6; **Parry:** 6; **Toughness:** 8

Hindrances: Clueless (Major)

Edges: Brute, Berserk, Brawny, Command, Frenzy

Gear: Large Club (Str+d8, 2 Hands), Sling (range; 4/8/16, Str+d4)

Hunter

Some individuals are capable of tracking and hunting down their food, with little risk to their own lives. These Hunters are cunning and resourceful. They rely on their sling, and stick to the shadows. Many a Traveler has been taken down by a Hunter who was unsure of the stranger's intentions.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Athletics d6, Common Knowledge d4, Fighting d6, Notice d6, Stealth d8, Survival d8

Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

Edges: Woodsman

Hindrances: Clueless

Gear: Club (Str+d6), Sling (range; 4/8/16, Str+d4), Animal Hide (+1)



Researchers (Varied Tech Levels)

Researchers include police or private investigators who analyze crimes, and scientists studying Portals. Some scientists try to determine the origins of extra-dimensional artifacts.

Detective/Private Investigator

These characters may be pursuing the paranormal, or they may be standard members of law enforcement. Either way, they can be a nuisance to Travelers who wish to explore a World without their presence being known.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d6, Academics d8, Common Knowledge d10, Fighting d6, Intimidation d8, Notice d8, Persuasion d6, Research d10, Shooting d8, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Curious (Major)

Edges: Connections (Varies), Investigator

Gear: Baton (Str+d4), Colt 1911 (range 12/24/48; 2d6+1, Ap1, Semi-Auto)

Scientist

These curious individuals seek the truth for the sake of discovery, and for the benefit of man. They are incredibly gifted academically, and have a deep understanding of interdimensional Travel.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d4

Skills: Athletics d4, Academics d8, Common Knowledge d6, Electronics d8, Fighting d4, Investigation d8, Notice d8, Research d8, Science d10, Shooting d4, Stealth d6

Pace: 6; **Parry:** 4; **Toughness:** 4

Hindrances: Curious

Edges: Scholar (Science)

Gear: Knife (Str+d4), Glock (range 12/24/48; 2d6, Ap1, Semi-Auto)

Urban Denizens (TL 5b, DTL 4)

Many dimensions in the Multiverse feature modern levels of technology, and Worlds that are incredibly similar to the Earth we know. While there are many different kinds of people within these Worlds, there are a few that stand out.

Captain (Military)

These soldiers are highly trained, and can lead squads with devastating effect. Captains can be found in most Worlds, but are seen particularly in those with a high need for tight security, or during times of war.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d6, Battle d8, Common Knowledge d6, Driving d6, Fighting d8, Notice d8, Shooting d8, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 8 (+2)

Edges: Command, Rapid Fire, Rock n' Roll, Soldier

Gear: Knife (Str+d4), M16 (range; 24/48/96, 2d8, AP 2, ROF 3, Auto), Flak Jacket (+2, reduces ranged damage by 4)

Citizen

Citizens represent the average person living in the modern age. They can easily be adjusted by adding a few skills to make them stand out.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d6, Driving d6, Notice d6, Stealth d4

Pace: 6; **Parry:** 2; **Toughness:** 5

Gear: Varies

Cop

Cops are common on a variety of Worlds. They often patrol, and look for anything suspicious. Travelers may stand out and warrant investigation.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Athletics d6, Common Knowledge d8, Driving d6, Fighting d6, Notice d8, Shooting d8, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 6

Gear: Baton (Str+d4), Colt 1911 (range; 12/24/48, 2d6+1, AP1, Semi-Auto)

Soldier (Military)

These Soldiers are well-trained and prepared for just about anything. They follow orders with ease, and stick together in tough situations.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Driving d6, Fighting d6, Notice d6, Shooting d6, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 7 (+2)

Hindrances: Loyal (Minor), Code of Honor (Major)

Gear: Knife (Str+d4), M16 (range; 24/48/96, 2d8, ROF 3, AP 2, Auto), Glock (range; 12/24/48, 2d6, AP 1, Semi-Auto), Kevlar Vest (+2, reduces ranged damage by 4)

TRAVELERS

The Heroes aren't the only ones out there Traveling from World to World. Here are some other types of Travelers or groups the Heroes might meet.

Common (Varied Tech Levels)

These are the most basic adventurers the characters are likely to meet, people that are currently still exploring the multiverse.

Explorer

Some choose to Travel from one dimension to others. These people are often very curious, but inexperienced.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Academics d4, Athletics d6, Common Knowledge d6, Fighting d6, Notice d8, Persuasion d6, Research d4, Science d4, Shooting d6, Stealth d6, Survival d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Hindrances: Curious (Major)

Gear: Knife (Str+d4), Glock (range; 12/24/48, 2d6, AP 1, Semi-Auto)

Experienced Explorer

These characters have been adventuring through the Multiverse for quite some time now. They have gathered some good gear, and are very adept at finding their way around Worlds.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d8, Vigor d8

Skills: Academics d6, Athletics d8, Common Knowledge d6, Fighting d8, Intimidation d8, Notice d8, Persuasion d8, Research d6, Science d6, Shooting d8

Pace: 6; **Parry:** 6; **Toughness:** 8 (2)

Hindrances: Curious (Major)

Gear: Short Sword (Str+d6), Spencer Carbine (Shooting; range 20/40/80; 2d8, AP 2) Kevlar Vest (+2, reduces the damage of ranged attacks by 4)

Settled (Varied Tech Levels)

Settled Travelers are those who gave up on going home, or never wanted to in the first place. They might be helpful, sharing or trading information about the Worlds they know. They might also be eager to acquire items from other Worlds, in order to increase their own wealth or power in their adopted home.

Celebrity

Some Travelers have assumed the identity of their celebrity Double, or displayed a unique talent, making them stand out on their new World. They might be worshipped as a god, or they might be a popular performer and entertainer.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d6

Skills: Athletics d4, Common Knowledge d8, Fighting d4, Notice d8, Persuasion d10

Pace: 6; **Parry:** 4; **Toughness:** 5

Hindrances: Arrogant (Major)

Edges: Attractive, Charismatic, Command, Famous, Filthy Rich

Gear: Knife (Str+d4)

Citizen

Some who settle into a community take on a quiet and humble life. They wish to blend in and remain unassuming.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Common Knowledge d6, Fighting d4, Notice d6 Persuasion d6

Pace: 6; **Parry:** 4; **Toughness:** 5

Gear: Knife (Str+d4)