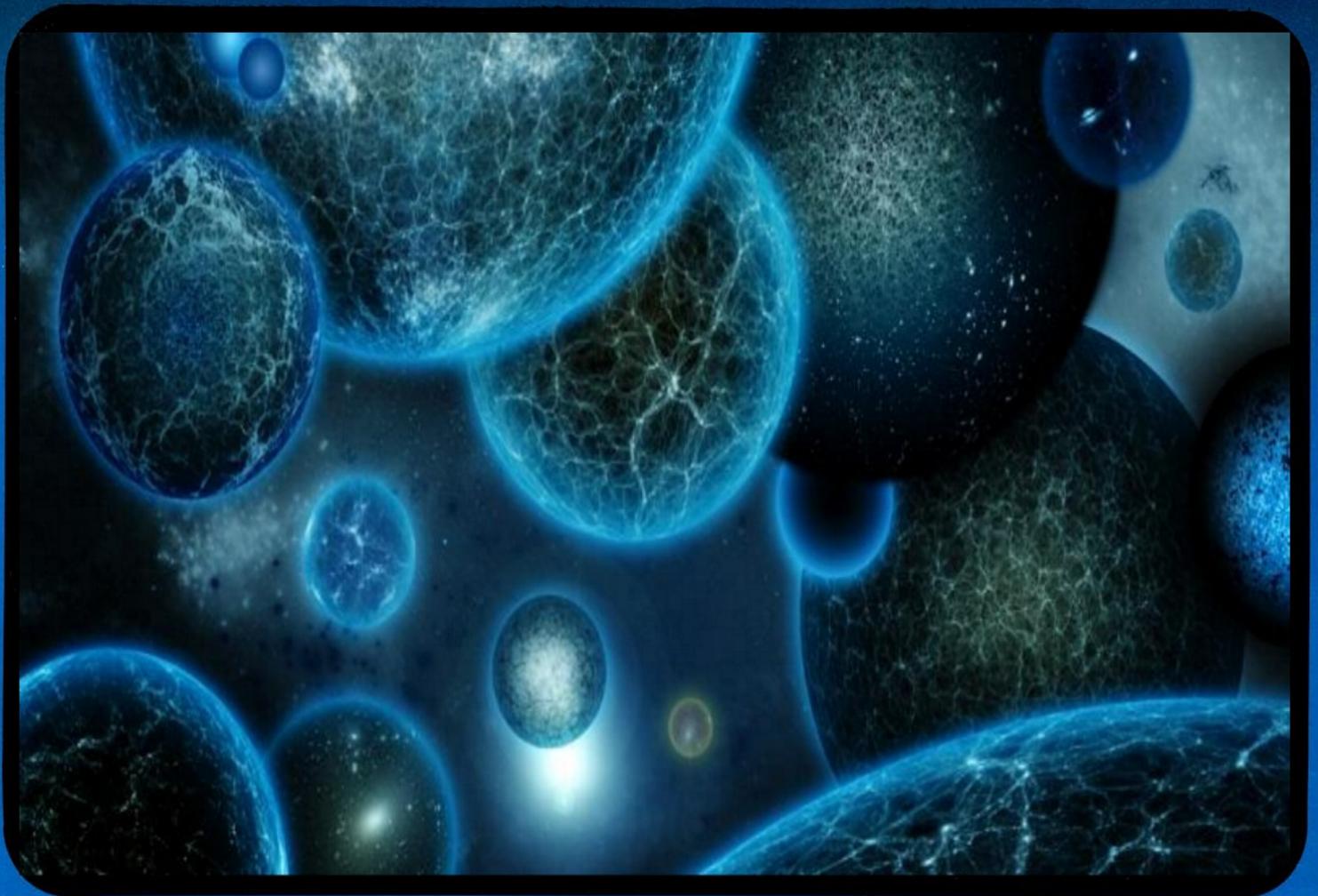


HEROES

UNLIMITED

UNIVERSE

Companion Rules BHU4



Superhero roleplaying in the Beyond Heroes Unlimited Universe

Atlas 1: Earth Dimensions

Beyond Heroes Unlimited Universe Book IV: Atlas I Dimensions

Design: Marco Ferraro 2021

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Foreword

The Beyond Heroes Unlimited Universe series represents a new series of pdfs converting the D20 Beyond Heroes setting to Palladium mechanics in general, and Heroes Unlimited specifically.

Dimensional travel and adventures occur more in magical scenarios than anywhere else. The definition of a dimension is: a universe or realm containing space, matter and energy which is separated from our own universe by some physical difference in the space, matter and energy itself.

Dimensions are called by many names: planes, universes, realms, and worlds. Entities and beings entreated for Dimensional energy powers inhabit other dimensions. Magical heroes deal with other dimensions more than any other type of character, probably due to the fact that so much energy for magic is drawn from other dimensions. Sometimes whole adventures are centred on stopping an invasion from another dimension or pursuing someone or something in another dimension.

Other dimensions offer endless opportunities for adventure. Conditions and physical laws differ from dimension to dimension, heroes fight copies of themselves, meet legendary heroes, or face a strange new menace.

Dimensional travel is the process of leaving the space of our universe and entering that of another one accomplished by physical, psychic, psionic, or magical means. The magical means of dimension travel are unknown to all but a few. While magic is not the

only way to enter another dimension, it is the most commonly used method.

This conversion combines material from BH10 and BH11.

1. DIMENSIONAL TERMS

Alternate Earth

These realities contain worlds that are very much like Earth, except that specific events did not occur in quite the same way. There are two types of alternate Earths - a Divergent Earth in which the history of events did not differ from the history of our world until a particular event occurred, and a Alternate Earth in which no particular point of divergence can be identified. It should be noted however that any Alternate Earth could in fact turn out to be a Divergent Earth upon further investigation.

Astral Travel

The astral plane which is a separate dimension which seems to run through most dimensions. A character who has no other means of travelling can enter other dimensions by projecting his astral form and simply following the astral plane into those dimensions. While the limit on the amount of time a character's astral form can be out-of-the-body before damage occurs remains the same, it must be remembered that time passes at different rates in different dimensions (GM's Discretion).

Beacons

If the character is travelling through unfamiliar dimensions then some form of beacon must be maintained within the user's dimension so he can find his way back again. On many occasions Doctor Strange has used a lit candle or his own amulet to provide a path of light back to his own dimension. A beacon allows the traveller to return to his own dimension with ease even if he passes through unfamiliar dimensions on the way. If the beacon is extinguished, the traveller becomes lost and must travel through

dimensions at random until he finds a familiar one.

Continuity

A Continuity is a single reality. Characters can hail from alternate dimensions and other universes but still all belong to the one continuity.

Dimension Phasing

This is the term applied to seeking a specific dimension by going from one dimension to another until the traveller finds the one he seeks. This applies to characters who are travelling to unfamiliar dimensions, to characters involved in a trans-dimensional pursuit, etc. To leave the Earth dimension a character must use a dimensional aperture to escape the Earth dimension to another one, then travel from there through other dimensions to the desired destination.

Effects of Dimension Travel

The human mind is a frail thing when confronted by a reality that contradicts the senses and what we believe to be constant physical laws. Some dimensions are so bizarre in their existence that they can seriously challenge a character's sanity. The character can resist the danger by making successful Insanity and HF saves.

Megaverse

There are certain universes which are tied to a multiverse which do not share any open similarities to it, and thus are not strictly part of the larger universal hierarchy but at the same time are not so far removed that they exist in a separate multiverse.

Multiverse

A collection of alternate universes with a similar nature and a universal hierarchy. It includes both alternate and divergent earths.

Mystic Realm

These realities are governed by natural laws which lend themselves to an interpretation of magic. While such worlds could, also be classified as alien, that designation is usually reserved for worlds whose natural laws more clearly resemble Earth's.

Nexus

The GM may assign certain nexus points to the city, state, or country that a hero occupies. Nexus points are always difficult to reach and are sometimes downright dangerous. Usually myths and legends grow around the nexus points such as the Bermuda Triangle, haunted sites, hallowed burial grounds, and the like. These nexus points will offer immediate access to other dimensions.

Omniverse

The Omniverse is the collection of every single universe, multiverse, dimension (alternate or pocket) and realm mentioned in not only the player's universe but also any other including Marvel Comics, DC Comics, Image, Dark Horse, Archie, and every universe ever mentioned or seen. Everything is in the Omniverse, and there is only one Omniverse.

Plane

There are many, many planes throughout the multiverse. 2 planes can lie side by side like pages in a book, yet (since each plane is closed and self contained) it will be impossible to travel between them without the aid of a powerful source. Some are small and others vast. In some planets are arranged in solar systems

and orbit suns. In others flat planets are warmed by tiny suns of their own. Some contain nothing but empty void, others are completely solid. Each has its own physical and magical laws.

Rift

These open from one dimension directly into another. If a character is using one of the many magical items that opens directly into a specific dimension then his arrival is instantaneous.

Travel Distance and Speed

For game purposes the distance between any two dimensions is measured in the dimensions themselves. The placement of the dimensions is a random task filled by the GM rolling 2D10 and adding them together to determine the number of dimensions the player character has to travel before arriving at the right one. This means that the character must pass through from 2 to 20 dimensions. The rate of Earth time spent in passing through these dimensions depends on the character's normal movement speed. Consider a dimension as equal to 3 areas for movement rate. Therefore, if a character has a normal movement rate of 3 areas per round, he can move through one dimension per round. This represents a greatly accelerated speed used only for dimensional travel. A character must fully concentrate on his movement to pass through dimensions at this rate. He is allowed no use of universal or dimensional powers while he is moving through dimensions. If a character encounters another character or creature within another dimension the movement rate for both parties reverts to normal within the dimension. A character who travels quickly through dimensions must be careful. In passing through dimensions faster than two dimensions per round the character can

create a moebius or time loop where it is impossible to stop or turn back. Once caught on this the victim can even see himself, repeated on the opposite side of the loop, travelling along. If the victim collides with himself all is lost.

Vortex

A vortex is a hole from one plane to an adjacent plane. Elemental matter either whirls into or erupts out of the vortex; a current of elemental matter flows in one direction, either toward or away from the connected plane. A vortex may appear to float in the air or lie on a surface.

Wormhole

A wormhole is a connecting passage between sections of space within the same plane. Wormholes are never straight, it bends and winds along its entire length. There is no gravity in a wormhole and a strong current of air constantly blows through the passage in a single direction.

Dimension Travel Guide

The Faerie Realms

The Realms of Reason

Outer Realms

Microscape

Phase Space

Bioscape

Elementalverse

Middle Realms

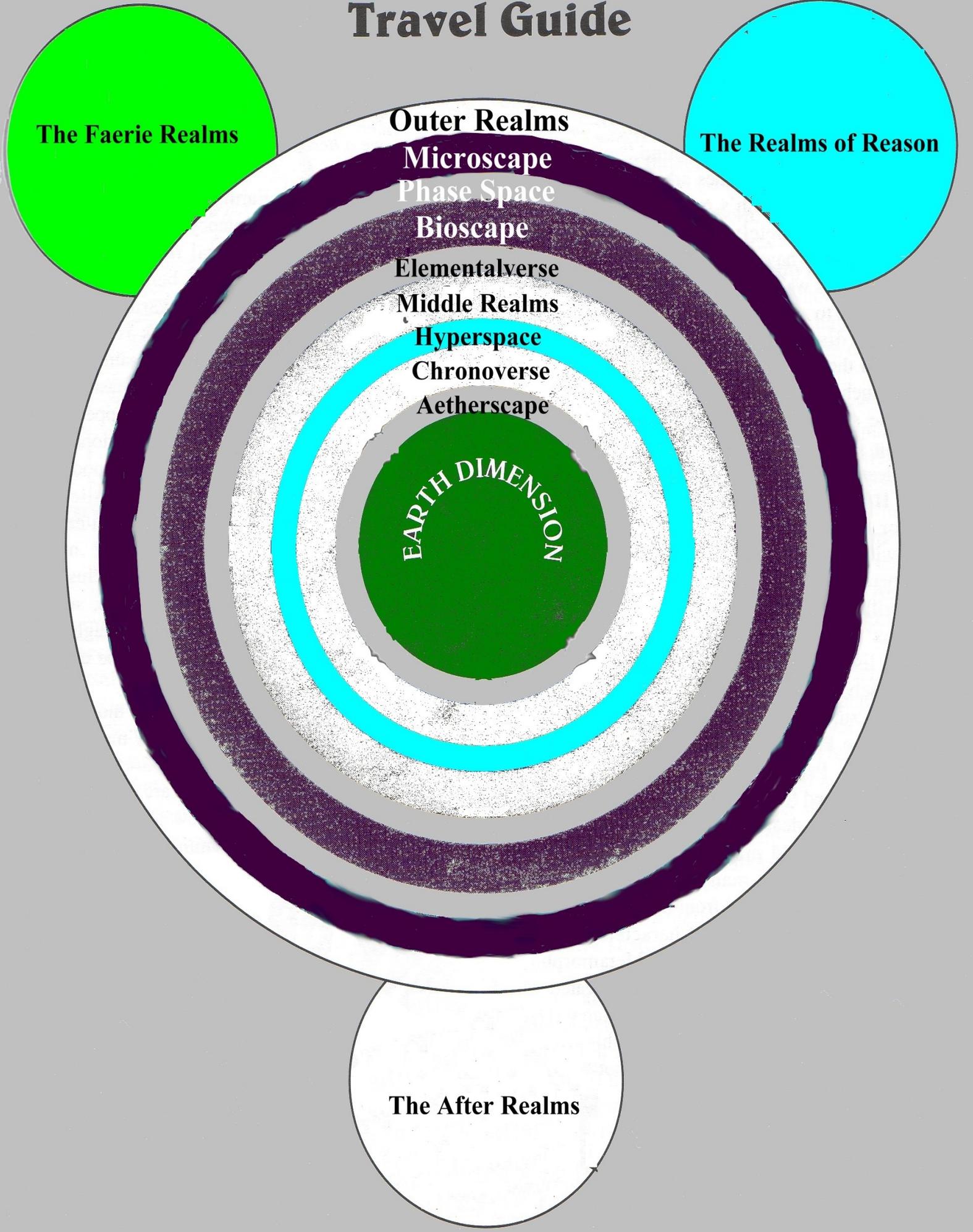
Hyperspace

Chronoverse

Aetherscape

EARTH DIMENSION

The After Realms



2. SURROUNDING DIMENSIONS

This section describes the various dimensions which combine to create the prime dimension which we all inhabit. These are all the currently known dimensions. It is theorised there may be quite a few more though.

The Planes Map Guide

This section describes the various dimensions which combine to create the prime dimension which we all inhabit. These are all the currently known dimensions. It is theorised there may be quite a few more though.

0. Subspace

Also known as Zero Space. A continuum with different laws than our own, just 'below' our own space. A form of Intangibility also allows entry into this dimension. One of its planets includes Elseworld; a cluster size planet on one side, and a vacuum of stars on the other. In one Heroes universe this served as a prison of Dimitrios, later used by the Celestial Alliance to imprison human metas.

1. The First Realm

Also known as First Space. Noone has ever claimed to have visited it, but the most popular theory remains that it is a single flat line.

2. The Flat Realm

Also know as Second Space. A realm where everything within consists of only two dimensions. It is a world the size of a universe with nothing beyond the planet (ie. no outer space).

3. The Prime Material Plane

Also known as Third Space and the Mortal Plane. Consists of all the combined sub-dimensions listed below. This universe is an infinity of vacuum consisting of infinite galaxies containing billions of stars with billions of planets. This is the prime dimension of the Beyond Heroes Universe. There appear to be more nexus points in Earth's dimension than in any other, and more dimensions and pocket-dimensions seem to intersect with the Earth dimension than any other. Another peculiar facet of the dimension is the desire by so many different entities and factions to conquer and control it. It is quite possible that it is the nexus for all other dimensions, a type of hub in the wheel of the universes. Another possibility is that it is the largest of all dimensions, and yet contains fewer magical characters in proportion to its size.

The magic inherent in the Earth dimension seems to be of a different type than most other magical dimensions. Furthermore evil extra-dimensional beings, have failed many times to conquer this dimension. Astral projection within this dimension also seems easier than it does in others. Many forms of non-magical astral projection exist, particularly psionic and psychic abilities, but the projection is almost always confined within the Earth dimension. This may be because the astral plane runs through the entire dimension, instead of only intersecting it in places.

4. Aetherscape

Also known as Fourth Space. Aether is the material that fills the region of the universe above the terrestrial sphere. Travellers can see a misty greyscale

version of the plane from which they are travelling. Unlike the Astral Plane, in which solid objects can exist (though are extremely rare) anything and everything that goes to the Ethereal Plane becomes Ethereal.

5. The Chronoverse

Also known as Fifth Space and Limbo. An infinite universe of grey and white fog allowing journey to any point in time. This dimension is unique in that it exists outside the timestream and thus possesses no time. Reality in Limbo is comprised of a single, ever-changing moment in which everything that ever was, is, and could be co-exist. Human beings within Limbo might imagine that time passes t h e r e, since they are conditioned to think in such a way, but they cannot age or die there. In order to time travel without aging, it is necessary to pass through Limbo. Time travel can be accomplished by either technological or magical means. Since magic uses energies not available to science. it is possible that magical time travel differs in some significant respect; however, the full mysteries of time travel have yet to be revealed.

6. Hyperspace

Also known as Sixth Space. This is an infinite Alternate universe where there is a higher speed of light. Currently believed to be uninhabited. The physical laws differ from Earth's in the following ways. First, it is possible to surpass the speed of light within hyperspace. Second, hyperspace is "warped" in comparison to Earth's dimension so that the distance between two points in hyper-space might be immensely shorter than the distance between the equivalent points in Earth's dimension. Interstellar travel is impractical for any sentient race that has not discovered the means of

travelling through hyperspace in order to reach a destination in their own dimension. Because it is so easily reached through artificial means, it is one of the most passed through dimensions while being one of the least visited by magical characters.

7. Middle Realms

Part of Seventh Space and contains the following dimensions; the Astralscape, the Dreamscape, the Screamscape and the Shadowscape.

8. Elementalverse

Part of Eighth Space and contains the following dimensions; the Celestialscape, the Cinderverse, the Cirroscapes, the Corrosiverse, the Cryoverse, the Dynaverse, the Emberverse, the Fissionverse, the Gravitiescape, the Hydroscape, the Illumniscapes, the Mireverse, the Pyroscapes, and the Terrascapes.

9. Bioscape

Part of Ninth Space and contains the following dimensions; the Faunascapes, the Florascapes, the Machinascapes, the Orescapes, the Quantumverse, and the Stratoscapes. The Faunascapes is further subdivided into; the Animorphicverse, the Antipodalverse, and the Arthropodicverse. While the Florascapes is further subdivided into; the Saphromorphicverse.

10. Phase Space

Also known as Tenth Space, E Space, External Space and In-Between. These are interdimensional corridors which link all other dimensions/universes within the Macroscape multiverse.

11. Microscape

Also known as Eleventh Space and consists of an infinite amount of microverses of subatoms and molecules.

12. The Outer Realms

Part of Twelfth Space and contains the following dimensions; the After Realms, the Faerie Realms, and the Realms of Reason. The After Realms is subdivided into an additional 85 dimensions, the Faerie Realms an additional 11 dimensions, and the Realms of Reason an additional 8 dimensions.

Dimensions within the Middle Realms

The Middle Realms are often thought of as the dimensions of imagination and possibility. Despite their placement each of these dimensions are closely connected to the Prime Material Plane.

Astralscape

This dimension does not contain physical matter but ectoplasm, a quasi-material substance which cannot be totally defined. It is difficult for physical beings to journey to Astral Dimensions. In most cases entry to an Astral Dimension is restricted to a traveller's astral (or spirit) form, which is also composed of ectoplasm. It is an infinite universe of conscious thoughts.

Characters may travel to different locations at the speed of thought so long as they know where they want to go. On the astral plane, the life energies and consciousnesses of other beings are visible only to those who can reach the astral plane by psychic, psionic, or magical means. The astral plane is also sometimes called the astral dimension, astral realm, or the spirit world. Many times what people believe to be a ghost is actually the astral body of a being who has died.

Dreamscape

This dimension derives its substance from the dreams of other-dimensional sleepers. If beings everywhere would stop dreaming, this dimension would cease to exist. The dimension itself is a bizarre collection of images and substances, essentially formless and ever changing, depending on the particular dream that one is experiencing. Some locations in the dimension are fixed in their form, though still sanity threatening

in their own manner. The exact location of the Dreamscape has not, and most likely cannot, ever be known.

However, it is believed that all beings who dream have access to it at some time or another, even if only for brief moments, while they sleep. The Dreamscape is ruled by the Sandman, a humanoid entity who is believed to be omnipotent in his realm. The Sandman is the absolute monarch of his dimension; he is master over whatever (mostly unknown) forms of life may reside there. Within the dimension resides every dream, hope, and fear of mankind, upon which the Sandman can eavesdrop at will. When these dreams and nightmares get out of control for their human recipients, the Sandman is able to intercede on their behalf to help them solve their problems.

Screamscape

Little is known of this interdimensional space. It is ruled by the Lord of Horrors operating out of his Hall of Fear, an ancient citadel. He travels through his domain by flying or using great grey monoliths as fixed Dimensional Apertures. Shade-Thralls attend his desires. There is some connection between the Screamscape and the Dreamscape, possibly just the fact that dreams cannot exist without nightmare, but they do not occupy the same space. The dimension itself is very dark and foreboding, with some pieces of floating matter.

It is considered sanity-threatening. The Lord, and, presumably, his dimension, are insidious in their effect on mortals. Instead of one, all-out attack, or even lightning raids on a character or his senses, they slowly destroy the character's confidence by gnawing away

with doubts and fears. For a magic wielder this can be dangerous, as a loss of confidence can cause a loss of power.

Shadowscape

This is an infinite universe of all D'arqueness and the source of all D'arque abilities and magic. It is accessible to Earth only through shadows and by those who were born in that otherdimensional plane. When attempts at exploration thousands of years ago proved too dangerous even for the gods who dared to cross the magical threshold between the worlds, the investigations were halted. The Shadowscape lapsed into the realm of superstition and myth; it became a place that was used to frighten unruly children into submission. Atlanteans believed it to be the plane which housed their concepts of heaven and hell and the source of all the magical power in the universe.

It was also believed to be home to a wide array of Atlantean deities, both good and evil, and of mythical demons, imps, and beasts. In truth, the Shadowscape came into being in a flash of thought, more than one billion years ago, in the mind of an other dimensional universal being whose dark dreams were given solid reality as a separate dimension within the universal consciousness. At the very heart of the Shadowscape lies a nexus through which other dimensions and worlds can be accessed.

Realms within the Elementalverse

The Elementalverse refers to any elemental based dimensions directly connected to the Beyond Heroes universe. Some physics work differently in these realms than they do in the real world, depending on the nature of the each realm.

Celestialscape

Also known as the Dimension of Air, this is an infinite universe consisting of differing combined gases with varying visibility.

Hydroscape

Also known as the Dimension of Water, this is an infinite universe consisting of differing combined non corrosive liquids.

Negaverse

Also known as the Negative Dimension and the Negative Material Plane, this is an infinite universe of blackness acting as the source of all stagnation, evil, lethal energies and the undead. Any unprotected living creature exposed to the Negative Energy plane has its life force rapidly drained and will die when they run out.

Pyroscape

Also known as the Dimension of Fire, this is an infinite universe of plasma lava.

Terrascape

Also known as the Dimension of Earth, this is an infinite universe consisting of solid soil mixture of all the differing mineral types.

Tranquilverse

Also known as the Positive Dimension and the Positive Material Plane, this is an infinite universe of whiteness acting as the source of all order, logic and stability.

Sub-Realms within the Elementalverse

Cinderverse Also known as the Dimension of Magma, this is an infinite universe of liquid volcanic rock and superheated clay combining the Terrascape and Pyroscape.

Cirroscape

Also known as the Dimension of Steam, this is an infinite universe of superheated steam clouds, fogs, vapours, and mists combining the Hydroscape and Tranquilverse.

Corrosiverse

Also known as the Dimension of Acid, this is an infinite universe of corrosive liquids combining the Hydroscape and Negaverse.

Cryoverse

Also known as the Dimension of Ice, this is an infinite universe of solid frozen water combining the Hydroscape and Celestialscape.

Dynaverse

Also known as the Dimension of Electricity, this is an infinite universe of flashing bolts of electrical lightning, combining the Celestialscape and Tranquilverse.

Emberverse

Also known as the Dimension of Smoke, this is an infinite universe of smoke and superheated gases combining the Celestialscape and Pyroscape.

Entroscape

Also known as the Dimension of the Void, this is an infinite universe of greyness acting as the source of all entropy, chaos and instability.

Fissionverse

Also known as the Dimension of Nuclear energy, this is an infinite universe of heat and radiation combining the Pyroscape and Negaverse.

Gravitscape

Also known as the Dimension of Gravity, this is an infinite universe of air with conflicting gravitational distortions combining the Terrascape and Tranquilverse.

Illuminiscap

Also known as the Dimension of Light, this is an infinite universe of all light acting as the source of all compassionate emotions and pleasant sensations.

Mireverse

Also known as the Dimension of Ooze, this is an infinite universe of muds, clays, and quicksands combining the Hydroscape and Terrascape.

Sludgeverse

Also known as the Dimension of Tar, this is an infinite universe of black molasses like sticky earth combining the Terrascape and Negaverse.

Realms within the Bioscape

The Bioscape is a contradictory place. It is both a location and a state of being. It has no true physical component, and yet it is grounded in the mundane physical world. It can best be described as a transcendent state of harmony with all of nature in which the “knower” is united with the “known.” The energy of all living organisms forms the this realm, which extends as far as life reaches. It is a restorative, healing place where there is compassion and love for all. One who enters feels he is slipping into a cool and comfortable place where all cares dissolve into the safe and nurturing bosom of the Mother of All Life. Those attuned to it can travel through it to any other location it reaches.

The Faunascap

Also known as the Dimension of the Menagerie. It connects all forms of organic non plant life (including animals, monsters, and insects) on earth, dead or otherwise. It includes the subrealms of the Animorphicverse, Antipodalverse and Arthropodicverse.

The Florascap

Also known as the Dimension of Plants. It connects all forms of botanical life on earth, dead or otherwise. It is also inhabited by the minds of all members of the Parliament of Nature's Throne of Trees. It includes the subrealm of the Saphromorphicverse.

The Machinascap

Also known as the Dimension of Machines. It connects every sentient machine based lifeform, dead or otherwise.

The Orescap

Also known as the Dimension of Minerals. It connects every sentient

mineral based lifeform; those which are natural, inorganic, solid compounds with a regularly ordered crystalline structure or composed of minerals.

The Quantumverse

Also known as the Dimension of Photons. It connects every sentient energy or light particle based lifeform, dead or otherwise. The Quantumverse is a different dimension opposite from that of normal space. Matter interactions with energy on the scale of atoms and subatomic particles within it. It is the source of most of reactions of physics within our universe. A universe where living energy swim in a sea of photons. They accumulate matter and energy and reshape themselves as they age. Each has a unique colour pattern due to the different photons it has consumed and may include colours like UV, microwave and cosmic rays.

The Stratoscape

Also known as the Dimension of Clouds. It connects every sentient gas based lifeform, dead or otherwise. Creatures that have no physical body at all.

Sub-Realms within the

Faunascape.

Animorphicverse

Also known as the Dimension of Animals, it connects every animal, extinct or otherwise. The Animorphicverse relates to the relationship between organisms in the animal kingdom and their connection to the Earth.

Antipodalverse

Also known as the Dimension of Monsters, it connects every monster, extinct or otherwise. The Antipodalverse relates to the relationship between

organisms in the dragon, kaijuu and monster kingdoms and their connection to the Earth.

Arthropodicverse

Also known as the Dimension of Insects, it connects every insect, extinct or otherwise. The Arthropodicverse relates to the relationship between organisms in the insect, arachnid, centipede and scorpion kingdoms and their connection to the Earth.

Sub-Realms within the

Florascape

Saphromorphicverse

Also known as the Dimension of Fungoids, it connects every fungus, extinct or otherwise. The Saphromorphicverse relates to the relationship between organisms in the fungal, mould, yeast and mushroom kingdoms and their connection to the Earth.

Dimensions within the Outer Realms

These Realms exist right at the outer edge of the Beyond Heroes cosmology. No dimensions within the same universe have ever been found beyond this. If any entity has discovered otherwise they're not telling anyone.

After Realms

Also known as the Realms of the Just Dead, and Domains of the Gods. After death visits them, souls await the next stage of their journey in the formless limbo called the Realm of the Just Dead, also known as the Gateway to the After Realms, the Grey Worlds, and the Waiting Room. This afterlife can be a paradise or a torment, depending on the kind of reward each person thinks he deserved. From here, souls pass on to Heaven, Hell, oblivion, or reincarnation. Strange creatures roam the Realm, grazing on ectoplasm, the excess matter thrown off by the dead as they pass through to the After Realms.

Along the edge of the Realm of the Just Dead are entrances to the many After Realms. Between all of the After Realms, there is a walkway known as the Grey Path. Some souls become trapped on Earth after their deaths, unable to reach the Realm of the Just Dead and become ghosts. This can happen in cases of particularly violent death or as a result of occult rituals. The Mana Factor in all these Realms is +3.

Athabaska After Realms

Aztlan	Realm of the Aztec gods.
Giizhigong	Realm of the Native American gods.
Hanan Pacha	Realm of the Inca gods.
Orun	Realm of the Voodooon gods.

Yachay Wasis	Realm of the Mayan gods.
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Europa After Realms

Alkyonide	Realm of the Thracian, Sardinian, and Macedonian gods.
Cruchan Feli	Realm of the Scottish gods.
Ditsov	Realm of the Armenian gods.
Elyssa	Realm of the Roman gods.
Galatia	Realm of the Gaulish gods.
Lusitania	Realm of the Lusitanian gods.
Midlands	Realm of the British gods.
Nartae	Realm of the Ossetian gods.
Olympus	Realm of the Greek gods.
Temair	Realm of the Irish gods.
Thule	Realm of the Etruscan gods.
Tir Na Nog	Realm of the Celtic and Welsh gods.
Ys	Realm of the Basque gods.

Fertile Crescent After Realms

Akkadia	Realm of the Canaanite gods.
Chronopolis	Realm of the Babylonian and Assyrian gods.
Emesa	Realm of the Syrian gods.
Heliopolis	Realm of the Egyptian gods.
Kaaba	Realm of the Arabian gods.
Mitanni	Realm of the Hurrian gods.
Nibiru	Realm of the Phoenician gods.
Nineveh	Realm of the Semitic gods.

Nirvanah	Realm of the Hindu gods.
Stygia	Realm of the Mesopotamian and Sumerian gods.
Thuvaraiyam Pathi	Realm of the Afghani gods.

Genesis After Realms

Avalon

Avalon is a pocket realm where the sword Caliburn (Excalibur) was forged. It is also home to the Lady of the Lake and spiritual centre of the old religions. It exists outside of the normal world but is accessible from it.

Battleverse

The Lords of Order and the Lords of Chaos are ancient entities that fight an endless war against each other on the battleground of men's souls. The Lords of Order imagine themselves to be the custodians of mankind's destiny and have guided civilizations to help them resist incursions by Chaos. Chaos also believes itself to be important to mankind, but it thinks that humanity needs to be shaken up because too much Order causes mankind to stagnate with complacency.

It is too simplistic to say that Order is good and Chaos is evil. Rather, they are both points of view, and neither side sees the whole picture. The Lords of Order have often worked to hurt mankind, and some Lords of Chaos have been beneficial to man. Both sides also think they can triumph in the eternal struggle, oblivious to the fact that they are part of a matched pair and cannot exist without the other. The Lords of Order and Chaos are beings of pure energy and can assume any aspect they desire. The forces of Order favour noble guises like heroic warriors, and the Forces of Chaos favour horrific aspects, like dragons and

monsters.

Finally they created a dimension known only as the Battleverse to serve as a place of ultimate combat between the two sides. Each side will often transport their own agents from other worlds to fight it out in the name of either Order or Chaos. Now it is more of a sport than being used to decide any true outcome. Of course the ones killed and maimed in these battles may have another opinion.

Dada

Realm of the Pop gods.

Heaven

Heaven is the original construct, the first creation. Into the Chaosplasm, the void of nonbeing, came being. It shimmered into existence along with the first creation, giving form to the void, and uttering the ineffable. Heaven can best be understood as a series of seven concentric spheres surrounding a core of unimaginable purity of essence. Each sphere is a step in greater goodness, reaching in to the greatest good. Around the outside are seven guardian angels.

The foundation of Heaven is set in a rigid hierarchy, with levels of angels for protection. The judgment of Heaven sometimes seems severe, but it is always just and fair. Heaven is a metaphor for the ultimate self-knowledge, for being true to the self. There was a war in Heaven, causing Lucifer and his angels to fall from grace. For reasons more complex than can be simply understood, they were placed in charge of watching men torture and punish themselves. Its Mana Factor is +3.

Hell

Hell is commonly known as a place of

punishment where bad people go to suffer for their sins. It is populated with great demons who torment lesser demons, lesser demons who torment the damned human souls, and damned human souls who torment themselves. These human souls ultimately torment Lucifer, the devil at the top of the heap. Lucifer, once the brightest of all angels, is now consigned to an existence far from the Oneness that created him, with no sacred music in which to bask and only the moans of the anguished to keep him company. Heaven was a place of bliss and harmony throughout its existence, until the moment Supreme Being decided to create man. Some angels found the plan to populate Earth with “homunculi” made from clay quite distasteful. They felt it unjust that their place in the cosmic scheme become secondary to such humble creatures.

Other angels, full of a love of God, abhorred the idea of bowing down to any other creature but God. And some angels simply wanted power, preferring to rule in Hell rather than serve in Heaven. Lucifer, also known as the angel Satan, began the rebellion, and he gathered about him greater and lesser angels for his army. The battle was at once horrible and glorious. The forces of Heaven triumphed and cast the rebellious angels into the abominable Chaosplasm that surrounds Heaven. The fall through the void twisted, burned, and disfigured the angels but did not destroy them. Instead, it transformed them into the demonic forms they now inhabit. Hell is a place of great torment, suffering, resistance, misery, and despair. The light of inner truth in Heaven is replaced by the flickering half-light of self-deception and delusion. The ultimate irony of Hell is that the people who suffer there do so of their own volition. By believing they

are evil, they create their own perfect punishment. The Mana Factor of Hell is +3.

Purgatory

Purgatory (sometimes known as Limbo) is the middle ground between Heaven and Hell. Souls who sinned but are not truly evil go there.

Orient After Realms

Abyrga	Realm of the Burmese and Cambodian gods.
Amenoukihashi	Realm of the Japanese gods.
Shambhala	Realm of the Mongolian and Tibetan gods.
Ta-Lo	Realm of the Chinese gods.
Tocharia	Realm of the Korean, Malayan, and Thai gods.

Orisa Watta After Realms

Ashe	Realm of the Yoruban gods.
Maasai	Realm of the Angolan gods.
Mbati	Realm of the Benin gods.
Odinala	Realm of the Ghanian gods.
Odinana	Realm of the Congonese gods.
Odinani	Realm of the Koishan gods.
Oduduwa	Realm of the West African gods.
Omenala	Realm of the Ugandan and Pygmy gods.
Omenana	Realm of the Tanzanian gods.
Ori	Realm of the Moroccan gods.
Orisha	Realm of the South African gods.
Oromo	Realm of the Sudanese

Sawar gods.
Realm of the Dahoney
gods.

Realm of Isles After Realms

Alchera Realm of the Aboriginal
gods.
Atua Realm of the Polynesian
gods.
Hawaiki Realm of the Hawaiian
gods.
Kaluwalhatian Realm of the Filipino
gods.
Kerguelen Realm of the Indonesian
gods.
Maui Nui Realm of the Maori gods.
Quidlivun Realm of the Eskimo
gods.
Truk Realm of the Melanesian
gods.
Zealandia Realm of the
Micronesian gods.

Ural After Realms

Asgard Realm of the Norse gods.
Bjarmaland Realm of the Estonian
gods.
Illyria Realm of the Hungarian
gods.
Pohansko Realm of the Baltic,
Lithuanian, Siberian, and
Albanian gods.
Svarya Realm of the Slavic gods.
Taivas Realm of the Finnish and
Icelandic gods.

The Godwheel



The Godwheel serves as a meeting place for all deities inhabiting the After Realms. It is disc-shaped, with an inner core 48,000,000 kms wide. Inside this core, shielded mostly by immensely high cliffs, are two binary suns which provide a measure of heat and light to the wheel. It is 640,000,000 kms from the cliffs to the edge of the wheel. Innumerable billions of entities live on the wheel's surface, and multiple other planetary bodies are seen 'around' the Godwheel. Structurally, the wheel can be considered similar to an Alderson disk. Only a few locations have been explored by visitors from outside. There are multiple other planetary bodies around its structure. Life can exist on either side of the disk, though close to the sun the heat would make life impossible without protection. Conversely, further away from the sun and living beings will freeze. The Godwheel is a complex, comparatively cosmopolitan place in which the gods of many worlds and pantheons mingle, the beliefs of many faiths and peoples bleeding together in a set of Outer planes shaped predominantly by the polar forces of Law, Chaos, Good, and Evil.

Creation

Sitting in the middle of the Godwheel is Creation; the source of.. everything. It continues to expel chaosplasm, that which will create new life in all its forms. We all live in some point in an

infinite sequence of universes.

Primeval

Underneath Creation, on the other side of the Godwheel is the Primeval. The previous universe. The universe that came before this one, perhaps the most recent of many universes. After the destruction of the previous universe, some species found their way into this one and some had god-like powers. Thus, some of the most powerful beings in existence came from before the universe which made them older even than time itself. The physics of this universe were different to the current one, magic was a powerful force here, and science did not exist. It was never rationalized, and thus, science never worked, and magic always did.

White Light

The White Light, also known as The Light of Creation, was a force created eons ago, presumably at the birth of life in the universe. The White Light serves to send the final dead on to their true resting place, somewhere outside our universe.

Dimensions within the Faerie Realms

Also known as the Realms of Magic, and Domains of Fantasy. The Faerie Realms refers to any Alternate magical dimensions directly connected to the Beyond Heroes universe. Some physics work differently in these realms than they do in the real world, depending on the nature of the magic present in each.

Abyss

Also known as Dark World. This was formerly a normal earth until it was overrun by demons. After destroying all life the demons turned on each other until eventually noone was left. There are no living, intelligent, humanoids left in this realm.

Arcadia

Home realm of many of the Fae races.

Chesscape

This realm is the source of the patrons of the Chess Avatars. It is a realm of ongoing strategic wars, fought on many different levels.

ChiYou Island

Once every thousand years, this island of combat can breach the dimensions and enter earth. In order to make it permanent the inhabitants need seven victories. So far they have had six. One more will allow them to remain and conquer the Earth realm.

Gemscape

Thousands of years ago, when magic began to drop in its levels on Earth due to a change in the alignment of the stars (caused by a star going nova) the most powerful sorcerer at the time discovered the Gemscape and with his companions and some Faerie migrated there. The

Gemscape contains a variety of terrains, and has been settled by cultures from all around the world. Time moves at a different rate; a Gemscaper raised on Earth will change into an older form if brought back after several years, only to change back to normal if returned to Earth. The reverse is also true - a human raised in the Gemscape will de-age on Earth. The Gemscape's level of technology is medieval, and it is divided into numerous Royal Houses, each represented by a type of gemstone; the Houses take turns ruling the Gemscape.

All of Gemscape's inhabitants can use magic, though most only at a very pedestrian level (fishermen use spells to help them fish, for example). Gemscape is also home to all the traditional Faerie races. Each realm contains a vein of the appropriate gemstone, and its fragments are mined to make their Royal Family's jewellery. These jewels increase their magic powers enormously. Among the royal Houses are; Topaz, Emerald, Moonstone, Sapphire, Amethyst, Diamond, Ruby, Opal, Garnet, Sardonyx, Turquoise, Aquamarine, Feldspar, Malachite, Obsidian, Onyx, Zircon, Bloodstone, Jade, Quartz, Pyrite, Agate, Tourmaline, Andalusite, Axinite, Benitoite, Morganite, Cassiterite, Celestite, Cordierite, Dumortierite, Hematite, Jasper, Aventurine, Rhodochrosite, Variscite, Vesuvianite, Zeolite, Tanzanite and Thulite. The dimension is heavy in gem and crystal magic.

Hydros

Hydros is an otherworldly alien dimension comprised completely of water. It is inhabited by a people who were, at one time, the rulers of the aquatic Atlantis until religious persecution drove them to seek a new

home in another dimension. It is not known whether this race of telepaths is native to Earth or came to Earth from some other realm.

Lost Realm

The Lost Realm was originally believed to exist within the Centre of the Earth, it was later discovered that it actually exists within a separate dimension that is sometimes accessible from the rest of the world. It is a tropical region lit by a miniature sun suspended at the centre of the hollow sphere, so it is perpetually overhead. The miniature sun never changes in brightness, and never sets; so with no night or seasonal progression, the natives have little concept of time. There is however, a "moon" that orbits the sun in a random way, resulting in certain areas being covered in darkness from time to time. The events of the series suggest that time is elastic, passing at different rates in different areas and varying even in single locales. The Lost Realm is populated by primitive people of various levels of culture ranging from the primitive to medieval, with the most advanced inhabiting city state monarchies. The practice of magic is well developed, numerous sorcerers being known, usually antagonistic to each other. It is overrun by a variety of prehistoric creatures from all geological eras, notably dinosaurs.

Manascape

This realm is the source of all mana energy which constitutes magic.

Neververse

The Neververse or Demon Realm is a universe where physical laws are almost entirely reversed, which makes the domain inimical to life from our world. Thousands of years ago demons ran

rampant on the Earth making it a dark place upon which the Infernal ruled and nightmares came true. Eventually, the evil attracted the attention of the mystical Lords of Order and after a long and bloody struggle, the demons that were too difficult to destroy were banished to the Neververse. The inhabitants have ambitions of coming to Earth to rule it, and work through human agents to accomplish that goal, but they have been thwarted thus far. It is rumoured to have once been a veritable paradise with blue-green skies and crimson clouds. Now it is simply the home of all Demon life and has become a chaotic evil universe unto itself with uncountable layers of infinite variety connected haphazardly. The landscape itself tortures the mind and body of all who dare to enter.

Shangri-La

Shangri-La is a mystical, harmonious valley, gently guided from a lamasery, enclosed in the western end of the Kunlun Mountains. It's one of the longest mountain chains in Asia, extending more than 3,000 km. The mountain range exists entirely within the Tibet region of the People's Republic of China. Shangri-La has become synonymous with any earthly paradise, a permanently happy land, isolated from the outside world. The people who live at Shangri-La are almost immortal, living years beyond the normal lifespan and only very slowly aging in appearance. While humanoid beings maintain a tentative presence there, the city is mainly populated by descendants of an alien race who crashed there long ago and were unable to leave. Points of interest include the Bridge of Destiny, Cave of the Dragon, Central Hall of Ancestors, Dwellings of the Commoners, Garden of the P'an-T'ao,

Gate of Heaven, Palaces of Minor Nobleman, and the Tree of Immortality. All Living Weapons come from this city.

Tunnelverse

The Tunnelverse is a realm in which outer space appears to be solid and the inhabitable surfaces are long tunnels snaking through the solid matter. It is an earth like world which is like a tunnel and has gravity on its outer surface, narrowing toward its end where there exists a hole into an unknown void.

Wastelands

In this realm a million years ago the worst of the Greater Daemons rose up. They pillaged and corrupted the worlds in their universe, then set forth in search of new lands to pollute. Five times they attacked the Earth, in the dimension closest to them, and five times they were driven back by various gods banding together. The last time the Beasts were sealed behind a barrier designed to keep them forever in their own realm, but over time it has weakened.

Dimensions within the Realms of Reason

Also known as the Realms of Logic, and Domains of Thought. As the Faerie Realms are dominated by magic so too are the Realms of Reason ruled by science. These are dimensions of ideas, information, insight, enlightenment and discovery.

Angleverse

A dimension based purely on geometric shapes.

Animalverse

An anthropomorphic dimension where all the inhabitants are intelligent animals. Some even have super powers or magical abilities.

Antimatterverse

The Antimatterverse was created at the same time as the normal universe. The Antimatterverse is a mirror image of the Positive Matter Universe. This entire universe is comprised of antimatter, the fundamental state of sub-atomic particles which exist directly in opposition to our own so called "normal" matter. Because of this opposition, should even the smallest amount of matter from the positive universe come in contact with anti-matter from that universe, the result would be a release of energy with tremendous destructive power.

The Antimatterverse is as vast and immeasurable as our own with planets, suns, lifeforms and civilizations to beggar the imagination. The counterpart to earth in this universe is Terra, a massive world, located in the exact centre of the universe. It is a horribly grey world dominated by steel and stone structures. The capital is surrounded by a dark, dangerous jungle that is mostly

unexplored and covers half the planet. The other half of Terra is a cold, desolate desert. Many civilizations in the Antimatterverse have developed the technology for space travel.

There is considerable travel between worlds, although this is an even more dangerous proposition in this universe than it is in our own. The reverse-nature of this dimension makes warfare and conflict the accepted norm; the odds of passing through a large-scale interworld conflict while travelling through Antimatter space are quite high. There is something twisted and grotesque in virtually every aspect of the Antimatterverse. Nights are longer and darker, and days are shorter.

Technology is often advanced, but always in the service of war. Construction on the planets is rapid and prolific, but the architecture is cold and ugly; the structures are executed in dull grey stone and metal. There are also a few Cosmic Gateways, which open and close at random intervals, that lead directly from our universe to this one. These Gateways automatically reverse an individual's structure from matter to antimatter and vice versa. However, it is impossible to predict where a Gateway will leave a person unfortunate enough to slip through it.

The Cyberscape

Part of the Realms of Reason. A global network of interdependent information technology infrastructures, telecommunications networks and computer processing systems which has now evolved into its own dimension.

Else Realms

A world resembling Earth in physical characteristics, natural phenomena, life

forms, and, to some extent, history, which exists in the equivalent space to Earth's in another dimension. Each Else Realm resembles Earth in every way up until a single juncture in time where events occurred a different way than they did on our Earth. There is an infinite number of possible divergent Earths, but no one knows how many actual divergent Earths there are.

Inertiascape

The Inertiascape is an extra-dimensional energy that once powers all speed related superhuman abilities and serves as the ultimate measure of velocity in the universe. It lets speedsters travel at otherwise impossible speeds as well as do other nifty tricks without being hindered by physics. It is usually referred to in terms of different barriers: The Sound barrier, Light barrier, Time Barrier, Dimensional Barrier, and finally the Speed Barrier. A flowing world of mystery, silver, morphing hyper-dimensional gels.

Logic Zone

The Logic Zone is the source of all intelligence and mind powers. The Forms are the thoughts of the Intellect; in thinking them, they are given being. This is an Alternate dimension of pure information that overlays our own, accessing the dimension can ultimately drive users insane.

Matterverse

Connected to the Beyond Heroes Realm where additional matter for powers is drawn from and is stored, shunted or gained (for those with Growth or Shrink powers). In this realm matter exists potentially not actually.

Miraculverse

This realm is the source of all meta energy which constitutes super powers.

Mirrorverse

This is a realm filled with reflective surfaces and where time runs backwards. Everything in this dimension is reversed.

Prismscape

The Prismscape is an energy field that is fuelled by the emotions of all sentient beings. Inadvertently sentient beings created unique forms of energy based on their emotions, with a colour unique to each emotion. The First Ones, the oldest known race in existence, were the first to discover and harness this field. Their successor races eventually chose to harness the emotions of several different colours. They also discovered that the farther one is away from the centre of the spectrum, the more control the energy has on the wielder. Additionally, they discovered that each of these fields of energy had a sentient embodiment which could induce the correlating emotion.

Outside the Realms

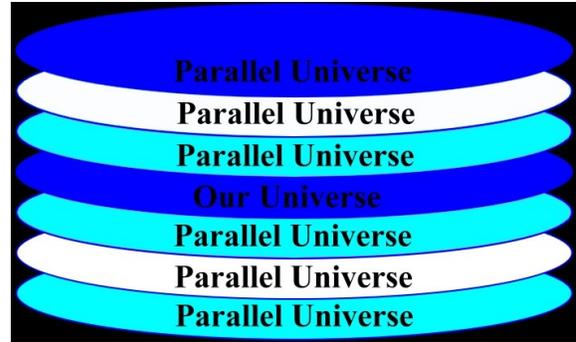
It is theorised there may be more than a few unknown realms beyond what is shown here. If there are any dimensions beyond level twelve they've either never been found or anyone who has visited them is keeping quiet about it.

3. THE MULTIVERSE



Existing alongside our universe are other realities, aspects of which sometimes affect events in our own universe. Some of these realities contain Earthlike worlds and operate under natural laws similar to our own; others are wildly dissimilar and bear little resemblance to the reality we know.

The multiverse is the hypothetical set of multiple possible universes (including the historical universe we consistently experience) that together comprise everything that exists and can exist: the entirety of space, time, matter, and energy as well as the physical laws and constants that describe them. The various universes within the multiverse are sometimes called Alternate universes. In these contexts, Alternate universes are also called "alternative universes", "quantum universes", "interpenetrating dimensions", "Alternate dimensions", "Alternate worlds", "alternative realities", "alternative timelines", and "dimensional planes," among others.



Alternate Earths are Earths from a Alternate dimension. This means that there is another universe out there that is travelling in the same direction but does not necessarily have the same origins or the same destination. On a Alternate Earth most or all of the characters from the original story exist on this other Earth but with significant differences. A character from one Earth will have powers based upon magic while on the Alternate Earth the same character will have the same powers but with a scientific basis.

Alternate Timelines are similar to Alternate Earths in that they contain an Earth with recognizable characters and cultures. The main difference is that the Earth from the Alternate Timeline was created when some key historical event occurred differently and thus created this other world.

Alternate Worlds that share basic characteristics tend to be clustered together, even wound around one another like many threads woven together to form a rope. Each cluster can hold anywhere from several dozen to many thousands of Alternates, or perhaps even more. Generally speaking, threads within a single cluster bifurcated relatively recently from one another (anywhere from a few seconds to thousands of years ago), as they share many historical similarities, but it's possible for an individual "thread"

within a given cluster to have originated within a completely different cluster and "migrated" to its new location. Those educated in dimensional theory theorize that Alternates tend to "gravitate" toward those with similar characteristics, occasionally "escaping" from another cluster. Of course, the reality must be much more complex, but it provides a suitable mental picture.

Each cluster is often referred to by a name that describes its primary characteristic. For instance, the cluster dubbed "Egyptian Ascendancy" describes a group of Alternates where the bulk of society on Earth generally resembles (or at least echoes) Egyptian architecture, beliefs, and creeds that died out in the Baseline Alternate cluster. Within this cluster, however, Alternates can be found where technology is equal to the Baseline Alternates, Alternates where the Egyptian states struggle against Nazi elements, and Alternates where the predominant society on Earth is a blend of the two. Ideologies that "compete" below the primary characteristic are called secondary characteristics.

The general public's understanding of Alternates varies from world to world. Roll D100 on the table below to determine how familiar the denizens of any given Alternate are with the concept of multiple realities.

Roll Result

01-02 Recognized by all; nearly everyone on this world understands and accepts the existence of multiple dimensions, and the fact that travel between them is possible. Of course, their interpretation of exactly what those alternate dimensions are may vary.

03-19 Known by some; a limited number of individuals understand the concept of alternate dimensions. These individuals might be scientists, world leaders, seekers of the unknown, religious leaders, or any other group with access to unusual information.

21-50 Mythical; though the concept of multiple dimensions is familiar to many people, most dismiss it as mere legend.

51-00 Completely unknown; the inhabitants of this Alternate are not only unaware of alternate dimensions, they don't even imagine such a possibility in legends.

Map of the known Universes within the Multiverse

The next table is a guide to all the 343 discovered external universes. This map is not intended to be a complete guide as there are probably infinite dimensions as yet undiscovered. It is more a reference for campaign ideas.

00 Heroverse Prime

Dubbed Earth Prime, also known as the Beyond Heroes earth. Combines the histories of various alternate earths.

01 Antimatterverse

Rumoured Alternate universe containing alien worlds of a different polarity. Some believe that matter and anti-matter would annihilate each other on contact but this remains unproven.

02 Heroverse 1

Alternate Beyond Heroes earth. Home dimension of Dragoon.

03 Heroverse 2

Alternate Beyond Heroes earth. Home dimension of the Shadow and the 1930's Justice Unlimited earth.

04 Heroverse 3

Alternate Beyond Heroes earth. Home dimension of the Iceman/Dr Destroyer, the Extremists and the Justice Lost earth.

05 Heroverse 4

Alternate Beyond Heroes earth. Home dimension of Pagan/Dr Diabolicus and Otherworld. No other information known.

06 Heroverse 5

Alternate Beyond Heroes earth. Home dimension of the Traveller and Wasteworld. Wasteworld was destroyed by the Tsaurs of that universe.

07 Heroverse 6

Alternate Beyond Heroes and Marvelverse earth. Home dimension of a Nick Fury.

08 Heroverse 7

Alternate Beyond Heroes earth. Home dimension of the Obituary and Dark Earth, existing in a white universe with black stars. Destroyed during the final conflict with the Astaroth. Encountered races include the Dwarven, Elffen, Jakara and Astaroth (formerly from Neverworld). Encountered former gods include the Aegyptians, Aesguardians, Babylonians, Celestial Order, Hinditte and Olympians.

09 Heroverse 8

Home dimension of Image comics' Brigade, Codename Strykeforce, Cyberforce, Freakforce, Gen13, 1963, Spawn, Wetworks, Wildcats and Youngblood.

10 Heroverse 9

Home dimension of Fawcett Comics publications of the Shazam Marvel Family, the Crime Crusader Club and the Squadron of Justice; while the main team of supervillains were the Monster Society of Evil.

11 Heroverse 10

Home dimension of the Charlton universe. This includes: Captain Atom, Blue Beetle, Nightshade, Peacemaker, The Question, Thunderbolt, and Judomaster.

12 Heroverse 11

Home dimension of the Malibu universe. This includes: Firearm, Freex, Hardcase, Mantra, Nightman, Prototype, Prime, Solution, Strangers, Ultraforce and Wrath.

13 Heroverse 12

Alternate Malibu heroes dimension which features the Protectors, Ex-mutants and Dinosaurs for Hire.

14 Heroverse 13

Home dimension of of the Strikeforce Morituri.

15 Heroverse 14

Home dimension featuring the Thunder agents.

16 Heroverse 15

Home dimension of the original Valiant universe. This includes: Archer & Armstrong, Armourines, Bloodshot, Dr Mirage, Eternal Warrior, Geomancer, Harbinger, Hard Corps, Magnus, Ninjak, Rai, Shadowman, Solar, Turok and XO Manowar.

17 Heroverse 16

Home dimension of the 2012 Valiant universe.

18 Heroverse 17

Home dimension of Barb Wire, Ghost, Law, Vortex and X.

19 Heroverse 18

Home dimension of the DNAgents and Airboy.

20 Heroverse 19

Home dimension of the Elementals.

21 Heroverse 20

Home dimension of the Justice Machine.

22 Heroverse 21

Home dimension of Promethia, Tom Strong and the Top 10.

23 Heroverse 22

Home dimension of the Femforce.

24 Heroverse 23

Home dimension of Astro City. This includes: Apollo 11, Irregulars, Crossbreed, First Family, and Honour Guard.

25 Heroverse 24

Home dimension of American Flagg, Dreadstar, Dynamo Joe, Eman, Grimjack, Sable, Warp, Starslayer, Whisper, Nexus and Badger.

26 Heroverse 25

Home dimension of GI Joe, Kobra, the Autobots and Decepticons.

27 Heroverse 26

Home dimension of Judge Dredd, Johnny Alpha, Rogue Trooper, the ABC warriors and Slaine.

28 Heroverse 27

Home dimension of Vampirella, Lady Death, Purgatori, Lady Demon and Chastity.

29 Heroverse 28

Home dimension of the animated adventures of Birdman, Webwoman, the Super 7, Manta and Moray, Tarzan, and Superstretch and Microwoman.

30 Heroverse 29

Home dimension of characters from the Angel and Buffy TV shows.

31 Heroverse 30

Home dimension of the Defiant universe. This includes: Dark Dominion, The Good Guys, Warriors of Plasm, Charlemagne, Dogs of War, Prudence and Caution, and War Dancer.

32 Heroverse 31

Home dimension of the Broadway universe. This includes: Fatale, Knights on Broadway and Starseed.

33 Heroverse 32

Home dimension of the Continuity universe. This includes: Armor, Crazyman, Cyberad, Hybrids, Megalith, Ms. Mystic, Revengers, Samuree, Shaman, Toyboy, Valeria She-Bat, Urth 4, and Zero Patrol.

34 Heroverse 33

Home dimension of the Hero Alliance.

35 Heroverse 34

Home dimension of the Teenage Mutant Ninja Turtles.

36 Heroverse 35

Home dimension of Freedom City from the Mutants and Masterminds RPG.

37 Heroverse 36

Home dimension of Justice Inc, Champions and Galactic Champions from the Hero RPGs.

38 Heroverse 37

Home dimension of the characters from the In Nomine RPG.

39 Heroverse 38

Home dimension of the characters from the Villains and Vigilantes RPG.

40 Heroverse 39

Home dimension of Gatchaman.

41 Heroverse 40

Home dimension of the characters from the Mortal Kombat games and movies.

42 Heroverse 41

Home dimension of the characters from the Incredibles, Megamind and Monsters vs Aliens movies.

43 Heroverse 42

Home dimension of the characters from the James Bond movies.

44 Heroverse 43

Home dimension of Danger Mouse.

45 Heroverse 44

Home dimension of Mighty Mouse.

46 Heroverse 45

Home dimension of Under Dog.

47 Heroverse 46

Home dimension of the Masters of the Universe and SheRa as depicted in the toy books.

48 Heroverse 47

Home dimension of an alternate Masters of the Universe and SheRa as depicted in the original cartoon show.

49 Heroverse 48

Home dimension of an alternate Masters of the Universe and SheRa as depicted in the cartoon show reboot.

50 Heroverse 49

Home dimension of an alternate Masters of the Universe and SheRa as appears in the conquerors universe.

51 Heroverse 50

Home dimension of the original Thundercats.

52 Heroverse 51

Home dimension of Darna and Volta as appeared in the Philippino comics, TV shows and movies.

53 Heroverse 52

Home dimension of the Danger Girls.

54 Heroverse 53

Home dimension of Worldwatch.

55 Heroverse 54

Home dimension of Lara Croft and Witchblade.

56 Heroverse 55

Home dimension of the Greatest American Hero and Heroine.

57 Heroverse 56

Home dimension of the characters from Asterix.

58 Heroverse 57

Home dimension of all the Disney cartoon characters such as Cinderella, Mulan, Pinocchio, Snow White, Alice, Peter Pan, etc.

59 Heroverse 58

Home dimension of all the Disney Anthropomorphic cartoon characters such as Mickey Mouse and Donald Duck.

60 Heroverse 59

Home dimension of all the Warner Brothers Anthropomorphic cartoon characters such as Bugs Bunny and Daffy Duck.

61 Heroverse 60

Home dimension of the characters from the Cars and Planes animated movies.

62 Heroverse 61

Home dimension of the characters from the Ben 10 TV cartoon.

63 Heroverse 62

Home dimension of the Power Rangers.

64 Heroverse 63

Home dimension of the characters from the movies the Shadow, the Rocketeer and the Phantom.

65 Heroverse 64

Home dimension of the characters from the Hellboy comics and movies.

66 Heroverse 65

Home dimension of the characters from the Archie comics Crusaders.

67 Heroverse 66

Home dimension of the characters from Big Bang comics.

68 Heroverse 67

Home dimension of Zorro and Lady Rawhide.

69 Heroverse 68

Home dimension of Athena, Jungle Girl, and Project Superpowers.

70 Heroverse 69

Home dimension of alternate Supreme, Lady Supreme, Glory and Youngblood as published by Awesome comics.

71 Heroverse 70

Home dimension of Cat Claw.

72 Heroverse 71

Home dimension of Silver Star, Captain Victory and Dragonbane.

73 Heroverse 72

Home dimension of the Amalgam universe created by the merging of a Marvel and a DC universe as depicted in the Marvel and DC comics.

74 Heroverse 73

Alternate heroes Amalgam universe created by the merging of a Marvel and a DC universe. This is entirely different to Heroverse 72.

75 Heroverse 74

Home dimension of Buck Rogers, Flash Gordon, Mandrake and the Phantom from the comics.

76 Heroverse DC0

Home dimension of the current 52 DC comics universe.

77 Heroverse DC1

Dimension featuring the DC Qward universe which is a "universe of evil" and has a special place in the Multiverse: there were an infinite number of "positive-matter universes" separated from each other by vibrational planes, and there was a single antimatter universe. The antimatter universe has survived the first and second Crises and still exists alongside the 52 positive-matter Earths.

78 Heroverse DC2

Alternate DC comics universe from before 52 but after the original Crisis.

79 Heroverse DC3

Alternate DC comics universe from before the original Crisis.

80 Heroverse DC4

Alternate DC comics universe from before the Silver Age.

81 Heroverse DC5

Home dimension of the DC comics Crime Syndicate universe.

82 Heroverse DC6

Home dimension of the DC comics Lady Quark universe.

83 Heroverse DC7

Home dimension of the DC comics Inferior Five universe.

84 Heroverse DC8

Home dimension of the DC comics Kingdom Come universe.

85 Heroverse DC9

Home dimension of the DC comics Tangent universe.

86 Heroverse DC10

Home dimension of the DC comics universe of the TV Wonder Woman and Wonder Girl, Flash, Shazam, Isis, Lois and Clark, Batman, Robin, Batgirl, Swamp Thing, Green Hornet, Electra Woman and Dyna Girl.

87 Heroverse DC11

Home dimension of the DC comics universe of the characters from the TV Smallville.

88 Heroverse DC12

Home dimension of the DC comics universe of the characters from the movies Superman 1 and 2, Supergirl and the 1989 four Batmans.

89 Heroverse DC13

Home dimension of the DC comics universe of the characters from the TV shows Batman the animated series (1992), Superman the animated series (1996), Batman Beyond (1999), Static Shock (2000) and Justice League (2001).

90 Heroverse DC14

Home dimension of the DC comics universe of the characters from the animated TV show the Superfriends and Shazam.

91 Heroverse DC15

Home dimension of the DC comics universe of the characters from the animated TV show the Batman Brave and the Bold, and Green Lantern.

92 Heroverse DC16

Home dimension of the DC comics universe of the characters from the animated TV show Young Justice.

93 Heroverse DC17

Alternate DC comics universe of the New Frontier.

94 Heroverse DC18

Alternate DC comics universe featuring the characters Silver Sorceress, Bluejay and the Extremists.

95 Heroverse DC19

Alternate DC comics universe featuring the Freedom Fighters battling on an earth conquered by the Nazis.

96 Heroverse DC20

Home dimension of the DC comics Impact universe.

97 Heroverse DC21

Home dimension of the DC comics Watchmen universe.

98 Heroverse DC22

Home dimension of the DC comics Cap'n Carrot universe.

99 Heroverse DC23

Home dimension of the DC comics Justa Lotta Animals universe.

100 Heroverse DC24

Home dimension of the DC comics Dark Knight Returns universe.

101 Heroverse DC25

Home dimension of the DC comics universe of the characters from the 3 Dark Knight movies.

102 Heroverse DC26

Alternate dimension of the DC comics universe as portrayed in the DCU online game.

103 Heroverse DC27

Alternate dimension of the DC comics universe as portrayed in the Arrow,

Flash, Supergirl, Legends, Izombie and Constantine TV shows.

104 Heroverse DC28

Alternate dimension of the DC comics universe as portrayed in the DC animated movies Wonder Woman, Green Lantern: First Flight, Superman/Batman: Public Enemies, Justice League: Crisis on Two Earths, Batman: Under the Red Hood, Superman/Batman: Apocalypse, Green Lantern: Emerald Knights, Justice League: Doom, Superman vs. The Elite, Superman: Unbound, Justice League: The Flashpoint Paradox, Justice League: War, Son of Batman, Batman: Assault on Arkham, Justice League: Throne of Atlantis, Batman vs. Robin, Justice League: Gods and Monsters, Batman: Bad Blood, Justice League vs. Teen Titans, and Batman: The Killing Joke. As well as the DC Showcase shorts.

105 Heroverse DC29

Alternate dimension of the DC comics universe as portrayed in the Suicide Squad, Man of Steel, Batman vs Superman, Wonder Woman and Justice League movies.

106 Heroverse MU0

Home dimension of the pre year 2000 Marvel comics universe also known as the prime MU.

107 Heroverse MU1

Alternate heroes dimension which comprises a variant of the Marvel universe known as Earth X although some believe it to be the true one.

108 Heroverse MU2

Alternate heroes dimension which comprises a variant of the Marvel universe featuring the Guardians of the Galaxy, Deathlok and Killraven.

109 Heroverse MU3

Alternate marvel dimension featuring the events of Age of Apocalypse where Apocalypse rules the United States and goes to war with the rest of the world. Home world of Blink, X-Man, Dark Beast, Holocaust, and Sugar Man. Originally thought to have been destroyed it was revealed to still be in existence.

110 Heroverse MU4

Alternate heroes dimension which comprises a variant of the Marvel universe in which Captain America is sent back in time to 1587 AD, the timeline alters, causing the heroic age to occur in the year 1602.

111 Heroverse MU5

Alternate marvel dimension of the Squadron Supreme.

112 Heroverse MU6

Alternate marvel dimension of the rebooted Squadron Supreme circa 2000.

113 Heroverse MU7

Alternate marvel dimension of the Ultimate variations.

114 Heroverse MU8

Alternate marvel dimension of the New Universe featuring DP7, Kickers, Psi Force, Spitfire, Justice, Nightmask, and Starbrand.

115 Heroverse MU9

Alternate marvel dimension of MC2 featuring Spidergirl, the Fantastic Five, A-next and Wild Thing.

116 Heroverse MU10

Alternate marvel dimension featuring the events of Days of Future Past where mutants live in concentration camps and robot Sentinels rule the United States.

Also features Bishop, the XSE, Cable and Apocalypse.

117 Heroverse MU11

Alternate marvel dimension featuring Iron Man 2020, Machine Man and Death's Head.

118 Heroverse MU12

Alternate marvel dimension featuring the events of Mutant X and the 6.

119 Heroverse MU13

Alternate marvel dimension where everyone is now a zombie.

120 Heroverse MU14

Alternate marvel dimension featuring the events of Thor: The Reigning.

121 Heroverse MU15

Alternate marvel dimension where everyone is now a zombie.

122 Heroverse MU16

Alternate marvel dimension where the Hulk becomes the Maestro.

123 Heroverse MU17

Alternate marvel dimension featuring the events of House of M.

124 Heroverse MU18

Alternate marvel dimension featuring the Micronauts.

125 Heroverse MU19

Alternate marvel dimension featuring the animated 1970's series of the Fantastic Four, 1980's Spiderman and his Amazing Friends, the 80s and 90s Hulk and She Hulk, 1990's Silver Surfer and the Xmen, and the 2001 Wolverine and the Xmen TV shows.

126 Heroverse MU20

Alternate marvel dimension featuring the animated Superhero Squad TV shows.

127 Heroverse MU21

Alternate marvel dimension featuring the animated 2011 Avengers, Dr Strange and Hulk TV shows.

128 Heroverse MU22

Alternate marvel dimension featuring the movies Xmen, Deadpool, Hulk, Daredevil, Elektra and 2002 Spiderman trilogy movies.

129 Heroverse MU23

Alternate marvel dimension featuring the 2005 and 2007 Fantastic Four, Ghost Rider and 2012 Spiderman movies.

130 Heroverse MU24

Alternate marvel dimension featuring the Iron Man, Captain America, Antman, Thor, Guardians of the Galaxy and the Avengers movies. As well as the Shield TV show.

131 Heroverse MU25

Home dimension of the Marvel comics universe of the live action TV Spiderman, Hulk, and Mutant X shows.

132 Heroverse MU26

Home dimension of the Marvel comics universe of the live action Blade movies and TV show.

133 Heroverse MU27

Home dimension of the Marvel comics universe of the live action Daredevil, Jessica Jones and Luke Cage TV shows.

134 Heroverse MU28

Alternate but current dimension of the Marvel comics universe as written almost entirely by Bendis.

135 Heroverse F0

The Shattered Realms dimension featuring the worlds of Athas, Oerth, Mystara, Cthon, Dis, Eberron, Firefall, Krule, Abeir Toril, Abysmal, Krynn, Gamma and Aebrynis.

136 Heroverse F1

The Shattered Realms dimension of Ravenloft which often intrudes into Heroverse F0 and F2-F13.

137 Heroverse F2

The Shattered Realms dimension of Mystara.

138 Heroverse F3

The Shattered Realms dimension of Abeir Toril.

139 Heroverse F4

The Shattered Realms dimension of Krynn or Dragonlance.

140 Heroverse F5

The Shattered Realms dimension of Dark Sun.

141 Heroverse F6

The Shattered Realms dimension of Greyhawk.

142 Heroverse F7

The Shattered Realms dimension of Birthright.

143 Heroverse F8

The Shattered Realms dimension of Eberron.

144 Heroverse F9

The Shattered Realms dimension of Empire of the Petal Throne.

145 Heroverse F10

The Shattered Realms dimension of Boot Hill, Gangbusters, Top Secret, RIP

and Gamma World. This is a single earth with each setting representing a different time period.

146 Heroverse F11

The Shattered Realms dimension of Boot Hill, Gangbusters, Top Secret, RIP, Gamma World and Star Frontiers. This is a single earth with each setting representing a different time period.

147 Heroverse F12

The Shattered Realms dimension of Boot Hill, Gangbusters, Top Secret, RIP, Gamma World and Alternity. This is a single earth with each setting representing a different time period.

148 Heroverse F13

The Shattered Realms dimension of Boot Hill, Gangbusters, Top Secret, RIP, Gamma World and Buck Rogers XXVC. This is a single earth with each setting representing a different time period.

149 Heroverse F14

The Shattered Realms dimension of Boot Hill, Gangbusters, Top Secret, RIP, Gamma World and Buck Rogers High Adventure. This is a single earth with each setting representing a different time period.

150 Heroverse F15

The Shattered Realms dimension of Spelljammer which links the dimensions F1 to F13.

151 Heroverse F16

The Shattered Realms dimension of Planescape which links the dimensions F1 to F14.

152 Heroverse F17

The fantasy dimension of Palladia.

153 Heroverse F18

The fantasy dimension of Beyond the Supernatural, Heroes Limited, Ninjas and Superspies, Nightbane, Chaos Earth and Rifts. This is a single earth with each setting representing a different time period.

154 Heroverse F19

The fantasy dimension of Pathfinder.

155 Heroverse F20

The fantasy dimension of Warhammer Fantasy.

156 Heroverse F21

The fantasy dimension of Rolemaster and Spacemaster.

157 Heroverse F22

The fantasy dimension of Runequest.

158 Heroverse F23

The fantasy dimension of the Hobbit and Lord of the Rings movies.

159 Heroverse F24

The fantasy dimension of Earthdawn and Shadowrun.

160 Heroverse F25

The fantasy dimension of Hackmaster.

161 Heroverse F26

The fantasy dimension of Ars Magica.

162 Heroverse F27

The fantasy dimension of Harn.

163 Heroverse F28

The fantasy dimension of Final Fantasy.

164 Heroverse F29

The fantasy dimension of Legend of the 5 Rings.

- 165 Heroverse F30**
The fantasy dimension of Pendragon.
- 166 Heroverse F31**
The fantasy dimension of Lankhmar.
- 167 Heroverse F32**
The fantasy dimension of Hero Fantasy.
- 168 Heroverse F33**
The fantasy dimension of Chivalry and Sorcery.
- 169 Heroverse F34**
The fantasy dimension of Dragonquest.
- 170 Heroverse F35**
The fantasy dimension of Dangerous Journeys.
- 171 Heroverse F36**
The fantasy dimension of Castles and Crusades.
- 172 Heroverse F37**
The fantasy dimension of Blue Rose.
- 173 Heroverse F38**
The fantasy dimension of Legendary Adventures.
- 174 Heroverse F39**
The fantasy dimension of Talislanta.
- 175 Heroverse F40**
The fantasy dimension of Tunnels and Trolls.
- 176 Heroverse F41**
The fantasy dimension of Shadowworld.
- 177 Heroverse F42**
The fantasy dimension of 7th Seas.
- 178 Heroverse F43**
The fantasy dimension of Diablo.
- 179 Heroverse F44**
The fantasy dimension of Everquest.
- 180 Heroverse F45**
The fantasy dimension of Talisman.
- 181 Heroverse F46**
The fantasy dimension of Runebound.
- 182 Heroverse F47**
The fantasy dimension of Sacred.
- 183 Heroverse F48**
The fantasy dimension of Titanquest.
- 184 Heroverse F49**
The fantasy dimension of World of Warcraft.
- 184 Heroverse F50**
The fantasy dimension of the Warcraft movies.
- 185 Heroverse F51**
The fantasy dimension of Elfquest.
- 186 Heroverse F52**
The fantasy dimension of Groo.
- 187 Heroverse F53**
The fantasy dimension of Conan and Red Sonja.
- 188 Heroverse F54**
The fantasy dimension of the Elder Scrolls.
- 189 Heroverse F55**
The fantasy dimension of the Dungeon Keeper games.
- 190 Heroverse F56**
The fantasy dimension of Tolkien's Hobbit and Lord of the Rings novels.

191 Heroverse F57

The fantasy dimension of Donaldson's Thomas Covenant novels.

192 Heroverse F58

The fantasy dimension of Donaldson's Mordant's Need novels.

193 Heroverse F59

The fantasy dimension of Jordan's Wheel of Time novels.

194 Heroverse F60

The fantasy dimension of Rowling's Harry Potter novels.

195 Heroverse F61

The fantasy dimensions of Moorcock's Elric, Corum, Hawkmoon and Erechon novels.

196 Heroverse F62

The fantasy dimension of Goodkind's Sword of Truth novels.

197 Heroverse F63

The fantasy dimension of Eddings' Belgariad and later novels.

198 Heroverse F64

The fantasy dimension of Feist's Riftwar novels.

199 Heroverse F65

The fantasy dimension of Lewis' Narnia novels.

200 Heroverse F66

The fantasy dimension of the Narnia Chronicles movies.

201 Heroverse F67

The fantasy dimension of Brooks' Shannara novels.

202 Heroverse F68

The fantasy dimension of the Shannara Chronicles TV show.

203 Heroverse F69

The fantasy dimension of Irvine's Three World Cycle novels.

204 Heroverse F70

The fantasy dimension of Anthony's Xanth novels.

205 Heroverse F71

The fantasy dimension of Cook's Black Company novels.

206 Heroverse F72

The fantasy dimension of Card's Tales of Alvin Maker novels.

207 Heroverse F73

The fantasy dimension of Nix's Abhorsen novels.

208 Heroverse F74

The fantasy dimension of Nix's Keys to the Kingdom novels.

209 Heroverse F75

The fantasy dimension of Nix's Seventh Tower novels.

210 Heroverse F76

The fantasy dimension of Turtledove's Videssos novels.

211 Heroverse F77

The fantasy dimension of Weeks' Night Angel novels.

212 Heroverse F78

The fantasy dimension of Pullman's His Dark Materials novels.

213 Heroverse F79

The fantasy dimension of Drake's Lord of Isles novels.

214 Heroverse F80

The fantasy dimension of Gygax's Gord the Rogue novels.

215 Heroverse F81

The fantasy dimension of Hercules and Xena as depicted in the respective TV shows.

216 Heroverse F82

The fantasy dimension of Shrek.

217 Heroverse F83

The fantasy dimension of the 1981 Clash of the Titans, Dragonslayer, Hawk the Slayer, Ator, Sword and the Sorceror, Deathstalker, Krull, and Yor movies.

218 Heroverse F84

The fantasy dimension of the Beastmaster movies and TV show.

219 Heroverse F85

The fantasy dimension of the Clash of the Titans 2010 movies.

220 Heroverse F86

The fantasy dimension of the Pirates of the Caribbean movies.

221 Heroverse SF0

Home dimension of the animated adventures of Blackstar, Bravestar, the Centurions, COPS, the Galaxy Rangers, the Galaxy Trio, Herculoids, Silverhawks, Space Ghost, TB 2086, Teen Force and Voltron.

222 Heroverse SF1

Home dimension of the original Star Trek as appeared in the 60's TV show, cartoon, movies 1-6, novels and comics.

223 Heroverse SF2

Alternate dimension of SF1 as appeared in the original Star Trek TV show and the Star Fleet Battles tactical game.

224 Heroverse SF3

Alternate dimension of SF1 as appeared in the 60's TV show, cartoon, movies 1-6, novels and comics, and the The Next Generation and DS9 TV shows, novels and comics.

225 Heroverse SF4

Alternate mirror universe dimension of SF1-3 as appeared in the original Star Trek TV show, comics and the novels.

226 Heroverse SF5

Alternate dimension of SF1 as featured in movies 7-10, and the The Next Generation, DS9, Voyager and Enterprise TV shows.

227 Heroverse SF6

Alternate mirror dimension of SF4 as appeared in the DS9 and Enterprise TV shows.

228 Heroverse SF7

Alternate dimension of SF1 as appeared in the reboot 2010 Star Trek movies and 2016 TV show.

229 Heroverse SF8

Home dimension of Babylon 5.

230 Heroverse SF9

Home dimension of the Commonwealth and the crew of the Andromeda Ascendant as appeared in the Andromeda TV show.

231 Heroverse SF10

Home dimension of the Federation dictatorship as appeared in the Blakes' 7 TV show.

232 Heroverse SF11

Home dimension of the characters from the first 4 Terminator movies.

233 Heroverse SF12

Alternate dimension of the characters from the first 2 Terminator movies and Now comics.

234 Heroverse SF13

Alternate dimension of the characters from the first 2 Terminator movies and Sarah Connor Chronicles TV show.

235 Heroverse SF14

Home dimension of Indiana Jones, and the events chronicled in Star Wars IV, V, VI, the Marvel and Dark Horse comics and the expanded novels.

236 Heroverse SF15

Alternate dimension featuring the events chronicled in Star Wars I-III movies, the Clone Wars and Rebels TV cartoon, the altered IV-VI movies and Dark Horse comics, and the VII-IX movies.

237 Heroverse SF16

SF dimension of Warhammer 40,000.

238 Heroverse SF17

Home dimension of the events of the 2001 and 2010 movies featuring the Monoliths and the Starchild.

239 Heroverse SF18

Home dimension of the Battlestar Galactica from the 1970s TV show, Marvel comics and novels.

240 Heroverse SF19

Home dimension of the rebooted Battlestar Galactica TV show.

241 Heroverse SF20

Home dimension of Dr Who.

242 Heroverse SF21

Home dimension of the Alien Legion.

243 Heroverse SF22

Home dimension of the Sword of the Swashbucklers.

244 Heroverse SF23

Home dimension of the 4400.

245 Heroverse SF24

Home dimension of the Starriors.

246 Heroverse SF25

Home dimension of the Atari Force.

247 Heroverse SF26

Home dimension of the Power Lords.

248 Heroverse SF27

Home dimension of Space 1999 TV show.

249 Heroverse SF28

Home dimension of the UFO TV show.

250 Heroverse SF29

Home dimension of Red Dwarf TV show.

251 Heroverse SF30

Home dimension of the Aliens and Predators as appeared in the first 2 movies of each and the Dark Horse comics and novels.

252 Heroverse SF31

Home dimension of the AD Police, Knight Sabres, Eswat, Dirty Pair and Tank Police.

253 Heroverse SF32

Home dimension of the Macross UN Spacy, Zentran, Marduk, Eden colony and the Macross 7 colonies. as appeared in the TV shows Super Dimensional Fortress Macross, Macross II, Macross Plus, Delta and Macross 7.

254 Heroverse SF33

Home dimension of the Southern Cross cavalry which fought invaders on Glory colony as appeared in the Super Dimensional Cavalry TV show.

255 Heroverse SF34

Home dimension of the Mospeada TV show in which the Inbit conquer Earth and later fight the Mars, Jupiter and Saturn colony fleets.

256 Heroverse SF35

Home dimension of the merged events of Macross, Southern Cross, Mospeada and Sentinels as appeared in the Robotech TV show.

257 Heroverse SF36

Alternate Robotech dimension in which the Inbit arrived first followed by the Zentraedi and then the Robotech Masters. Only the RDF and Southern Cross existed here and the Sentinels were never encountered.

258 Heroverse SF37

Alternate Robotech dimension in which the Inbit arrived first followed by the Robotech Masters and then the Zentraedi. Only the RDF and Southern Cross existed here and the Sentinels were never encountered.

259 Heroverse SF38

Alternate Robotech dimension in which the Robotech Masters arrived first, followed by the Zentraedi and then the Inbit. Only the RDF and Southern Cross existed here and the Sentinels were never encountered.

260 Heroverse SF39

Alternate Robotech dimension in which the Robotech Masters arrived first, followed by the Inbit and then the Zentraedi. Only the RDF and Southern

Cross existed here and the Sentinels were never encountered.

261 Heroverse SF40

Alternate Robotech dimension in which the Zentraedi arrived first, followed by the Inbit and then the Robotech Masters. Only the RDF and Southern Cross existed here and the Sentinels were never encountered.

262 Heroverse SF41

Alternate Robotech dimension in which the Southern Cross battled the Robotech Masters at Neptune colony and later formed the REF to liberate earth from the Invid.

263 Heroverse SF42

Alternate Robotech dimension in which the Marduk arrived first, followed by the Zentrans and Meltrans leading to the events of the Robotech Movie. This is later followed by the events of Macross Plus and 7.

264 Heroverse SF43

Alternate Robotech dimension identical to Mangaverse 13 but the Inbit are encountered during the events of Macross Plus and 7.

265 Heroverse SF44

Alternate Robotech dimension in which the Inbit arrived first followed by the Zentran and then the Marduk. At the same time the Southern Cross battled the Robotech Masters at Glory.

266 Heroverse SF45

Home dimension of Captain Scarlet, Stingray, Thunderbirds, and Fireball XL5.

267 Heroverse SF46

Home dimension of the rebooted Captain Scarlet and Thunderbirds.

268 Heroverse SF47

Home dimension of Godzilla, Mothra, Rhodan, Ghidorah, Mysterians and the UNGCC.

269 Heroverse SF48

Home dimension of Seaquest.

270 Heroverse SF49

Home dimension of Snake Plissken ad depicted in his comics and the movies Escape from New York and Escape from LA.

271 Heroverse SF50

Home dimension of the Abyss movie.

272 Heroverse SF51

Home dimension of the Independence Day movies.

273 Heroverse SF52

Home dimension of the Logan's Run novels.

274 Heroverse SF53

Home dimension of the Logan's Run movie.

275 Heroverse SF54

Home dimension of the Logan's Run TV show.

276 Heroverse SF55

Home dimension of the Lost in Space TV show.

277 Heroverse SF56

Home dimension of the Lost in Space reboot movie.

278 Heroverse SF57

Home dimension of the Robocop movie and comics.

279 Heroverse SF58

Home dimension of the Men in Black movies.

280 Heroverse SF59

Home dimension of the first Matrix movie.

281 Heroverse SF60

Alternate dimension of SF59 featuring the Matrix movies 1-3.

282 Heroverse SF61

Home dimension of the Outland movie.

283 Heroverse SF62

Home dimension of the Starship Troopers movies.

284 Heroverse SF63

Home dimension of the Timecop movie.

285 Heroverse SF64

Home dimension of the Time Tunnel TV show.

286 Heroverse SF65

Home dimension of Stargate as depicted in the Stargate, Atlantis and Universe TV shows.

287 Heroverse SF66

Home dimension of the Starblazers cartoon.

288 Heroverse SF67

Home dimension of the 7 Days TV show.

289 Heroverse SF68

Home dimension of the Jeremiah TV show.

290 Heroverse SF69

Home dimension of the Man from Atlantis TV show.

291 Heroverse SF70

Home dimension of the Astroboy TV show.

292 Heroverse SF71

Home dimension of the Terra Nova TV show.

293 Heroverse SF72

Home dimension of the Jurassic Park novels.

294 Heroverse SF73

Home dimension of the Jurassic Park movies and comics.

295 Heroverse SF74

Home dimension of Williams' Otherland novels.

296 Heroverse SF75

Home dimension of the 1999 Mummy and Scorpion King movies.

297 Heroverse SF76

Home dimension of the Xfiles and Millennium TV shows.

298 Heroverse SF77

Home dimension of the original V TV show.

299 Heroverse SF78

Home dimension of the rebooted V TV show.

300 Heroverse SF79

Home dimension of the Space Academy and Jason of Star Command TV shows.

301 Heroverse SF80

Home dimension of the Farscape TV show.

302 Heroverse SF81

Home dimension of the Reboot animated TV show.

303 Heroverse SF82

Home dimension of the Firefly TV show.

304 Heroverse SF83

Home dimension of the Evangelion animated TV show and movies.

305 Heroverse SF84

Home dimension of the Cadillacs and Dinosaurs animated TV show.

306 Heroverse SF85

Home dimension of the Cadillacs and Dinosaurs comics.

307 Heroverse SF86

Home dimension of the Alien Nation TV show.

308 Heroverse SF87

Home dimension of the Visitor TV show.

309 Heroverse SF88

Home dimension of Adams' Hitchhiker's Guide to the Galaxy novels.

310 Heroverse SF89

Home dimension of the Battlefield Earth novel.

311 Heroverse SF90

Home dimension of Harrison's Stainless Steel Rat novels.

312 Heroverse SF91

Home dimension of the Fifth Element movie.

313 Heroverse SF92

Home dimension of the Camelot 3000 comics.

314 Heroverse SF93

Home dimension and subdimensions of Torg.

315 Heroverse SF94

Home dimension of the original Paranoia.

316 Heroverse SF95

Home dimension of the Battletech game and novels.

317 Heroverse SF96

Home dimension of Space 1889.

318 Heroverse SF97

Home dimension of Traveller and Mega Traveller.

319 Heroverse SF98

Home dimension of Heavy Gear.

320 Heroverse SF99

Home dimension of the Mutant Chronicles.

321 Heroverse SF100

Home dimension of Wasteworld.

322 Heroverse SF101

Home dimension of Fallout.

323 Heroverse SF102

Home dimension of Renegade Legion.

324 Heroverse SF103

Home dimension of the Jovian Chronicles.

325 Heroverse SF104

Home dimension of Twilight 2000 and Traveller 2300AD.

326 Heroverse SF105

Home dimension of Macho Women with Guns.

327 Heroverse SF106

Home dimension of Car Wars.

328 Heroverse SF107

Home dimension of Halo.

329 Heroverse SF108

Home dimension of Burroughs' Warlord of Mars, Carson of Venus and Tarzan novels and comics.

330 Heroverse SF109

Home dimension of Donaldson's Gap novels.

331 Heroverse SF110

Home dimension of the Primeval TV show.

332 Heroverse SF111

Home dimension of the Sanctuary TV show.

333 Heroverse SF112

Home dimension of the Gundam animated TV show.

334 Heroverse SF113

Home dimension of the Highlander movies and TV show.

335 Heroverse SF114

Home dimension of the Shogun Warrior toys and comics.

336 Heroverse SF115

Home dimension of the Mobile Armored Strike Command as appeared in the animated TV show, toys and comics.

337 Heroverse SF116

Home dimension of William Shatner's Tekwar novels.

338 Heroverse SF117

Home dimension of an alternate Tekwar based on the movies and TV series.

339 Heroverse SF118

Home dimension of Shelley's Officer novels.

340 Heroverse SF119

Home dimension of Zahn's Conqueror novels.

341 Heroverse SF120

Home dimension of Zindell's Neverness novels.

342 Heroverse SF121

Home dimension of the Yamato 2199 TV show.

343 Horrorverse 0

Also known as the Neververse and the home dimension of Neverworld, Astaroth, Tyrannus and all Daemonic races. Total darkness with no stars.

344 Horrorverse 1

A doomed universe which features horrific elder gods (such as Cthulhu) and the various agencies who fight them such as delta green.

344 Horrorverse 2

An amalgam universe combining Horrorverse 1 and Heroverse DC4.

345 Horrorverse 3

An amalgam universe combining Horrorverse 1 and Heroverse MU0.

346 Horrorverse 4

Home dimension of the Cthulhutech rpg.

347 Horrorverse 5

Horror dimension which has been overrun by zombies with a dwindling amount of human survivors remaining.

348 Horrorverse 6

Horror dimension where vampires terrified at losing their food supply aid

humans in preventing earth from being overrun by zombies.

349 Horrorverse 7

Also known as the Resident Evilverse. Horror dimension where the Umbrella Corporation is responsible for being overrun by zombies. They are mainly opposed by Alice.

350 Horrorverse 8

Home dimension of the Ghostbusters as appeared in the movies, cartoon and comics.

351 Horrorverse 9

Home dimension of the original World of Darkness rpgs.

352 Horrorverse 10

Home dimension of the rebooted World of Darkness rpgs.

353 Horrorverse 11

Home dimension of the Chill.

354 Horrorverse 12

Home dimension of World War Z.

355 Horrorverse 13

Home dimension of the Evil Dead movies and Ash TV show.

356 Horrorverse 14

Home dimension of a Cthulhu influenced DC universe.

357 Horrorverse 15

Home dimension of a Cthulhu influenced Marvel universe.

4. THE CHRONOVERSE

Time is the dimension which is asymmetrical with regard to entropy. Many time travel plots derive their dramatic tension from some variant of the question Will this act change history, and/or will my home timeline survive? - the answer to which depends on the fictional world's temporal structure - and are thus (tacitly) experiments testing the paradox-proofing of hypothetical causal frameworks.

Time travel is the concept of moving forward and backward to different points in time, much as we do through space. It also includes travelling sideways in time between Alternate realities or universes.

Unsolved problems in physics: Is time travel theoretically and practically possible? Will such travel invoke paradoxes, such as often used in fiction? Humans are in fact always travelling in time — in a linear fashion, from the present to the immediate future, inexorably, until death. Some theories, most notably special and general relativity, suggest that suitable geometries of spacetime, or certain types of motion in space, may allow time travel into the past and future if these geometries or motions are possible.

It has been confirmed that the effects of relativistic and gravitational time dilation can cause a traveller who starts at and returns to a point of origin that remains stationary, to arrive at a time farther in the future in that reference frame than their subjective elapsed time would indicate (a constrained form of time travel into the future).

In physics, the concept of time travel has been often used to examine the

consequences of physical theories such as special relativity, general relativity and quantum mechanics. There is no experimental evidence of time travel, and it is not even well understood whether (let alone how) the current physical theories permit any kind of time travel. However, theories do exist about the possibility of folding time to hop from one point to another.

In science fiction it is a recurring plot device, used to set a character in a particular time not their own, and explore the character's interaction with the people and technology of that time—as a kind of culture shock. Other ramifications explored are change and reactions to it, such as alternate histories. Albert Einstein's special theory of relativity (and, by extension, the general theory) very explicitly permits a kind of time dilation that would ordinarily be called time travel. The theory holds that, relative to a stationary observer, time appears to pass more slowly for faster-moving bodies: for example, a moving clock will appear to run slow; as a clock approaches the speed of light its hands will appear to nearly stop moving. The effects of this sort of time dilation is popularly known as the "twin paradox" (despite it not being a paradox).

A second, similar type of time travel is permitted by general relativity, where a distant observer sees time passing more slowly for a clock at the bottom of a deep gravity well, and a clock of an object lowered into a deep gravity well and pulled back up will indicate that less time has passed than the distant observer's clock. However, these effects allow "time travel" only toward the future: never backward. This is not typical of the "time travel" featured in science fiction, and there is little doubt

surrounding its existence. "Time travel" will hereafter refer to travel with some degree of freedom into the past or future.

Many in the scientific community believe that time travel is highly unlikely. This belief is largely due to Occam's Razor. Any theory which would allow time travel would require that issues of causality be resolved. What happens if you try to go back in time and kill your grandfather?—see grandfather paradox. Also, in the absence of any experimental evidence that time travel exists, it is theoretically simpler to assume that it does not happen. Indeed, Stephen Hawking once suggested that the absence of tourists from the future constitutes a strong argument against the existence of time travel—a variant of the Fermi paradox, with time travellers instead of alien visitors. However, assuming that time travel cannot happen is also interesting to physicists because it opens up the question of why and what physical laws exist to prevent time travel from occurring.

The general theory of relativity extends the special theory to cover gravity, describing it in terms of curvature in spacetime caused by mass-energy and the flow of momentum. General relativity describes the universe under a system of "field equations," and there exist solutions to these equations that permit what are called "closed time-like curves," and hence time travel into the past. The first and most famous of these was proposed by Kurt Gödel, but all known current examples require the universe to have physical characteristics that it does not appear to have. Whether general relativity forbids closed time-like curves for all realistic conditions is unknown. Most physicists believe that it

does, largely because assuming some principle against time travel prevents paradoxical situations from occurring.

Chronon Particles are a massive force sweeping everything forward, at relentlessly as gravity, at a steady 60 seconds per minute. Chronon Particles are what makes time move forward, and generates the entropy which allows things to change. Things are also filled with Chronon Particles, Every atom of every carnation, candy bar, cadillac and character is filled with Chronon Particles. Usually this Chronon Particle can be completely ignored. So long as an item stays in its own place In the time stream, the Chronon Particle keeps the object from disintegrating under the pressure of the time stream.

Compare two items from different time periods and you'll find that they have different amounts of Chronon Particles. Stuff existing earlier, nearer the beginning of the universe, has more C.P. than later stuff. The flow of C.P. actually gels weaker as it moves into the future. Initially in the early universe, right after the Big Bang, the C.P. flow was at its maximum. Gradually, although the speed doesn't change (it remains a steady 60 seconds per minute, the force of the C.P. flow gets weaker. And so the C.P. in physical objects also gets weaker. Entering the time stream without protection is lethal to living organisms.

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

Type 1 Chronoverse

The timeline is consistent and can never be changed. One does not have any control and winds up becoming part of the timeline. The Novikov self-consistency principle applies (named after Dr. Igor Dmitrievich Novikov, Professor of Astrophysics at Copenhagen University). The principle states that if you travel in time, you cannot act in such a way so as to create a paradox.

Time travel is constrained to prevent paradoxes. If one attempts to make a paradox, one undergoes involuntary or uncontrolled time travel. Michael Moorcock uses a form of this principle and calls it The Morphail Effect. In the time-travel stories of Connie Willis, time travellers encounter slippage which prevents them from either reaching the intended time or translates them a sufficient distance from their destination at the intended time, as to prevent any paradox from occurring.

Type 2 Chronoverse

The timeline is flexible and is subject to change. The timeline is extremely change resistant and requires great effort to change it. Small changes will only alter the immediate future and events will conspire to maintain constant events in the far future; only large changes will alter events in the distant future. There are also numerous science fiction stories allegedly about time travel that are not internally consistent, where the traveller makes all kinds of changes to some historical time, but we do not get to see any consequences of this in our present day.

The biggest problem is how to explain changes in the past. One method of

explanation is that once the past changes, so too do the memories of all observers. This would mean that no observer would ever observe the changing of the past (because they will not remember changing the past). Larry Niven suggests that the most efficient way for the universe to "correct" a change is for time travel to never be discovered or for the very large (or infinite) number of time travellers from the endless future will cause the timeline to change wildly until it reaches a history in which time travel is never discovered.

This is depicted in the Dr Who TV show. This is also in the first Heroes Universe which I used in my campaign. The Middle Eastern Gods of this universe attempted to manipulate time to their own ends.

Type 3 Chronoverse

The timeline cannot be altered but instead constantly splinters into all possible alternatives. Every possible choice creates a divergent timeline. Any changes are made to an alternate timeline. Any event that appears to have changed a time line has instead created a new one. Such an event can be the life line existence of a human (or other intelligence) such that manipulation of history ends up with there being more than one of the same individual, sometimes called time clones. The new time line may be a copy of the old one with changes caused by the time traveller. For example there is the Accumulative Audience Paradox where multitudes of time traveller tourists wish to attend some event in the life of Jesus or some other historical figure, where history tells us there were no such multitudes. Each tourist arrives in a reality that is a copy of the original with

the added people, and no way for the tourist to travel back to the original time line.

This was the Marvel Universe which my players crossed over to continuously. It is policed by the T.V.A., a well intentioned yet somewhat twisted version of the Watch Guard. It was featured throughout two series of the What If comics.

Type 4 Chronoverse

The timeline can be altered but not before a certain point. In this universe you cannot travel to a point in time before Chronal technology has been built. Thus if it is now 2006 and time travel was discovered in 1999 you cant travel to a point before 1999. Forward travel is possible though because time travel exists in the future. This is shown in the TV series 7 Days.

Type 5 Chronoverse

The timeline can be altered but not before a certain point. In this universe you cannot travel to a point in time before you were born. Thus if you were born in 1969 that is the furthest you can travel. Forward travel is possible though because your future is undefined. This is shown in the TV series Quantum Leap.

Type 6 Chronoverse

The timeline cannot be altered because it no longer exists. There is only ever one present and nothing exists before or after it. Time travel is either not possible or the eras visited are some form of ghost wastelands.

Type 7 Chronoverse

Time travel to the past is possible but not to the future. The past may be altered.

The future doesn't exist yet thus there is nothing to visit.

Type 8 Chronoverse

Time travel to the past is possible but not to the future. The past may not be altered. The future doesn't exist yet thus there is nothing to visit.

Type 9 Chronoverse

Time travel to the past is possible but not to within your own dimension. Instead you travel into the past of a Alternate dimension which is similar. The past and future of this dimension may be altered. This previously happened with the pre 2000 era of Marvel comics.

Forms of time travel

Listed here are the various different methods of moving through time.

Magic

This involves travelling through the chronoverse via the use of a spell, magical artifact, or magical portal.

Machines

Machines that actually transport things or people into the past (or future, if a future actually exists yet) operate on the same general principle. A large amount of energy, focused to a point or a line, opens a wormhole between two points in space-time. That wormhole, then, draws the object at its focus (usually the time machine and its pilot or crew) through itself either instantaneously or at a high years-per-second rate. Some wormholes are "open" to the outside, moving the time machine through some sort of hyperspace outside regular material existence.

Others are fully self-contained, admitting nothing – not even light or air

– to the machine and its crew during the passage, which must be carefully calibrated to avoid smothering the time travellers. Long trips into the past or future may need to be done in stages, or the time machine should be fitted with oxygen masks and breathing equipment like a bathysphere. Some machines (or theoretical models) “skip” the machine through a rapid series of wormholes, admitting photons and oxygen molecules every thousandth of a second (as experienced by the time traveller). The machines may also be vehicles or mechanical portals.

Meta powers

This is time travel by the use of super powers. The most common one being chronokinesis and chrontal shift I, II and III.

5. MAGICAL DIMENSIONS

Practitioners of magic have known for millennia that there are entire realities that lie Alternate to our own, but on different planes of existence. Each of them has a cosmology and set of guiding physical laws that is unique unto itself. The following list provides a brief introduction to the known mystical dimensions that make up the Beyond Heroes multiverse.

Entities and beings entreated for Dimensional energy powers inhabit other dimensions. Magical heroes deal with other dimensions more than any other type of character, probably due to the fact that so much energy for magic is drawn from other dimensions. Sometimes whole adventures are centred on stopping an invasion from another dimension or pursuing someone or something in another dimension. Other dimensions offer endless opportunities for adventure. Conditions and physical laws differ from dimension to dimension, from the Earthlike environment of Asgard to the bizarre surroundings of the Chesscape. If a GM wants to set up a campaign where heroes fight copies of themselves, meet legendary heroes, or face a strange new menace, a different dimension is the perfect place to go.

Dimension Travel is the process of leaving the space of our universe and entering that of another one, accomplished by physical, psychic, psionic, or magical means. The magical means of dimension travel are unknown to all but a few. While magic is not the only way to enter another dimension, it is the most commonly used method. There are three types of magical

dimension travel: direct dimensional apertures, travelling across dimensions, and astral travel. Dimensional Apertures are gateways which open from one dimension directly into another, such as from the Earth dimension into the Sixth Dimension.

If the character attempting dimensional travel is of lesser rank than Master, some form of "beacon" must be maintained within the user's dimension so he can find his way back again. For instance he could use a lit candle or his own artifact to provide a path of light back to his own dimension. A beacon allows the traveller to return to his own dimension with ease even if he passes through unfamiliar dimensions on the way. If the beacon is extinguished, the traveller becomes lost and must travel through dimensions at random until he finds a familiar one.

For game purposes the distance between any two dimensions is measured in the dimensions themselves. The placement of the dimensions is a random task filled by the GM rolling two dice and adding them together to determine the number of dimensions the player character has to travel before arriving at the right one. This means that the character must pass through from 2 to 20 dimensions. The rate of Earth time spent in passing through these dimensions depends on the character's INT. He can move through 1 dimension per round per 5 INT.

This represents a greatly accelerated speed used only for dimensional travel. A character must fully concentrate on his movement to pass through dimensions at this rate. If a character encounters another character or creature within another dimension the movement rate for both parties reverts to normal within the dimension.

The astral plane, which is a separate dimension, seems to run through most dimensions. A character who is not able to cross dimensions physically can still attempt to enter them by projecting his astral form and simply following the astral plane into those dimensions, if he goes through a nexus point. While the limit on the amount of time a character's astral form can be "out-of-the-body" before damage occurs remains the same, it must be remembered that time passes at different rates in different dimensions.

A character who travels quickly through dimensions must be careful. The human mind is a frail thing when confronted by a reality that contradicts the senses and what we believe to be constant physical laws. Some dimensions are so bizarre in their existence that they can seriously challenge a character's sanity. This challenge presents itself in one of two forms: sanity-bending and sanity-threatening. The character can resist the danger by making successful WIS rolls. When a character is performing a dimension crossing the GM will have to randomly roll each non-specific dimension the character crosses.

Both Sanity-Bending and Sanity-Threatening checks are not necessary after the character has either spent an extended period of time in the dimension (two days at least) or has visited the dimension at least four times previously. Once a character fails his roll and his sanity is affected, no further checks are necessary for the affected character in that dimension. The character automatically recovers when the duration of the effect expires.

D100 Effects

01-10 The dimension is Sanity-Threatening.

11-30 The dimension is Sanity-Bending.

31-00 The sanity of the character is not challenged.

Sanity-Bending

The character becomes extremely disoriented. The character must make a WIS roll each time he enters an unfamiliar dimension and once a day while he is in the dimension. A failed roll means that the character's sanity is suffering. The character behaves as if successfully attacked by one of the spells/powers listed below. The GM controls the effect of the spell on the character as it reflects the dimension he has entered and the theme of the GM's scenario.

D100 Effects

01-15 Confused

16-30 Terrified

31-45 Forgetful

46-65 Delusional

66-85 Physically paralyzed

86-95 Mentally paralyzed in a trance

96-00 All abilities are negated

Sanity-Threatening

This is identical to Sanity-Bending, except the WIS is made with a penalty of -3 and, at least in the first excursion through a new dimension, the checks are twice as frequent.

6. CREATING ALTERNATE UNIVERSES

When you wish to create the framework for a Alternate universe randomly, roll D100 to determine the Alternate's division. Next, determine each Alternate's characteristic by rolling on the table appropriate to the Alternate's division. It's recommended that you make one or two additional rolls in order to add some realistic "flesh" to your new Alternate. Of course, you can roll more or fewer times if you like, possibly inventing a very strange world indeed. Re-roll duplicate results when rolling for characteristics. Finally, the GM may want to generate alternate planetary environments for the world in question. Feel free to enlarge on these ideas as appropriate for your campaign.

As a traveller moves further from the cluster containing his home world, the Alternates visited grow more and more unusual. This reflects what theorists have classified as the four "divisions" of Alternate clusters: Historical, Biological, Cosmological, and Fantastic. Some researchers theorize that additional divisions lie outside the Fantastic. However, due to the incredible dimensional distances involved, it is difficult to ascertain or even guess what broad divisions of dimensional lie beyond those divisions noted above.

Generally speaking, Alternates are conceptualized as lying somewhere in a two-dimensional continuum. Note that dimensional continues on toward infinity in all directions, and divisions likely exist which are so strange as to be utterly inconceivable to the human mind (but probably not to whatever form of life inhabits them, if any). While the two-dimensional model serves as a basis for

understanding dimensional, some Alternate researchers instead rely on a the "Soap Bubble" model, which likens the collection of universes to a three-dimensional mass of soap bubbles.

Each bubble represents a discrete Alternate. The shared surfaces of the soap bubble represent space-time divisions between Alternates. Note that each bubble is bordered by many bubbles. In a like manner, Alternates are bordered by many Alternate universes. Unfortunately, this particular model, while perhaps more accurate, doesn't provide a particularly easy way to catalogue Alternates. As described above, a specific Alternate cluster exists as a collection of Alternates with the same primary characteristic. Note that each cluster is given a single reference name, often extrapolated from the characteristic description of the same name. Billions of individual Alternates potentially lie within each class, and though some are so similar to others that hardly any difference at all exists, others vary wildly.

The name given to each cluster merely serves as an overall defining characteristic (and that only for the reference point of Earth). Other characteristics (known as secondary characteristics) blend and vary within each of these clusters to a lesser extent—some of these characteristics may even include elements of other named clusters. For instance, the group of Alternate universes where the result of the Cold War was a holocaust of nuclear fire is known as the "Nuclear Armageddon" cluster, even though in one of these Alternates, the war was between Victorian-style Europe and a vast American empire ruled by the Aztecs. However, just because other

divisions are not listed here does not mean they do not exist within the infinity of Alternate universes.

Roll Result

01-20	Biological
21-40	Cosmological
41-60	Fantastic
61-80	Historical
81-00	Undefined or Baseline (GM's choice); indicates that the randomly selected Alternate lies outside the four known divisions of dimensional; the GM is free to make a totally new division, or roll again above. Alternatively, the GM may decide that the Alternate is part of the Baseline cluster, in which case no primary characteristic is rolled (roll only secondary characteristics as desired).

1. Biological Characteristics

For one reason or another, evolution has taken a different turn in Alternates of this division. In some, humans exist, but are subtly changed. In others, humans walk the Earth alongside other sentient creatures. And in still others, humans (or perhaps even mammals) never evolved, and nature filled the void with sentient dinosaurs, sentient apes, or other sentient humanoid beings. In one cluster, insects developed an internal skeleton and organs enabling greater size, and thus insects fill nearly every niche from tiny pest to large predator to giant whale-sized seagoing insects. While the inhabitants of these Alternates can be dangerous to travellers, the Alternates themselves are generally friendly to most life forms.

Roll Type

01-08 Disease-free World; Medicine (including alchemy, magic, or herbalism) or perhaps just simple evolution long ago wiped out all forms of disease. Microbes and viruses are no more, and inhabitants die only of accidents and extreme old age. All's well, except in the event of the arrival of crossalternate visitors, who are likely rife with bacteria and cold viruses. While a cold is nothing to a traveller, it is death to a local of a disease-free world. Waves of terrible plagues begin to spread within 24 hours of cross-Alternate travellers' arrival.

09-16 Humanoid Dinosaurs; Some indicated worlds possess regions where dinosaurs never died out, while on others, dinosaurs were reintroduced through genetic engineering (whether known or secret, or in large or small regions). Still other worlds somehow evolved humans and dinosaurs simultaneously; in some of these, many large species have been hunted to

Roll Type

extinction, despite some groups' efforts to reintroduce the T-Rex back into its natural habitat over the objections of local ranchers. On other worlds, intelligent dinosaurs secretly exist on the edges of society. Generally speaking, these intelligent dinosaurs are no more than 2 to 3 metres tall.

17-23 Humanoid Insects; Indicated worlds possess insects with internal skeletons and organs similar to lungs, allowing them to reach sizes normally restricted to mammals and even dinosaurs. These adapted insectoids exist openly and with little notice on some worlds, while on other worlds they exist in small areas where they have avoided extermination by fearful dominant life forms. Such a situation is sure to prove dangerous when the insectoids make a bid for dominance, relying on their incredible ability to reproduce quickly. This is compounded on such worlds where the insectoids have developed vestiges of intelligence.

24-30 Longer Lifespan; the true fountain of youth has been discovered (either literally or figuratively). Regardless of Tech Level, the primary inhabitants of the indicated world can realistically expect to live forever, barring disease or accident. On some worlds of this class, peace and universal harmony reign, but on others horrific wars occur following population explosions. Some worlds of high Tech Levels spread through the galaxy like a virus, using up resources at an ever-increasing rate. Societies particularly pressed for room that don't solve their problems through warfare are given to building massive artificial structures capable of housing trillions or more. Such structures could conceivably span interstellar distances.

Roll Type

31-37 Other Humanoid Creatures; Earth is home to a humanoid species other than humans. This species may be evolved from a different mammalian species, such as dogs or cats, or even something completely foreign, such as dinosaurs or insects. If this characteristic is primary, then the alternative humanoid species is the only one present; otherwise, they share the planet with humans.

38-44 Overpopulated; The population continues to grow geometrically, passing 5 billion, then 10 billion, 20 billion, and then 40 billion before draconian methods of birth control are finally enforced by governments around the globe. Food resources are strained to the limit, even with the advent of advanced hydroponics first developed for the Mars mission. Only those of tested and proven genetic superiority are allowed children, and then only a single child. All other citizens must undergo enforced sterilization. Illegal fertiles, as they are called, are hunted by a special branch of the government authorized to use deadly force. CrossAlternate travellers would be considered illegal fertiles if their reproductive status were revealed.

45-51 Plague World; An uncontrollable plague grips the indicated world. A common plague in the class is an airborne form of "flesh eating bacteria" called hell's breath. The breath resists antibiotics and was intentionally developed through biological weapons research for its rapid onset time (5 hours) and mortality rate; 80% of those exposed to it die within 24 hours as the bacteria cannibalizes their cells. This is a sight as terrible as it sounds. Enclaves of the uninfected survive in tightly patrolled perimeters away from large cities, killing all trespassers out of

Roll Type

fear of contagion. Most of the large cities are burned out and home only to infected populations that act no better than animals, killing each other with eager abandon out of some hope that fresh blood from others will appease their own infection for a time. Other populations exist of horribly disfigured carriers whose symptoms last for years before death finally claims them. Finally, some individuals exist with a proven immunity. These immune few attempt to gather together and start their own enclaves, but the infected ever seek them out for hope that their blood may be the cure they need. Cross-Alternate travellers are likely susceptible to hell's breath unless of a completely different species.

52-58 Sentient Apes; Through evolution, genetic tampering, or colonization, apes gained intelligence on the indicated world. What's more, they now dominate large portions of said world. If this characteristic occurs in the Historical sequence, the apes exist alongside humans. However, it may be that humans in such situations are completely eradicated, or exist as mere slaves. It's also possible that humans native to the indicated world have devolved culturally to the level of animals. The apes will hunt cross-Alternate travellers, seeing them as threats to their power, and will eagerly confiscate their equipment, if possible.

59-65 Sentient Dolphins and/or Whales; Partnership with intelligent marine mammals has allowed the dominant life form of the indicated world to inhabit the seas with almost as much success as on land. Citizenship in the floating cities and oxy-water enclaves is not decided by species, but by intelligence. Thus humans, dolphins, and even whales are full voting members

Roll Type

of society, though their agendas and needs sometimes compete with those who were bred for dry land. Note that there is just as much room for questionable motives and downright evil in the mind of a whale as there is in the mind of a human.

66-72 Sentient Micro-organisms; What if one-celled organisms were intelligent? On indicated worlds, genetic research has created smart cells; all that "unused" DNA is useful after all. In some worlds, smart cells are tightly controlled and programmed, functioning somewhat akin to nanotech robots. On other Alternate worlds the controls (if any ever existed) crash, and intelligent cells begin to take over the macro world. Every living creature becomes a potential galaxy for sentient cells. The dominant life forms on these worlds have a fight on their hands as the cells that constitute their own bodies rebel, if infected with the "smarts."

73-79 Sentient Plants; Here, intelligent trees communicate with hive-mind grasses, while friendly shrubs and prickly rosebushes share recipes for soil mixtures. If this is not a primary characteristic, then the plants share Earth with humans, who are careful to pay attention to signs proclaiming "Keep Off The Grass."

80-86 Shorter Lifespan; humanity's desire for population control has resulted in a society where no one lives past a designated age, whether that is 21, 30, or any other number of the GM's choosing. This could be the result of genetic tampering, bizarre evolution, new laws, or a combination of the three. For whatever reason, individuals older than the specified age simply don't exist. If the age is less than the average age of the heroes, interesting (or dangerous) complications could occur as the

Roll Type

"lawbreakers" are hunted down by a police force years or even decades younger than they were.

87-93 Underpopulated; On the other hand, "Underpopulated" worlds are woefully empty of sentient life. Civilization exists in small islands amidst a much vaster wilderness controlled only by Mother Nature. On some Alternates, the underpopulation is the result of planning, war, or plague and thus the signs of a much higher population are still visible. For instance, a city built for two million souls that currently holds only ten thousand residents is obviously hollow and underutilized. On the other hand, some worlds of this class just aren't as populated as worlds of the Baseline class, and never have been (at least within recorded history).

94-00 Universal Sentience; On this Alternate world, sentience has evolved in virtually all life forms larger than rodents, from birds and fish to elephants and whales. The political aspects alone are staggering—how many political parties are needed to address the needs of so many species?—and the social, technological, and other factors of life prove equally interesting. The heroes will be in for a surprise the first time they shoo a flock of pigeons away from a bench in the park...

2. Cosmological

Characteristics

In this division, the solar system itself developed in different ways. Some variations may be where our home planet never formed billions of years ago-while others are more minor, such as the "Arctic World" cluster, where Earth formed just a bit further from the sun and thus is trapped in a never-ending ice age. Obviously, these Alternates can be quite hazardous to travellers, as the physical conditions on Earth itself may be deadly (or at least uncomfortable) to humans.

Roll Type

01-10 Arctic World; Another ice age encroaches, or has already come. The Alternate world in question has adapted in many ways to the cold and ice with changes in clothing, transport, and philosophy. Despite hothouse agronomy, the population is likely much lower due to reduced crops and animal ranges.

11-20 Desert World; Water is the most precious commodity in this world. Some indicated worlds are wholly overrun with sandy, waterparched deserts. In these worlds, society has adapted with desert specific innovations and moved on. In other indicated worlds, desertification is a recent phenomenon and civilization is still dying, as some cities die of thirst and nations engage in total war over shrinking aquifers.

21-28 Drowned World; The ice caps have thawed. In some worlds, this happened long ago, and the resultant society is quite integrated: Floating settlements, undersea cities, and underwater technologies are quite common. Waterbreathing races are also possible. On other such worlds, however, the rise of the waters is a current or recent event; with the rising

Roll Type

waters, whole nations are drowned, famine is common, and only those on extremely high landforms or with access to large watercraft may survive the catastrophe.

29-36 Earth missing; CrossAlternate travellers find that in the indicated Alternate, the Earth (or the world specific to the GM's campaign) is not where it's supposed to be. Instead, empty space exists, which could prove lethal to some travellers. If this characteristic is but one of many characteristics, additional indicated societies exist in mammoth artificial structures protected from the ravages of vacuum near where the planet would otherwise be located.

37-44 Earth pulled from Sun's gravity; CrossAlternate travellers come to a world that has been ripped from its normal gravitational mooring about the sun. Instead, it is in the grip of a nonradiating neutron star that snagged the Earth as an afterthought on its interstellar journey. The planet is covered in condensed water ice in the lowest layers, and other gases (like oxygen, carbon dioxide) at higher levels. If other characteristics occur in conjunction with this characteristic, indicated inhabitants exist in protected domes under the ice, near natural heat vents, while others live entirely within subterranean hollows of varying sizes.

45-52 Forest World; This world is so heavily forested that the dominant species couldn't hope to clearcut it in a hundred thousand years. Society is built around and within the boles of mighty trees that grow triumphantly across the face of the indicated world. At higher Tech Levels, the trees reach gargantuan sizes through genetic restructuring, and may serve as space elevators. Some

Roll Type

specially bred trees serve as the hulls for gargantuan interstellar craft.

53-60 Frequent Dangerous Storms; Meteorologists are at a loss to describe the source of the constant electrical storms that rage across most of the face of the indicated world. If these storms began just recently, the indicated world is not quite up to dealing with multiple lightning strikes that rain from the heavens. It's not a matter of if lightning will strike twice, but when. In a world long acclimated to frequent storms, buildings, transport, and even personal clothing bristles with grounding technology.

61-68 Grasslands World; Grasslands develop wherever rainfall is not high enough to produce a forest nor light enough to form a desert. There are few trees in true grasslands, either because the climate is too dry or the soils are too poor. In other areas, grasslands develop because grazing and browsing by wild animals, frequent fires, or both, prevents tree seedlings from growing. Grasslands have other types of plants besides the true grasses. They have a number of herbaceous flowering plants and a variety of scattered trees and bushes.

69-76 Jungle World; Climate is such that rainforests cover much of the indicated world. Some deep-seated cultural belief prohibits wide scale clearing of these forests, and thus society is interwoven through massive jungles, even at high Tech Levels. Such societies possess an incredible store of herbal knowledge and medicines culled from plants that are exotic or even extinct in other Alternate classes. In fact, the average lifespan of the dominant life form of the indicated world approaches two hundred years.

77-84 Mountain World; Perhaps due to geological instability, or maybe just

Roll Type

from accelerated continental drift, this Earth has almost no large areas of flat terrain. Hills, cliffs, valleys, broken lands, and mountain ranges occupy well over three-quarters of all dry land, and as a result, civilization is much different. Difficulties in transportation result in many small, isolated communities developing their own ways of life. Groups of people only a few hundred miles apart might never even have met. Large-scale farming is near impossible, limiting the explosive population growth that resulted from improved agriculture. Of course, such a world would also create varying technological paths to answer its new needs.

85-92 Natural Holocaust; Earthquakes (or some other equally destructive natural force, such as a comet impact or extreme solar activity) have caused disastrous results to the planet. Newly formed seas swallow whole countries in only minutes, volcanoes erupt where once there were wheat fields, and chasms open below large metropolitan areas. Survival is difficult, and warlords and other opportunistic forces common to other disaster scenarios are far less likely to develop, at least in the short term. Disasters claim too much attention on a personal level for power-grubbing individuals to organize and retain a power base.

93-00 Natural Holocaust Imminent; As "Natural holocaust," but the event is scheduled to occur in the very near future. Imagine the worldwide panic that would result from the knowledge that the sun was to go nova in only a few months, or that geological instabilities indicated that half the volcanoes around the Pacific "Ring of Fire" would be erupting in the next year.

3. Fantastic Characteristics

Outside the Cosmological division of dimensional lies the Fantastic division. While most worlds in this division support life familiar to humans, the Alternate universes here diverge from the ordinary in their bizarre variations of natural laws. For instance, in some clusters, humans possess strange abilities (that we might call magic or super powers), while in others Earth itself is a hollow shell, inside of which walk strange beasts of legend. Some caution should be applied in travelling through Fantastic Alternates, especially as one moves toward the "outer border" of the division. Natural laws that allow magic and other strange powers increase, while natural laws that technology relies upon become unpredictable. Unfortunate travellers could find themselves stranded on a Alternate where only their most basic technological tools continue to function.

Roll Type

01-07 Divine Apocalypse; the world is approaching or in the process of a final divine apocalypse. Immense magical disasters and portents, armies of supernatural beings or insane and desperate people, the sudden appearance of places of unearthly glory or hideousness all increase towards the appearance of the gods and a time of judgement.

08-14 Earth/Sun is Sentient; In this Alternate, one or more of the heavenly bodies in our solar system developed sentience. In worlds with the "Earth is sentient" characteristic, some twist of natural laws allowed our planet to develop intelligence-an interesting variation on the "Earth goddess" myths of many cultures. Such an intelligence might react poorly to ecological attacks

Roll Type

by humans, responding with natural disasters or worse. If the "Sun is sentient" variant is chosen, the sphere of light we know as the sun is really a massively complex object, incorporating several layers of various gases and plasmas. Communication between the layers is accomplished through both pelagic convection and speed-of-light electromagnetic currents. In the indicated Alternates, the sun (and perhaps many stars in the sky) is a reasoning entity capable of sensing and interacting with its environment. Prominences are self-directed and can be used as magnetic "waldoes" of incredible force and reach. Other techniques available to a sentient sun include the lasing (through magnetic lenses) of high-energy particles, producing coherent beams powerful enough to blast a planet. Appeasing the sun god takes on an entirely new meaning on the indicated Alternate world.

15-21 Gods Exist; On these worlds, miracles and divine intervention aren't just the stuff of legend; instead, the ability to channel the power of divine force is held by many people. Whether such miraculous powers are held only by a select few, such as religious or world leaders, or whether any average person can call upon spiritual assistance when needed, is up to the Gamemaster.

Nonbelievers such as the heroes might be pitied, distrusted, or even hated. As with "Arcane Magic exists," most of these worlds will have a Heroic or Super Heroic tone.

22-28 Hollow Earth; On such worlds. Jules Verne merely recorded the journals of real explorers to Earth's hollow core. A viable ecosystem exists below the surface in vast caverns, incorporating life from all the past epochs of the

Roll Type

world. Gargantuan mammals coexist with even larger dinosaurs, and stranger things never discovered in the fossil record live in the hollow Earth as well. Seas that plunge to depths greater than any attained on the surface teem with all forms of life. Primate races whose evolution didn't culminate in the creation of homo sapiens also hunt these nether spaces.

29-35 Horror Elements; Vampires exist, and so, too, do ghosts, the walking dead with a hankering for brains, and Things In The Earth. Paranormal elimination is a serious business run by an arm of the government, and only those most psychologically fit are allowed into its ranks. Of course, there are those who accuse the government of only eliminating some paranormal threats, while removing others for later study and exploitation (on some Alternates, this accusation is absolutely true). Cross-Alternate travellers had better take ghost stories seriously...

36-42 Literary Duplicate; In an infinity of Alternate universes, anything is possible, and in fact, everything exists. Given such broad leeway, there are Alternates where Sherlock Holmes lives on Baker Street, worlds where John Carter fights across Barsoom and paraverses, where Saruman toys with the idea of making of Ring of Power for himself. Almost every book of fiction on the library bookshelf portrays conditions as they actually exist on some Alternate somewhere in dimensional, though classes of such Alternates probably vary wildly, and many do not even lie in the same sequence. While many dimensional travellers may seek out specific literary duplicate Alternates, they prove devilishly difficult to track down.

Moreover, distorted Alternates exist on

Roll Type

either side of the exact Alternate sought. Thus, in many cases, indicated worlds possess literary equivalents combined with one or more other characteristics on this table. Note that while this characteristic is listed as Fantastic, the GM is free to place the Alternate in whichever division seems most appropriate for the "story" it portrays. 43-49 Magic Exists; On these Alternate worlds magic exists to some degree. On some such worlds magic is relatively rare, practiced by only a handful of learned individuals. On others, it's so common that every homemaker knows a few magic spells to keep the house clean. Most worlds will have a Heroic or Super Heroic tone.

50-56 Planet not a Solid Sphere; It may be cylindrical, flat or polyhedral. Instead, or in addition, the habitable areas may be on the inside or the underside (gravity pushing away from the surface) of its form. These differences might be obvious immediately (especially if the world's shape is concave and far distant areas are visible in the sky) or the travellers might not encounter them unless they travel for long distances.

57-63 Psionics common; Early on, this world recognized and began studying the importance of the mind and its hidden abilities. A mental renaissance ensued, and all the arts of the mind were recognized and exploited in everyday society. Telepathy, precognition, telekinesis, and a thousand additional abilities are common. In the current time, every contributing member of society has some mental ability to which they can lay claim, and in fact use as a sign of the advancement along the next evolutionary step. Sadly, those without any psionic capacities are viewed as genetic dead ends. On some worlds,

Roll Type

natives who can't even manage simple psionic empathic contact are shipped to special locations where they can live out their lives amongst their own kind.

Cross-Alternate travellers are in danger of being selected for just such treatment.

64-70 Silly; The indicated world has Teched along social pathways that travellers from other Alternates could only call "silly." For instance, on some worlds of this class, intelligent animals make up

a segment of society. On others, schizophrenic computers control society, governing in frivolous and contradictory ways. Travellers had best not mistake silly for harmless—in fact, many a traveller has been lulled into a false sense of security by patently absurd situations, only to realize too late that silly can also be deadly serious in the end.

71-77 Supernatural effects; Forms of weather, astronomical or geological events with supernatural effects occur frequently.

78-84 Super Powers exist; this indicates the presence of certain abilities in the natives of this Alternate. Such super powers may be relatively rare or very common, at the GM's discretion.

Remember that just because such abilities exist doesn't require dozens of people to put on bright costumes and fly around town, though that's certainly an option. As with the other exists Alternate characteristics, most worlds will have a Heroic or Super Heroic tone.

85-91 Technology doesn't work; A convulsion of natural law retards the transmission of electrons through metallic and superconducting materials in the indicated world. Biological systems are not affected, but not even simple calculators work in the Alternate

Roll Type

world. Some worlds of this class incorporate other exceptions of natural law, invalidating other common technological processes, including natural laws that rely upon the flammability of fossil fuels and/or the flammability of gunpowder (normally composed of potassium nitrate, charcoal, and sulphur). It's possible that items made off Alternate with "banned" technology will work on the indicated world, if the item itself doesn't require any "banned" process in order to operate.

92-96 Thin walls between Alternates; Alternates of this class suffer from thin dimensional walls separating one Alternate from the next. Effects include those as subtle as disturbed dreams that show images of neighbouring worlds to as dramatic as rips in the fabric of space-time that provide temporary conduits between the affected Alternates. Usually, thin-walled Alternates "cross-pollinate" each other, sometimes allowing seeds, small organisms, small items, and sometimes even small areas to slip from one Alternate into that of another. Legends similar to that of Avalon could be the result of just such an occurrence of thin walls that later firmed up. To those accustomed to slipping back and forth between the realms, it might appear that Avalon just "slipped away" from the real world, when in fact Avalon is part of its own 'real' world.

97-00 War world, Fantastic; This class of Alternate in some ways mimics the encompassing desecration described in the "War world" entry; however, these Alternates are only found within the Fantastic sequence (or, rarely, with additional Fantastic elements). These Alternates are in the grip of absolute war, but the warfare follows from some literal vision of a final apocalypse.

Roll Type

Various Alternates of this class exist, varying by the form of the final apocalypse. For example, armies of demons and lost souls fight hosts of angels and the righteous across a blasted Earth in some Alternates, while "nearby" Ice Giants ignite Ragnarok in brutal fury, hoping to wake the Fenris Wolf from its age-long slumber. In almost every case, cross-Alternate travellers are better off fleeing these Alternates as soon as their nature is recognized — the attention of a "demonic" or "angelic" entity is something that even the implements of high technology are hard put to fend off Weapons outlawed. On this world, the ownership of personal weapons is strictly illegal. Any hero seen wearing a sidearm, or even brandishing a knife, will quickly find himself locked up. Of course, a brisk business in illegal weapons exists, though anyone caught dealing in such illegal goods is subject to extreme penalties.

4. Historical Characteristics

This division generally indicates the Fantastic trillions of Alternates where the presence of human beings is a defining characteristic. Differences between Alternates within this division are generated purely by divergent events in human history. Different cultures may reign supreme, unusual governments may rule, and technology may have taken a different course, but humans are still humans. Virtually all the travel ever done in dimensional by humans is confined to this division. In fact, a majority of the various characteristics referred to below define primary characteristics of the Alternates lying in the Historical division.

- 01-15 Alien Characteristics
- 16-35 Cultural Characteristics
- 36-55 Governmental Characteristics
- 56-70 Planetary Characteristics
- 71-85 Social Characteristics
- 86-00 Technological Characteristics

Roll Alien Characteristics

01-08 Aliens accepted as allies; regardless of Tech Level, the world in question possesses ties with an extraterrestrial race or races. Knowledge of the relationship is widespread, and the trade beneficial (especially to low Tech Level worlds).

09-16 Aliens conquered by Earth; a twist on a more familiar theme, in worlds with this characteristic Earth stands as the conquering power over one or more alien civilizations. Resistance against the human oppressors may be strong or weak, at the Gamemaster's whim.

17-24 Aliens integrated on Earth; whether the result of colonization, refugees fleeing another world, or the forcible integration of a conquered species, one or more alien races live among humans in relatively peaceful

Roll Alien Characteristics

coexistence. Such alien beings may live as equals or may be treated as second-class citizens.

25-32 Aliens worshipped as gods; far in this world's past, aliens came to Earth and set themselves up as gods. In the thousands of years since, there has been little change in the natural inhabitants' technological level from when the "gods" first appeared upon the world.

33-40 Alone in the universe; At lower Tech Levels, the world in question suspects it and at higher Tech Levels, it seems a proven fact. There are no other forms of intelligent life in the universe save for those on the Alternate world. If other rolls for characteristics indicate that there are indeed alien races, these races are hidden or have yet to be discovered.

41-48 At war with aliens; Humanity (or whatever the prominent sentient species is) is at war with extraterrestrial (or extra-Alternate) beings. This is an active conflict (though it may share elements with other characteristics, such as "Conquered by aliens" or "Secret alien subversion"), that may or may not be taking place entirely (or even primarily) on Earth.

49-56 Caught in alien crossfire; Aliens of two or more species are engaged in a war, and Earth's inhabitants are the innocent bystanders. Interstellar spacecraft battle above the planet, while armies march across the world, caring little for those they displace along the way. Pockets of resistance exist, though it proves difficult to fight back against not one but two potential destroyers of the planet.

57-64 Earth conquered by aliens; Greedy eyes from other stars, another planet in the solar system, or even another Alternate turned upon Earth and found it desirable. Indicated worlds are

Roll Alien Characteristics

either caught up in a desperate struggle with their rulers, or have only recently been conquered by the Gamemaster's choice of alien.

Particularly amoral aliens engage in genocide, while others may keep the original inhabitants of the world in reservations to use as slave labour, genetic stock, or food.

65-72 Interstellar government; In the indicated world, Earth is just a small part of a grand interstellar governing body. Earth might be a recent or long-standing member, and the planet's "tenure" in the organization will affect how much relative power it holds. In some situations, Earth might be in the final stages of the "galactic approval process," with the fate of humanity riding on the success of the planet's "application."

73-80 Reservation planet; Humanity has moved on to richer planets, unsullied by thousands of years of human destruction and waste. That is, all of humanity has moved save for the criminals, degenerates, and those otherwise deemed by the majority as "unfit" for common society (for example, nonpsionics of the previous entry may end up here). As such, the indicated world is a broken down, polluted, and generally dismal reflection of the Baseline Alternates. Hope is rare, but despair is free. On other Alternates of this class, it is all of humanity that has been judged "unfit" by alien beings. These alien forces have forced humanity to remain upon the world of its birth, never to join the galactic society of advanced species.

81-90 Secret alien subversion; Unbeknownst to most of the primary inhabitants of the indicated world, aliens from other planets of the same Alternate (or aliens from different Alternates completely) secretly entwine their agents

Roll Alien Characteristics

and agenda into society. On some Alternates of this class, the aliens work in conjunction with splinter groups of the government, while on other worlds, the aliens work against the government. Depending on the particular infiltrator species, the good of humanity is either being worked toward or undermined. On some Alternates, alien subversion is so complete that the world is literally ruled from behind the scenes, using an array of technological methods to keep the masses unaware of their influence.

91-00 Universe teeming with life; Almost as soon as radio was developed, messages of obviously extraterrestrial origin were overheard. Alternates of this class are filled with life, and much of it is sentient. In fact, the sentients of the local galaxy (numbering in the thousands) have participated in a Galactic Accord stretching back some four billion years. This vast span of time has proved more than sufficient to allow many races to evolve (or receive as a gift) sentience, reach prominence in the Accord, decline, then disappear forever. Thus, in Alternates of this class, planets at low to middle Tech Levels are probably utterly ignored, and only at Tech Levels of 6 and above are they even noticed. Even when admitted into the fellowship of the Galactic Accord, young species are cautioned against angering the older members, lest the young species be "accidentally" exterminated by routine hyperspace conduit routing.

Roll Cultural Characteristics

01-08 African influence; a defining influence of the Alternate world is that of one of the tribes or kingdoms of pre-colonial Africa. Note that only cultural elements influence the world. Tech Level is completely variable. The ivory kingdoms of the Middle Ages, ancient Ethiopia or Zimbabwe, or the more recent Zulu empire are good examples.

09-16 Arabic influence; Significant elements of this world have an Arabian feel, modelled after the stories of Sinbad, Aladdin, or indeed, any of the stories in A Thousand and One Nights, regardless of the world's Tech Level.

17-24 Central Asian influence; Significant cultural elements of the world in question resemble such groups as the Mongols, Tartars, Uighurs, and related groups of nomadic herdsman with strong central organization.

25-32 Central/South American influence; Aztec, Mayan, Toltec (from what little is known), or Incan empires hold major influence in this world. The influence is cultural, and pervades selected cultures regardless of Tech Level.

33-40 Egyptian influence; The indicated world is suffused with ancient Egyptian culture, icons, decor, and even philosophies. Nearby worlds retain Sumerian flavours, while others of this class hold to Babylonian influences. Even worlds that have attained a significant Tech Level retain their Egyptian ties (i.e., spacecraft resemble sphinxes, boats, and/or pyramids, while leaders are still referred to as Pharaohs).

41-48 Greco-Roman influence; The icons, philosophy, and architecture common to the historical Roman Empire of the Baseline Alternate class suffuse the indicated world, even at high Tech Levels. The Roman Republic is renowned for roadways, for bringing

Roll Cultural Characteristics

peace (Pax Romanum), and for safeguarding known space with hordes of invincible legionaries.

49-56 Indian influence; The indicated world is suffused with cultural influences of medieval India, regardless of Tech Level. The feudal set-up is rife with an incredible number of rajahs, moguls, and princes each governing over one of hundreds of small holdings (be they world-bound or large artificial orbital stations).

57-64 Medieval European influence; The indicated world reflects the prominence of landed nobility various churches, and some secular "kings," even in worlds where Tech Levels are high. Castle architecture is common (even adapted to space stations and ships, if applicable) and knights are the figures that stories are told about (knights in high-technology Alternates probably joust with proton lances).

65-72 Native American influence; Colonizing Europeans were not up to the task of taking a continent away from the indigenous peoples, though there was much bloodshed before this fact was conceded (and on some worlds of this class, these wars rage still). Native Americans develop technology in tandem with Europeans, though this technology is suffused with Native American icons, culture, and philosophy.

73-80 Nazi influence; The Nazis rule the world, and their twisted dreams of racial purity have driven many cultures into complete extinction. Africa has become one big concentration camp, where the Nazis ship all who can't claim Aryan blood and all who would dare to speak against the Reich. Hitler and his twisted heirs won WWII. and now their rocket research (never pilfered by the Americans in this Alternate class) has

propelled them into the stars. Cross-

Roll Cultural Characteristics

Alternate visitors without the proper papers (and those who are obviously not of Aryan descent) had best move on to a cleaner Alternate as quickly as possible.

81-90 Oriental influence; The indicated worlds contains many elements familiar to medieval Japan or China, with samurai and warlords common even at high Tech Levels. Samurai adhere to the same strict codes as their predecessors, and live as simply; however, their weapons are potentially technologically enhanced, as is their armour.

91-00 Victorian influence; On the indicated world, the sun has truly never set on the British Empire. Victorian sensibilities are still the norm, and it's almost certain that the American colonies remain British. Who knows? Perhaps medical breakthroughs have even allowed Queen Victoria herself to remain on the throne.

Roll Government Characteristics

01-10 Anarchy; On this planet, the motto is "No Government is Good Government." Whether by choice or simply by the inability to properly organize, humanity in these Alternates doesn't have a coherent governing force. All that matters is personal power and one's ability to defend oneself from the predations of others. Any heroes visiting these Alternates will likely have to defend themselves forcefully, especially if they carry expensive-looking gear.

11-20 Bureaucracy; On the indicated world, at some point the accumulation of rules, regulations, and red tape reached critical mass and "took over." Now it's impossible to do anything without going through three or four bureaus and receiving authorization from a dozen administrative assistants or associate directors. It's not even clear any more who's in charge-the rules have become more important than the individuals involved.

21-28 Communism; The capitalist regime fell before the dictates of communism. Significant portions of society are rigorously structured such that the State controls everything, and all are equal before the State. On some indicated Alternates, ideal communism exists and all are relatively happy. On other indicated Alternates, corruption has made the State something to be feared, as the State suffers no criticism.

29-36 Gerontocracy; As the average lifespan creeps up in relevant areas of the indicated world, the preponderance of old vs. young increases dramatically. The very old rule and the young are akin to second-class citizens. In fact, in some worlds full citizenship is only attained upon reaching 65 years of age. Groups of youths routinely attempt widespread violence against the segregated ruling communities of the very old, attempting

Roll Government Characteristics

to dislodge the seniors' hold on government but only widening the generation gap.

37-44 Gynarchy; Fed up with the problems associated with a male dominated society, females completely govern the indicated world (or a large section of it). Males are not allowed to hold public office or high military ranks, though on some worlds they are still allowed a vote. Extreme versions of this world have herded men into concentration camps, where their particular talents are only brought into play when necessary. On yet other worlds, men have been entirely eliminated and exist only in legend. On such worlds, the species is propagated via cloning, genetic engineering, or some other unnatural method.

45-52 Military Dictatorship; Military leaders run the indicated worlds (or large portions thereof). Often, these leaders are prone to instituting universal martial law, especially if other governments exist that threaten supremacy, or if deposed elements of the past government somehow escaped execution. Missing major invention. While civilization in this Alternate has Tech along lines similar to our own, it is missing one major technological advance that we take for granted. For instance, an otherwise-modern society might never have invented the combustion engine. Thus, instead of consuming fossil fuels, they might rely on steam, solar power, or some other form of energy.

53-60 Monarchy; A single hereditary sovereign controls the indicated world, or a large portion of it. Some monarchies are tempered with laws, but on some Alternate worlds, a single king rules the planet with unlimited, absolute power. Such rulers expect and receive

Roll Government Characteristics

unquestioning obedience. In the event of questions of succession, the resulting civil wars embroil the entire world.

Moon/Mars colonization. In Alternates of this class, humanity has turned to the Moon and/or Mars to hold its ever-growing population. Depending on the other characteristics rolled (or the GM's whim), such colonists did or did not discover life (possibly sentient) on these worlds. If intelligent life did develop, expanding humans might well have treated the primitive indigents as they've historically treated less-advanced cultures since the disappearance of the Neanderthals. In these Alternates, a mimicry of the "Wild West" exists on Mars, where the indigenous population is forever pushed back, wars rage, and frontier law is often rough and arbitrary.

61-68 Pedocracy; The indicated world is mostly (or completely) governed by the intelligentsia: scientists, philosophers, and other well-educated people. Politics as it is known and understood in many other Alternate classes is a thing of the past here. Government officials are chosen for their contributions to science, philosophy, medicine, and other learned disciplines to serve terms of varying length. Elections and multiple terms are unheard of. Generally, such societies are enlightened nirvanas, given no other competing or conflicting influences. On the other hand, such rulers may also ignore the needs of "the common people" in favour of elegant solutions that don't work in real life.

69-76 Plutocracy; The indicated world, or a large portion thereof, is ruled by the wealthy. The control is either direct, in the form of some sort of ruling council made up of the heads of the 500 largest megacorporations, or indirect, where

Roll Government Characteristics

government officials or leaders are bought outright and perform only as puppets to the will of their masters. Some worlds in this class may exist totally on the precept that money is the only power, and corporations are their own small nations. One would then be both a citizen and an employee of a particular megacorp.

77-84 Techno-capitalism; In the tradition of sci-fi cyberpunk literature in the Baseline Alternates, indicated Alternate worlds are pervaded with techno-capitalist megacorporations that control society. For the most part, "the net" is the primary arena for commerce, entertainment, and daily existence. Artificial intelligences roam the net like gods, and countless virtual realms provide ample opportunity for adventure and fun. If this characteristic is indicated in tandem with a low Tech Level characteristic, the cyberpunk influence exists only in limited or secret enclaves.

85-92 Theocracy; The indicated world is completely (or mostly) ruled by or subject to religious authority. In some cases said authority takes the form of a "god-king" who claims divine blood (whether true or not), while on other worlds, rulership is held by a council of priests (or similar religious intermediate). Although some worlds of this class are benignly ruled by the theocracy, in many cases the theocracy uses its "god-given" power to eradicate unpopular, heretical, and other disliked groups and philosophies. Who knows? In worlds occurring within the Fantastic division, god-kings might very well possess the divine right to which they lay claim.

93-00 Ultra-capitalism; On the indicated world, everyone works for "the

Roll Government Characteristics

company." The concept of a nation-state is ancient history (or unknown); instead, the planet is dominated by one or more megacorporations that rule according to the bottom line. If the heroes can't prove they're "employed," they may be in for a difficult time. Don't confuse this with "Technocapitalism," which has a distinct cyberpunk aspect—these worlds simply exemplify capitalism taken to its logical extreme.

Roll Planetary Characteristics

01-10 Abandoned World; the Alternate world in question once possessed a civilization (described by one or more secondary characteristics), but for unclear reasons the world is now completely empty of sentient life, as if everyone had just "walked away." Infrastructure, cities, and every other sign of civilization remains, but with no trace of the previous inhabitants—in the meantime, animals of all types have colonized empty cities.

11-20 Aquatic Cities; Relatively early on humanity decided that the seas offered a promising region for expansion. As a result, numerous cities dot the surface and/or bottom of the oceans, and humans draw many resources from the sea itself. This characteristic may or may not be associated with high population numbers.

21-30 Earth Larger or Smaller; In the formative years of this Alternate's solar system, the cloud of matter that coalesced into the Earth was a bit larger (or smaller, at the GM's option) than in the Baseline Alternate. As a result, the planet that formed is a bit larger (or smaller) than what is familiar to the heroes. A larger Earth results in higher gravity, a thicker atmosphere, and shorter, stronger life-forms (including plant life). On the other hand, a smaller planet will have lower gravity, a thinner atmosphere, and life will tend to be taller and thinner than normal.

31-40 Earth Reshaped; Cross-Alternate travellers arrive on what they at first believe to be a standard world; however, observation may reveal that the world is not a sphere. Variant shapes include a disc (with sun at the centre, otherwise known as an Alderson Disc), a ringworld (with sun at the centre), a covered ringworld (no sun required), a massive

Roll Planetary Characteristics

rotating tube (no sun required), a great sphere 1 A.U. across encompassing the sun (a fused Dyson sphere), and other variants from the GM's imagination.

41-50 Ecological Collapse; The wasteful practices introduced during the Industrial Revolution's origin run their logical course — the indicated world passes some indefinable threshold after which it is no longer able to naturally purge itself of accumulated poisons. Waste byproducts, ozone depletion, and massive species extinctions combine to bring the world to its knees. Warlords vie for control of a planet that nothing can save, while dying dreamers search for fabled habitats that retain vitality and life.

51-60 Nuclear Armageddon; The Bay of Pigs crisis-or some equally tense situation-was a match set to tinder, setting off WWII in this class of Alternates. In some Alternates, nuclear retribution was fierce and the bombs rained thickly enough to scrub all life from the orb, leaving naught but a radioactive cinder swinging blindly and without hope around the sun. Cross-Alternate visitors to these worlds are in danger of residual radiation. Generally speaking, these Alternates have a radiation level of R4 or R5. Some worlds of this class got off a bit more lightly, and some life remains; in some Alternates, even human life. If the nuclear rain was recent, the desolation remains strong and life brutal and hard, with many survivors succumbing to radiation sickness and/or starvation every day. If the destruction was at least thirty or more years in the past, habitable regions host primitive societies (though some lost technological artifact now and then comes to light, and weapons always seem to be the most common artifact of an earlier time). Mutations have crippled

Roll Planetary Characteristics

many and sterilized even more, but life goes on. In some Alternates (especially Alternates that are near or within the Fantastic sequence of dimensional), mutations are more likely to prove beneficial, possibly even providing strange abilities or powers to their owners.

61-70 Urban Sprawl; Due to overpopulation, poor planning, or just a lack of respect for the planet, the spread of cities nearly covers this Alternate Earth. Concrete and steel structures stretch across entire continents, and patches of green are as rare as diamonds. Depending on the civilization's outlook on the natural world, they may or may not view this as a bad thing, but the heroes are likely to be taken aback the first time they try to walk to a location "just across town."

71-85 War World; Those cross-Alternate visitors who escape with their lives often characterize this class of Alternate as "war worlds." War constantly rages across the length and breadth of the lands, instigated in some far-off century over some long-forgotten feud. Now, war has become a way of life for most, though legends persist of a hidden land where the smoke of destruction does not constantly mar the skies with the stink of death. Ruined cities, blasted battlefields, and the hulks of long abandoned war machines stretch from horizon to horizon, offering only poor shelter from the elements to those not involved in the military offensive likely occurring just beyond the next hill. CrossAlternate travellers had best have glib tongues when encountering the locals, or else the face the possibility of being labelled as deserters, which carries a sentence of immediate execution.

86-00 Weather Control; On the indicated world, the patterns of weather

Roll Planetary Characteristics

are completely controlled by humans. The savings in dollars (and lives) are tremendous, as predictable growing seasons ensure strong crops year after year and formerly storm-plagued areas thrive in safety. The technology allowing this control is guarded with amazing security by the world's leaders, as it could cause unimaginable chaos if it fell into the wrong hands.

Roll Social Characteristics

01-08 Anti-technology; For whatever reason, humans have outlawed all forms of self-powered machines. Muscle-powered machines of all types are completely legal, and in worlds of higher Tech Levels, amazingly efficient gear systems have been developed. Other worlds have solved this impediment through biological engineering (called "softtech" in some worlds). Some remnants of the past machine-oriented society may remain in hidden pockets, long deactivated but electronically awaiting some future machine renaissance. Alternatively, some human-form machines could secretly exist as part of society, and perhaps even wield considerable power. Cross-Alternate travellers who produce any machine

(including vehicles) that smacks of being self-powered—or worse—self-aware, are immediately executed for having violated the Taboo of Mechanisms.

09-16 Armed Society; These worlds put to the test the belief that such a society is by definition a polite one. On Alternates with this characteristic, everyone who can legally carry a firearm—which may include adults, teenagers, and even children—does so. While at first the heroes may relish this, especially if they enjoy carrying weapons, the potential for any disagreement to turn into a firefight may well get tiresome after a while.

17-24 Art Prominent/Outlawed; Two versions of this characteristic exist. The "Art prominent" characteristic indicates that artists occupy the highest castes, and noncreative people of all types are looked down upon and discriminated against. In some Alternates with this characteristic, "noncreatives" are placed in reservation camps and regarded as morally bankrupt or evil. Cross-Alternate visitors who can't produce an

Roll Social Characteristics

artistic or publishing credit are in trouble. In an "Art outlawed" Alternate, all forms of artistic expression are seen as vain, obscene, and illegal. Any expression of creativity, be it written fiction, music, sculpture, or traditional illustration and painting, is punished with extreme penalties. On some Alternates with this

characteristic, the penalty for an artistic endeavour is death. As is the way of things, artistic prohibition has created crime families and gangs that deal explicitly in black market art.

25-32 Bigoted; The indicated world is suffused with bigotry against one (or more) minorities, races, religions, cultures, or any number of other categories. Such worlds have gone to extreme lengths to act out their prejudice, including attempted (or successful) genocide against the particular target of unreasoning hate. Note that bigotry in some Alternates could easily be toward the following

otherwise unlikely categories: thin people, blue-eyed people, unpopular surnames, natives who have the genetic predisposition to "curl" their tongues, and so on.

33-40 Conservative; Here, no one takes unnecessary risks, comes up with a groundbreaking idea, or says anything controversial. This could be due to any number of reasons—religious, political, or governmental—but the effect is the same. On this world, the heroes should stand out like a sore thumb, and will probably be identified as "deviants" and locked away in a mental institution (or worse).

41-48 Decadent; Sloth, indolence, and degeneracy afflict major portions of the indicated world. The most prized commodity is a good time, but society as

Roll Social Characteristics

a whole has become so jaded that it is doomed for an eternal search. Given even a determined invasion or other disruption, the civilization of this world is likely to topple (it is already backsliding under its own weight).

49-56 Fiction Prominent/Outlawed; Like "Art prominent/outlawed," this characteristic has two variations. In "Fiction prominent," the useful fields of history, science, and philosophy all give way to the art of storytelling in the indicated worlds. Authors are like kings, and those who can tell the best tale hold temporal power. Round-robin storytelling societies mimic political parties of other Alternate worlds.

Established authors in power sometimes send goon squads to "deal" with up-and-coming authors for fear of eventual displacement. Natives who aspire to greatness in these worlds must first look to their ability to tell a tale. In the "Fiction outlawed" variant, society has realized the terrible waste of resources and degradation of the mind that results in allowing its members to fritter away mental energy on topics that are intentionally false and "made-up." All literature, video, and other media have been destroyed in many of the major governments of the indicated world.

Such pastimes are seen at best as a waste of time, and at worst, a criminal influence. Cross-Alternate visitors caught telling a "story" or even a joke are in for a rude surprise when the Fiction Police descend upon them. The travellers' only hope may be to receive aid from underground tail-tale tellers.

57-64 Music Prominent/Outlawed; Like "Art prominent/outlawed," this characteristic has two variations. In "Music prominent," if you can't hold a note, you had better conceal that fact in the indicated world. Music is the

Roll Social Characteristics

preferred method of communication and the best composers and/or performers are the real movers and shakers, holding the highest offices and commanding the most exceptional perks. In other Alternates, characters in "musicals" are given to breaking into song when joyful, sad, or experiencing some other strong emotion. In this Alternate, regular people on the street do the same with no embarrassment. In fact, such behaviour is expected, and cross-Alternate visitors who can't unanimously join in soon come to be regarded as defective, and may be rounded up and placed in seclusion due to their unhealthy influence on minors. On the other hand, in "Music outlawed," rulers of society saw no immediately useful value in musical composition and have outlawed it. All albums, tapes, CDs, DVDs, 3Ds, and other media for storing music have been destroyed (through secret caches may still exist). If you're caught whistling a tune while you work, you could be slapped with a fine. Cross-Alternate visitors caught singing a song, or worse, producing prerecorded music of any type, are in trouble.

65-72 Polite; Polite behaviour is the oil that greases the "ball bearings" of society. On the indicated Alternate world, this fact has become law. Cross-Alternate travellers immediately notice how impeccably polite everyone is, even when they happen to be at odds with the natives. Unfortunately, if travellers are not equally polite, they are likely to be incarcerated for a period of enforced instruction of The Golden Rule. At lower Tech Levels, brainwashing techniques are useful, and at higher Tech Levels, neurosurgery and implants might be deemed necessary for the edification of the travellers who didn't say "thank you."

Roll Social Characteristics

73-80 Scared; The average citizen of the indicated world spends his day in a state of low-grade terror. The particular reason for this fear is up to the Gamemaster (and may be suggested by other characteristics), but the effect is the same: individuals the heroes meet will be jumpy, paranoid, and nervous. Ironically, this will likely create the same condition in the heroes, even if they don't know why...

81-90 Sports and Games Prominent/Outlawed; Like Art prominent/outlawed, this Alternate characteristic has two varieties. In "Sports & games prominent," the highest ideal that all hope to attain is to be a professional athlete. Premier athletes live like kings, and those who can win three out of five in any a popular physical sport hold temporal power. Sports teams mimic political parties of other Alternate worlds. Established athletes in power sometimes send goon squads to "deal" with promising athletes for fear of eventual displacement. Natives who aspire to greatness in these worlds must first look to their physical ability. Alternatively or concurrently, depending upon the Alternate in question, success at intellectual games confers a similar high social standing. In "Sports & games outlawed," society recognizes the playing of sports, and worse, the watching of sports as a waste of mental resources. Furthermore, societal leaders can't countenance the loss to productivity that sports bring. Football, baseball, basketball, and all other physical sports are just plain against the law. Such pastimes are seen at best as a waste of time, and at worst, as a criminal influence. Alternatively or concurrently,

Roll Social Characteristics

depending upon the Alternate in question, playing nonphysical games is also prohibited. Poker? A financial risk. Board games? Better to really live "Life" and to actually corner a market "Monopoly" than to only pretend to do so. Roleplaying games? The worst offenders of the lot, these insidious games are "linked" to schizophrenia and murderous impulses. Those caught playing games are soon visited by jackbooted thugs in the employ of the government branch responsible for keeping its citizens "game free."

91-00 Weapons Outlawed; On this world, the ownership of personal weapons is strictly illegal. Any hero seen wearing a sidearm, or even brandishing a knife, will quickly find himself locked up. Of course, a brisk business in illegal weapons exists, though anyone caught dealing in such illegal goods is subject to extreme penalties.

Roll Technological Characteristics

01-08 Android Technology; Certain elements of this Alternate world use androids in all facets of their society: as workers, warriors, and even companions. This characteristic only works at lower Tech Levels if natives who use androids represent some hidden force, or if the androids actually represent "homunculi" or "golems."

09-16 Cloning Technology; Tissue cloning is common on this world. In addition to cloning organs for personal use in the event of emergencies, complete clones are routinely used to fill out military regiments, for hazardous mining details, and any number of other dangerous activities. At lower Tech Levels, cloning is achieved through alchemical mixtures of blood, tissue from a mare, and other bodily fluids.

17-24 Genetic Bioengineering Technology; While genetic engineering exists on almost every Alternate (breeding animals for desirable traits over many generations is a form of genetic engineering), on the indicated worlds bioengineering is the mainstay. This trend had its inception in plastic surgery, but with advances in the appropriate technology, alterations in form and function have become a normal part of life. In some Alternate worlds, changes are merely cosmetic and used primarily to fight disease, while on other indicated worlds, it's fashionable to "wear" bodies that are significantly changed from the human norm. Though extending the human life span is something that many genetic engineers strive for, it remains elusive. Some indicated worlds possess splinter races designed to colonize environments inhospitable to humans, and sometimes such races turn on their creators....

Roll Technological Characteristics

25-32 Longer/Shorter Lifespan; In the "Longer lifespan" version of this characteristic, the true fountain of youth has been discovered (either literally or figuratively). Regardless of Tech Level, the primary inhabitants of the indicated world can realistically expect to live forever, barring disease or accident. On some worlds of this class, peace and universal harmony reign, but on others horrific wars occur following population explosions. Some worlds of high Tech Levels spread through the galaxy like a virus, using up resources at an ever-increasing rate. Societies particularly pressed for room that don't solve their problems through warfare are given to building massive artificial structures capable of housing trillions or more. Such structures could conceivably span interstellar distances. In the "Shorter lifespan" version of this characteristic, humanity's desire for population control has resulted in a society where no one lives past a designated age, whether that is 21, 30, or any other number of the GM's choosing. This could be the result of genetic tampering, bizarre evolution, new laws, or a combination of the three. For whatever reason, individuals older than the specified age simply don't exist. If the age is less than the average age of the heroes, interesting (or dangerous) complications could occur as the "lawbreakers" are hunted down by a police force years or even decades younger than they were.

33-40 Machine Intelligence; Early breakthroughs in artificial intelligence ensured the rapid proliferation of machine-based sentience. even as early as Tech 5. Indicated worlds at lower Tech Levels contain hidden machine minds, possibly from other worlds,

Roll Technological Characteristics

observing the advance of the lowtech inhabitants and interfering from time to time for their own purposes. On some worlds, mobile human-shaped "robots" are almost equals in society, while on other worlds of this class, genocidal war ranges against organic and machine life. Cross-Alternate travellers had best avoid planets where the machines have already won this war. 41-48 Missing Major Invention; While civilization in this Alternate has Teched along lines similar to our own, it is missing one major technological advance that we take for granted. For instance, an otherwise-modern society might never have invented the combustion engine. Thus, instead of consuming fossil fuels, they might rely on steam, solar power, or some other form of energy.

49-56 Moon/Mars Colonization; In Alternates of this class, humanity has turned to the Moon and/or Mars to hold its ever-growing population. Depending on the other attributes rolled (or the GM's whim), such colonists did or did not discover life (possibly sentient) on these worlds. If intelligent life did develop, expanding humans might well have treated the primitive indigents as they've historically treated less-advanced cultures since the disappearance of the Neanderthals. In these Alternates, a mimicry of the "Wild West" exists on Mars, where the indigenous population is forever pushed back, wars rage, and frontier law is often rough and arbitrary. 57-64 Nanotechnology; The problems of scale that hamper the development of nanotechnology were overcome early in the indicated world, crude nanotech can be had on the open market. One of the most widespread uses of nanotechnology is for construction and fluid landscapes

Roll Technological Characteristics

and/or fluid implements. Construction is achieved by programming a single miniscule unit with the blueprints of the structure to be built. The unit then multiplies at an exponential rate until sufficient miniscule units exist to build the structure, like trillions of Egyptian slaves toiling at gargantuan pyramids. Fluid structures are composed completely of nano-units, and change composition and shape via predetermined voice programs or voice orders. Fluid items are much the same; however, they are usually far more limited in the number of different modifications allowed due to total volume.

65-72 Primitive Civilization; The primary inhabitants of the indicated world never Teched beyond the hunter-gatherer level of social development. Technological visitors are likely to be viewed as gods, or possibly as thieves of the gods' tools. If this characteristic is indicated in conjunction with other higher Tech Levels by multiple rolls on this table, the additional characteristics indicate hidden enclaves. Alternatively, society once existed at the indicated Tech Level, but turned back either through wilful choice, devolution, or some other mysterious factor.

73-80 Technologically Advanced; The indicated world possesses technology of at least two Tech Levels above the Baseline Alternate. If this result is rolled in conjunction with low Tech Level results, the high Tech society is hidden in a secret enclave, or possibly part of a "ruling class" that doesn't share the fruits of technology with the surrounding, subjugated lands. Such lesser cultures exist at a Tech Level at least two steps below that of the ruling society. The technological elite generally reside in

Roll Technological Characteristics

small communities segregated from the "rude" accommodations and lands of those of lower Tech Levels.

81-90 Technologically Stalled; The indicated world exists at least two Tech Levels below the Baseline Alternate. Nothing but the vagaries of history have stunted the Tech Level of Alternates in this class. If this result appears in conjunction with elements of higher Tech Levels, see 'Technologically advanced,' above for tips. Cross-Alternate travellers should avoid confusing low PL worlds with stupidity. Residents of such worlds are usually every bit as savvy as those in possession of advanced technology, and in many cases, are capable of devising elaborate schemes to get their hands of this technology, usually at the expense of the current owner.

91-00 Virtual Matter Technology; Physics describes space as seething with erupting virtual particles, apparently springing from nothingness only to be annihilated by their twins. Virtual particles that spring into being near the extreme curvature of spacetime associated with black holes are sometimes separated: one of the pair falls into the black hole while the other radiates as energy. On some Alternates, the technology exists to artificially segregate virtual particles without resorting to extreme gravitational effects. As such, artificial structures can be created that are mostly composed of virtual matter. Such structures include walls, ammunition, and ship hulls. Using virtual matter in construction has the advantage of sidestepping mining/fabrication, procurement, and refining that normal construction material requires. Of course, it has the

Roll Technological Characteristics

disadvantage of being subject to evaporation if the power source holding the virtual matter pairs in isolation for a particular object or structure is disrupted.

Beyond the fantastic

A traveller who manages to move through the Fantastic division without mishap eventually discovers Alternates where physical laws are so different that the biochemistry of life and thought itself are affected. Travellers without systems specially adapted to protect themselves from these effects do not survive long, and soon fall into madness and death. It is believed (though evidence is limited at best) that strange monstrous entities live, breathe, and gain sustenance from broken symmetries within this range: so far outside human understanding that using the word "alien" to describe them doesn't begin to address their "reality." It is unknown what (if any) divisions lie beyond this region. Some predict that natural laws twist even further, possibly to the breaking point, and thus provide an actual "end" to the infinity of Alternates. On the other hand, it's possible that / X natural laws eventually move back toward dimensional "standard," and that survivable universes exist beyond this region. Unfortunately, the lethal nature of the Alternates outside the Fantastic division would likely prevent any exploration to the Alternates beyond (if any).

6. Alternate Characteristics

Alternate characteristics describe the parameters of a specific Alternate. These characteristics include historical, societal, natural, mystical, and a host of other possibilities; a Alternate often possesses many characteristics. While a single primary characteristic defines the predominant conditions within a Alternate, one or more secondary characteristics serve to differentiate it from the other Alternates within its cluster. At the GM's discretion, he may decide to add a "quirk" of local natural laws to any Alternate. These are believed to be characteristics that have "leaked in" from Alternates outside the Fantastic division. Four potential quirks are detailed below; the GM is encouraged to design others at his whim. In general, less than 1% of existing Alternates will have such a quirk.

Adverse physical laws

Alternate locals are adapted to some natural law that is likely to adversely affect cross-Alternate visitors. For example, the Alternate world in question evolved in Alternate, but the acceleration of gravity is thrice standard Baseline Alternates, and could prove difficult or lethal for cross-Alternate visitors.

Altered molecules

During the first few moments of the indicated Alternate's creation, natural laws flip-flopped, resulting in a fundamental shift in molecular arrangement. This arrangement is not necessarily noticeable on a macro level, and cross-Alternate travellers might not even find the visible differences common in alternative Alternates. Unfortunately, those who unconcernedly eat local foodstuffs slowly starve, as the "left-handed" molecules that make up protein in the indicated world have no

nutritious value for the visitors. Medicines, drugs, and other related substances have no beneficial effect on travellers. In addition 10% of all substances consumed while visiting the indicated world are toxic. Natives of the world react in just the same way to food and medications given them by the travellers.

Stalled time

Indicated Alternates are caught up in a dimensional phenomenon of inexplicable origin, the effects of which have "stalled time" subjective to other Alternates. However, due to the travellers' extra-Alternate origin, they are immune to this effect-for a time. Thus, they can move freely through a frozen world, unable to affect anything in the Alternate. In most cases such a world will serve as nothing more than a museum exhibit to the travellers; however, it's possible that the heroes' presence might "restart" time. Of course, the natives won't have noticed a thing.

Temporal flux

Indicated Alternates are caught up in a dimensional phenomenon of inexplicable origin the effects of which "speed up" or "slow down" time subjective to other Alternates. To natives of the Alternate nothing seems out of place, but cross-Alternate travellers will note upon leaving that something strange has happened. While days may have passed for them, only hours (or perhaps months or years) may have passed on their home world.

7. DIMENSIONAL TRAVEL

There's more than one way to cross dimensions.

Alien Artifact

A character may obtain an alien artifact in many different scenarios and at any Tech Level. Heroes at higher Tech Levels are equally likely to come across an artifact in trade, excavation, or other dealings with aliens hailing from other star systems. Regardless of how a hero comes across an alien artifact that provides access to Alternate universes, it's suggested that a few particulars of such an artifact remain standard.

Accessing the alien artifacts power is not necessarily an easy process. Once activated, an alien artifact doesn't create any big, flashy entrances to a Alternate universe. Instead, it merely pushes itself, its owner, and up to 1000 additional kilograms into a nearby Alternate universe with hardly a paratemporal "splash."

Once used, the artifact can't be powered up again for D4 days. The artifact can always transfer its user back to the Alternate universe of origin or any previously visited Alternate, assuming the user selects this destination and successfully activates the artifact. On the other hand, using the artifact to access any other potential destination is always determined randomly. Sometimes, these types of artifacts activate on their own, reacting to subtle cues in the environment of which the hero may not even be aware. Such inadvertent shifting could conceivably throw a hero and his companions into a Alternate universe that is so similar to their own that they don't immediately realize the space-time shift. Only after massive impossibilities come to light do the heroes begin to

realize that something is terribly, horribly wrong.

Black Hole

Any setting that provides spacecraft capable of moving beyond the confines of the local solar system contains the possibility that black holes could be used to access other universes. Unfortunately, there are some drawbacks to using a raw black hole to move through dimensional. Because of these drawbacks, black hole diving is rarely a preferred method to travel dimensional. Of course, this method is all that is available on some Alternates. Black holes possess a region known as an event horizon. At the event horizon, the curvature of space-time (the pull of gravity) is so extreme that to an outside observer, time seems to come to a standstill.

Nothing can ever pass an event horizon more than once; however, if the black hole possesses a spin, it has two event horizons, an inner and an outer. Now, if the terrific tidal effects can be avoided through some sort of inertialess field, a traveller could safely pass from our universe to any other Alternate universe, of which an infinite number exist within the infinite structure of a black hole. Unfortunately, because of the time dilation effect, the universe from which the traveller came will have aged to "death" while the he hovers on the edge of the event horizon. Sort of a one-way trip, as it were. Still, some travellers use this method, as seen in the specific example below.

Dimensional Drive

In the waning days of the Energy Age, a scientific breakthrough allows for the creation of a starship drive system that actually breaks the barriers between Alternates. Dubbed the dimensional

drive, this system opens up entire new vistas of exploration. However, the system is very complex and requires the Knowledge Dimension skill to operate.

Gate

While the common forms of travel in dimensional allow transit to any of a number of different paraverses, there is a class of transport known as a gate or portal that also provides transport between Alternates. Unlike the other forms of travel discussed here, however, fixed gates are immovable structures that provide access to only one other Alternate, which is normally pre-programmed into the gate at the time of its construction. Usually, travel is possible back and forth between the target Alternate and the original Alternate if the similar gate is built on the target Alternate. Technologically produced fixed gates may be produced no sooner than at Tech Level 7.

The technological fixed gate requires a constant power supply of at least fusion cell level if the gate is to remain constantly open. If a product of natural occurrences (i.e., some product of thin walls between two "nearby" Alternates or of a short-term wormhole connecting two "distant" Alternates), the fixed gate usually manifests within the mouth of a cave, cleft, pit, or other natural feature of the landscape. Furthermore, the gate is only "open" part of the time, keying to certain phases of the moon, planetary configuration with other bodies in the solar system, or energetic sunspot activity. Magically instigated fixed portals can also be created in doorways, on the surface of small pools, or in the very air. Magical fixed gates operate for those with the proper magical command word or physical ingredient that serves to catalyse the cross-Alternate trip.

Normally, fixed wormhole connections between Alternates are tested and refined such that all possible problems are a thing of the past. Thus, tended fixed gates do not require a roll however, newly discovered dimensional gates of ancient origin may require a roll at your option.

Magic

In some settings, a hero or member of the supporting cast may have access to magic. Magic fits best into fantasy scenarios; however, you may feel that some magic is appropriate for your science fiction setting. Magic is a fantastic effect produced through the use of ritual, word, will, or a combination of the three. Such effects are entirely at odds with the logical procedures of science, and attempting to understand Magic with such methods is generally unsuccessful. Though the spells and rituals of Magic conform to a lore that mimics scientific research, magical experimentation is based more on intuitive leaps, while scientific research is grounded in empirical trial and error. Someone with magic may have the ability to "cast" one of a potential multitude of spells, incantations, or rituals which allow the caster and possibly others to peer or move through dimensional. Of course, the specific parameters of travelling to other Alternates vary according to the specific specialty skill.

Meta Power

A hero or a member of the supporting cast may have access to the Dimensional Shift power. This is normally the result of a fantastic mutation, a research project, arcane lore, mythology come true, alien technology, or even alien intervention.

8. THE HAZARDS OF TRAVEL

The visitation of alternate universes is not something that was ever "meant" to happen. Only the most extreme cases of physical phenomena, magical intervention, or technological efforts can bridge the gap between the infinite dimensions. Still, even the most advanced methods usually entail some risk on the part of dimensional travellers. The following table provides you with the opportunity to randomly determine the annoying and dangerous side effects that may plague your heroes as they move from Alternate to Alternate.

<u>Roll</u>	<u>Effect</u>
01-30	Flawless trip
31-50	Routine trip
51-60	Small time delay
61-70	Large time delay
71-80	Small detour
81-92	Large detour
93-97	Elastic effect
98-99	Error in materialization
00	Dimensional rip

Dimensional rip

Sometimes, dimensional travellers don't show up at their intended target Alternate, and they're never seen again. No amount of searching by concerned comrades with similar Alternate spanning technology proves fruitful. In the end, it is assumed that the lost travellers ran afoul of some belligerent locals. What lies on the other side of a dimensional rip? It's hard to say, but some theorize that travellers are sent to the beginning of time, or to time's end. In any case, a return from such extremities of the continuum has so far proven impossible. Others contend that travellers who plunge through a

dimensional rip simply "come undone," as their molecules and atoms are translated into so many unconnected neutrinos. While seemingly a painless and perhaps somewhat poetic way to go, no one in her right mind really wants to verify this effect personally.

Elastic effect

Dimensional reacts poorly to forced tunnelling: An elastic effect creates a brief wormhole that yanks travellers back to their Alternate of origin. Unfortunately, some momentum and energetic charge is transferred during the rebound. Travellers subject to the elastic effect must make an Acrobatics-fall skill check when they return to their home Alternate with energy equivalent to a short fall. At the Gamemaster's option, equipment used to travel between Alternates (if any) may be damaged and require a Technical Science-repair skill check to fix.

Error in materialization

Travelling dimensional isn't always as safe as the manufacturer's guarantee—unforeseen effects may conspire such that travellers materialize in the target Alternate partially within solid objects. The resulting biological shock is equivalent to a medium collision. At the Gamemaster's option, equipment used to travel between Alternates (if any) may be damaged and require a Technical Science-repair skill check to fix.

Flawless trip

All parameters of the journey peg the tolerances—in fact, everything that can go right does so. Add a -1 step bonus to the next action of the traveller (or travellers).

Large detour

Like the small detour, dimensional inconsistencies skew the journey. Unlike the previous entry, however, this trip eventually deposits travellers within a Alternate completely unlike that which was sought—perhaps even in a different division.

Large time delay

As "Small time delay," except the travellers arrive 2D6 days later.

Routine trip

All parameters of the journey are within tolerances, and the Alternate is reached without mishap.

Small detour

Newly spawned Alternate universes between the Alternate of origin and target Alternate confuse navigation systems (if any). Instruments or other methods (if any) that indicate dimensional location are momentarily fooled, such that the destination paraverse is not the specific target. Instead, the travellers arrive in a different Alternate in the same cluster (roll one or more different secondary characteristics, but maintain the primary characteristic). The Alternates between target paraverse and the actual destination are so close that travellers may not immediately recognize the fact they've come up short (or overshot) the target Alternate.

Small time delay

A space-time wrinkle causes the dimensional travellers to arrive at their destination a bit "later" than they left the original Alternate; 2D6 hours later, to be exact. The travellers won't notice this delay unless it results in an environmental change (for instance, if night falls "during" the delay).

9. DIMENSIONAL ANOMALIES

Across the myriad realities, physical laws are sometimes twisted and tweaked beyond normal dimensional tolerances. The resulting effects are often vanishingly small when viewed from the perspective of an entire Alternate (which, after all, is a complete universe unto itself), but from a local perspective, such effects can be quite impressive. There are more "strange" effects than can possibly be listed here, and more that have never been positively identified, observed, or even predicted by scientists (or magicians) interested in dimensional theory. On the other hand, in an infinity of realities, anomalies are relatively rare, and even those who travel through many worlds rarely see all the oddities that manifest between dimensions. Still, it behoves the conscientious researcher to note the most prevalent anomalies. Listed below are several anomalies that may be encountered while travelling through dimensional. These strange effects occur far too infrequently to be part of the random generation of Alternates. As the GM, you should make a conscious choice to include an anomaly within a Alternate. If you decide that you would like to include an anomaly in addition to whatever other Alternate characteristics you may have assigned to a new Alternate, choose from any of the anomalies listed below, or create your own.

Dimensional Pits

Alternate worlds are sometimes replaced due to simple Pocket Bubbles, but in at least one case, this process has gone terribly wrong. Instead of replacement, a hole was ripped in the dimensional

fabric itself. Such a hole, called a Dimensional Pit, is a stress on the fabric of infinity. In less time than it takes to describe, the Alternate universe hosting the pit is drawn completely down a non-dimensional gullet, irrevocably gone, swallowed by the Dimensional Pit. It's not hard to understand how the "disappearance" of a single Alternate amongst a continuum of Alternates leads to local dimensional stress of unimaginable intensity. In layman's terms, the Alternates adjacent of the swallowed Alternate are squeezed into the empty space, but in so doing, come into contact with the dimensional pit. These Alternates then become subject to the same insane forces that swallowed the first Alternate.

Though the Alternates newly forced into the breach by dimensional pressure don't dissipate with the same rapidity as the first, the destruction of these Alternate is still incredibly fast; they dissipate in a matter of subjective weeks, and are gone forever. As such, the dimensional pit yawns wider as more Alternates are sucked into it, and yet more local Alternates come into jeopardy. Remember that each Alternate is an entire universe in and of itself. As a universe tumbles into the pit, stars begin to flare, natural laws begin to wobble, and the stuff of Creation begins to fray. Inhabited worlds within a Alternate abutting a dimensional pit experience storms of ever-increasing severity.

Such storms finally culminate in continent-sized tornadoes that literally suck away the mantle of the planet as the atmosphere boils. Storms of such magnitude arrive only scant hours before the entire Alternate is torn asunder and swallowed by the ravenous dimensional pit. Even those few inhabitants of worlds

who survive the massive instability don't last too much longer unless they possess the means to flee the Alternate itself. Dimensional pits may be a threat to all of dimensional. Those aware of them wonder if, in time, all the myriad universes will eventually be drawn into a dimensional pit. Then again, this is only really a possibility if dimensional is not infinite.

Hyperrealistic Object

There are objects in dimensional, some inert and some living, that exist in more than one Alternate. In fact, these objects can only be visualized when looking at a broad collection of many Alternates simultaneously. Imagine that every Alternate is a two-dimensional transparency. Now visualize a single dot marked upon each transparency. Singly, the marks seem meaningless, but stack the transparencies, and the dots coalesce into a three dimensional object. Familiar objects and creatures only exist in four dimensions (the fourth dimension being time). Most creatures that live within the familiar divisions of dimensional, are not physically equipped to perceive things that simultaneously exist within additional dimensions. To humans, fifth (and higher) dimensional objects manifest as only a single speck of swirling dust.

Our minds are incapable of perceiving that such a speck of "dust" is in fact a tiny portion of a hyperrealistic object, akin to a single cell from a standard four-dimensional organism. Hyperrealistic objects (also called superdimensional objects) were discovered with the advent of dimensional travel. Technologies that allow a traveller to speed past hundreds of Alternates every second allow four-dimensional brains to visualize five-

dimensional space like a child might visualize stickfigure animation by rapidly flipping a pad of paper. Usually, objects visualized in this manner are hazy, indistinct, and uncertain; travellers usually only see lumpy masses, usually quite large. A few reports suggest organic structures, not unlike vines or trees.

It doesn't take too much imagination to realize that if there are organic superdimensional objects, such objects must be part of a larger ecosystem existing in unattainable hyperreality. And if plant matter exists, then why not hyperrealistic animals? Sometimes dimensional travellers disappear from their Alternate of origin but never reach their target paraverse. Several explanations are made, including simple equipment malfunction, but sometimes, the traveller (and her craft, if any) runs afoul of a superdimensional object.

Normally, there is no basis for interaction between objects that exist in a single Alternate and objects that exist in many. However, while a traveller is in the actual state of transit, especially when moving a great distance through dimensional, she takes on hyperrealistic characteristics. In this case, a traveller possesses enough characteristics that a "collision" is possible with inanimate hyperdimensional objects. Worse, hyperrealistic organisms can see the traveller while the traveller continues to move across dimensional. whether they are in a craft, sliding down a wormhole, or transiting via a spell or other esoteric method.

Pocket Bubble

In rare instances, small portions of the space-time walls that separate Alternates bulge and stretch, forming an Pocket.

Pockets are discrete areas (as opposed to Dimensional Bleeding), usually manifesting as a transparent two-dimensional wall or bubble. A Pocket interface doesn't restrict physical movement and objects are visible beyond these interfaces, but they are usually blurred and indistinct, as if looking through water. At other times, the interface is silvery and reflective. Simple Pocket interfaces usually measure no more than 3 to 5 meters in diameter, though in particularly stressed Alternates, Pockets have been known to grow much larger over time. A Pocket only occurs between two Alternate universes that are "side by side." so to speak.

Usually, one of the realities is somehow stressed, and a bubble of the "stronger" reality begins to intrude. It's possible to move back and forth between the two realities. simply by walking back and forth between the interface, though it is akin to walking through an incredibly stiff wind. Dimensional explorers who stumble upon such a phenomenon may move back and forth between their world and a world like, yet strangely unlike, their home reality. In regions where space-time is stretched beyond its capacity to heal (energetic events such as the detonation of thermonuclear devices near a Pocket interface can precipitate such fragility), Pockets sometimes grow geometrically, engulfing more and more of the victim Alternate. Once a Pocket grows to a threshold size of some 100 km in diameter, its size surges wildly, and in a matter of hours the Alternate world is literally swallowed up and "replaced" by conditions in the Alternate world where the Pocketing originated.

Though this may seem catastrophic, it is as if the victim Alternate world never

existed, and the inhabitants of the surviving world (if any) don't even necessarily realize that their reality just overwhelmed a lesser Alternate reality. For some reason, Pockets never engulf more than a single star system. Thus, only local systems are directly affected by a Pocket that undergoes a tumorous growth spurt; however, within the universe where a solar system becomes victim to catastrophic Pocketing (as this phenomenon is sometimes termed), a burst of high-energy particles (gamma radiation) emanates away through space. This burst is not even noted by the inhabitants, if any, of the replaced solar system, but to the rest of the universe, the "gamma ray burster" is noted, though rarely understood. In most cases, Pockets remain stationary, strongly associated with a physical landform and local geology.

Space-Time Wrinkles

Where the fabric of reality is stretched or compressed, it is sometimes described as wrinkled. Space-time wrinkles encountered mid-trip can affect the destination of an inter-Alternate trip, effectively delaying such a journey. That scenario assumes that the trip passes through a spacetime wrinkle, with only an indirect effect upon the travellers. Spacetime wrinkles can have a more significant effect on travellers if they end their trip in a Alternate that contains this phenomenon. Space-time wrinkles are resident to a single universe. They only occur around objects at least as massive as a small planet. Of course, every mass affects spacetime, but these distortions are normal. Space-time wrinkles are abnormal; they form for no obvious reason, and their affects on local geometry can be quite troubling, especially in inhabited systems. An inhabited world affected by a space-time

wrinkle is pocked with regions with variable time. That is, time runs slower in specific regions on the surface of the world than in other places on the same world. In other specific areas, time may run faster. Certain Alternate worlds are absolutely riddled with such inconsistencies of time. The inhabitants regard such vagaries of the time stream like residents of unaffected Alternates regard mountain ranges to be avoided, or inclement but seasonal weather.

Dimensional Bleed, Minor

Much like it sounds, dimensional bleed occurs when influences from one Alternate seep into that of another Alternate. Bleed is unlike Pocketing, in that no discrete interface forms between the Alternates involved in the bleed. Note, however, that bleeding is generally contained within a radius of one to ten kilometres. Only in rare cases does the bleed seep beyond these parameters. Minor bleeding rarely involves tangible objects, at least at the macro level. Instead, minor bleed usually takes the form of emotions, diseases, or philosophies. Residents of a particular physical site on the indicated Alternate world may be subject to recurring pathogens, even though the strictest immunization and sterilization procedures are in force.

In fact, the virus or bacteria may be seeping in from the Alternate world "next door," especially if the "infectious" Alternate world is experiencing some sort of virulent plague. In the same way, events that somehow call into being extreme emotions on one Alternate can affect the mental state of residents of nearby Alternates that live in physical correspondence with the first. For instance, events of extreme violence on one Alternate could colour the dreams of

residents of a small town the next Alternate over. Such towns usually grow smaller and smaller, as the unending dreams that come from no apparent source whittle down even the strongest of wills.

Even subtler are the rare occurrences of philosophical bleed. Intangible ideals sometimes seep past dimensional barriers to colour the attitudes of localized populaces in the affected worlds. For instance, on there may be an Earth that subscribes wholly to the belief that pets are evil and cannot be tolerated. Those found in violation of this belief are punished. Now, imagine if an Earth within or near the Baseline Alternate class begins to experience philosophical bleed from the first Earth. As stated earlier, minor bleed is usually localized to just a few kilometres, so at most a small city might be affected, or perhaps a small section of a large city.

Over time the residents of the section affected by the bleed begin to act quite strangely, even inhumanely, toward animals. Another manifestation of minor dimensional bleed is the "past life" phenomena. Across many Alternates (especially those that are not cognizant of dimensional), certain individuals claim to remember the events of past lives. In fact, these individuals are manifesting the effects of dimensional bleed. The memories they characteristic to their souls in previous incarnations may actually be the lives of other individuals on other Alternates, whose memories migrated through dimensional bleed.

Dimensional Bleed, Major

Akin to minor bleed, major dimensional bleed involves seepage from one Alternate into another. Unlike the minor

manifestation, however, major dimensional bleeding is not necessarily limited to just ideas, emotions, or microscopic viruses. Though major bleed can include such things, the phenomenon's primary identifying feature is that actual physical objects, organisms, structures, landscapes, and even altered physical laws can bleed from one Alternate to another.

Worse, major bleeding isn't always constrained to just a few kilometres. In some cases, effects grow until they until the two affected Alternates fuse into a single, muddled universe, or until the process can be manually reversed through advanced technology. Natural regions of major dimensional bleed rarely grow on their own accord. Naturally occurring events often include relics and organisms from several neighbouring Alternates, as well as "distant" Alternates that lie within different divisions of the dimensional sequence.

Thus, regions which experience major bleed can contain several anachronistic and "Alternate anachronistic" elements, including "alien" races, technological items far in advance of the standard for the indicated world, and creatures straight out of a fantasy novel. Such manifestations of dimensional bleed are rare. Sometimes affected areas are looked upon as dangerous, while on other Alternates, trade routes are opened through the new "lands" accessible through the "nexus." Unnatural occurrences of major dimensional bleed often continue to grow after their inception, sometimes to the detriment of one or both of the Alternates affected. Unnatural bleed can be initiated during technological research into the nature of dimensional, especially when

researchers tinker at dimensional matrices in spite of shaky or misguided theories. Major bleed can occur so fast that to observers, it resembles an explosion, leaving only rubble in its wake. Other dimensional bleed disasters start small, but grow into events that threaten the entire world.

Time Loops

A Mobius strip is a continuous onesided surface formed from a flat strip of material by rotating one end 180 degrees and attaching it to the other end. Time loops are like Mobius strips, in that a loop is formed with no beginning and no end. In the case of a time loop that affects a Alternate, a certain section of history plays over and over again, never deviating from the prescribed course of events, and never failing to jump back to an earlier time when the current events have run their course. Time loops are generally not Alternate-wide effects, but instead are relegated to specific portions of the space-time continuum. Sadly, living creatures caught up in a time loop are generally unaware of their fate to relive a portion of their lives over, and over, and over again, ad infinitum.

Time loops sometimes form completely naturally, but the most common reason a time loop forms is due to some catastrophic release of energy that results in significant destruction. "Significant" is the key term here—any diversion in a Alternate's history of enormous "significance" that is prematurely precipitated must spawn another Alternate Alternate where the disaster did not occur, according to theory. The thing is, dimensional is already saturated with infinite Alternates, and there isn't always "room" for more. So, instead of spawning new

Alternates based on one localized event. the event and the surrounding space-time is snipped off, and looped back on itself just prior to the disaster in question.

Thus, there is no need for the formation of new universes, since the significant event didn't really occur. Of course, events that humans consider significant happen all the time, but time loops don't curtail our future. It goes back to what "significant" really means, as far as dimensional is concerned. A destructive event (or creative event, for that matter) is only significant if it would require another Alternate universe to form to balance out wild swings of probability. And, just for the record, this sort of balancing act is very, very rarely necessary. So, merely flipping a coin is not a significant event, nor is the destruction of an entire planet... usually.

10. COSMIC CREATION

This mainly uses material from the Cosmic Creation Sourcebook which was written by myself and AJ Pickett. It has also had additional material added to allow for changes brought about by the Shattered Realms Invasion. The following body of charts and tables are a tool. With it any Game master can summon forth countless new worlds and strange alien species. There is no set of hard and unbending rules here, just a collection of conditions and a rough guide to how they slot together. Any type of life or environment is available to you; from beings who live on the surface of stars, to small, stone age, marsupial fish; just grab your dice, a pen, a sheet of paper and start exploring the possibilities.

Astronomical Measurements

Kiloparsec/Kpc	3250 light years
1 Parsec	3.26 ly
1 Light Year/Ly	62,240 AU or 390,363,984,543,616,629,394,560 kms
1 Astronomical Unit/AU	14.968 kms or 6,279,627,051,077,596,944 kms
1 kilometre/km	.6 mile

Astronomical Definitions

Universe	An immeasurable distance of physical space, the same approximate size as the prime plane. Often this will contain thousands of galaxies.
Galaxy	A measurement of space containing the equivalent of anywhere from a few million to several billion stars.
Cluster	A measurement of space containing the equivalent of anywhere from a few hundred to a million stars.
System	A volume of space large enough to accommodate a sun and several planets or the equivalent.
Planet	A volume roughly equivalent to a single world perhaps with some surrounding satellites and space.

Scientific Definitions

Energy	Energy is a property of a body, not a material substance. When bodies interact, the energy of one may increase at the expense of the other, and this is sometimes called a transfer of energy. This does not mean that we could intercept this energy in transit and bottle some of it. After the transfer one of the bodies may have higher energy than before, and we speak of it as having stored energy. But that doesn't mean that the energy is contained in it in the same sense as water in a bucket.
Heat	Heat like work is a measure of the amount of energy transferred from one body to another because of the temperature difference between those bodies. Heat is not energy possessed by a body. We should not speak of the heat in a body. The energy a body possesses due to its temperature is a different thing, called internal thermal energy. The misuse of this word probably dates back to the 18th century when it was still thought that bodies undergoing thermal processes exchanged a substance, called caloric or phlogiston, a substance later called

Inertia	<p>heat. We now know that heat is not a substance.</p> <p>A descriptive term for that property of a body which resists change in its motion. Two kinds of changes of motion are recognized: changes in translational motion, and changes in rotational motion. In modern usage, the measure of translational inertia is mass. Newton's first law of motion is sometimes called the 'Law of Inertia', a label which adds nothing to the meaning of the first law. Newton's first and second laws together are required for a full description of the consequences of a body's inertia. The measure of a body's resistance to rotation is its Moment of Inertia.</p>
Kinetic energy	The energy a body has by virtue of its motion. The kinetic energy is the work done by an external force to bring the body from rest to a particular state of motion.
Newton's third law	When body A exerts a force on body B, then B exerts an equal and opposite force on A. The two forces related by this law act on different bodies. The forces need not be net forces.

Air Composition on Earth

The sea-level composition of air (in percent by volume at the temperature of 15°C and the pressure of 101325 Pa) is given below.

<u>Name</u>	<u>Symbol</u>	<u>Percent by Volume</u>
Nitrogen	N ₂	78.084 %
Oxygen	O ₂	20.9476 %
Argon	Ar	0.934 %
Carbon Dioxide	CO ₂	0.0314 %
Neon	Ne	0.001818 %
Methane	CH ₄	0.0002 %
Helium	He	0.000524 %
Krypton	Kr	0.000114 %
Hydrogen	H ₂	0.00005 %
Xenon	Xe	0.0000087 %

Temperature Measurements

<u>Kelvin/ 0K</u>	<u>Celsius/C</u>	<u>Fahrenheit/F</u>	<u>Notes</u>
6000	5727	10455	Our sun
5100	4827	8808	Carbon boils
3825	3553	6490	Carbon melts
3023	2750	5032	Iron boils
3000	2727	4990	A red cool star
1808	1535	2823	Iron melts
373	100	212	Water boils
273	0	32	Water freezes
90	-183		Oxygen boils
55	-218		Oxygen melts
0	-273	-459	Absolute zero

1. Dimensions

The irresistible, mind-boggling fantasy comes to just about everyone, sooner or later: Do other universes exist?

Astronomers believe the Big Bang first produced atomic nuclei in the first three minutes of the universe. 300,000 years later, atoms formed and light was released. Today we can still observe evidence of these primordial reactions. One second, according to theory, there was nothingness. The next, our cosmos sprang into existence. Nature seems to have pulled off the feat of getting something in fact, everything for nothing.

As unimaginable as that sounds, it comes straight out of the theory of quantum mechanics, a set of mathematical rules that describe how the universe works on the smallest scales, inside atoms. Quantum mechanics says that matter and energy can appear spontaneously out of the vacuum of space, thanks to something called a quantum fluctuation, a sort of hiccup in the energy field thought to pervade the cosmos. Cosmologists say that a quantum fluctuation gave rise to the Big Bang. And the thing about quantum fluctuations is that they can happen anywhere, any time. And if our universe was born out of a quantum fluctuation, say theorists, then it's possible that other quantum fluctuations could have spawned other universes.

There's a reason some theorists want other universes to exist: They believe it's the only way to explain why our own universe, whose physical laws are just right to allow life, happens to exist. According to the anthropic principle, there are perhaps an infinite number of

universes, each with its own set of physical laws. And one of them happens to be ours. That's much easier to believe, say the anthropic advocates, than a single universe fine-tuned for our existence. But there's a problem. If these other universes exist, there's no way for us to detect them.

But if these other universes do exist, are we really destined never to detect them? Some theorists have speculated that gravitational energy from other universes might leak into ours, and that someday we might figure out how to detect it. But even the most open-minded cosmologists say that's a long shot at best.

It wouldn't be the first time that a wild idea turned out to be right. A bit more than 100 years ago, in the second half of the 19th century, most scientists didn't accept the idea that matter was composed of atoms an idea supported not by direct observation, but by inferences based on theories of temperature, heat, and viscosity. Like quantum mechanics, atomic theory was a construction that went way beyond what anyone could see 100 years ago...

Step One: Size

What is the current size of the universe and what will it finally expand to or does it continue growing until the end of time? What shape is it? Ours is thought to be spherical but others could be flat, rectangular, etc.

Size

01-13 Finite. An Object. This doesn't have to be a land mass, it can be a castle or fortress, or a square planet, or whatever the imagination desires. It could be a lone pyramid, a building, a giant machine, a spaceship, etc.

14-26 Finite. Single Land Mass. The dimension consists of one giant, single land mass that stretches onward and outward in all directions with its own atmosphere, weather and inhabitants just like a planet. If an Infinite Dimension, the land mass will seem to go on forever, with locations on its surface including all kinds of different environments (i.e., there may be a million miles of jungle, then frozen wasteland, followed by desert, then mountains, then forest, then marshland or oceans, and on and on). Some regions will be uninhabitable while others may not only be inhabited but dominated by one or more people with high or low technology. Other areas may be habitable but devoid of intelligent life forms.

27-39 Finite. Multiple Planetary Land Masses or Flat Worlds. These are massive, planetary-sized platforms of land and atmosphere that measure millions of miles in size. They can be separated by thousands or millions of kilometres of space, or whatever the primary element may be, like flat planets, or clustered relatively close together. A unique set of physics keeps inhabitants from falling over the edge (or not). In most cases, only one side (top or bottom) is inhabitable, but in some cases, different terrain and different life forms live on the top and the bottom. Different life forms may also dominate different parts of the floating planetary plates. Small clusters of island sized land masses may also exist near or away from the flat worlds and, from a distance, may resemble an asteroid belt and may have an atmosphere and life forms or be nothing more than lifeless platforms of rock and minerals or ice.

40-51 Finite. Continent Size Land Masses or Slabs. There are two or more (perhaps dozens to thousands) flat, plate-like land masses that stretch onward for

several hundred thousand kilometres each. They can be separated by thousands or millions of kilometres of space, or clustered relatively close together like plates or platforms set adrift in a row or in a staggered pile in space. A unique set of physics keeps inhabitants from falling over the edge (or not). In most cases, only one side (top or bottom) is inhabitable, but in some cases, different terrain and different life forms live on the top and bottom. Different life forms may also rule over different parts of the floating continental plates.

52-63 Finite. A single planet is found in this dimension. It can be any size from truly monstrous to as small as the Earth. It will most likely have an atmosphere and support some type of life.

64-75 Finite. A Single Solar System consisting of a sun and random amount of planets and moons which may contain life.

76-87 Finite. The dimension is filled with a galaxy or several galaxies with trillions of stars and planets, but still limited.

88-00 Infinite

Shape

01-03 Circle, a round shape.

04-06 Ellipse, the cross section shape which is derived when a cone or a cylinder is cut at an angle.

07-09 Oval, used to denote any kind of closed egg shape or oblong curve with no points. This generic term can be used for ellipses as well as. It covers regular or irregular egg shaped curves too.

10-12 Arch, defined as a curved path from one point of a circle to another. It can be considered as a part of the circumference of a circle. An arc is known as major arc if it measures greater than 180 degrees, and if not then it is known as a minor arch.

13-15 Crescent shapes are made when two circles overlap, or when one circle is removed from another circle .

16-18 Lens, a biconvex shape which is composed of two circular arcs meeting with each other through their end points. A symmetric lens is the one in which arcs have equal radii, whereas asymmetric lens contain arcs with unequal radii. It can also be known as convex-convex type of shape.

19-21 Annulus, the shape of a ring which is formed when the smaller disk from the center is removed from the center of a disk. The word annulus has been derived from the Latin word which means little ring.

22-24 Triangle, a shape with three sides. Sometimes the sides are equal—sometimes they aren't. Their names are sometimes different depending on the length of the sides. The common ones: Equilateral triangle has 3 equal sides. Isosceles triangle has 2 equal sides. Scalene triangle has no equal sides.

25-27 Square, a box shape, with four equal sides—opposite sides are parallel. Parallel means non-intersecting. For example, parallel lines means that if the two lines kept going forever, they would never cross over each other—they would always be an equal distance apart.

28-30 Rectangle, another box shape, with two sets of equal sides. Equal sides are opposite each other. The sides are parallel to each other.

31-33 Trapezoid, another 4 sided shape, with one set of parallel lines (the other set of lines is not parallel).

34-36 Pentagon, a shape with five sides.

37-39 Hexagon, a shape with six sides.

40-42 Heptagon, a shape with seven sides.

43-45 Octagon, a shape with eight sides.

46-48 Nonagon, a shape with nine sides.

49-51 Decagon, a shape with 10 sides.

52-54 Dodecagon, a shape with 12 sides.

55-57 Prism refers to the solid object possessing two congruent and parallel faces. A rectangular prism is the prism with rectangular bases. It has six faces and all faces meet at 90 degrees. The opposite sides of rectangular prism are parallel. Cube is also a prism but with six congruent faces. It is also known as a member of rectangular prisms. A Triangular Prism possesses triangular bases. Bases are only parallel in this type of prism. Hexagonal Prism is a prism whose bases are hexagonal and opposite faces are parallel.

58-60 Cylinder, a flat base and flat top with one curved side. Base, top and in between region is same. If the middle section of a cylinder is unwrapped and put it flat then it will come out as a rectangle. It can be considered similar to a prism. However unlike prisms, its bases are circles but not polygons.

61-63 A Tetrahedron is the same as a triangular pyramid. They have 4 triangular faces, 6 edges and 4 vertices.

64-66 Icosahedron are a shape with 20 faces, 30 edges and 12 vertices. All the faces are triangles.

67-69 Dodecahedrons are a shape with 12 faces, 30 edges and 20 vertices.

71-73 Octahedrons are a shape with 8 faces, 12 edges and 6 vertices.

74-76 Cone is a curved shape which is characterized by a circular or oval base which gets narrower towards a point. A cone has only one vertex. A cone can also be considered as a pyramid with a circular cross section. A cone whose vertex is positioned above the center of its base is also known as the right cone.

77-79 Sphere is symmetrical in true senses with no edges or vertices. The

distance from any point on the source to the center remains the same. Earth's shape is almost spherical. However, it is known as spheroid shaped as it is not in the perfect shape of a sphere.

80-82 Cubes have 6 faces, 12 edges and 8 vertices. All sides on a cube are equal length. All faces are square in shape.

83-84 Cuboids have 6 faces, 12 edges and 8 vertices. All the faces on a cuboid are rectangular.

85-86 Spheres have either 0 or 1 faces, 0 edges and 0 vertices.

87-88 Ellipsoids have either 0 or 1 faces, 0 edges and 0 vertices.

89-90 Cylinders have either 2 or 3 faces, 0 or 2 edges, and 0 vertices.

91-92 Cones have either 1 or 2 faces, 0 or 1 edges, and 1 apex.

93-94 Triangular Prisms have 5 faces, 9 edges, and 6 vertices. The two faces at either end are triangles, and the rest of the faces are rectangular.

95-96 Hexagonal Prisms have 8 faces, 18 edges, and 12 vertices. The two faces at either end are hexagons, and the rest of the faces are rectangular.

97-98 Square based pyramids have 5 faces, 8 edges and 5 vertices. The base is a square. All the other faces are triangular.

99-00 Hexagonal pyramids have 7 faces, 12 edges, and 7 vertices. The base is a hexagon. All of the other faces are triangular.

Step Two: Age

What is the current age of this universe and when will it finally end? Or is its age immeasurable and infinite?

Current Age

01-05 D20 x D100 million years

06-10 D20 x D100 billion years

11-15 D20 x D100 trillion years

16-20 D20 x D100 quadrillion years

21-25 D20 x D100 quintillion years

26-30 D20 x D100 sextillion years

31-35 D20 x D100 septillion years

36-40 D20 x D100 octillion years

41-45 D20 x D100 nonillion years

46-50 D20 x D100 decillion years

51-55 D20 x D100 undecillion years

56-60 D20 x D100 duodecillion years

61-65 D20 x D100 tredicillion years

66-70 D20 x D100 quattuordecillion years

71-75 D20 x D100 quindecillion years

76-80 D20 x D100 sexdecillion years

81-84 D20 x D100 septendecillion years

85-88 D20 x D100 octodecillion years

89-92 D20 x D100 novemdecillion years

93-96 D20 x D100 vigintillion years

97-00 D20 x D100 centillion years

Lifespan (universe ends at)

01 D20 x D100 million years

02-03 D20 x D100 billion years

04-05 D20 x D100 trillion years

06-07 D20 x D100 quadrillion years

08-10 D20 x D100 quintillion years

11-13 D20 x D100 sextillion years

14-16 D20 x D100 septillion years

17-19 D20 x D100 octillion years

20-22 D20 x D100 nonillion years

23-25 D20 x D100 decillion years

26-28 D20 x D100 undecillion years

29-31 D20 x D100 duodecillion years

32-34 D20 x D100 tredicillion years

35-36 D20 x D100 quattuordecillion years

37-38 D20 x D100 quindecillion years

39-40 D20 x D100 sexdecillion years

41-42 D20 x D100 septendecillion years

43-44 D20 x D100 octodecillion years

45-46 D20 x D100 novemdecillion years

47-48 D20 x D100 vigintillion years

49-50 D20 x D100 centillion years

51-00 Infinite

Step Three: Sub Dimensions

How many sub dimensions is this universe composed of? The primary sub dimensions in our own universe consist of Earth, Air, Fire, Water, Time, Positive/Light, Negative/Dark, Order and Chaos. There are also secondary sub dimensions consisting of the Astral realm, the Dreamscape and Phase space. These sub dimensions influence the primary plane especially with regards to physics, heat, light, etc. See here for more information on these dimensions.

Step Four: Physics Laws

Provided by AJ Pickett

How many directions of movement are available? A one dimensional realm is incompatible with humans and so too is a two dimensional realm (though life is possible). Three dimensions is what we are used to, four dimensions allows temporal shifting or teleportation at will for the locals, five dimensions allows beings to exist in more than one time at once plus they have functional precognition and can teleport at will. Six dimensions have beings which exist as transtemporal entities that look like insane jumbles of tubes that extend an almost infinite distance in more directions than the mind can comfortably perceive, all constantly shifting form and seeming like a hellish gibbering old/young thing both alive and dead at the same moment.

How much energy is required to move around? In a six dimensional realm do beings teleport around with as little energy as we use to walk around the house. Are wormholes possible?

How does acceleration and deceleration work in this universe? Related to both, what about friction?

How much mass is there in this universe? How much gravity do objects generate? Do all objects have positive gravity? Negative? Something totally new?

Does this universe hold any heat? What is the maximum ambient temperature of stars in this dimension? What heat level is safe for life forms in this universe?

Periodic Elements

Which elements from the periodic table exist? All? None? Are there any totally new elements? How common is each element in this universe? You could have dimensions where fusion reactions occur at a greatly reduced temperature, where objects super conduct when chilled slightly, where metals are light or incredibly dense, where even air is hard, or metal has a gaseous state, etc.

01-02 This dimension is identical to ours with all the same elements present.

26-50 This dimension has only D100% -1 of the same elements as ours, but no new elements.

51-75 This dimension has only D100% -1 of the same elements as ours, and the rest are new elements.

76-00 This dimension has completely different elements to ours. All are new.

Contents and Colours

Is space a vacuum or contain an atmosphere based on one or more of the noble gases?

Which colours exist in this universe?

Colours in our own include Red, Orange, Yellow, Green, Blue, Indigo and Violet. Non colours include Black and White.

Colours not visible to our eyes but which we are aware of include Infrared, Ultraviolet and Thermals.

The Contents of Space

01-12 The dimension consists of a vacuum with lots of empty space.

13-20 The dimension is an endless void filled with an unbreathable mist and rolling clouds and has no substance to it. There is usually an ambient light that fills it. Visibility is limited to D100 metres.

21-28 The dimension consists of Phlogiston (also known as Aether); a bright, breathable gas-like medium. There is no void.

29-36 A fluid fills the dimension. Any land masses, islands, planets, or stars that are found in the dimension are found in small, empty pockets. Some force such as gravity or magic would keep the fluid at bay. The fluid can be organic or non-organic. If organic in nature, life might actually be found in the fluid. Regardless of the temperature, the fluid remains in liquid form.

37-44 Space is filled with a clear atmosphere, but it is highly toxic and fatal to any humans who breathe it. Even beings who do not need to breathe will find this an uncomfortable environment and the air stings even their eyes and smells pretty bad.

45-52 Blue bolts of electrical energy make up the primary medium. There are usually small pockets where one can find sanctuary for short periods of time within the cascading energy.

53-60 Pure white light makes up the dimension's primary medium. There is no identifiable source. There is no damage, but visible navigation is impossible, even for those with polarized vision. The type of sensors that actually work best in this medium are those based on sound, like sonar and echolocation.

61-68 Super-heated plasma, like that found in a star, makes up the primary dimensional medium. Any type of

secondary medium found will be located in isolated pockets of open space, otherwise the plasma would destroy all types of matter.

85-92 A layer of earth surrounds the dimension as a hollow sphere, making the outer walls a solid dimensional barrier. The earth (dirt, rock, clay, etc.) itself could be habitable, as well as any inner-planets, islands, etc.

93-00 A massive Alien Intelligence occupies the whole dimension and its body serves as the medium within which the dimension exists. Travel is actually within the veins, air passages and/or bones of the massive Alien Intelligence. It is powerful enough to create any type of environment within itself and may capture, torture and torment unsuspecting travellers, or it may be unaware (or doesn't care) that an entire universe or Pocket Dimension exists within its body.

The Colour of Space

01-50 Black

51-68 White

69-70 Red

71-72 Orange

73-74 Yellow

75-76 Green

77-78 Blue

79-80 Indigo

81-82 Violet

83-84 Grey

85-86 Gold

87-88 Silver

89-90 Bronze

91-92 Brown

93-94 Infrared

95-96 Ultraviolet

97 Mix of D4 colours

98 Mix of D8 colours

99 Mix of D12 colours

00 Mix of 4D4 colours

Step Five: Chronal Laws

Does time move forwards or backwards? Which chronal theory applies? Very few dimensions are unaffected by the flow of time. Those dimensions that are, are rare, or have been artificially created.

Chronal Type

01-13 Type 1; The timeline is consistent and can never be changed. One does not have any control and winds up becoming part of the timeline. The Novikov self-consistency principle applies (named after Dr. Igor Dmitrievich Novikov, Professor of Astrophysics at Copenhagen University). The principle states that if you travel in time, you cannot act in such a way so as to create a paradox. Time travel is constrained to prevent paradoxes. If one attempts to make a paradox, one undergoes involuntary or uncontrolled time travel. Michael Moorcock uses a form of this principle and calls it The Morphail Effect. In the time-travel stories of Connie Willis, time travellers encounter slippage which prevents them from either reaching the intended time or translates them a sufficient distance from their destination at the intended time, as to prevent any paradox from occurring.

14-26 Type 2; The timeline is flexible and is subject to change. The timeline is extremely change resistant and requires great effort to change it. Small changes will only alter the immediate future and events will conspire to maintain constant events in the far future; only large changes will alter events in the distant future. There are also numerous science fiction stories allegedly about time travel that are not internally consistent, where the traveller makes all kinds of changes to some historical time, but we do not get to see any consequences of this in our present day. The biggest problem is how to explain changes in the past. One

method of explanation is that once the past changes, so too do the memories of all observers. This would mean that no observer would ever observe the changing of the past (because they will not remember changing the past). Larry Niven suggests that the most efficient way for the universe to "correct" a change is for time travel to never be discovered or for the very large (or infinite) number of time travellers from the endless future will cause the timeline to change wildly until it reaches a history in which time travel is never discovered. This is depicted in the Dr Who TV show. This is also in the first Heroes Universe which I used in my campaign. The Middle Eastern Gods of this universe attempted to manipulate time to their own ends.

27-39 Type 3; The timeline cannot be altered but instead constantly splinters into all possible alternatives. Every possible choice creates a divergent timeline. Any changes are made to an alternate timeline. Any event that appears to have changed a time line has instead created a new one. Such an event can be the life line existence of a human (or other intelligence) such that manipulation of history ends up with there being more than one of the same individual, sometimes called time clones. The new time line may be a copy of the old one with changes caused by the time traveller. For example there is the Accumulative Audience Paradox where multitudes of time traveller tourists wish to attend some event in the life of Jesus or some other historical figure, where history tells us there were no such multitudes. Each tourist arrives in a reality that is a copy of the original with the added people, and no way for the tourist to travel back to the original time line. This was the Marvel Universe which my players crossed over to

continuously. It is policed by the T.V.A., a well intentioned yet somewhat twisted version of the Watch Guard. It was featured throughout two series of the What If comics.

40-50 Type 4; The timeline can be altered but not before a certain point. In this universe you cannot travel to a point in time before Chronal technology has been built. Thus if it is now 2006 and time travel was discovered in 1999 you cant travel to a point before 1999.

Forward travel is possible though because time travel exists in the future. This is shown in the TV series 7 Days.

51-60 Type 5; The timeline can be altered but not before a certain point. In this universe you cannot travel to a point in time before you were born. Thus if you were born in 1969 that is the furthest you can travel. Forward travel is possible though because your future is undefined. This is shown in the TV series Quantum Leap.

61-70 Type 6; The timeline cannot be altered because it no longer exists. There is only ever one present and nothing exists before or after it. Time travel is either not possible or the eras visited are some form of ghost wastelands.

71-80 Type 7; Time travel to the past is possible but not to the future. The past may be altered. The future doesn't exist yet thus there is nothing to visit.

81-90 Type 8; Time travel to the past is possible but not to the future. The past may not be altered. The future doesn't exist yet thus there is nothing to visit.

91-00 Type 9; Time travel to the past is possible but not to within your own dimension. Instead you travel into the past of a parallel dimension which is similar. The past and future of this dimension may be altered. This previously happened with the pre 2000 era of Marvel comics.

Chronal Flow

01-25 Normal time flow.

26-50 Time flows faster, travellers going to this dimension will experience a definite time acceleration;

01-20 D20 days

21-40 D20 weeks

41-60 D12 months

61-80 D20 years

81-00 D100 years

51-75 Time flows slower, travellers experience a time lag when traveling to and from this dimension;

01-20 D20 days

21-40 D20 weeks

41-60 D12 months

61-80 D20 years

81-00 D100 years

76-00 Time is meaningless in this dimension. While it appears to flow normally, travellers will discover that if they leave on a Tuesday at 4 P.M., they return on the same Tuesday at exactly 4 P.M. It should be noted that people age normally while they are within these dimensions, so if they entered as a young person and they spend 20 years in that dimension, when they return, scant seconds after they left, they appear 20 years older even though no time seemed to pass at home.

Step Six: Meta Physics

Is it possible for some life forms in this universe to have meta, psionic or cosmic powers? Or does life stop evolving at a certain point?

Meta Level 0

None. No lifeform has any form of meta powers.

Meta Level 1

Very Low. Minor mental powers only and less than 1% of any world population has any.

Meta Level 2

Low. All powers are available but at minor level only. D10% of any world population has any.

Meta Level 3

Medium. All powers are available and at any level. 5D10% of any world population has any.

Meta Level 4

High. Cosmic powers are also now available. D100% of any world population has any normal powers.

Step Seven: Mana Level

As per meta powers does Magic exist in this universe? How common is it? Who can use it? How much Mana does each person start with?

Mana Level 0

None. There is no magic but magical beliefs are possible, including belief in luck, the symbolic manipulation of luck, omens, and so forth. Beings may begin to profess belief in religious systems and concepts, including spiritual agencies (higher being or beings) and mythic regions (such as a spirit world or an afterlife). Atheism, the belief in the nonexistence of the preceding, is also prevalent. No evidence of the truth of such beliefs exists, including inspiration, communication with the divine, or prophecy. Religious rites may be devised, but such rites have no effect. Religious communities can form, although individuals often differ greatly on the doctrine or tenets of a faith, and hierarchies may develop.

Mana Level 1

Very Low. Magical energies manifest with the presence of magic altering the outcome of events for good or ill, causing random outbreaks of good or bad luck. People can, through the use of

symbols, bless or curse each other or themselves. Omens, spontaneous events that prefigure good or ill luck, first manifest. Rituals to evoke omens are possible, allowing for fortunetelling. Fortunetelling can predict the future, though only in the most general fashion, and doing so is very unreliable. Spiritual energy is so low that rites take years in order to get even the slightest effect. Many rituals do not work and those that do work are extremely unreliable. There is no way to differentiate between the two. As a result, magical knowledge is heavily entwined with folklore. At best a magic user can tap into (INT + WIS) x1 mana.

Mana Level 2

Low. Rituals can evoke magic (though unreliably). A body of magical lore can be accumulated, which lore consists of a collection of recorded rituals. Magical spheres can be formalized, and organizations based on a sphere of magic are possible. Prophecies (predictions of future events) become available, although they are often obscure and difficult to interpret; most commonly, prophecies are understood only in hindsight. Prophesying can simply give inaccurate or incorrect results as well.

Direct invocation of divine power becomes possible, but is extremely unlikely. Even if successful, the effect will never be a visible and direct confirmation of divine agency. Enough spiritual energies exist to infuse life-forms with a permanent essence (a “spirit” or “soul”). Such spirits can be communicated with. An afterlife becomes possible, as does reincarnation (depending on the tenets of the religion). Rites become easier to invoke, involving weeks of effort rather than months or

years. Magic users can tap into (INT + WIS) x2 mana.

Mana Level 3

Medium. Rituals increase in reliability; it is now possible to distinguish real rituals from folklore. A deliberate study of symbols is now possible, allowing the learned to guess at what symbols might evoke a desired effect. Through this process, they can discover new rituals. The magical symbology of a sphere can be formulated as a detailed series of magical laws; these laws delineate which symbols are needed to evoke a given effect (thus eliminating guesswork). Reliable rituals are now possible. The rudiments of spells and spellcasting are developed. Specially trained (or talented) individuals can devise and cast spells. Spells allow precise control over when, how, and how powerfully a magical effect manifests. Divination effects are possible. Permanent magical items are possible. Magic users can discover the essence of mana; this essence underlies all magic in the dimension and is the source of all magic. Knowledge of the fundamental nature of magic allows magic users to transcend the limitations of a sphere.

Some can share spells freely between different spheres and can even devise and cast spells that use no symbols. Spell manipulation becomes possible, allowing magic users to bend the rigid limits of a spell (e.g. to allow the effect to last longer or to make the spell more powerful). Manipulating a spell requires extra effort during spellcasting.

Rites may be invoked without a community of the faithful being present, as long as the invoker has both faith and focus. The presence of the faithful can aid the effectiveness however. Prayers

become available but usually require years of study or training since birth to utilize properly. Powerful effects still require the use of lengthy rites, each of which can take several days to complete. Religious symbols can be imbued with spiritual power as a result of divine agency but not through the will of the community; this power most often manifests itself by making the use of spiritual power easier for the faithful.

Believers can now invoke minor miraculous effects via endowment by a deity. Rites are available which can be invoked in a far shorter time- usually in a few hours. Mana is plentiful enough to infuse the unliving with magical energy. Independent action taken by spiritual agencies can occur. The community of faithful may imbue an item or place with spiritual power. Items (swords, talismans) may be imbued with spiritual energy that can aid in the performance of miracles or that allow an individual to perform a specific task. These items will only work for someone of the same faith as those who empowered the object.

The presence of the divine can manifest itself on a sporadic basis, appearing as a separate being or “possessing” a worshipper. Such manifestations are temporary and can only occur in the presence of believers. Beings whose nature is intrinsically spiritual may exist. Typically, such beings can invoke magic far easier than others. More accurate prophecies are available; differences in predicted events and eventual outcomes often lie in mistaken interpretations. Servants of the divine may be empowered with spiritual energy. Such servants can work magic directly, as if they were the divine (e.g., without the need for faith or focus checks). Divinely powered beings (“angels”, “demons”,

etc.) may exist as physical beings. Magic users can tap into (INT + WIS) x3 mana.

Mana Level 4

High. Magic is available to everyone though only some may truly master it. Mana is plentiful enough to reduce some lengthy and complex rites down to prayers. Divine invocations become easier and more available. Divinely granted immortality is possible. Permanent portals to mythic regions may exist, created by spiritual agencies. The divine may now manifest itself directly, but temporarily, as a physical presence. Magic users can tap into (INT + WIS) x4 mana.

Mana Level 5

Very High. Wish magic becomes an innate ability. Anyone can evoke a wish, simply by concentrating. The spiritual energies of the dimension are potent enough to affect its physical structure, including pocket dimensions or fringe realities, and remake them in accordance with the beliefs of the wielder. Physical laws of the dimension may change, geological and archaeological evidence will be altered or eliminated, and the biology of life forms may be transformed. Some remnants of the original form of the dimension may survive, but these are rare. Accurate prophecies are available. Both in precision and clarity, such predictions are highly dependable. Magic users can tap into (INT + WIS) x5 mana or higher.

Step Eight: Inhabitants

Creating races is dealt with extensively in *Life and Civilization*. But one other detail not covered there is does everyone have a double in each universe? In my campaign the player who was the hero Dragoon in one universe was also Nick Fury, Dr Destroyer, Dr Diabolicus and Traveller in other universes. Some were also heroes, others villains and the rest misguided. Some divergent point can make all the difference between a character being good or evil in a given dimension.

2. Galaxies

Step 1: Galaxy Type

Galaxies are organized systems thousands to hundreds of thousands of light years across made of tens of millions to trillions of stars sometimes mixed with gas and dust all held together by their mutual gravity. The distances between galaxies are large and are often measured in mega parsecs. A megaparsec is one million parsecs (or about 3.3 million light years). For instance, the distance between the Milky Way and the closest large galaxy, the Andromeda Galaxy, is about 0.899 mega parsecs.

01-33 Elliptical Galaxies



Elliptical galaxies are smooth and elliptical in appearance. There are four distinguishing characteristics of the ellipticals: (a) they have much more random star motion than orderly rotational motion (star orbits are aligned in a wide range of angles and have a wide range of eccentricities); (b) they have very little dust and gas left between the stars; (c) this means that they have no new star formation occurring now and no hot, bright, massive stars in them (those stars are too short-lived); and (d)

they have no spiral structure. They are dead galaxies. If spiral galaxies are like rain forests, with cool life-giving interstellar clouds, elliptical galaxies are like deserts, with hot dry winds and little life. Elliptical galaxies are sub-classified according to how flat they are. The number next to the "E" in the tuning fork diagram = $10 \times (\text{largest diameter} - \text{smallest diameter}) / (\text{largest diameter})$, so an E7 galaxy is flatter than an E0 galaxy. The flattened shape is not due to rotational flattening but to how the orbits are oriented and the distribution of the star velocities. Most ellipticals are small and faint. The dwarf ellipticals may be the most common type of galaxy in the universe (or maybe the dwarf irregulars are). Examples of elliptical galaxies are M32 (an E2 dwarf elliptical next to the Andromeda Galaxy) and M87 (a huge elliptical in the center of the Virgo cluster).

34-66 Spiral Galaxies



Spiral galaxies have flattened disks with a spiral pattern in the disk. The spiral arms can go all of the way into the bulge or be attached to the ends of a long bar of gas and dust that bisects the bulge. The four distinguishing characteristics of the spirals are: (a) they have more orderly, rotational motion than random motion (the rotation refers to the disk as a whole and means that the star orbits are closely confined to a narrow range of

angles and are fairly circular); (b) they have some or a lot of gas and dust between the stars; (c) this means they can have new star formation occurring in the disk, particularly in the spiral arms; and (d) they have a spiral structure. Spiral galaxies are sub-classified into ``a'', ``b'', ``c'', and ``d'' groups according to how loose their spiral arms are and how big the nucleus is. The ``a'' group spirals have large bulges and very tightly wound spiral arms and the ``d'' group spirals have almost no bulge and very loose arms. The Milky Way is between the ``b'' and ``c'' groups with a possible bar, so it is a Sbc or SBbc-type spiral galaxy. Most spirals are luminous. Some other examples of spiral galaxies are M31 (the Andromeda Galaxy) and M33 (a small spiral in the Local Group).

Some disk galaxies have no spiral arms and are called ``S0'' (``SB0'' if there is a bar) or lenticular galaxies. They are placed at the point in the tuning fork diagram where it branches off to the regular spiral or barred spiral pattern prong. Their gas and dust may be blown away by the galaxy moving quickly through the low-density intergalactic medium (hot, very thin gas between the galaxies) or used up in a rapid burst of star formation.

Irregular galaxies have no definite structure. The stars are bunched up but the patches are randomly distributed throughout the galaxy. Some irregulars have a lot of dust and gas so star formation is possible. Some are undergoing a burst of star formation now, so many H II regions are seen in them. Others have very little star formation going on in them (even some of those with a lot of gas and dust still in them). Most irregulars are small and faint. The dwarf irregulars may be the most common type of galaxy in the universe (or maybe the dwarf ellipticals are). The estimates of the number of dwarf irregulars and dwarf ellipticals are based on the proportions of these types of galaxies in nearby groups. The dwarf galaxies far away are too faint to be seen and are, therefore, overlooked in surveys of the sky. Perhaps if the dwarf galaxies were brighter, Hubble would have arranged the galaxies in a different sequence instead of the two-pronged sequence. Examples of irregular galaxies are the Large and Small Magellanic Clouds (two small irregulars that orbit the Milky Way).

67-00 Irregular Galaxies



Step 2: Clusters

Galaxies tend to cluster together. Their mutual gravity can draw galaxies together into a cluster that is several millions of light years across. Some clusters have only a handful of galaxies and are called poor clusters. Other clusters with hundreds to thousands of galaxies are called rich clusters. The low mass of a poor cluster prevents the cluster from holding onto its members tightly. The poor cluster tends to be a bit more irregular in shape than a rich cluster.

Our Milky Way is part of a poor cluster called the Local Group. The Local Group has two large spirals, one small spiral, two ellipticals, 13 irregulars, and 14 dwarf ellipticals. There may be more irregular and dwarf ellipticals. The distribution of the galaxies is shown in the figure below. The Local Group is about 3 million light years across with the two large spirals, the Milky Way and Andromeda Galaxy, dominating the two ends. Each large spiral has several smaller galaxies orbiting them. The proportions of the different types of galaxies in the Local Group probably represents the number of the different types of galaxies in the rest of the universe. The small galaxies can be seen in the Local Group because they are close enough to us. But the dwarf galaxies are hard to see in far away clusters.

The clustering phenomenon does not stop with galaxies. Galaxy clusters attract each other to produce super clusters of tens to hundreds of clusters. Their mutual gravity binds them together into long filaments 300 to 900 million light years long, 150 to 300 million light years wide, and 15 to 30 million light years thick on average. Between the

filamentary super clusters are HUGE voids with very few (if any) galaxies. The voids are typically 150 million light years across.

01-50 Rich cluster



51-00 Poor cluster



Step 3a: Sectors

Determine what is present in each separate sector of your created galaxy

01-50 Empty

51-75 Nebula. See table below.

76-00 Star Systems

3b: Nebula

Determine what the nebula is composed of.

01-33 Absorption Nebula; made up of dark matter, containing no developing stars.

34-66 Emission Nebula; made up of the gases of developing stars.

67-00 Stellar Nebula; made up of the debris from stars that have gone nova.

They are more dangerous to navigate through due to high levels of shock waves and radiation.

4. Stellar Systems

Step 1: The Star System

Determine the amount of stars in your system.

01-30 Solo star.

31-40 Solo with nearby companion.

41-50 Solo with D4 nearby companions.

51-60 Binary system.

61-75 Binary with nearby companion.

76-80 Binary with D4 nearby companions.

81-86 Trinary system.

87-92 Trinary with nearby companion.

93-97 Trinary with D4 nearby companions.

98-00 Local cluster of 2D6 orbiting stars.

Step 2a: Star Types

Determine what type each star in the system is.

01-10 Class O Blue
25,000 Kelvin or more.

Composed of ionized Helium, Oxygen, Nitrogen + Carbon. AU ranges x3 at Step 4.

11-20 Class B Blue
11,000-25,000 Kelvin.

Composed of neutral Helium, ionized Oxygen + Nitrogen. AU ranges x2 at Step 4.

21-30 Class A Blue
7500-11,000 Kelvin.

Composed of ionized Magnesium, Silicon and Iron. AU ranges x2 at Step 4.

31-40 Class F Blue
6000-7500 Kelvin.

Composed of ionized and Whitenneutral metals. AU ranges as listed.

41-75 Class G White
5000-6000 Kelvin.

Composed of ionized and neutral Yellow neutral metals + carbon hydride. AU ranges as listed.

76-85 Class K Orange

35000-50000 Kelvin.

Composed of ionized and neutral Red metals + carbon hydride. AU ranges halved at Step 4.

86-95 Class M Red

Less than 35000 Kelvin.

Composed of ionized and neutral metals + carbon hydride. AU ranges halved at Step 4.

96-00 Class Special

Colour Special

Temperature Special

Roll on Uncommon Star Types table below.

Note: Different sectors of the galaxy feature more new or old stars, such as the high concentration of class M (red, second generation stars) in the outer spiral arms. In other sectors, minus the percentage by the same amount that the sector is closer to the galactic hub (ie, 30% closer, -30% to the roll).

2b: Uncommon Star Types

If Special determine what type of uncommon star it is.

01-15 Protostars

Become stars once their temperature reaches 107 and hydrogen fusion starts.

16-30 Neutron Stars

Are roughly 30 kilometres in diameter with half the speed of light required for escape velocity. A teaspoon of matter from one of these star cores weighs one hundred million tonnes on earth. These are formed at the end of a star's life. If the core mass can't support itself, then the neutron star's degenerative pressure collapses it into a singularity, popularly known as a Black hole.

31-55 Red Giants

Have diameters of 10 to 100 times greater than our suns.

56-70 Singularities

Black holes come in three forms; these are spinning, massive and charged black holes. Since the majority are formed

from the collapsed core of a dead star, the gravitational pull they exert is about the same as any large star; you could even orbit around one safely and there might even be a few rocky, deep fried planets still floating around one. The real danger is the lethal radiation they emit, which is in the form of intense Gamma and X-ray bursts; these are variable in intensity, but can be huge if the Black hole is in the process of swallowing anything big (such as a planet or the outer atmosphere of a binary star), so caution is strongly advised in approaching any Black holes. Spinning black holes (known as Kerr singularities) are even more unusual in that the singularity at their centre is spinning so fast it forms a ring; through which it may be possible to travel through space and time (nobody knows for sure). That said, nothing can survive a descent into any black hole, the tidal forces are so strong that any object is reduced to a stream of elementary particles, and the time distortion is so intense that (from the plunging observers point of view) the Universe seems to speed up until it winks out of existence.

71-85 Super Giants Are rarer, bigger and brighter than Giants.

86-00 White Dwarfs Are hot and dim with a size similar to earths' with 220000K. A teaspoon of matter from these stars would weigh as much as a truck.

Step 3: Planetoid/Asteroid

Belts

Determine the amount of Planetoid or Asteroid belts in your system and then their orbits;

01-20 None

21-60 One

61-80 Two

81-00 Three

Step 4: Planets

Roll on this table to determine how many planets are within each orbital zone (inner, middle and outer);

Inner Zone

Hot and inhospitable (Mercury-Venus) = 0.38 to 0.72 AU

01-50 None

51-00 D4

Middle Zone

Habitable zone (Earth-Mars) = 1.0 to 1.52 AU (M Class Planets)

01-10 None

11-65 D4

66-85 D6

86-95 D8

96-00 D10

Outer Zone

Cold and inhospitable
(Jupiter-Pluto/Charon) = 5.20 to 39.4 AU

01-05 None

06-15 D4

16-40 D6

41-70 D8

71-85 D10

86-95 D12

96-00 D20

One AU or Astronomical Unit is the distance of Earth from the Sun.

5. Worlds

Step 1: Zone

Each star has a "habitable zone" or biozone, defined as the distance from the star in which water can exist in liquid form on a planet's surface. Human habitable worlds must lie within this zone. The larger and hotter the star, the larger the biozone is, and the farther from the star it is.

01-30 Inner; hot and inhospitable.

31-70 Middle; ideal habitable zone.

71-00 Outer; cold and inhospitable.

Step 2a: Planetary Size

Determine the size of each planet using the following modifiers;

Inner Orbit -10%

Middle Orbit +5%

Outer Orbit +10%

For mass Earth =1.0 or 6 million million million Kgs.

01-04 Asteroid/Planetoid Ring

Diametre under 1km

Mass 0.00007

Gravity .007%

05-15 Asteroid/Planetoid Belt

Diametre under 200kms

Mass 0.01

Gravity 1%

16-20 Very Small

Diametre 799km

Mass 0.06

Gravity 6%

21-25 Small

Diametre 2399km

Mass 0.1

Gravity 10%

26-30 Small

Diametre 3999km

Mass 0.3

Gravity 30%

31-40 Small

Diametre 5599km

Mass 0.4

Gravity	40%
41-45 Small	
Diametre	7199km
Mass	0.5
Gravity	50%
46-49 Medium	
Diametre	8799km
Mass	0.6
Gravity	60%
50-55 Medium	
Diametre	10,399km
Mass	0.8
Gravity	80%
56-60 Medium	
Diametre	11,999km
Mass	0.9
Gravity	90%
61-70 Earth standard	
Diametre	12,756km
Mass	1.0
Gravity	100%
71-75 Large	
Diametre	13,599km
Mass	1.1
Gravity	110%
76-80 Large	
Diametre	15,199km
Mass	1.2
Gravity	120%
81-85 Large	
Diametre	16,799km
Mass	1.3
Gravity	130%
86-90 Small Gas Giant	
Diametre	48,899km
Mass	16.0
Gravity	1600%
91-95 Medium Gas Giant	
Diametre	120,199km
Mass	95.0
Gravity	9500%
96-00 Large Gas Giant	
Diametre	152,899km
Mass	318.0
Gravity	31,800%

For comparison; Mercury is 4868kms; Venus is 12,103; Earth is 6378; Mars is 3400; Jupiter is 142,000; Saturn is 120,660; Uranus is 25,700; Neptune is 50,950; Pluto is 3500; and Charon is 1800kms.

2b: Gravity

Gravity is determined by the Mass of a planet, as listed above; it may be much higher or lower than these average examples, roll on the following table if you want some more variation.

01-09 Minimal	-40%
10-16 Extremely Light	-30%
17-23 Very Light	-20%
24-34 Light	-10%
35-45 Medium	-5%
46-76 Standard	Normal
77-84 Strong	+5%
85-90 Heavy	+10%
91-95 Very Heavy	+20%
96-98 Extremely Heavy	+30%
99-00 Massive	+40%

Step 3: Planetary Atmosphere

Determine the ecosphere of each planet using the following modifiers;

Inner Orbit	+10%
Middle Orbit	+5%
Outer Orbit	-10%

Iceball

Iceball worlds are usually small worlds made totally of rock, from core to surface. Their surfaces are rock plains, mountains and crevices, and perhaps craters and dust plains. Icy rockballs are only found in a star's outer orbits. Iceball worlds consist entirely of frozen liquid and gas, with no rocky core at all. Mercury is a Rockball world and Pluto an Icy Rockball or possibly just an Iceball. Vacc suits and pressurized habitats with artificial air supplies are necessary here.

01-04 Total Vacuum.
 05-10 Vacuum with tiny toxic gas trace.
 11-14 Vacuum with very thin tainted toxic gas mix atmosphere escaping the planet.
 15-20 Vacuum with very thin atmosphere escaping the planet.
 21-24 Vacuum with corrosive thin atmosphere or toxic trace metals and gases.

Cool Temperate

A cool temperate planet has an atmosphere poisonous to humans. Often, its climate is far too cold and its free-standing liquid is liquid methane or ammonia rather than water. Nevertheless, such planets may have native life. Hostile terrestrial planets usually occur beyond a star's biozone and may be moons of gas giants. Saturn's moon Titan is a hostile terrestrial world. Atmospheric pressure is lower than Earth's: .51 to .8 Earth normal. If enough oxygen is present, humans will find the air completely breathable with the aid of a respirator and can even breathe it for short periods unaided. Early theories on Mars pictured this kind of atmosphere.

Otherwise unbreathable to humans, but not necessarily poisonous. This type of atmosphere is typical of Terrestrial planets before our type of life develops. But anaerobic life or "nitrolife" is quite possible here.

25-30 Thin and tainted Oxygen/Nitrogen/Carbon Dioxide with toxic contaminants.
 31-34 Thin Oxygen/Nitrogen/Carbon Dioxide.
 35-40 Thin and corrosive as above with predominantly toxic trace metals and gases.

41-44 Thin and volatile Nitrogen/Carbon dioxide with combustible volatiles.
 45-50 Standard glacial Oxygen/Nitrogen with minimal Carbon dioxide and high ozone.

Temperate - Variable

A world rated as earthlike will be very much like our own planet — or at least like parts of it, depending on its overall climate, the amount of water it has and its atmosphere. The climate may be temperate, tropical, or arctic, but is liveable by definition. Of course, there may still be obvious flaws or hidden deathtraps, making the world useless.

Standard .81 to 1.2 Earth normal. Breathable without any artificial aids by humans, if enough oxygen is present. These are the most Earthlike atmospheres. Generally Earthlike atmosphere; almost impossible to find except as a result of life similar to Earth's. Earth's atmosphere is 77% nitrogen, 21% oxygen, and 1% argon, with traces of water, and so on. Nitrogen and argon are inert; the oxygen percentage is vital. Earth's biological and geological processes hold it at 21%.

51-54 Standard and volatile Nitrogen/Carbon dioxide with fierce winds.
 55-60 Standard Oxygen/Nitrogen with significant ozone component in stratosphere.
 61-65 Standard and tainted Oxygen/Nitrogen with some contaminants.

Greenhouse Inferno

A greenhouse Earth or hothouse Earth is a period in which there are no continental glaciers whatsoever on the planet, the levels of carbon dioxide and other greenhouse gases (such as water

vapour and methane) are high, and sea surface temperatures range from 28 °C (82.4 °F) in the tropics to 0 °C (32 °F) in the polar regions. Corrosive atmospheres require well protected artificial life support for survival. Unprotected humans will die quickly and painfully. Vacc suits or protective suits with self-contained air supplies are necessary. Most metals will quickly be destroyed by such atmospheres, especially those with even a trace of chlorine or fluorine.

66-70 Standard and parched
Oxygen/Nitrogen with minimal ozone and high Carbon dioxide.

71-74 Standard and corrosive
Oxygen/Nitrogen with abundant toxic trace metals and gases.

Hellish

Hellish worlds have thick, dense atmospheres that magnify the greenhouse effect, producing worlds that are very hot, sometimes too hot for life to develop. Atmospheres may have high concentrations of carbon dioxide and sometimes sulfur compounds. Venus as we now know it is a greenhouse world taken to the extreme. Venus as it was once thought to be would be a habitable greenhouse world. Dense atmospheres have pressures greater than Earth's: 1.21 to 1.5 Earth normal. They are still breathable, with some difficulty, if O₂ is present. Dense atmospheres may seem "soupy" to regular humans, and asthma sufferers will find breathing very difficult.

75-80 Dense thick atmosphere which is predominantly oxygen and nitrogen.

81-84 Dense and tainted as before but with toxic contaminants.

Arctic

These worlds are usually smaller worlds with thin atmospheres and little, if any,

free water. Their water may lie frozen in ice caps, melting only at certain times of the year to nurture what life exists. Mars is an extreme example of an Arctic world. Some Arctic worlds are very old; they once had more water but lost it to space. These have superdense atmospheres which can have pressures up to several hundred times that of Earth. Only the sturdiest structures can maintain Earthlike internal pressures and survive. In the outer zone, frozen or near-liquid atmospheres may qualify as superdense. Nothing less than an EAVS or battlesuit — if that — will make it possible to get around on the surface of these worlds. Venus has a superdense atmosphere. Exotic atmospheres consist of assorted non-breathable or poisonous gases; some may contain corrosive elements. Self-contained oxygen supplies, and often protective or pressure suits, are necessary to survive in these atmospheres. (Alien races may thrive in exotic atmospheres.)

85-90 Exotic mainly ammonia and methane.

91-95 Exotic and dense thick atmosphere of ammonia and methane.

96-00 Exotic and corrosive plethora of toxic trace metals and gases.

Step 4: Climate

Climate is the average temperature of all points on the 30th parallel, night and day — tropics will be warmer, mountains and poles will be colder. Orbital distance, naturally, affects climate. A world at the inner edge of the biozone will be hot, and one at the outer edge will be cold. But a world in the middle can have any climate the GM chooses, because of other factors. For instance, Earth would be much colder if not for the heat still being released from its molten core. Internal radioactives and

the "greenhouse effect" can also warm up a world. Interstellar gas can block sunlight; cloud or ice surface can increase albedo and reflect heat, cooling a planet.

Planets in a multiple system can receive extra heat from other suns. Thus, it is quite possible for a world to remain habitable even though it is slightly outside the nominal biozone. Orbital distance, naturally, affects climate. A world at the inner edge of the biozone will be hot, and one at the outer edge will be cold. But a world in the middle can have any climate the GM chooses, because of other factors. For instance, Earth would be much colder if not for the heat still being released from its molten core.

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Iceball	+30%
Greenhouse	-10%
Cool Temperate	+10%
Hellish	-20%
Variable Temperate	+5%

Arctic	+20%
01-10	Very Hot; Low 38C, Average 49C, High 60C.
11-20	Hot; Low 32C, Average 43C, High 54C.
21-30	Tropical; Low 27C, Average 38C, High 49C.
31-40	Warm; Low 21C, Average 32C, High 43C.
41-50	Normal; Low 15C, Average 27C, High 38C.
51-60	Cool; Low 5C, Average 15C, High 27C.
61-70	Chilly; Low -7C, Average 5C, High 15C.
71-80	Cold; Low -18C, Average -7C, High 5C.
81-90	Very Cold; Low -29C, Average -18C, High -7C.
91-00	Frozen; Low -40C, Average -29C, High -18C.

Step 5: Biosphere

A planet's biosphere is its envelope of life — its flora, fauna, and microorganisms. The exact nature of each world's life should be decided by the GM, often in connection with a specific adventure. However, the table below will allow a broad determination of what types of life exist. This table is primarily for Terrestrial worlds within the habitable zone. It may be used with other types of worlds, but life will be truly alien there, if it exists at all.

01-16	Protoorganisms only: single- or multi-celled microorganisms, including algae, protozoa, amoebas and so on.
17-32	As above + lower plants: equivalents of lichens, mosses and fungi.
33-48	As above + higher plants: equivalents of ferns and flowering plants.
49-64	As above + lower animals (INT 1): equivalents of insects, fish, amphibians.

65-80 As above + higher animals (INT 2): equivalents of reptiles, mammals, birds.

81-00 As above + intelligent lifeforms (INT 3+): civilization or the potential for civilization. Tools, fire, and language. Lower forms than the dominant one will usually still exist. The GM may roll again from the choices given under dominant type — e.g., to determine whether insects, fish or amphibians are the dominant type, if "lower animals" is rolled. If intelligence exists, the GM should define its type, tech level, society, and so on .

Step 6a: Orbital Conditions

Determine the stability of the orbit of each planet around its star,

01-20 Very stable, circular orbit, very stable surface temperature.

21-40 Very stable, elliptical (oval) orbit, warmer twice every local year.

41-55 Very stable, very elliptical orbit, gets hot and cold twice every local year.

56-65 Slightly erratic, circular orbit, stable surface temperature changes gradually over thousands of years.

66-74 Slightly erratic, elliptical orbit, warmer twice a year, temperature changes rapidly over hundreds of years.

75-80 Slightly erratic, very elliptical orbit, hot and cold, temperatures become extreme every few years.

81-86 Very erratic, but circular orbit, temperature rises and cools every year by a few degrees.

87-90 Very erratic, elliptical orbit, hot and cold extremes twice a year vary by a few degrees each time.

91-94 Very erratic, very elliptical orbit, very hot and cold extremes, frequent storms, very harsh conditions.

95-98 Extremely erratic, retrograde (backwards) orbit, but stable, unpredictable temperature variations.

99-00 Extremely erratic, retrograde, elliptical orbit, unpredictable, harsh and violent temperature changes.

6b: Stellar Orbit

Determine the length of time involved for the planet to rotate around its star.

.3 AU	50 +D10 days
.4 AU	75 +D12 days
.5 AU	100 +2D10 days
.6 AU	130 +3D10 days
.7 AU	160 +4D10 days
.8 AU	200 +5D10 days
1 AU	300 +D100 days
2 AU	500 +D100 days
3 AU	900 +D100 days
5 AU	10 years +D20 months
6-20 AU	AU x3 years +D12 months
21-40 AU	AU x4 years +D12 months

6c: Axis Spin

Determine the length of time involved for the planet to rotate on its own axis (how long each day is).

Gravity less than 1% to 200%

D20 hours +D8 hours

Gravity 201% to 999%

D20 hours

Gravity 1000%+

D12 hours

Step 7a: Hydrographics

Even if there is no water, an ocean of any liquid element (hydrogen, ammonia, etc.) can still foster life.

01-10 0% water. Solid land with no surface water/liquid.

11-20 10% water. Only a few scattered seas or lakes, bound by land.

21-30 20% water. Single super continent with surrounding shallow ocean.

31-40 40% water. D4 small continents and many islands in deep oceans.

41-50 50% water. Single large continent and thousands of island groups.

51-60 60% water. Many small continents and islands with deep oceans.

61-70 70% water. Standard, D4 large continents and many islands.

71-80 80% water. Thousands of large and small islands in very deep oceans.

81-90 90% water. Covered in a world ocean with only a few, scattered island groups.

91-00 100% water. Completely covered by an unbroken ocean with no land above the surface.

7b: Humidity

The amount of water vapour in the air is important to most species. Earth averages 50% humidity. Anything below 30% is uncomfortably dry; anything above 70% is muggy. At 100%, it rains all the time. Average humidity over 100% is impossible. The presence of liquid water makes higher humidity likely, but there are many other factors involved. To assign humidity randomly, roll D100%, and add 10% of the world's water surface. Thus, a roll of 60 on a world with 50% water would give 65% average humidity. Regardless of the roll or amount of water, humidity cannot exceed 100%.

Step 8: Terrain

Almost every type of terrain can be found somewhere on any planet, if the appropriate plant life has evolved. But the prevailing terrain on a world is governed by its climate and the amount of water present. The following types of terrain may be found on earthlike and hostile terrestrial worlds; most can be found on Greenhouse and Desert worlds as well. Iceball worlds almost always look Hilly/Rough.

Desert/Barren: Low, flat, barren plains, perhaps covered with sand and/or dust in low dunes. Prevalent on older planets with less than 30% surface water, or any world with under 10%. Can occur even on worlds with more water if the land areas are cut off in some way from the seas.

Icy/Barren: As above, but drifted with snow and ice. Prevalent on Chilly to Frozen worlds with more than 30% water; also common on Cool worlds with under 50% water.

Hilly/Rough: Mostly bare, rocky terrain, with small hills, boulders and debris, crevices and ravines and so on. Prevalent on younger planets with less than 30% surface water. Can include cratered terrain and rough glaciers.

Mountainous/Volcanic: High rocky mountains, jagged peaks, cliffs and/or active or dead volcanoes. Most likely on geologically very young worlds with less than 30% surface water.

Plains/Steppe: Low, flat expanses. Not as dry as desert/barren. May have abundant rivers and lakes, moist soil, etc. Common on worlds with 30% to 60% water surface; also found in the centre of large continents, or behind mountain ranges, on wetter worlds. Plant life, if any, is characterized by grasses, low shrubs and bushes, and tough weeds.

Forest/Jungle: These only exist if vegetable life does. Can range from lightly wooded areas to densely packed forests and jungles. Usually abundant near rivers, lakes and other bodies of water. Common on Cool or warmer worlds with more than 40% water surface. Hostile Terrestrial forests might be some other form of immobile alien

life, or even forests of crystal, minerals, etc.

Marsh/Swamp: Low, wet areas, often near large bodies of water and almost always including areas of surface water themselves. Mud, quicksand and very moist ground are abundant. If vegetation exists, lush water plants and other life forms are common. Likely if surface water is over 90% and the world is Cool or wanner; very likely if the world is Tropical or warmer.

Step 9a: Density

A planet's density is governed by its composition — the material of which it is made. A large world may have a relatively low gravity if it is made up of light substances; a small world may have a higher-than-expected gravity if its density is high. The composition types, from heaviest (densest) to lightest, are:

01-10 Metallic (Density 7.1 and up): Mostly silicates (rock), but metals and rare elements are plentiful — a great place for mining. But there's high background radiation, frequent volcanoes and earthquakes, and extra heat (due to internal radioactivity). There's not likely to be much atmosphere, but the strong magnetic field helps to retain any atmosphere captured (perhaps from comets), diverts solar radiation, and provides a colorful aurora. Example: none in the Solar System. There are reasons to believe that planet-sized bodies this dense are very rare; a world of solid iron would have a density of 8.

11-30 High-Iron (Density 6.1 to 7): As above, but less so: a breathable atmosphere is likelier. Composition is essentially earthlike, but with more metal. Example: none in the Solar System.

31-60 Medium-Iron (Density 4.6 to 6): Even more rock and less iron. Examples: Earth (5.5), Venus (5.2).

61-80 Low-Iron (Density 3.1 to 4.5): Density significantly lower than Earth's. Metals are rare — high-tech civilization based on abundance of metals cannot develop. With less interior heat, the climate will be cooler than might otherwise be expected. Volcanoes are rare. The magnetic field is weaker, so the world is less protected from outside radiation. Examples: Mars (4.0), Luna (3.3).

81-90 Silicate (Density 1.3 to 3): A very low-density world. Metals are very rare — any civilization will have to use low-density ores (such as aluminium), a major obstacle to development of a high-tech native culture. Volcanoes are rare, as are earthquakes. There is almost no interior heat, and the weak magnetic field lets harmful radiation reach the surface. Examples: Pluto (1.5?), the Jovian and Saturnian moons.

91-00 Gas Giant (Density .6 to 2.5): An accumulation of frozen gases, uninhabitable by humanoid races. Some gas giants have a central "rockball" core, which will never be seen unless the planet is boiled away by a nova. Others may have a core of solid (metallic) hydrogen. Examples: Saturn (.7), Neptune (2.3).

9b: Resources

Some planets become important because of their mineral resources; others are crippled for lack of a resource. Roll D100 to determine what percentage of each element from the periodic table is present on the planet, using the following modifiers;

+40 for Metallic composition

-10 if surface water is at least 90%

-30 for diamonds, emeralds, rubies, sapphires, industrial silicon and so on
 +20 for High-Iron composition
 +10 if surface water is 30% or less
 +10 for industrial metals such as iron, tin, copper, zinc, and so on
 -10 for Low-Iron composition
 -20 for radioactives such as uranium, radium, thorium and so on
 -20 for rare, special minerals,, or unusual elements or compounds not normally found on other worlds
 -30 for Silicate composition
 -10 for for heavy metals such as gold, silver, platinum, cobalt and so on
 +30 for light metals such as sodium, aluminium, lithium and so on

On Iceballs, metallic, iron or silicate worlds in outer orbits will be almost totally covered with "ice," which may include many compounds other than water. Oxygen, nitrogen and other "atmospheric" gases will be frozen out on very cold planets. Asteroids may have ice, though it will not be on the surface.

If Hostile Terrestrial worlds and Greenhouse worlds with Superdense atmospheres have any liquid at all, it will likely be methane, ammonia or sulphuric acid. Worlds with Exotic or Corrosive atmospheres will have a liquid appropriate to their atmospheric composition and orbital positions Gas giants have no liquid water; there will be solid water on the surface and possibly traces of water in the atmosphere.

Step 10: Satellites

Roll D100 to determine how many moons; on 1-50 None, on 51-00 roll on the table below.

<u>Planet Size</u>	<u>Amount of moons</u>
Small	D4 -2
Medium	D6
Large	D12
Small Gas Giant	D20
Medium Gas Giant	5D10
Large Gas Giant	D100

6. Life

Step 1: Biological Type

For really weird aliens, try rolling on this table twice to find some combinations.

This table was created entirely by AJ Pickett.

Roll	Type
01-02	Amoeboid
03-04	Organic Polymeroid
05-06	Marsupial
07-08	Depositic
09-10	Fungoid
11-12	Sporoid
13-14	Osmotic membrane
15-16	Saurian
17-18	Photonic Node
19-20	Algoic
21-22	Synthetic
23-24	Mammalian
25-26	Planktonic
27-28	Saprophyte
29-30	Malacoid
31-32	Ecoform
33-34	Sub-spatial Node
35-36	Reptilian
37-38	Gestalt
39-40	Lipoid
41-42	Resonate
43-44	Plasmadic
45-46	Precipitate
47-48	Actinoid
49-50	Cephalopod
51-52	Herbaceous
53-54	Microbial
55-56	Insectoid
57-58	Amphipod
59-60	Endomorphic

Species with a body form that has no consistent shape.

Species formed out of large molecular chains (plastics).

Mammal species which possesses a pouch with which they foster their undeveloped young.

Amalgamate Species consisting of collected substances or primitive organisms.

Plant species that does not require photosynthesis, feeding on (usually) organic matter instead.

Reproductive parts of a larger organism, spores.

Species consisting of layered films, usually attached to another organism or solid surface.

Warm blooded, advanced reptiles (dinosaurs).

Living light.

Species consisting of a form of water vegetation (sea weed).

Artificial life form.

Warm blooded species which bears live young and nourishes them with milk secretion.

Species inhabiting a liquid medium with no contact with solids required.

Plant species that feeds off other living organisms.

Species similar to a mollusk (including snails, oysters, cuttle-fish, etc).

Species that is the combined sum of an entire ecosystem of lesser species.

Species consisting of a warp complex in Space/time, such as living wormholes.

Cold blooded, primitive reptiles.

Single thought identity formed from all individuals of a species.

Species consisting primarily of complex organic oils and fats.

Pure energy life form (Non material).

Gaseous species.

Species existing as a by product (usually organic chemistry) of another organism.

Species with a radioactive body chemistry.

Species with limbs directly attached to the head (like an Octopus).

Plant like species.

Microscopic organisms.

Exoskeleton, bodywide respiratory system, segmented body parts.

Species similar to a crustacean.

Species that lives inside another species.

61-62 Balloonoid

Species consisting largely of a gas filled spherical membrane.

63-64 Amorphic

A shapeless species (no set body structure).

65-66 Crystalloid

Species composed of crystalline substances (may or may not be fully solidified).

67-68 Amalgamate

Integrated life forms, usually cybernetic, but including co-operative organisms.

69-70 Recombinate Form

Species that is the end product of a massive mutation process in another organism.

71-72 Bicephaloid

Species with two heads (may also have two separate minds).

73-74 Arthropod

Species possessing a jointed body and limbs.

75-76 Mineraloid

Species composed of inorganic minerals (may or may not be fully solidified).

77-78 Alkaloid

Species with a nitrogen body chemistry.

79-80 Exomorphic

Species that exists attached to another species.

81-82 Arachnoid

Spider-like, predatory species.

83-84 Ornithoid

Bird like species, adapted to flight.

85-86 Ichypoid

Fish like species, adapted to respire and live in a liquid medium.

87-88 Amphibian

Species that lives both on land and in water.

89-90 Aliped

Wing footed mammal species, such as a Bats.

91-92 Isomeroid

Species which consists of only one element (and alternate forms of it).

93-94 Silicoid

Species composed mainly of Silicon compounds.

95-96 Chromodic

Species which evolved in the outer atmosphere of a planet or star.

97-98 Benthoid

Species which evolved on a deep ocean bottom.

99-00 Exobiotic

Species that has evolved and lives in space.

Step 2: Species Traits

There's no set number of times to roll on this table, but at least four is recommended. This table was created by myself and AJ Pickett.

01-02 Armour Plated; Double the normal SDC with an AR of 12.

03-04 Covered in fungus; Symbiotic or pathogenic? The fungus may provide camouflage, protection or nourishment of some kind, maybe it augments the host, or is highly cultural or addictive?

05-06 Dome Shaped; like a crab, with it's body flatter underneath and rounder on top. Limbs are arranged around it.

07-08 Double Headed; 2 heads on 1 torso.

09-10 Doughnut Shaped; -1 to hit due to their being no main body to aim at.

01-12 Elastic Bones; Only takes half damage from any kinetic attacks (falls, punches, explosions, etc).

13-14 Emits Vapours; Identical to the Minor Power of Fart Expulsion.

15-16 Extra limbs; D4, D6, D8, D10, D12 or D20 extra arms, legs or heads or a mixture of each.

17 Fat; life form appears overweight, however it may be pure muscle.

18-19 Featureless; a totally blank face and body. No eyes, ears, nipples, etc.

This life form's senses must work in a

totally different manner to the norm.

This skin is also totally smooth.

20-21 Flat Billed; platypus type beak.

22-23 Frilled; lizard type vane around the neck.

24-25 Headless; Sensory organs are located on the main torso.

26-28 Horned; Up to D4 horns on head which do D6 damage each.

29 Hourglass Shaped; unusual body shape.

30 Huge Jaw; neck length.

31 Jointed Spines; The creature has long spines (sturdy) with joints like knees or elbows it can bend and feel like limbs/fingers. The spines may be used as locomotion or for display.

32-33 Large Eared; enhanced hearing identical to the Minor Power.

33-34 Large Eyed; +10% better sight.

35-36 Large Nostrils; smell +10% better.

37-38 Long Limbed; arms reach down to the knees or even ankles.

39 Lumpy; over most of skin.

40-42 Mandibles; like an insect with a PS equal to double your normal attribute.

43-44 Mottled; Multiple coloured hide/skin/surface, probably a method to conceal or stand out on their home environment, such an appearance on earth can be found on coral fish, moths, lizards, other insects, etc. Add prowl bonuses if applicable, otherwise the creature may stand out because it is highly toxic or just mimics another nasty critter.

45-47 Multiple Mouths; Up to D6 extra mouths located on various parts of the body.

48 Pear Shaped; unusual body shape.

49-50 Prehensile Limbed; can use legs and toes for the same purpose as arms and fingers.

51-52 Reflective Hide; All energy attacks bounce off.

53-54 Retractable Claws; Up to D4 inches long.

55-56 Retractable Tongue; With a length equal to own height.

57 Rough Skinned; course like a shark.

58-59 Round Backed; the creature has a very curved spine/back, giving it a hunched and stooped stance. Very strong, bracing musculature. +2 PS.

60 Segmented; like a centipede.

61-62 Serpentine Scaled; D100% of body is covered in scales.

63-64 Sharp Teeth; +D4 damage.

65-66 Skinny; practically anorexic. -2 PS, +4 SPD due to lighter frame.

67-68 Slimy; very difficult to catch or hold on to due to his slippery skin. +2 evade, +3 roll.

69-70 Slit Featured; has slits instead of eyes, ears, nose and mouth.

71-72 Spined; like a porcupine. Length, shape, colour, hardness and function (possibly venomous) is left up to the GM.

73 Split Body; 2 torsos on top of 1 set of legs.

74 Stalk faced; like a snail.

75-76 Striped; like a zebra.

77-79 Sturdy Quadroped; walks around on all fours.

80-81 Suckers; same as the adhesion Minor Power. They can be located on the fingers, chest or wherever else desired.

82-83 Tail; Either thin but strong like a monkey's allowing the life form to lift his own body weight using it, or a thick and powerful bludgeoning weapon.

84-85 Tentacles; Finger or arm.

86-87 Tough Skinned; natural AR 12.

88-89 Transparent Body; Can see right through the life form's body. Note he is not

totally invisible as his outline can be made out.

90-91 Transparent Skin; Can see the muscle tissue and veins beneath the life form's skin.

92 Twitchy; shakes a lot.

93-94 Unusual Skin Colour; Pick one, whatever colour you like. Or perhaps a combination of various colours.

95-96 Unusual Sensory Organs; Identical to one of the Minor Power senses. This may include Hearing, Smell, or one of the Vision powers.

97 Veined Skin; skin is semi transparent with arteries and veins clearly showing through.

98 Webbed; between its fingers or toes or both.

99-00 Wings; Identical to the Minor Power of Winged Flight.

Step 3: Feeding Habits

First roll to determine type, then roll again within its own section;

01-25 Carnivore

26-50 Herbivore

51-75 Omnivore

76-00 Scavenger

Carnivore

01-20 Chaser

Kill their prey after chasing it to the ground.

21-40 Killer

Raw instinct of killing for its own sake.

41-60 Pouncer

Kill prey by attacking from hiding or by stalking and springing, will flee if surprised.

61-80 Siren

Creates a lure to draw a prey to its trap.

81-00 Trapper

Passively allow their prey to enter a created trap wherein they are killed and then eaten.

Herbivore

01-50 Grazer

Devote most of their time to eating with their primary defense being flight.

51-00 Intermittent

Don't eat full time and usually freeze when an encounter occurs, then flee if attacked.

Omnivore

01-33 Eater

Eats anything and everything making no distinction.

34-66 Gatherer

Tend to eat more unresisting food.

67-00 Hunter

Similar to Chasers.

Scavenger

01-50 Carrion Eater

Take dead meat when it becomes available often waiting patiently for all other threats to disperse before beginning.

51-00 Hijacker

Establish their claim to food simply by taking it, relying on superior strength.

Step 4: Size

How tall/long is each species?

01-05 1ft +D10 inches

06-10 2ft +D10 inches

11-15 3ft +D10 inches

16-20 4ft +D10 inches

21-40 5ft +D10 inches

41-60 6ft +D10 inches

61-70 7ft +D10 inches

71-80 8ft +D10 inches

81-85 9ft +D10 inches

86-90 10ft +D10 inches

91-95 11ft +D10 inches

96-00 12ft +D10 inches

Step 5: Attribute Notes

Considerations for determining Physical and Mental Attributes are wide open to variation, but some reasonable estimates

should be easy to guess after the entire environmental and behavioural backgrounds have been rolled. Generally mental attributes are based around technology, culture and adaptability. Physical attributes are based around form, local gravity, size, environment and behavioural adaptations. A predatory species is most likely to be strong and fast, but may not have a high endurance; bursts of activity followed by long periods of inactivity are common. A relatively aggressive and uncooperative species may be technologically advanced due to high individual intelligence, and likewise, a relatively stupid species can achieve great technological progress just through lots of cooperation.

7. Civilization

Step 1: Population

Determine the size of the population using the following modifiers;

Inner orbit	-30%
Tainted atmosphere	-10%
Plenty of oceans	+10%
Middle orbit	+10%
Corrosive atmosphere	-20%
Low gravity	-10%
Outer orbit	-40%
Volatile atmosphere	-30%
Average gravity	+10%
No atmosphere	-50%
Stable orbit	+10%
High gravity	-20%
Thin atmosphere	-20%
Erratic orbit	+20%
Class M star	-30%
Average atmosphere	+10%
Very erratic orbit	-40%
Class K-F star	+10%
Dense atmosphere	-30%
No oceans	-50%
Class A-O star	-20%

Population Numbers

- 01-20 Lifeless, No indigenous life forms at all.
- 21-30 Barren, No indigenous life forms except for microbial proto cells.
- 31-50 Unpopulated, No intelligent life forms, plenty of plant and/or animal life forms.
- 51-60 Lightly populated, beginnings of civilization, D20 x 10,000.
- 61-65 Moderately populated, D20 x 100,000.
- 66-75 Heavily populated, D20 x 1,000,000.
- 76-85 Densely populated, D20 x 10,000,000.
- 86-95 Massively populated, D20 x 100,000,000.
- 96-00 Incredibly populated, D20 x 1,000,000,000.

Step 2: Culture

Determine the attitude of the majority of the population.

01-10 Passive

Completely free of violence and evil.

11-20 Enlightened

Truly kind race with little violence or hatefulness.

21-35 Benevolent

More tolerant than standard but still with some violence.

36-55 Standard

Diversified mix of kind and evil people.

56-70 Paranoid

Diversified mix leaning more to evil and selfishness.

71-85 Xenophobic

Fearful of others, harsh but still some redeeming features.

86-95 Hostile

Intolerant and aggressive, held in check by strong social customs.

96-00 Malevolent

Truly malicious race with no redeeming qualities at all.

Step 3: Government

Determine how the society is ruled.

01-03 None

There is no form of government at all.

04-06 Anarchy

There is no individual ownership with everything provided by the governing body and elected area council members serving on a super council.

07-09 Banana Republic

A politically unstable and kleptocratic government that economically depends upon the exports of a limited resource (fruits, minerals), and usually features a society composed of stratified social classes, such as a great, impoverished ergatocracy and a ruling plutocracy, composed of the aristocracy of business, politics, and the military.

10-12 Bankocracy

A system of governance with excessive power or influence of banks and other financial authorities on public policy-making. It can also refer to a form of government where financial institutions rule society.

13-15 Bureaucracy

A system of governance with many bureaus, administrators, and petty officials.

16-18 Communism

A socialist system in which the means of production are commonly owned (either by the people directly, through the commune, or by a communist state or society), and production is undertaken for use, rather than for profit.

Communist society is thus, in theory, stateless, classless, moneyless, and democratic — it is usually regarded as the "final form" of a socialist or anarchist society.

19-21 Corporatocracy

A system of governance where an economic and political system is controlled by corporations or corporate interests.

22-24 Bureaucracy

Government by agencies.

25-28 Colony/ Captive

Government by a leadership answerable to an outside group.

29-32 Corporation

Government by company managerial elite, citizens are company employees.

33-36 Democracy

Government by advice and consent of the public whether elected council or large government.

37-40 Dictatorship

Government by a single leader.

41-44 Feudal Technocracy

Government by specific individuals for those who agree to be ruled.

Relationships are based on the performance of technical activities which are mutually beneficial.

45-48 Hive

Government by a group mind with a single ruler working towards the betterment of the entire hive.

49-52 Magocracy

Government with the highest and main authority being either a magician, sage, sorcerer, wizard or witch. This is often similar to a theocratic structured regime and is of course only available on a magical world.

53-56 Matriarchy/ Patriarchy

Society ruled predominantly by women (matriarchy) or men (patriarchy).

57-60 Military Dictatorship

Government by military council which has little regard for its citizenry.

61-64 Monarchy

Government by royal family, must be born into the position.

65-68 Nepotocracy

Favouritism granted to relatives regardless of merit; a system of governance in which importance is given to the relatives of those already in power, like a nephew (where the word comes from). In such governments even if the relatives aren't qualified they are given positions of authority just because they know someone who already has authority.

69-72 Oligarchy

Government by restricted minority with little or no input from the public.

73-76 Religious Autocracy

Government by a single religious dictator.

77-80 Theocracy

Government by a religious minority which has little regard for its citizenry.

81-84 Socialism

A system in which workers, democratically and/or socially own the means of production. The economic framework may be decentralized and self-managed in autonomous economic units, as in libertarian systems, or

centrally planned, as in authoritarian systems. Public services such as healthcare and education would be commonly, collectively, and/or state owned.

85-88 Technocracy

Government by the educated or technical experts; a system of governance where people who are skilled or proficient govern in their respective areas of expertise in technology would be in control of all decision making.

Doctors, engineers, scientists, professionals and technologists who have knowledge, expertise, or skills would compose the governing body instead of politicians, businessmen and economists. In a technocracy, decision makers would be selected based upon how knowledgeable and skillful they are in their field.

89-92 Totalitarianism

Government by a minority which maintains absolute control through coercion and oppression.

93-96 Tribalism

A system based on a small complex society of varying degrees of centralisation that is led by an individual known as a chief.

97-00 Unocracy

Ruled by a singularity of all human minds connected via some form of technical or non-technical telepathy acting as a form of super computer to make decisions based on shared patterned experiences to deliver fair and accurate decisions to problems as they arrive. Also known as the "Hive Mind" principle, it differs from voting in that each person would make a decision while in the "hive" the synapses of all minds work together following a longer path of memories to make "one" decision.

Step 4: Law

Determine how rigid the society is.

01-09 None

No prohibitions.

10-17 Low

Prohibition of machine guns, automatic rifles, explosives and poison gas.

18-25 Low

Prohibition of above + shotguns.

26-33 Low

Prohibition of above + pistols.

34-42 Moderate

Prohibition of above all firearms.

43-55 Moderate

Prohibition of above + blade weapons.

56-64 Moderate

Prohibition of above inside homes as collections.

65-70 High

Rigid control of civilian movement.

71-78 High

Unrestricted invasion of privacy.

79-85 High

Paramilitary law enforcement.

86-89 Extreme

True police state.

90-93 Extreme

All facets of life rigidly controlled.

94-97 Extreme

Severe punishment for petty infractions.

98-00 Extreme

Totally oppressive and restrictive.

Step 5: Technology

Determine how technologically developed the society is. It is also possible for more advanced societies to have a mix of tech levels between for instance weapons, spaceships and medicine.

01-08 Tech 0

Stone Age; Cave dwellings. Counting, oral tradition, fire, sewing needle. Skis; dogsleds; dugout canoes. Wooden and stone weapons; primitive shields; hides for armour. Human muscle power; dogs.

First aid; herbal remedies; primitive agriculture.

09-16 Tech 1

Bronze Age; Arithmetic, writing. Bare horseback; the wheel (and chariots); ship-building; sails. Bronze weapons and armour. Donkeys; oxen; ponies. Surgery; animal husbandry; fermentation. The plough, papyrus, sundials, the month (lunar cycle defined mathematically), potter's wheel, kilns, tanned hides (boiled or dried leather), woodcutting for fires, composite bow, sickle with curved handle, file, plane (wood-working), abacus, balance for weighing and measuring, ladder, trumpet (from animal horns), ships built from planks, early siege weapons (rams and picks).

Wheelblades, bulldozer blades and ploughs for vehicles.

17-24 Tech 2

Iron Age; Geometry, scrolls. Saddle; roads; triremes. Iron weapons; iron armour (including mail); siege engines. Horses; water wheels. Bleeding the sick; chemical remedies. Keystone arch, horseback with a saddle, ocean going galleys, shields, scale armour, power from windmills, bleeding the sick, chemical remedies. Crop rotation, iron ploughshare (the blade of the plough), heated rooms (heat pumped under tile floor), large-scale glassblowing, irrigation, water clocks, codex (early books), scrolls, rotary locks, heavy cavalry, wheelbarrow, bellows, bridle and bit, saddle, spurs, soap, weapons: pike, trident, mace, broadsword, shortsword, scythe, crossbow, metal harpoon, lasso, ballista.

25-32 Tech 3

Medieval; Algebra, books. Stirrups; ocean going sailing ships (longships, round ships, etc.). Steel weapons; early firearms; plate armour; castles. Heavy horses and horse-collars; windmills. Crude prosthetics; anatomical science.

Steel weapons, mathematics with zero, transportation on horseback with a saddle and stirrups, sailing ships, lances, flails, crossbows, plate and chain mail, castles, power from horses with horse-collars, amputations and crude prosthetics.

33-40 Tech 4

Age of sail; Calculus. Stagecoach; three-masted sailing ships; precise navigation. Muskets and pikes; horse artillery; naval broadsides. Improved windmills; belt drives; clockwork. Optical microscope makes cells visible. Gunpowder, printing, transportation from fully-rigged ships, hot-air balloons, black-powder muskets, cannon, sailing warships. Dress smallsword, fencing sabre, rapier, cavalry sabre, buff coat (long leather coat worn by musketeers), amputations, bonesetting, cauterizing wounds, opium as a medical painkiller, basket hilt.

41-50 Tech 5

Industrial Revolution; Mechanical calculators, telegraph. Steam locomotives; steamboats; early submersibles; balloons and early airships. Early repeating small arms; rifled cannon; ironclads. Steam engines; direct current; batteries. Germ theory of disease; safe anaesthetics; vaccines. Mass production, steam power, telegraph, transportation by steam ship, railroads, zeppelins, ironclad warships, dynamite, repeating handguns, direct current power, germ theory of disease. Steam engine, earliest internal-combustion engine.

51-60 Tech 6

Mechanized Age; Electric calculators, telephone, radio. Automobiles; continental railways; ocean liners; submarines; aircraft. Smokeless powder; automatic weapons; tanks; combat aircraft. Steam turbines; internal combustion; alternating current; hydroelectricity. Antibiotics; blood

typing and safe transfusions; heredity; biochemistry. Radio, battleships, tanks, machine-guns, fighter aircraft, fission bombs (A-bombs), flak jackets, hydroelectric power, alternating current, major surgery, antibiotics. Helicopter drivetrain, tracked drivetrain, liquid fuel rocket, helium airships and manned balloons, weapon bays (in aircraft), radar, sonar, bombsight, airlock, diesel engine.

61-70 Tech 7

Nuclear Age; Mainframe computers, television. Nuclear submarines; jet aircraft; helicopters; manned space flight. Ballistic body armour; guided munitions; combat jets; nuclear weapons. Gas turbines; fission; solar power. Discovery of DNA; organ transplants; pacemakers. Nuclear energy, computers, lasers, rockets, jet aircraft, space shuttles, mag-lev monorails, hovercraft, nuclear missiles (H-bombs), atomic submarines, Kevlar, fission and hot fusion power (nuclear power plants), solar power, organ transplants. Ablative armour, composite armour, laminate armour, improved suspension for ground vehicles, variable sweep wings for aircraft, aircraft with controlled instability designs, improved brakes, all-wheel steering, roll stabilizers for water vehicles, leg drivetrain, magnetic levitation vehicles, orion engine (space drive using nuclear explosion for propulsion), ornithopter drivetrain (aircraft with mechanical flapping wings), ducted propellers for water vehicles, ducted fans for aircraft, tilt rotors, afterburners.

71-80 Tech 8

Digital Age; Personal computers, global networks. Satellite navigation; SSTO ("single stage to orbit") spacecraft. Smartguns; blinding lasers; unmanned combat vehicles. Fuel cells; advanced

batteries. Genetically modified organisms; gene therapy; cloning. Slower-than-light space travel, fusion power, bionic implants, ballistic airliners, turbofans, ramjets, turbo-ramjets, cybertanks, orbital lasers, combat armour and battlesuits, gauss needlers, fission/electric power, orbital-collected solar power, plastiskin.

81-90 9

Microtech Age; Artificial intelligence, nanotechnology, real time virtuality, lightsails (space drives that use light for propulsion). Robot cars; space elevators; fast manned interplanetary space flight. Electrolasers; heavy laser weapons; battlesuits; combat robots; designer viruses. Micro fuel cells; deuterium-hydrogen fusion; high-temperature superconductors. Human genetic engineering; tissue engineering; artificial wombs; cybernetic implants. Force screens, tractor beams, fast FTL radio, personal force shield, antimatter missiles, sensa-skin. Gravgun, paralysis pistol, reactionless thruster, cannibal nanokits, translation program for robots, bioplastic nanomorphs, disassembler (nanobot cloud that breaks down matter). Gauss guns; nanotech armour; nanoviruses. Impulse space drive. Fusion Power, Optionics (holography), Molecular Data, Gauss/Rail, Gravitic Control, Stealth Fields, Particle/Plasma, Spaceship Ion Protolight Drive.

91-95 10

Robotic Age; warp drive, antimatter bombs. Helium-3 fusion; antimatter. Brain transplants; uploading; bioroids; uplifted animals. Contragravity, grav compensators, personal flying belts, grav tanks, personal force screens, full panimmunity, regeneration of limbs and organs. Compact particle-beam weapons; defensive nanites. Portable fusion power. Living machines; cellular

regeneration. Faster-than-light space travel, sentient computers, space yachts, genius bombs, flamers, particle-beam blasters, stunner weapons, cold fusion/electric power, panimmunity, braintapes, complex implants, suspended animation, automedic. Blaster pistol, blaster rifle, electrolaser, electrolaser rifle, hand flamer, plasma rifle, tripod flamer, holdout laser, survival laser, monowire blade, monowire whip, gatling laser, gauss SMG, gauss battle rifle, sonic stinger, stunner (beam weapon), stun rifle, screamer (beam weapon), M-LAW (missile launcher). Stellar Power, Tachyon communications, Molecutronics (living circuits), true Biotech, Teleportation.

96-98 Tech 11

Diamond Age; Contragravity, grav compensators, personal flying belts, grav tanks, personal force screens, full panimmunity, regeneration of limbs and organs. Gamma-ray lasers; "living metal" armour; black-hole bombs. Portable antimatter power. Full metamorphosis; regeneration. Antimatter power, artificial gravity, slow FTL radio, nerve pistols, superheavy combat armour, disruption beams. Bioplas sails for water vehicles, fusion air-ram (jet engine), hyperdrive, gatling x-laser vehicle gun, x-ray laser cannon, neutrino communicator, sentient computer, neural interface vehicle control: socket interface and neural induction field, artificial gravity unit (generates a gravity field inside or on top of vehicle in space), bioconvertor power plants (herbivore, carnivore, omnivore, vampire). Full terraforming of planets, planetary missiles, "pocket" antimatter. Construction of ringworlds.

99-00 Tech 12

Enlightened Age; Phase Gate (dimension crossing), Spaceship Intergalactic Jump Drive. Construction of worlds, perfect

medicine, teleport projector, reality stabilizer, parachronic technology (time machines). Mobile worlds, dyson spheres, tesseract technology.

General Traits of Classifications

The classification number is based on the combined energy consumption of the entire species, each step up the scale represents an energy consumption ten billion times greater than before. No matter what type of Civilization, each consumes some level of energy; thus this is a very reliable indicator of their technological advancement.

Class 1-6: Primitive Civilization

Relies on fossil fuels and other limited resources. May have chemical or nuclear power, primitive solar power; anything from stone age to primitive fusion technology. Unlikely to have any intersystem colonies but may have an active, exploratory space program.

Class 7: Planetary Civilization

Generally politically stable, relies on full planetary resources, generating power by a number of methods; including geothermal, ocean, atmospheric, solar and fusion power systems; still vulnerable to astronomical or environmental catastrophes. Unlikely to have any extra-solar colonies, but may have intersystem colonies on favourable local planets.

Class 8-9: Stellar Civilization

Consumes more energy than a planet can produce, having to tap into the direct energy output of their sun. May choose to conceal their TV and radio emissions, but heat waste is huge, even if their star is completely utilised (all energy collected) it may be detected by infra red emissions. Immune to natural disasters except massive cosmic bombardment (ie

super novas) and highly efficient at recycling waste products. The Civilization is now capable of massive colonisation, including extra-solar colonies.

Class 10-11: Galactic Civilization

Mastery of interstellar travel, most likely to send out masses of interstellar probes, most local star systems would be colonised. Advanced energy systems may include "Planck energy" generators (capable of tearing open worm holes) classed as Cosmic Energy Technology, this allows colonisation via dimensional travel, not just interstellar jump drives.

Class 12: Pan dimensional Civilization

Fabulous energy manipulation capabilities, able to transport stars from one point in space to another, or across transdimensional gates. God-like technology to any species below class 8. These Civilizations are effectively immortal, immune to any degenerative sociological problems. They may be found in any sector of their local Universe and have colonies in multiple dimensions.

11. GATEWAYS



Presented here are tables for rolling up your own random gateways, also known as rifts and rips in space and time.

Step One: Size

How big is the gate?

01-02	D100 centimetres
03-06	D4 -2 metres
07-93	D4 metres
94-97	D10 metres
98-99	D20 metres
00	D100 metres

Step Two: Duration

How long will the gate stay open?

01-02	Seconds
03-06	Minutes
07-56	Hours
57-82	Days
83-93	Weeks
94-97	Months
98-99	Years
00	Permanent

By what increment?

01-50	xD4
51-75	xD6
76-89	xD10
90-99	xD20
00	xD100

Step Three: Destination

Where does the gate lead?

01-02	Nowhere, you step right back to where you started.
03-12	Somewhere only D100 kilometres away.
13-22	A little further D100 x10 kilometres away.
23-32	A different continent on the same planet.
33-42	A different planet but within the same star system.
43-52	A different planet but somewhere within the same galaxy.
53-62	A different planet but within the same universe.
63-83	A primary plane within the same universe, roll on table one below.
84-93	Alternate universe, roll on table two below.
94-97	A portal through time. See the Chronoverse section for tables and further information.
98-99	Alternate universe within the greater Megaverse.
00	Alternate universe within the greater Omniverse.

Table 1: Primary Planes

01-08	First Space, an uncharted one dimensional space
09-16	Second Space, an uncharted one dimensional geometric space
17-36	Fourth Space, also known as the Chronoverse
37-44	Fifth Space, also known as Hyperspace
45-52	Sixth Space, also known as Subspace
53-60	Seventh Space
01-50	Astral Plane
51-90	Dreamscape
91-00	Screamscape
61-68	Eighth Space
01-25	Celestialscape
26-50	Hydroscape
51-75	Pyroscape
76-00	Terrascape
69-76	Ninth Space
01-20	Entroscape
21-40	Florascape
41-60	Illumniscap
61-80	Shadowscape
81-00	Tranquilverse
77-84	Tenth Space, also known as Phase Space
85-92	Eleventh Space, also known as the Microscape
93-00	One of the uncharted planes, from Twelfth Space up

Table 2: Alternate Planes

01-12	Anti-Matterverse
13-28	Choose a Superhero Heroverse
29-40	Choose a Fantasy Heroverse
41-52	Choose an SF Heroverse
53-64	Choose a Mangaverse
65-76	Choose a Horrorverse
77-88	Neververse
89-00	Create your own