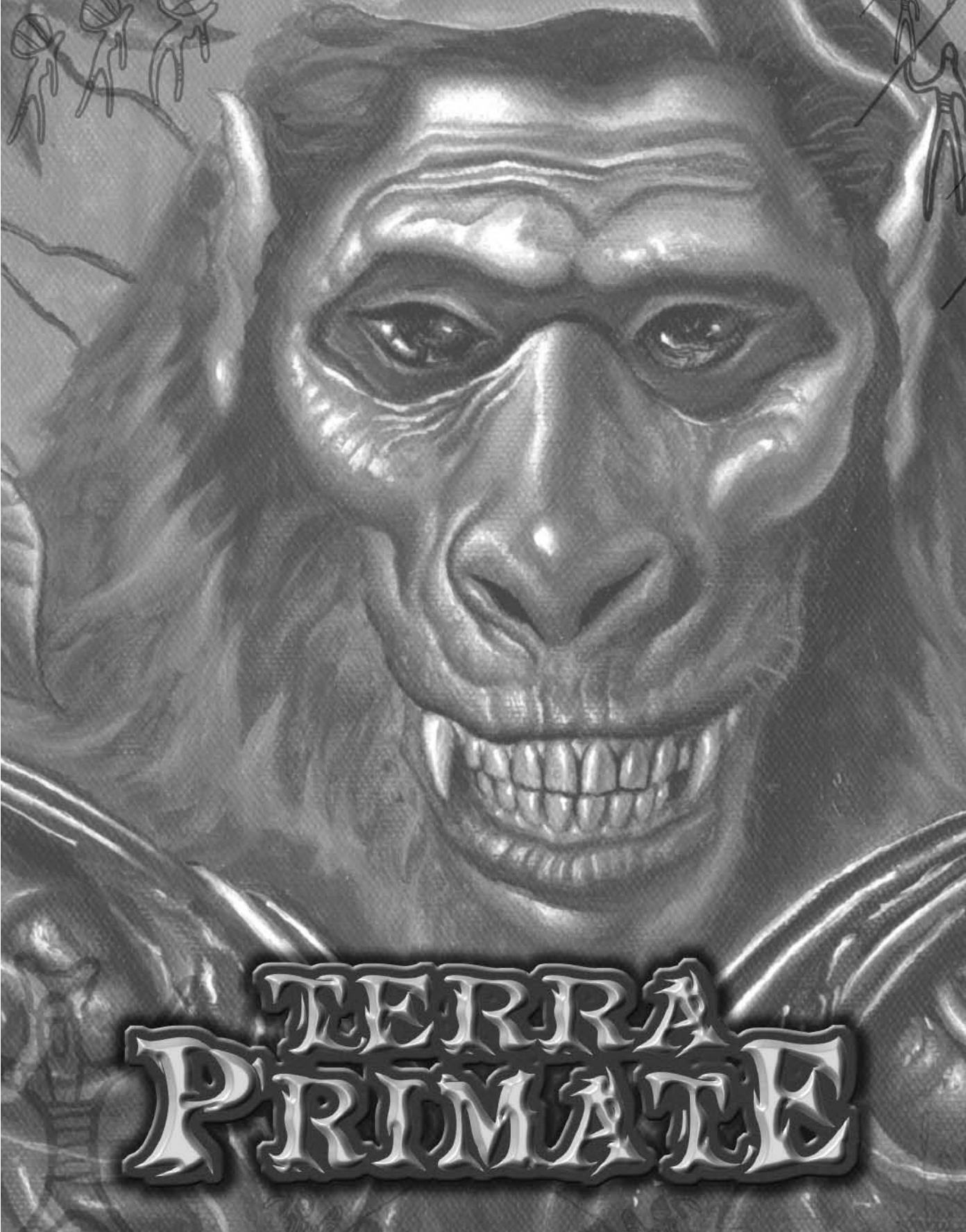


COREBOOK

TERRA PRIMATE



SAVAGE ROLEPLAYING IN A WORLD
WHERE MAN IS THE MISSING LINK



TERRA PRIMATE

Terra Primate™

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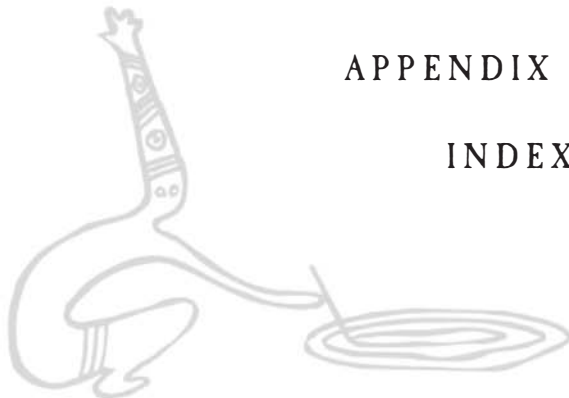
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FOREWORD

Welcome to the Monkey House By Ian Edginton

Why are we so fascinated with apes? The simple answer is that they are us and we are them, perhaps more than we'd care to admit. A walk through any major city center late on a Saturday night would prove that!

Whenever we watch a wildlife documentary about apes, the great apes in particular—gorillas, orangutans and chimpanzees especially, we marvel at the similarities between them and us. Not just a physical resemblance, but their behavior patterns and social structures. No matter how we may dress ourselves in the trappings of civilization, scratch the surface and there's the beast in all of us just waiting to emerge. Try running your tongue along your pointy canine teeth—they're there for a purpose!

It's like looking into a mirror and seeing a hairy face reflected back. Is it any wonder that in the classic story of *Dr. Jekyll and Mister Hyde*, Hyde is a brutish almost-simian throwback dressed in a dinner suit? Even farther back, the bestial Caliban in Shakespeare's *The Tempest* is little more than a shambling animal with the ability to speak. Perhaps more intriguingly, he lacks moral judgment and is incapable of learning good. We often consider the ape to be the darker side of ourselves, a poor relation left behind in evolution's wake but still we feel compelled to see where we came from. After all, all that separates us from our tree-swinging cousins are a couple of protein strands on a DNA chain.

It makes sense therefore that this fascination with our primal forebears should spill over into the media. During the Victorian era, at the height of the great age of exploration into Africa and the Congo, the monstrous ape—the gorilla especially—was the staple menace in scores of *Boy's Own* adventure stories and tales of daring-do.

It was only when the medium reached the cinema screen that it really hit its stride. Apes were everywhere

in one form or another; from the peerless *King Kong* through to *Tarzan*, *Mighty Joe Young* and numerous low-budget ape monsters/robots/creatures-on-the-loose style films right up to *2001: A Space Odyssey*, *The Final Program*, *Trading Places* and *Buddy*. However, in 1968 came the yardstick against which all other ape-related movies would be measured . . . *Planet of the Apes*.

The story was simple enough—three human astronauts crash-land on a planet ruled by intelligent apes, where humans are mute savages. Our protagonist, George Taylor, survives his experiences in this nightmarish world only to discover that he's been home all along. The planet of the apes is in fact Earth in the far-flung future, devastated by a long-forgotten human war. As mankind regressed so apes evolved to fill the niche left behind. A truth compounded by the now classic shot of Taylor pounding his fists into the sand, howling to the sky about man's folly as the tide breaks over the half buried hulk of the Statue of Liberty.

Thirty-five years on, the film and that scene in particular have become the stuff of movie legend. It has been parodied several times in *The Simpsons* and more recently in *Jay and Silent Bob Strike Back*, a firm indicator of the warmth and affection the film holds in the hearts of pop culture fiends like myself. But this first in the apes movie canon is more than a novelty act.

At the time Pierre Boulle's novel *La planete des singes* (on which the film is based) proved to be virtually unfilmable. Set on a near-future planet Earth, populated by a highly urban and sophisticated society of be-suited and bespectacled apes, the budget for sets, make-up and special effects alone would have been astronomical. However, Boulle wasn't striving for spectacle. He often employed the trappings of science fiction as a philosophical vehicle with which to create moral fables

that pinpointed human absurdities. A mirror of the then contemporary society, the original novel is a witty tale full of compassion and irony but this wasn't what Hollywood was after. Screenwriters Michael Wilson and famous *Twilight Zone* presenter and author Rod Serling pared the story back to its initial premise and in the process created a whole other kind of beast. One that would capture the imagination of movie-goers for decades to come.

The ape world in the film was a culture cut from whole cloth. A believable-yet-simultaneously-alien ape society was created with science and politics, art and architecture all its own. The Oscar winning special effects by John Chambers were nothing short of groundbreaking and Jerry Goldsmith's haunting percussion soundtrack had such resonance that Danny Elfman echoed it in his own score for the remake. The costume design, breaking the apes down into color-coded casts: black for the militaristic gorillas, orange (orang?) for the patrician oranges and green for the liberal chimps was an inspired move. This, coupled with the unique set designs, all added to the films unique, otherworldly flavor.

My only niggle is the stereotyping of the apes species. The gorillas as warlike brutes, the duplicitous politician oranges and cute humanist chimps. Anthropological research has shown these analogies couldn't be further from the truth. The gorilla is a contemplative vegetarian, with a more passive nature than its bulk implies. The orang (my favorite I must say) is so laid back as to be almost horizontal, a cross between a Zen Buddhist and a chilled out, Californian surf dude. I agree with Terry Pratchett's observation (no stranger to oranges in his Discworld novels) that oranges' bare a remarkable resemblance to a startled coconut. Ironically, the chimps do have a similarity to humans in that they are cunning and violent and not above using tools to get their way. I recall watching a documentary where a troop of chimps systematically hunted down a small monkey. They then tore it apart and ate it while it was still alive. Talk about nature being red in tooth and claw!

Science fiction has always been a useful tool with which to comment on the state of current affairs. All of the films in the apes canon are rich in allegory and while on the surface they appear to be escapist entertainment, they serve to reflect one of the most turbulent times in American and world history. In *Planet of the Apes* and its wonderfully nihilistic sequel *Beneath the Planet of the Apes*, the cabal of the gorilla military and orang administration ride roughshod over student chimp

protesters as they proceed to wage a war in the Forbidden Zone against an unseen subterranean foe. This has chilling parallels with America's flagging war in Vietnam and the growing anti-war movement at home. A critical and commercial success, *Planet of the Apes* proved to be a turning point for the increasing maturity of science fiction cinema and for its popularity.

Most recently, Tim Burton's re-invention and extrapolation of the apeworld in 2001's *Planet of the Apes* is phenomenal. Despite some muddled plot and dreadful characterization, there are some gems. The apes act true to their natures, especially Tim Roth as the wonderfully maniacal chimp, General Thade. Also in a beautifully wry cameo, Charlton Heston appears as Thade's dying father and repeats his own lines as Taylor from the first film but with new darker undertones. Despite its shortcomings, I'd still rather have Burton's version than no new ape film at all.

The *Planet of the Apes* franchise is a film phenomena. These days we tend to think that the blockbuster movie and its attendant merchandising began with *Star Wars*, but this couldn't be further from the truth. *Apes* has spawned a whole raft of goodies from novels and comic books to action figures, trading cards, money banks, breakfast bowls and corkscrews. In fact, only now have the *Star Wars* films matched the *Apes* movies marketing.

After countless sequels, remakes, progeny and similar stories, all about intelligent apes and their sometimes all-too-human tragedies, we come to *Terra Primate*, the roleplaying game of intelligent apes. Now more than ever before, you can immerse yourselves in worlds that, but for a twist of evolution, could have been our own. Take the role of a lost astronaut, a semi-wild savage, a pulp explorer/adventurer or any number of other human protagonists. Or slip into something a bit more unusual, and become an intelligent ape. Talk about gaining a different perspective on things! It's all here, ready and waiting for you, like a crouched 400-pound gorilla . . . you're in for wild ride.

The intelligent and civilized ape trope has lodged in the public consciousness in a way that few other story genres have. I like to think that it transcends mere spectacle and special effects and appeals to us on a more primal level. That while we're nestled in the dark light of the cinema or safely ensconced in our gaming den, chugging on our Cokes and munching our snacks, somewhere deep inside us, a few million years back in our subconscious, our hairy forebears are having the last laugh.

Chapter One



My God! They're Apes!



“Beware the beast man for he is the devil’s pawn. Alone among God’s primates, for he kills for sport or lust or greed. Yea, he will murder his brother to possess his brother’s land. Let him not breed in great numbers for he will make a desert of his home and yours. Shun him, drive him back into his jungle lair. For he is the harbinger of death . . .”

—Planet of the Apes (1968)

PERFORMANCE

Actually in a way, it's kind of a relief to be talking to you all now.

I think if I start from the beginning I can straighten this whole thing out.

You know I could explain a little better if you could unhook me and give me a blanket or something. I'm feeling a little exposed here.

No? Okay then.

The thing is I understand that I kinda upset the status quo but that's not what I'm about, you know? No you don't know, do you?

It all started when I booked a trip to the International Space Station.

Yeah I know for you there is no such thing but trust me okay—where I come from there is and if you were rich enough you could buy your way onto there. I guess those Russian guys need the cash pretty bad.

It wasn't cheap let me tell you. It cost me more than a million bucks but that was okay, I had millions to spare. See back on my world I'm a celebrity. I'm a member of the singing group Epiphany. It's me and four other young dudes and we, the five of us, have single-handedly re-energized the youth pop demographic.

At least that's what our manager tells us. All I know is that I went from busing tables to owning a Maserati in record time. So by the time our second album went double platinum some of the other guys started contemplating solo projects and acting careers. I decided on something different. I decided that I was going to go into space. It seemed like the coolest thing in the world—the idea that me, little Jimmy Schaffner, would go into space!

My publicist was pretty wild about the idea too. She leaked the story to MTV and they ran with it. There was even a Jimmy Schaffner Goes To Space Special where they interviewed me and followed me around the Russian Space Center as I went through my preparations. It got killer ratings and it caused a spike in our album sales.

But you don't really care about that, do you? Sorry I know I'm kinda rambling but how would you feel if you were strapped to an operating table in front of all these . . . folks?

Ow! Ow! Okay!



So I went into space and it was a blast, aside from one little incident with the zero-gravity toilet. There was nothing like seeing the Earth from up there. I almost wish I had brought one of the band's songwriters with me so they could have written something really poetic about it.

After my few days in space, it was time to come home. So I boarded the space shuttle and got ready for the return trip. The Americans didn't seem too happy to have me there but they got me strapped in and made sure to go over the landing procedure with me at least a dozen times.

Turned out it was all for nothing because as we were approaching the atmosphere we passed through this whaddya call it . . .

Aurora Borealis thing.

Next thing I know there're sparks and smoke erupting everywhere and the other astronauts are yelling and screaming and with those damn headsets on it was like they were screaming right in my ear.

Real professional. Maybe if they had spent a little less time screaming and a little more time astronaut-ing we wouldn't have crashed in the jungle. Okay sure, maybe all the computers were down and the whole landing strip had become a jungle but these guys are supposed to thrive on all that junk!

The long and short of it was that I blacked out and found myself hanging upside down by the safety harnesses of my space chair. I wasn't hurt but it took me a long time to get loose from the damn thing. The fact that I had thrown up in my astronaut helmet didn't help.

I'm pretty sure I was the only one left alive. Hey, no one said a damn thing when I crawled out the hole in the shuttle wall. Our crash landing had pretty much wrecked the jungle, trees were on fire, wildlife was all freakin' out and stuff. I was worried about what would happen if the fire got too close to the rocket fuel so I started running. Of course that's when I ran right into you guys.

I admit the first thing I did was laugh; after all I was looking at a gorilla wearing clothes and carrying a rifle. For a second I thought I was on a movie set or at a costume party or something but there was no way anyone could make a mask or make up look the way you guys do.

No offense but even for ape-men you guys are kinda . . . alien.

Ow! OWWWWW! I meant alien in a good way! Ow!

Yeah, he shouted at me and pointed his gun at me but before I could do anything there's this blur and the next thing I know he's staggering around with an arrow in his chest. I turned around and I saw this crowd of people. What you call man-animals.

Where have I heard that before?

Oh well. Anyway, they all started bowing before me, a phenomenon I am very used to. Except of course these weren't groupies—these were like cavemen. I said something like "I come in peace" or "I need to call my agent."

I guess hearing my voice was all they needed because just like that they picked me up and carried me out of the jungle to their little village. It was a pathetic looking place. It looked like something from one of those Sally Struthers commercials.

They took me to speak with their elder and she told me some prophecy thing. It was hard for me to pay attention to exactly what she was saying because the elder was really old and really naked and every time she shook her finger at me to emphasize something her grandma-breasts would jiggle. It was really disturbing.

The point of it, I guess, was they had this prophecy that someday some guy would come from the stars and change their world. Of course they thought that was me—which is stupid. I didn't come from the stars; I came from near orbit. I learned that at NASA.

Of course it still didn't explain where I was or how I was going to get home but eventually the naked grandma explained to me that the apes rose up and conquered mankind in the year 2121. Worse still, that was like 500 years ago.

She said you apes had destroyed all traces of human culture, books, movies, paintings and our Live On Tour album. She said the only reason they had any knowledge of the time before was because they had preserved as much as they could through oral tradition.

It didn't really make a lot of sense to me then, mostly because I didn't want to be around a topless eighty-year old using the word "oral," but the long and short of it was they expected me to save what was left of humanity.

Well I figured I was up to the task, after all I did grow up on the mean streets of Colonie, New York. Over the next few weeks I shaped a desperate, rag-tag, really smelly, group of primitives into what I thought was a finely honed, really smelly fighting force.

But of course you guys made pretty quick work of us, didn't you? I guess that's what I get for following the choreography of *Thriller* so closely in my battle plans. Better luck next time, right?

Not that there is going to be a next time. That was just a little joke to lighten things up. I mean, imagine if you were me strapped to a gurney in a amphitheater full of orangutans. You know you could let me go right now and I'd just leave and never bother ape-kind again.

I mean this whole "vivisection" thing isn't necessary. I'm sure as Hell not planning on raising a family here!



Apes

Nothing like a rifle butt to the kidneys to prove that you're awake—that this isn't just some horrible nightmare. You'd reach out to stop your face from slamming into the dust but your arms are chained and shackled.

You roll over to try and get up, the boots of the guard stamping close to your head. With the harsh sunlight behind him, you could almost mistake him for human. But you know better. The hulking gorilla reaches out with its huge arms, the rattle of its plate armor pushed to just background noise by the gorilla's roar.

"Get up, slave," it shouts. An ape, speaking English. Still, you've seen far stranger things since arriving here. Now, if only you could escape. But where would you go? The entire planet is populated by intelligent, psychotic and dangerous simians.

This is just one of the worlds of Terra Primate.

History of Apes

Ever since Darwin suggested a link between ape and man we have been fascinated by our genetic cousins. It is not surprising—we vary from apes genetically only by a fraction of a percent. Socially, they behave in very human and affectionate ways, so it was inevitable that science would turn to our simian ancestors to better understand the physiology and behavior of man.

Taking it one step further is always the realm of fiction and science fiction. From the trained killer of the *Murders at the Rue Morgue* made more shocking and horrific by being totally inhuman, to the man raised by apes in the legendary stories of Edgar Rice Burrough's *Tarzan*.

Tales of the great apes thrived on the cinema screens as the classic era of movies gave the audiences stories of exploration and adventure, with the adaptation of *Tarzan* and new stories such as *Ingagi*, culminating in the ultimate ape movie, *King Kong* (1933).

After the Second World War, the public wanted something different. After all, the world had been explored and fought over, the thrills and fear of battle being too realistic and too close to home. Interest in stories of exploration and animals faltered in favor of more wholesome tales, the escapism of Doris Day and musicals (would you consider *Bedtime for Bonzo* a classic ape movie?)

When the 1960s wave of paranoia sparked the imagination of science fiction writers, the political and social commentary they sought appeared in the novel *La Planète des Singes* (*Monkey Planet*, or *Planet of the Apes*) by Pierre Boulle. In the novel, a pair of astronauts, Jinn and Phyllis, discover a message in a bottle floating in space. The message is the story of Ulysse Merou, a scientist and astronaut from 26th Century Earth. After an initial shock ending (somewhat similar to the end of the 2001 movie version), we discover that Jinn and Phyllis themselves are apes who find the whole story of a talking human posterous.

It would not be long before such a dramatic and stunning tale found itself transformed to the screen in the definitive classic of the genre, *Planet of the Apes*, made in 1968. With an amazing cast, revolutionary make-up effects, and a social commentary that attacks slavery, social discrimination, class struggle, animal treatment and, of course, nuclear armament (a frequent theme of classic 1960s sci-fi movies), *Planet of the Apes* won critical and public acclaim. Its famous dialog and stunning ending have long since become pop culture icons. It was inevitable that the movie studios would attempt to repeat the success.

Initially calling upon Pierre Boulle himself to script the sequel, entitled *Planet of the Men*, the idea was abandoned as being too faithful to the original book, and possibly too sci-fi. Still, new ape movies came thick and fast—*Beneath the Planet of the Apes*, *Escape from the Planet of the Apes*, *Conquest of the Planet of the Apes* and *Battle for the Planet of the Apes*. Even this was not enough to keep the ape fans happy, and an animated series *Return to the Planet of the Apes* was produced, as well as a short-lived live action series (which actually ran for only fourteen episodes). The TV series was edited together to make several movies with increasingly long titles

such as *Treachery and Greed on the Planet of the Apes* and *Life, Liberty and the Pursuit of Happiness on the Planet of the Apes*.

The *Planet of the Apes* movies inspired other tales of intelligent and violent apes, such as the awful *Saru no gudan* (*Time of the Apes*) and *Ape*.

The impact was felt more broadly. Continuing the themes of mistrust of science (and its brutal and unnecessary experimentation on apes) came many cinematic stories of horror, such as *Link*, *Monkey Shines*, *First Born*, *Chimera* and *Phenomena* (aka *Creepers*). From the more obscure *La Horriplante Bestia Humana* (*Night of the Bloody Apes*) to the highly commercial *Project X*, *The Lawnmower Man*, *The Fly* and more recently *Hollow Man*, it is man's use of science that is the true villain of the story. Still, none of these cautionary tales could rival the classic H.G.Wells story *The Island of Dr. Moreau* (watch the excellent 1977 version with Michael York and Burt Lancaster rather than the remake).

Of course, the cinematic world has long used apes for purely sentimental or comedic performances. From *Dunston Checks In* and *Every Which Way But Loose* to *Jay and Silent Bob Strike Back* and *Buddy*. For the true intelligent apes fan, these shows no doubt prove unappetizing fare.

The place to find better ape action has been in the comics industry. This medium has produced the powerful anti-experimentation story of Ted McKeever's *Plastic Forks*, the pulp heroism of Alan Moore's *Tom Strong* and his gorilla sidekick, and the excellent sci-fi tale of parallel dimensions in Art Adam's *Monkeyman and O'Brien*. Add in the hardboiled ape detective stories of *Angel and the Ape* and the villainous ape creations of *Hellboy* and *Savage Dragon*, the comics have reveled in intelligent simian stories.

Thankfully, after many rewrites, recasts and rumors, Tim Burton gave us a reimagined version of the classic *Planet of the Apes* in 2001. With more "ape-like" apes, a new cause for the ape domination, and rumored sequels, we have rediscovered the true terrors of coming face to face with an armored, intelligent, 600-pound silverback who can rip you apart with its bare hands.

Now, thanks to *Terra Primate*, you can play in any of these worlds. The classic *Planet of the Apes*, the adventure of *Congo*, the lost civilizations of Jules Verne—all can be used as backdrops for telling your own intelligent apes stories. The possibilities are almost endless. As with Eden's other game of survival, *All Flesh Must Be Eaten*, this isn't just a game of dangerous primates. With the resources presented in this book, prepare to be taken to the realms of fantasy, interdimensional travel, insane genetic scientists and rampaging dinosaurs!

Chapter Summary

Chapter One: My God! They're Apes! presents these introductory remarks.

Chapter Two: Of Apes and Humans details character generation. This chapter only addresses human characters, whether they are trapped on an Apeworld, or explorers in our own reality. The option to generate ape characters is covered in **Chapter Six: Going Ape**.

Chapter Three: Opposable Thumbs discusses game mechanics, from basic tests to combat and character development. *Terra Primate* uses the **Unisystem** rules, found in other games such as *CJ Carella's WitchCraft*, *All Flesh Must Be Eaten* and *Armageddon*. All of the material produced for those games is fully compatible with *Terra Primate*.

Chapter Four: Toolusers describes a number of items useful for any character trying to fight the ape domination, including guns, vehicles and survival gear.

Chapter Five: Anthropology gives the Ape Master some ideas for how the apes became intelligent, as well as some inspiration for setting a *Terra Primate* campaign.

Chapter Six: Going Ape details ape creation rules, for both Supporting Cast and Cast Members. From basic chimpanzees to bipedal gorilla soldiers, everything is customizable to suit the Ape Master's chosen setting.

Chapter Seven: It's a Planet of Apes! provides nine entirely different campaign worlds. The setting description, ape characteristics and Story ideas vary widely from world to world. This chapter gives a

thorough cross section of settings for Ape Masters to adopt, or use as a template for their own creations.

Appendix: Here are handy charts and reference, as well as stats for a great number of creatures that may be encountered in any of the Apeworlds.

How to Use Terra Primate

Terra Primate is essentially two books in one. Some parts are intended for the players and others are meant for the Ape Masters.

The first four chapters are filled with material for players. From introductory notes to character creation to rules to equipment, Ape Masters should allow their players full access to these chapters.

The last three chapters are reserved for Ape Masters. The description of ape abilities and the sort of world the characters are to be hurled into should come as a surprise to the players.

The unique feature about *Terra Primate* is its suitability for either extended play or short story arcs. Some may enjoy *Terra Primate* like a traditional roleplaying game. The Ape Master chooses a world background, or creates her own, and the players experience that world over time and build characters into major "players" in that world. Alternatively, the Ape Master could set up a *Terra Primate* campaign as a limited series of adventures revolving around the discovery of the intelligent apes, and possibly overthrowing their dominance or escaping from the world. Once their rule is over, or all the characters have been killed, another story arc with new characters and a new backstory may be started.


Conventions

Text Conventions

This book has different graphic features that identify the type of information presented.

This text is standard text, and it is used for general explanations.

Fiction text, when not beginning a chapter, looks like this.



Certain text is set off from the standard text in this manner. This is sidebar text and it contains additional, but tangential information or supplemental charts and tables.

Other text is set apart in this way. It details Supporting Cast or Adversaries that may be used in Stories at the Ape Master's discretion.

Dice Notations

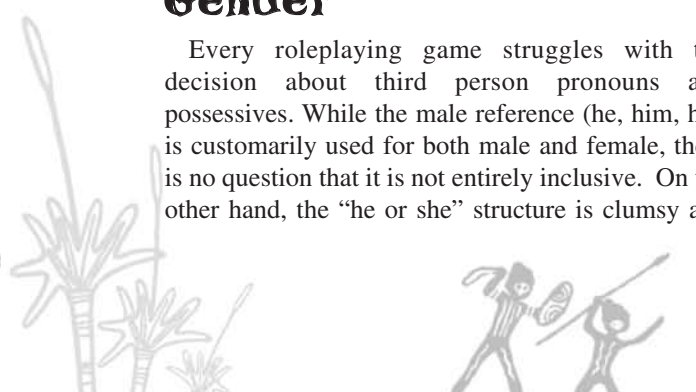
D10, D8, D6 and D4 mean a ten-sided, an eight-sided, a six-sided and a four-sided die, respectively.

When a number appears before the notation, that number of such dice are rolled, and their results added together. For example, 2D6 means roll two six-sided dice, add them together and generate a result between two and twelve.

Multipliers are expressed after the die notation. For example, 3D10 x 4 means roll three ten-sided dice, add the results together, and multiply that total result by four. This generates a number between 12 and 120.

A number in parentheses after, or in the middle of, the notation is the average roll. This number is provided for those that want to avoid die rolling and just get the result. So the notation $D6 \times 4(12)$ means that players who want to skip rolling just use the value 12. Some notations cannot provide a set number because their result depends on a variable factor. For example, $D8(4) \times \text{Strength}$ is used because the Strength value to be plugged into that notation will vary depending on who is acting.

Gender



Every roleplaying game struggles with the decision about third person pronouns and possessives. While the male reference (he, him, his) is customarily used for both male and female, there is no question that it is not entirely inclusive. On the other hand, the "he or she" structure is clumsy and



unattractive. In an effort to “split the difference,” this book uses male designations for even chapters, and female designations for odd chapters.

Measurements

This book primarily uses U.S. measurements (feet, yards, miles, pounds, etc.). Rough conversions to the metric system are provided in parentheses. In the interests of ease of use, these measurements were converted using the following rounded numbers. Miles were multiplied by 1.5 to get kilometers (instead of 1.609), meters are set equal to yards (instead of 1.094 yards), pounds were halved to get kilograms (instead of multiplied by 0.4536), and so on. If an Ape Master feels that more precision is necessary, she should take the U.S. measurements provided, and apply more exact formulas.

Roleplaying

This book contains a roleplaying game, its setting, and its rules. So what is a roleplaying game? Simply put, it is a combination of board game, strategy game, and improvisational theater. It is a more mature version of the games of “let’s pretend” that we all played as children. The rules are meant to avoid the old disputes about exactly what happened (“I shot you! You’re dead!” “Am not!” “Are so!”). To enforce the rules and provide a coherent setting, one of the participants assumes the role of Ape Master (known as Game Master, Chronicler or Referee in other contexts). The rest of the players take on roles in a Story jointly created between the players and the Ape Master.

Roleplaying games have been around for more than two decades. They run the gamut from mindless combat scenarios to nearly ruleless, story-driven acting exercises. The **Unisystem**, the game rules of *Terra Primate*, concentrates on the following elements. We consider these to be the main characteristics of a good roleplaying game.

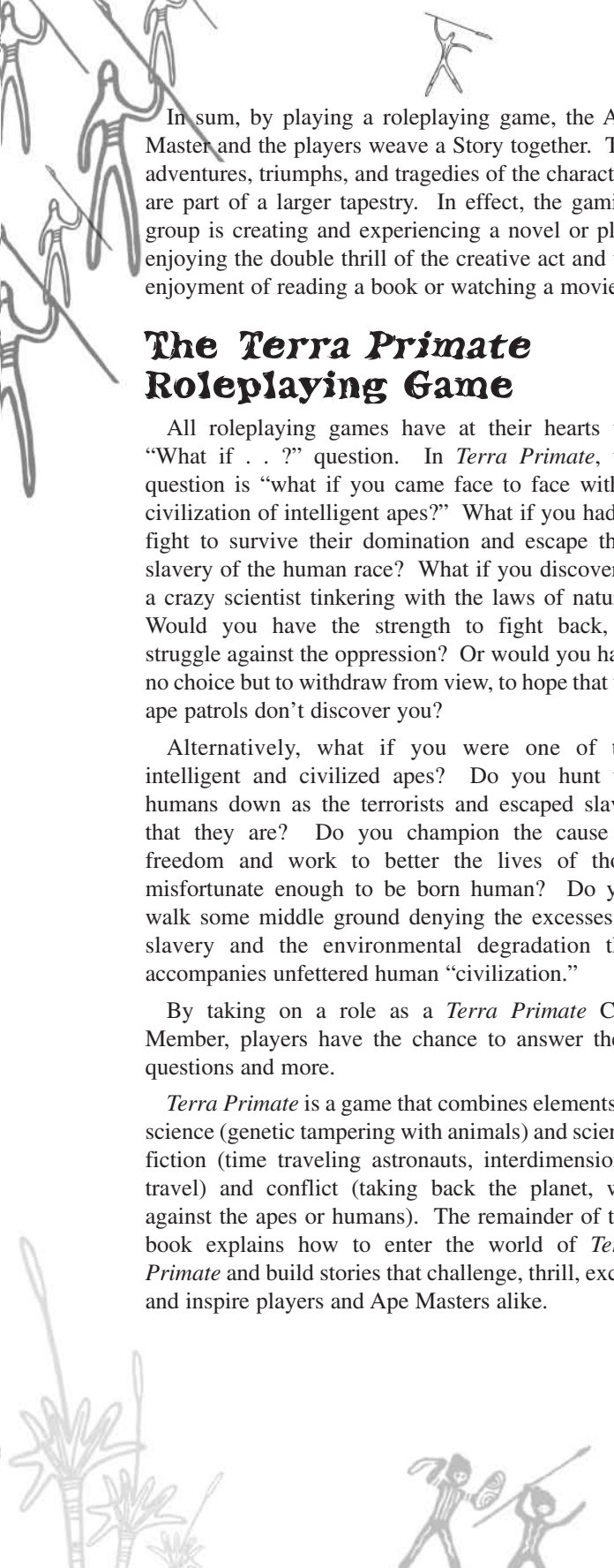
Acting: Participants in a roleplaying game are acting out the part of a Cast Member, a fictional character (or, in the case of the Ape Master, several characters). The player controls the actions of the

Cast Member, which are limited only by the rules, the character’s abilities and limitations and the player’s imagination. The character may be as similar or different from the player as desired. Some players prefer to take on the roles of heroic versions of themselves, while others want to “be in the shoes” of completely different people. Many elements of improvisational theater can be found in roleplaying. The player has to come up with the “lines” of her character as the storyline develops.

Storytelling: During a game, the Ape Master and the players create a story, shaped by the actions of the Cast Members and the conflicts and situations provided by the Ape Master. A story is being experienced at the same time it is being written. Because there are a number of authors of this tale, however, the creators do not know exactly how it will end. Each character’s actions impact on the result, as do the conflicts and drama injected into the story by the Ape Master.

Uncertainty: The uncertainty of not knowing the end of the story is enhanced in many games by the use of dice, cards and other randomizing elements. This gives roleplaying an aspect similar to sporting events and games of chance: what will the outcome be? This provides an excitement similar to the feeling that many experience when watching a football game or a boxing match. The skills of the participants play a big role in what the results will be, but the final outcome remains uncertain until it is over. Some gamers prefer to reduce or even eliminate randomness altogether, striving to let the needs of the story dictate the outcome. The **Unisystem** is designed to please both those who like the chance element, and those who wish to minimize it or eliminate it outright.

Imagination and Creativity: Instead of being a passive form of entertainment, like watching television or reading a book, roleplaying exercises the players’ imagination and creativity. Each shares the responsibility of producing a good and entertaining experience. Each brings humor, drama and suspense to the game. In roleplaying, the goal is not to win, but simply to have fun and help others have fun.



In sum, by playing a roleplaying game, the Ape Master and the players weave a Story together. The adventures, triumphs, and tragedies of the characters are part of a larger tapestry. In effect, the gaming group is creating and experiencing a novel or play, enjoying the double thrill of the creative act and the enjoyment of reading a book or watching a movie.

The Terra Primate Roleplaying Game

All roleplaying games have at their hearts the “What if . . . ?” question. In *Terra Primate*, the question is “what if you came face to face with a civilization of intelligent apes?” What if you had to fight to survive their domination and escape their slavery of the human race? What if you discovered a crazy scientist tinkering with the laws of nature? Would you have the strength to fight back, to struggle against the oppression? Or would you have no choice but to withdraw from view, to hope that the ape patrols don’t discover you?

Alternatively, what if you were one of the intelligent and civilized apes? Do you hunt the humans down as the terrorists and escaped slaves that they are? Do you champion the cause of freedom and work to better the lives of those misfortunate enough to be born human? Do you walk some middle ground denying the excesses of slavery and the environmental degradation that accompanies unfettered human “civilization.”

By taking on a role as a *Terra Primate* Cast Member, players have the chance to answer these questions and more.

Terra Primate is a game that combines elements of science (genetic tampering with animals) and science fiction (time traveling astronauts, interdimensional travel) and conflict (taking back the planet, war against the apes or humans). The remainder of this book explains how to enter the world of *Terra Primate* and build stories that challenge, thrill, excite and inspire players and Ape Masters alike.



Chapter Two



Of Apes and Humans



“You know what they say, Human see—Human do!”

—Planet of the Apes (1968)

ADAPT AND SURVIVE

Everyone thought she had gone home hours ago;

no one noticed her car parked behind a dumpster near the back of the complex. She hid herself in a cramped room among high shelves stacked with petri dishes, latex gloves and medical equipment. Alone there she waited, waited for the late shift to end and the custodial staff to finish their rounds.

Bored and terrified all at once, Dr. Linda Harris went over her memories one by one, examining them like samples suspended in formaldehyde.

It had begun five years ago. Then, she was a young professor of primatology fresh out of school and swimming in debt. She had no surviving family, and had been too busy for anything more than academia. The Baylock Corporation's offer had been very generous—she'd have her student and car loans paid off in two years if she was frugal enough. All she knew going in was that she would be working as a consultant for a team of cardiologists, urologists and geneticists.

She wasn't naive—she knew it wasn't the Goodall Institute she was going to work for. These were ethically nebulous medical experiments involving primates, but she rationalized it. She told herself that these weren't real apes; they were livestock bred for only one purpose.

Of course it wasn't that simple—nothing in life ever is.

The apes had been genetically engineered with human DNA. The goal was to create a resource for transplants. Apes with blood types and cellular structures so close to human as to be a nearly universal match. It would mean an end to waiting lists and organ rejections.

To Linda it seemed so noble, yet so far-fetched.

Most of the apes died on the operating table or as a result of flawed theories and experiments. Only one was kept alive—a control subject they had given the strange-sounding nickname of Jermyn. They monitored him to see if the altered apes would suffer any long-term problems.

A noise roused Linda from her thoughts and she pressed her ear to the door and listened. She recognized the voices of the security guards as they made their leisurely way up the halls. They were talking about sports—those two always talked about sports.

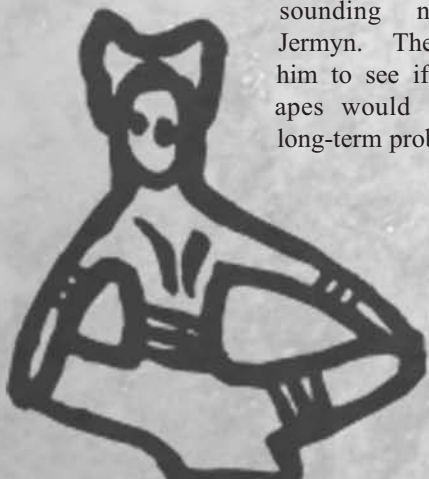
She waited a little while longer. Then she headed out, moving as quietly as she could. She used her passkey once to enter the secure wing and a second time to enter the wing that held the animal pens.

For some reason the memory of her first day of work flashed across her mind. She had to force her way through a gauntlet of animal rights protesters. They held up signs that proclaimed “A Rat Is A Cat Is A Dog Is An Ape Is A Boy” and went out of their way to sneer and spit on her.

Perhaps she should have taken that as an omen.

Since she was mainly on hand to maintain the apes and answer the other scientists' questions, Linda tried to spend a little time each day observing Baylock Corp's new creations. She made notes and field reports. The altered primates were taller and more bipedal in stature than their ordinary kin. They were bright, imitative but prone to sudden outbursts of violence.

During her time there, she had seen two of the ape keepers gravely injured and there had been uncountable near misses. Linda knew to keep well away from the cages, especially when she was alone.



But it was when she was alone that Jermyn made contact.

At first she had thought there was someone else in the room, and then she had thought that someone was playing an elaborate prank. It wasn't until the ape called her name for a third time that she realized what was really happening. That realization left her shaking.

The memory of the encounter was still enough to make her knees weak as she crept down the hallway. Perhaps fear was making her weak as well. This was more than just quitting her job, she was sacrificing her career—her future. The Baylock Corporation might never reveal what she had done here tonight but they would use their every influence within the halls of government and academia to ruin her.

Very well then, she thought as she entered the darkened hallway that contained the ape pens. Ruin me then.

She flicked on the lights, momentarily blinding herself. When her eyes cleared, she found herself staring at row after row of empty cages. Her heart caught a beat at the realization that they had already begun liquidating the test subjects. What if she was too late?

The pen at the far end—the largest one—belonged to the control subject. It had a tire swing, climbing bars and toys. She ran down the short hall calling his name. When his gruff voice answered her back, she almost groaned with relief.

The massive silverback paced in his cage, running his thick dark hands along the reinforced bars. She knew he was tense. She knew he hadn't been sure she'd come back for him.

The truth was even she hadn't been sure until a few hours ago.

“Lin-da,” he said again.

Once Jermyn had spoken to her, events began to move quickly. She analyzed the ape under the guise of a “behavior/neurological survey” in addition to her other work. Alone, always alone, she performed her tests and examinations. There seemed to be an unspoken agreement between herself and the ape that no one else on the research team should know about this. The solitude and late nights didn't bother her, she had little else to look forward to.

Over time the testing became teaching. The ape's communication and reasoning skills grew by leaps and bounds, although his reading skills were never quite as strong as his ability to learn the spoken language. There was something about the nature of the printed word that he found mercurial and frustrating. Linda found it equally disconcerting to realize that as she was studying this creature, he was studying her in turn. He appropriated her slang and gestures. He asked her questions about the world outside the research center's opaque windows.

There was something very trusting and knowing in the way that he looked at her. Sometimes he let her stroke his rich dark fur; sometimes she let him gently stroke her cheek. It amazed her that a hand so powerful could be so tender.

It took a year of study and notes before she was ready to reveal her findings. The reaction was nothing like she had expected. The project's director, a loathsome little company mouthpiece named Evans, seemed horrified and immediately began talking about legal and moral complications. He ordered the project shut down, the research team sent on to other endeavors, its specimens catalogued and destroyed.

And that was what brought her here in the middle of the night with a stolen key ring in her hand.

“Lin-da,” Jermyn said again, an edge of pleading had crept into his voice.

“Hu-rry.”

Hurry she did, rushing down the hallway to meet him. Nervous and shaking, she had to fumble through each key on the ring twice before she found the right one. By the time the pen's reinforced door swung open, both woman and beast were on the verge of hyperventilation.

“Professor Harris?”

She froze, recognizing the voice of the older security guard. If he was there, could his partner be far behind?

Roaring with defiance Jermyn dropped to all fours.

“I don't think—” the younger security guard started to say.

Jermyn bounded past her and she fell back striking her head on the metal bars. Sparks flashed before her eyes transforming the chaos into a strobe-like process. The guards had been armed in preparation for a moment like this but they never had a chance. Screams and the snap of bones echoed off the empty pens.

The abruptness of the attack left Linda speechless. She watched Jermyn methodically undress the older security guard. The corpse's neck jiggled and twisted with every twist and tug.

The dark blue uniform was too small in the arms and too tight in the chest—the shoes were a lost cause. It was a poor excuse for a disguise but when the ape buttoned the jacket he issued a grunt that could only be self-satisfaction.

All he's ever been is naked, she thought. He's spent his whole life in that cage watching us pass by him fully dressed and acting like a bunch of second rate gods. How could he have ever known anything more than envy?

For the first time the realization stuck her—for all his words and poise Jermyn was still a wild animal.

And what was it that wild animals did?

Adapt and survive. Adapt and survive.

What have I done?

Straightening up to his full height Jermyn approached her, his smile gruff. He offered his hand and said, “We must leave.”

Her confidence broke and she tried to scramble into the pen. He caught the door as she tried to swing it shut.

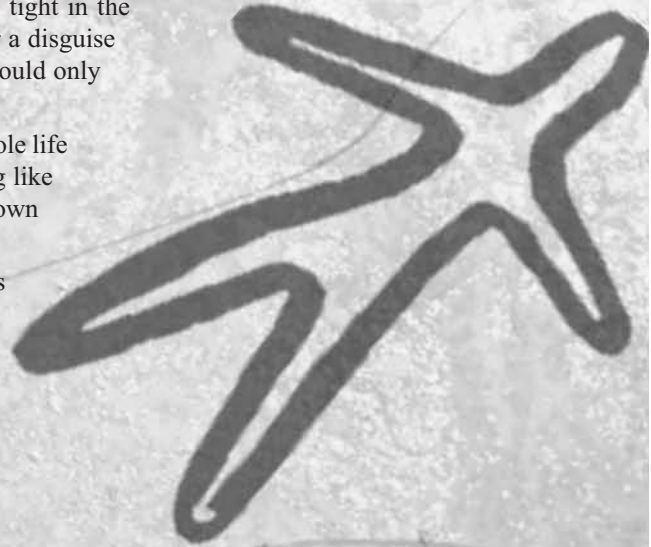
When he lifted her up, she
“Lin-da?

Don't be af-raid.”

flailed and screamed but there was no one alive to hear. The ape held her tightly, pressing her against his soft fur. He whispered her name over and over again until she had calmed, until she had returned to her senses.

Slowly, tentatively Linda reached up to stroke Jermyn's face. He leaned in and nuzzled her cheek. She could have pulled away but instead she sank deeper into his embrace. They needed to get away from here, her car was waiting, and their future beckoned. A future she hadn't understood before this very moment.

“You damned ape,”
she sobbed with anticipation as Jermyn's heavy hands held her close,
“you damned dirty ape.”



Characters

Characters are perhaps the most important building blocks of any story. Without well-defined, compelling characters, the best plot will fail to attract the reader or viewer's interest. So it is with a roleplaying game. Each player controls a character or Cast Member in the game. In effect, the player is both playing a part and scripting it. Each player makes the decisions for his Cast Member, and the Ape Master and the other players come up with the consequences of those decisions. Through the give and take of this process, a Story is created.

Character creation is one of the parts of roleplaying that works most like writing a short story or a script. The player gets to create a fictional persona, someone he would like to portray in a game. This character can be heroic, cowardly, sensitive or silly. The Cast Member's habits, personality and typical behavior are completely in the player's hands. The character can be a carbon copy of the player, or an utterly different person. There are limitations, however. A character must fit the Story, or in this case the game setting. Rambo would be out of place in a Noel Coward play, and would look silly and unrealistic in a Tom Clancy novel, for example. The scheming, treacherous and complex Iago could not jump from the pages of Othello into a four-color superhero story—at least not as a main character (he would make a great villain though).

This is not to say that all characters need to be heroes, or even the white-hat-wearing “good guys.” They can be flawed, selfish or misguided. Generally, however, they should be similar to fictional characters in a story: interesting, fun to observe (and play) and, most importantly, crucial in the shaping of the Story, the final goal of any roleplaying game.

The Ape Master will influence the character creation process. Ultimately, it is up to the Ape Master to decide whether or not a given Cast Member is appropriate for a campaign. In some cases, he might decide that a character might not work for the current Story, or might be too powerful (or weak) for the tasks and troubles the Cast is likely to face.

Players should also try to keep in mind that roleplaying is a group activity. Creating a character for the exclusive purpose of dominating the game or hogging the spotlight may be fun for a particular player, but it will ruin everyone else's enjoyment—and may lead to no games being played by anyone. If the Ape Master disallows a character idea or conception, he probably has a good reason. Respect his judgment.

How to Create a Character

Would-be *Terra Primate* players should be familiar with the setting of the game. *Terra Primate* is a game of survival, but the specifics of the world vary as the Ape Master wishes. Once the Ape Master has given some indication of the world background, players should think about what type of character, appropriate to that setting, would be desirable to play. Even then, the Ape Master should be consulted. In some games, the Ape Master may drastically restrict the choices available to players.

Some players may feel overwhelmed by too many choices. Although the **Unisystem** allows players to create a character fairly quickly, deciding what kind of character to play can take a while. Sometimes it helps if the Ape Master takes the time to help each player with the creation of his character, before the first game is scheduled. If all else fails, the Archetypes (ready-made characters) may help.

Archetypes

For those who wish to jump into the game right away, several Archetypes are available at the end of this chapter (see pp. 74-81). These pre-created characters are pretty much ready to play. Once given a name, they can be played as-is. Otherwise, they may be modified to suit the individual player's tastes. Finally, the templates may be used for inspiration to come up with a separate creation. For those ready to create their own persona from scratch, the remainder of the chapter provides the means to do so.

Apes as Cast Members

It is recommended that beginning players all play human characters. For those more experienced, playing an ape can be an interesting change of pace. Whether they are human sympathizers on an ape-dominated world, an escaped victim of cruel experiments, or an ape scientist from another reality, the player must discuss this option closely with the Ape Master. Depending upon the Apeworld he has in mind, the baseline apes abilities and stats vary dramatically.

Once the Ape Master has chosen a setting for the game, he may wish to allow a Cast Member Ape. Apes are generated in the same way as human characters (they have the same skills, Attributes and abilities) but they must purchase a specific Ape Quality.

There are four dominant Ape Qualities the player must choose from. They are Chimpanzee, Orangutan, Gibbon and Gorilla. Dependent upon setting, these four species will vary in their abilities and intelligence. The very "human" apes in the original Planet of the Apes differ greatly from the knuckle-walking and vine-climbing apes from the 2001 remake.

Full details on generating Ape characters and their abilities are provided in Chapter Six: Going Ape (see p. 156).

Character Elements

Cast Members in *Terra Primate* have six basic elements. Some are conceptual (what type of character he is), others are numerical (what value Attributes he has). As the players make each selection, they narrow down the possibilities until they finally have a clearly defined individual, ready to play. The different elements are listed next, and are discussed in turn in the remainder of the chapter.

1. Character Type: This element provides a formula for purchasing all the character's other abilities. It grants a certain number of character points to be spent in several different areas: Attributes, Qualities, Skills and Powers.

2. Attributes: The player must purchase the character's basic capacities, both mental and physical.

3. Qualities/Drawbacks: Although not required, characters are more interesting when they have some special abilities or detriments.

4. Skills: Each character has certain training. This is represented by his skills.

5. Powers: For the Powered characters, the precise supernatural powers must be purchased.

6. Possessions: These are the items the character owns at the beginning of the game.

Character Type

A Cast Member's Character Type determines his general combination of physical and/or mystical abilities. In the **Unisystem**, the Attributes and traits of a character are established by allocating a number of character points. In essence, the player "buys" the levels in Attributes, Qualities and skills he wants. Since the player only has a limited number of points to "buy" things with, he has to make choices. For example, if the player makes a character too strong, he may not have enough points left over to buy a high Intelligence and other Attributes.

The Character Type defines how many points may be spent on each character element. The various components for which points are allocated are Attributes, Qualities (and Drawbacks), Skills and Powers.

Three Character Types are presented in this book. Pre-Heroic are for use in games that want to emphasize the struggle of the genre. They are regular folk just trying to survive another day. They are above average, but only slightly. For a more heroic campaign that emphasizes action, a Heroic or Powered character is the more appropriate Character Type. Heroic characters are significantly above average in nearly all areas, but have no supernatural abilities. The Powered do not have as many or as varied special abilities, but they do have access to unusual powers.

Pre-Heroic

“Hey, I’m just a regular person who got caught up in this mess. There I was, minding my own business, tending the crop, and suddenly I’m helping to overthrow the gorilla army!”

Pre-Heroic Cast Members are regular folk, living regular lives, plugging away day to day. They are slightly above average—after all, no one wants to play a dweeb—but they should not get cocky. The apes are strong and violent, and the characters will have to plan and work together if they are going to survive.

Pre-Heroic characters begin with 15 points for Attributes, 5 points for Qualities (and up to 10 points in Drawbacks) and 30 points for Skills. Pre-Heroic Characters may not purchase the Powered Quality.

Heroic

“I don’t know what’s going on, and I don’t care. There may be a logical explanation for this, but for now I’m going to shoot every filthy stinking ape that comes near me. It’s bad, yeah, but make no mistake, I’ll show them who’s top of the evolutionary ladder!”

Heroic Cast Members are tougher, smarter and stronger than Pre-Heroic characters. They have to be—Pre-Heroic humans are very hard pressed to survive the average Apeworld environment. Heroic characters are extraordinary individuals (perhaps with a few Attributes near or at the human maximum), whose great physical or mental prowess allows them to live, and even bring the fight to the ape armies.

In some games, Heroic characters may be mixed with Pre-Heroic characters to add an extra punch, as long as the players don’t mind characters with differing power levels. This is best employed when you need a strong leader in the game. In almost all heroic or action-oriented games, Heroic characters are the most common types. Check with the Ape Master for more information.

Heroic Characters start out with 20 points for Attributes, 15 points for Qualities (and up to 10 points in Drawbacks) and 35 points for Skills. Heroic Characters may not purchase the Powered Quality.

Powered

“I knew they were there. I could feel them in the back of my mind. Their primal instincts, their call to power, their violence. I knew that we were doomed, but with my ability, I may just be able to stop them once and for all . . .”

The Powered are characters with a touch of unusual power. Most believe that this power is an evolutionary step forward. As we have evolved from apes, so we evolve further, tapping powers of the mind that are undeveloped in most humans. The Powered can call upon this gift in times of need. Often, it’s just what is needed to give them the edge over their primate oppressors.

The Powered are generally not as naturally blessed or skilled as Heroic characters. They make up for this through psychic or other unusual abilities, and the power it provides them. Powered Cast Members may not be appropriate for all worlds. The Ape Master will provide direction on this matter.

The Powered have 20 points for Attributes, 10 points for Qualities (and up to 10 points in Drawbacks), 25 points for Skills and 15 points for Powers. The Powered must buy the Powered Quality using Quality or Power points.

Optional Skill Point Generation System

The basic skill point generation system allocates Skill category points depending on the Character Type chosen. This optional method takes into account the character's age, intelligence and social background. It tends to give characters more points to spend on skill, but is a bit more elaborate and time-consuming. If the players and Ape Master decide to adopt this system, drop the Skill category point allocations from all the Character Types discussed previously, and use the following formula.

CHARACTER TYPE: Pre-Heroic characters get 25 points. Heroic characters get 30 points. The Powered get 20.

INTELLIGENCE: Three points per level of the character's Intelligence Attribute. Characters with zero Intelligence or less get only one point.

AGE: Starting characters are assumed to be 18-30 years old (player's discretion). Younger characters subtract five points from their total Skill points. Every 10 years after 30, characters add five Skill points but subtract two levels from Attributes (these decreases can be taken from any Attribute).

For example, Mike's character is a 50-year old Heroic character with an Intelligence of five. His base Skill points are 30, and with his high intelligence he gets an additional 15 points. Due to his age, the character has an extra 10 points to put into skills, but he loses four Attribute levels. Although he originally had Strength 3, Dexterity 3, Constitution 3, Perception 3, Intelligence 5, and Willpower 3, Mike decides to reduce the character's Strength, Constitution, Perception and Willpower to two. He now has a total of 55 Skill points.

SOCIAL LEVEL OR RESOURCES: Characters with a positive Status (see p. 44) or Resources (see p. 43) take the highest level in either of those Qualities and add one Skill point per level. Characters with Resources of zero or below do not get a bonus or penalty.

For example, Tyler is a 23-year old Heroic character with Intelligence 3 and Resources 1. He gets 30 points for being a Heroic character, nine points for Intelligence, zero points for age, and one point for status, for a total of 40 Skill category points under the option system.

Unisystem Cast Members

When employing Cast Members across Unisystem games, such as All Flesh Must Be Eaten, CJ Carrella's WitchCraft or Armageddon, Ape Masters should consider play balance. Other than Pre-Heroic characters, Terra Primate and All Flesh Must Be Eaten Cast Members are based on a 70-point total. In WitchCraft, the most common Cast Members are built with 80 character points in total.

In Armageddon, that total can be much higher.

Pre-Heroic characters in Terra Primate are built using a 50-point base. Their equivalent in All Flesh Must Be Eaten, the Norms, are built using 49 points.

Attributes

Attributes are inborn characteristics of a character: his physical strength, intelligence, senses and so on. By selecting a set of Attributes, players define the limits of what the character can do. For example, if a player “buys” a very low Dexterity for his character, he should not be surprised if the character routinely fails in actions that require grace and manual coordination. As Attributes are bought, the player can start getting a sense of what the character is like. Is he strong but dumb, quick but weak, sharp and perceptive but weak-willed?

When determining a character’s Attributes (and in general, when creating the character), it is suggested that players use a pencil to write the numbers down. This enables players to make changes as they continue through the character creation process.

Two kinds of Attributes are used in *Terra Primate*: Primary Attributes and Secondary Attributes. The basic difference is that Primary Attributes are purchased using Attribute and other character points. Secondary Attributes are calculated from a character’s Primary Attributes.

Buying Attributes

During character creation, Cast Members get an allotted number of points to distribute among their Primary Attributes. The exact number of points are determined by the Character Type chosen (see p. 23). Attributes can be “bought” up to level five on a one-to-one basis (i.e., a Strength 3 would cost three points, a Strength 4 would cost four points, and so on). Attributes after level five are much more expensive: three points per additional level. Cast Members cannot raise an Attribute past level six, the absolute maximum for humans (buying an attribute up to level six would cost eight points).

The six Attributes that may be purchased using character points are Strength, Dexterity, Constitution, Intelligence, Perception and Willpower. Each Primary Attribute is described in turn (starting on p. 27).



The Meaning of Numbers

When creating a character, the player assigns a value to each of the six Primary Attributes, typically ranging from one to five, with the human maximum being a six. The following paragraphs give some guidelines for interpreting various Attribute levels.

LEVEL ONE: The character is below average in this Attribute. A Strength of one indicates a poor physique, either a petite or flabby, sedentary person. A Dexterity of one indicates clumsiness, a character who is likely to drop things, not to be trusted with delicate manual work unless the person has trained very hard at that activity. An Intelligence of one is below average—not mentally challenged, but certainly a bit slow on the uptake. A Perception of one is the trait of a character who is not very aware of his surroundings, and likely to miss what's going on around him. Characters with a Constitution of one are delicate and often in poor health: they are the ones who get sick first, and their low physiques may be caused by abuse of drugs, tobacco or alcohol. A Willpower of one depicts a person who is easily influenced by others, a follower, and somebody who is likely to succumb to temptation.

LEVEL TWO: This is the average for human beings. Most people in any given group have Attributes in this range, typically with one or two Attributes at levels one or three.

LEVEL THREE: This is above average but not extraordinary. A Strength and Constitution of three show some athletic aptitude, probably belonging to somebody who works out regularly and vigorously, or a natural athlete who has not taken time to develop his talent. Characters with a Dexterity of three are graceful individuals. An Intelligence of three indicates a bright person who can easily learn new skills, if he has the temperament to do so. With a Perception of three, the character has good senses and intuition, and is not easily fooled or confused. A character with a Willpower of three is rarely convinced or bullied under normal circumstances.

LEVEL FOUR: An Attribute at level four is well above average. Very few people—perhaps one out of every ten in a random group—have an Attribute at this level. Strength and Constitution of four can be only found in athletes, including the best football players in a large high school, or college campus, extensively trained Special Forces soldiers, and other people who spend a large amount of time and effort keeping in shape. A Dexterity of four would only be common among gymnasts, acrobats, dancers and other talented individuals. Mental Attributes at level four indicate near genius (Intelligence), very acute senses and intuition (Perception), or an “iron will” (Willpower).

LEVEL FIVE: This is the “practical” human limit. While people with Attributes at level five are not “record breakers,” they are among the best and the brightest representatives of humanity. In a small or medium-sized community, only a handful of people will have one or two Attributes at this level, and they are likely to be well known for their strength, wisdom or toughness. Cities, large college campuses, and groupings of Heroic characters have more of these extraordinary individuals, but even there they will not be common.

LEVEL SIX: This is the true human limit. A few people with “freakish” Attributes may exceed it (to level seven), but they are a handful even among the teeming billions living in the early 21st century. Characters with one or more Attributes at level six are very rare, something on the order of one in ten thousand, or less. People with more than one Attribute at level six are perhaps ten times less common, and so on.

Level Seven+: Now we are talking superhuman. Someone with a Strength of seven would be as strong as a horse; a Dexterity of nine connotes inhuman grace; and so on.

Strength

A measure of the physical power of the character, Strength determines how much damage the character inflicts with hand-to-hand weapons, how much weight he can carry, and how powerful he is. It also helps determine (with Constitution and Willpower) how much damage and exertion the character can withstand before collapsing.

Strength is useful to people who do a lot of heavy lifting or anybody likely to enter close combat. Characters apt to have a high Strength include athletes, manual workers and soldiers. A low Strength indicates either small size and body weight, or just a lack of exercise.

A character may high jump (Strength x 10) inches (x 2.5 cm) and broad jump (Strength) yards (meters). Double these numbers with a good running start.

The Strength Table shows how much a character of any given Strength can lift without much effort.

Higher weights can be raised (assume a maximum lifting weight—for brief periods—equal to double the Lifting Capacity), but a nail might be broken or a spleen ruptured in the process. A character can “push the limits” and try to lift more by passing a Simple Strength Test. Every Success Level achieved allows the character to lift an additional 10% of his maximum lifting weight. This effort costs the character D4(2) points of Endurance for every Success Level in the Test. A failure on the Strength Test causes D4(2) Life Points of damage—the character strained himself and tore something up . . .

Reduce the maximum weight by one tenth when throwing something. Carrying capacity, the maximum amount of weight the character can carry without losing much speed or agility, is one half of the maximum lifting capacity.

Dexterity

Dexterity is a measure of the character’s coordination, agility, and gracefulness. It is used to determine how proficient a character is with any task that requires motor control and precision. This ranges from performing card tricks to picking pockets to punching somebody in the face (Dexterity helps the punch land; Strength determines how much the punch hurt the other guy). Any Task where the character’s speed and co-ordination matter is influenced by Dexterity. A high Dexterity is common among dancers, gymnasts, or pickpockets. People with low Dexterity are clumsy and ungraceful.

Constitution

This Attribute determines how physically hardy or healthy the character is. Constitution is important when it comes to resisting diseases, damage, and fatigue. This Attribute is used (along with Strength) to determine how much physical injury the character can survive and still remain functional. Constitution also comes into play with physical skills that involve endurance, like swimming, long-distance running and the like.

Strength Table

Strength	Lifting Capacity
1-5	50 lbs/25 kg x Strength (Max: 250 lbs/125 kg)
6-10	200 lbs/100 kg x (Strength - 5) + 250 lbs/125 kg (Strength 10: 1250 lbs.)
11-15	500 lbs/200 kg x (Strength - 10) + 1500 lbs/750 kg (Strength 15: 4,000 lbs/2,000 kg) (2 tons)
16-20	1,000lbs/500 kg x (Strength - 15) + 5,000 lbs/2,500 kg (Strength 20: 10,000 lbs/5 tons)
21-25	1 ton x (Strength - 20) + 5 tons (Strength 25: 10 tons)
26-30	2 ton x (Strength - 25) + 10 tons (Strength 30: 20 tons)



Secondary Attributes

Once the six Primary Attributes are determined, some quick calculations are made to set the Secondary Attributes. Secondary Attributes are not bought; they are determined by plugging the Primary Attributes into the formulas given below.

With the exception of Speed, which basically determines how fast a character can run at an all-out dash, the Secondary Attributes create a pool of points. Certain factors (injury, fatigue, fear or the use of magic) temporarily increase or decrease the amount of points in each pool.

The Secondary Attributes are Life Points, Endurance Points, Speed and the Essence Pool.

Intelligence

This Attribute determines the character's ability to learn, correlate and memorize information. The higher a character's Intelligence, the easier it is to use scholastic skills. Also, this Attribute is used to understand and interpret information. Note that Intelligence and education are two separate things. A person can be brilliant but illiterate. Education is covered in the skills section (see p. 47), which determines what a character has learned in his life.

Perception

Perception governs the five senses of the character. It gives a general overview of the sharpness of the character's ability to sense things. This Attribute is used to find clues, notice things, and avoid getting surprised. Also, Perception determines the character's intuition and alertness. A character with a low Perception would be nearly oblivious to what is going on around him.

Willpower

This Attribute measures the mental strength and self-control of the character, and his ability to resist fear, intimidation, and temptation. Willpower is important for some of the Powered character's psychic abilities. It is also important for Pre-Heroic characters and Heroic characters, as it can be used to resist magical coercion, psychic mind control, and the ravages of panic, among other things.

Life Points

This Attribute determines the physical health of the character. Strength and Constitution are the determining factors. A big, muscle-bound athlete can survive more punishment than a pencil-necked, cold-catching nerd. On the other hand, a bullet to the head or a solid whack with an ax probably kills either character. Life Points represent the amount of physical damage the character can take before being unable to function. Other things that drain Life Points include disease, extreme fatigue, and some supernatural attacks.

Formula: Add Constitution and Strength together, multiply by four, and add ten to the result. The formula is best written as $((\text{Constitution} + \text{Strength}) \times 4) + 10$. The normal human range is 18 to 58.

Endurance Points

Endurance Points measure the character's ability to withstand fatigue and exertion before collapsing. Like Life Points, Endurance Points use Constitution and Strength, but they are also based on Willpower, taking into account that some people can push themselves past normal physical limits through sheer force of will. The more Endurance Points a character has, the longer he can run, lift things, swim, etc. As the character exerts himself, he starts losing

Very Low or Very High Attributes

Most humans have Attributes in the one to five range. A zero level represents very low Attributes, and a -1 indicates subhuman levels for humans above the age of five. A six in an Attribute is the peak of human achievement; even a medium-sized city rarely has more than a handful of people with such high Attributes.

Note that these limits apply only to humans. It would be dumb to expect that a horse or an elephant would have the same Attribute limitations as human beings. Most large creatures have a Strength of 7-12 (including horses, bears, and apes). Massive creatures, like whales or elephants, have Strengths of 15-20 or higher. By the same token, graceful animals like cats, birds of prey and the like have an average Dexterity of 4-7. Constitution is one of the few Attributes that does not exceed human levels very much. Some large animals like elephants are somewhat delicate. They have more Life Points than humans, but shock and disease are just as likely to bring them down.

As Apes normally have a Strength much higher than even Heroic characters, the players have to think twice before suggesting an all-out attack against an army of armored gorilla troops.

Determining Secondary Attributes with Low Primary Attributes

Some characters have Attributes of zero or even in the negative numbers. These levels represent Attributes that are far below average. Special rules for determining Secondary Attributes are required in this case. When dealing with low Primary Attributes, treat them as being equal to one for determination purposes. If the Attribute is negative, subtract it from the resulting Secondary Attribute.

For example, Michael is a frail and sickly boy with a Strength -1 and a Constitution 0. To determine Michael's Life Points, treat the -1 and 0 as "1s," resulting in a base of 18 Life Points (2 x 4 plus the base 10). Then reduce this to 17 Life Points—the negative value is subtracted from the total.

Endurance Points. When Endurance Points are reduced to zero, the character risks passing out from exhaustion (see Endurance Point Loss, p. 112). In some cases, light damage from non-lethal attacks is subtracted from Endurance Points instead of Life Points (see p. 110).

Formula: Add Constitution, Strength and Willpower together, multiply by three, and add five to the result. The formula is best written as $((\text{Constitution} + \text{Strength} + \text{Willpower}) \times 3) + 5$. The normal human range is 14 to 59.

Speed

This Attribute represents how fast a person can run at maximum speed. It only comes into play on the few occasions when running speed is a consideration, such as when a character is chasing or being chased by somebody.

Formula: Constitution and Dexterity times two, or $(\text{Constitution} + \text{Dexterity}) \times 2$, is the character's top speed in miles per hour (for kilometers per hour change the multiplier to three). The normal human range is 4 to 24 mph (6 to 36 kph). Half that for the yards (meters) per second that the character runs.



Essence Pool

Essence is the amount of spiritual energy the character has. It measures the strength of the character's soul and life force. Essence is also the binding force of reality. This means that inside each living being are the building blocks of Creation.

Essence is not overly important for most *Terra Primate* characters. It can be temporarily drained by strong emotions (like fear and hatred), and by the attacks of some supernatural creatures. Totally draining a human being of Essence can lead to his death (see p. 113).

Formula: Add the character's Primary Attributes together. The Powered often have extra Essence, due to their greater control over the flows of primal energy. This extra Essence is purchased during character creation (see the Increased Essence Pool Quality, p. 46).

Qualities and Drawbacks

Qualities are innate characteristics that give the character an advantage or positive trait. Drawbacks are characteristics that somehow limit or detract from the character. Both Qualities and Drawbacks serve to round out the character and can be helpful both to roleplay and to "succeed" in the course of a game.

Qualities are desirable traits, and therefore they "cost" character points. Drawbacks, on the other hand, are limiting factors, and as a "reward" for acquiring them, the character gains extra points. Points acquired from Drawbacks can be used in any point category—Attributes, Qualities, Skills and Powers.

For point categories other than Attributes, Drawback points may be added on a one-for-one basis. Purchasing Attribute points using Drawbacks is much more expensive. The cost to raise an Attribute one level is equal to the value of that level. For example, raising an Attribute from three to four costs four Drawback points, from level four to five costs five Drawback points, and so on. Further, the costs are cumulative. Raising one Attribute from three to five costs nine Drawback points.

Categories

Qualities and Drawbacks are labeled by category. For the most part, these categories are descriptive and do not affect play. In certain instances, however, the category does matter. The major example is Supernatural Qualities. Generally only the Powered Character Types have access to Supernatural Qualities. Some Supernatural Drawbacks can be inflicted on Pre-Heroic or Heroic Characters, at the Ape Master's discretion.

The following categories are used: Mental, Physical, Social and Supernatural. While the majority of the Qualities and Drawbacks are alphabetized by name, the Supernatural category has been separated from the rest and included at the end of the Qualities and Drawbacks section of this chapter (see p. 45). Charts in the Appendix organize the Qualities and Drawbacks for easy reference during character generation (see pp. 240, 241).

Numerical Qualities/Drawbacks

Some Qualities and Drawbacks are expressed in numerical ways: the most common examples include Attractiveness, Charisma, and Status. These are similar to Attributes, since they change the character's die rolls in positive or negative ways. As a result, they are presented as bonuses or penalties. For example, a Charisma Quality of +2 represents a bonus of two levels on any Task or Test that involves influencing or manipulating people through social skills, while an Attractiveness Drawback of -2 indicates scarring or unsightly blemishes, and provides the opposite effect on rolls that are influenced by physical beauty.

Bringing a trait below the average gives the character extra points to put into other character elements. These traits have an average value of zero; so if a player does not want to deal with any numerical Quality, simply assume that it has a base value of zero.

Qualities and Drawbacks During Play

Some Qualities and Drawbacks may be acquired or lost during the course of a game. In some cases, a Quality or Drawback might change. For example, a scarring wound could reduce the character's Attractiveness, or a change in fortune might increase or reduce the character's Resources or Status Level. When such a change occurs, no experience points (see p. 116) need be spent. If the player wants to purposefully change a Quality or Drawback, he must spend experience points and come up with a good reason for the change (see p. 117).

Creating New Qualities/Drawbacks

The list below is far from exhaustive, although it covers most of the basics. In many cases, a "new" Quality or Drawback can be an extension or variation of an existing one. The value of the characteristic should be balanced out by the benefits or penalties it grants the character. Most Qualities or Drawbacks should be worth between one and three points; only the most powerful or crippling of them should have a value of four or higher.

List of Qualities and Drawbacks

The following Qualities and Drawbacks may be taken by any *Terra Primate* character, as long as the Ape Master approves.

ACUTE/IMPAIRED SENSES 2-POINT PHYSICAL QUALITY OR DRAWBACK

This Quality/Drawback must be purchased separately for each sense: sight, hearing, touch, smell or taste. Normally, the five senses are reflected in the Perception Attribute. Acute or Impaired Senses indicate one or more senses that are higher or lower than normal for a person with that Perception level.

When bought as a Quality, an Acute Sense gives the character a +3 bonus to any Perception-related Test or Task that relies on that sense. If acquired as a Drawback, an Impaired Sense gives a similar -3 penalty to Perception-based Tests or Tasks.

Some Impaired Senses (hearing and sight in particular) can be easily corrected in the modern age through the use of glasses, hearing aids and similar devices. If the impairment is eliminated by the use of such devices, the Ape Master should reduce the value of the Drawback to one point.

It is possible to have more than one type of Acute or Impaired Sense, or to have one Acute and another Impaired. For obvious reasons, a character cannot select both Impaired and Acute for the same sense.

ADDICTION **VARIABLE MENTAL DRAWBACK**

An addict craves a substance and must have it, even against his better judgment. Most addictive substances eventually impact on his health. Many of them are also illegal, and using or purchasing them may land the character in jail should he be discovered. Those concerns matter little to the addict, however; when the craving hits, he can rarely resist it. He often does things he would normally never consider in order to satisfy his need, from cheating and stealing to committing serious crimes to selling his body—even to betraying his friends.

When an addicted character hasn't gotten his usual "fix," he suffers from debilitating withdrawal symptoms. Most mental actions (e.g., any Tasks or Tests using Intelligence, Perception or Willpower) are at a penalty equal to the value of the Drawback (so, a character with a 2-point Addiction suffers a -2 penalty to most mental actions) until the addict can get what he needs. The most severe drugs (like heroin) also produce strong physical effects; such addicts have a penalty of -3 to all actions in addition to the above withdrawal penalty on mental actions.

The value of this Drawback is determined by the severity of the addiction and the relative effects of the drug or substance. A detailed description of the effects of different addictive substances would fill an entire book or more. Ape Masters should adjudicate the game effects of a "high" on a character. This can

range from a small action penalty for being slightly "buzzed" to the complete stupor of a heroin trip. In the game, as in real life, drugs are dangerous and unpredictable, and an addict character is often unable to control himself.

The Addiction Point Value Table gives guidelines for the value of a given type of addiction. Ape Masters should modify these values as desired.

Addiction Point Value Table

Habitual drinking or smoking: 1 point.

Heavy drinking or smoking, light use of marijuana or LSD: 2 points

Heavy use of marijuana or LSD: 3 points

Alcoholism, habitual use of barbiturates or cocaine: 4 points

Habitual use of heroin, heavy use of barbiturates or cocaine: 5 points

Heavy use of heroin: 6 points

Unlike most Drawbacks, this problem cannot be easily overcome. Generally, the best a character can hope to do is to deny his craving "one day at a time." Getting rid of this Drawback should never be a matter of saving up enough points to "buy it off." Resisting the craving requires a series of daily Willpower Tests. For each Willpower Test up to the level of the character's Willpower, these Tests are Simple. For each one after that, the Tests are Difficult. All Tests suffer a penalty equal to the point value of the Drawback, plus an additional -1 to -4 depending on the strength of the drug and its availability (tobacco is so available and addictive that Willpower Tests are at a minimum penalty of -4 or even higher). Once the character accumulates ten Success Levels in succession from successful Willpower Tests, one character point may be spent to reduce the strength of the addiction by one point. Another ten Success Levels in succession are needed for the next point, and so on, until the Drawback is eliminated. If any Test is failed during the course of accumulating the ten Success Levels, all levels are lost, and the accumulation process must begin again.

For example, Stephen has a level three Willpower, and a two-point Addiction to marijuana. He starts to kick the habit, and begins making daily, Simple Willpower Tests. These Tests have a -2 penalty for the level of the Addiction, and a further -1 for the drug's availability and potency (Ape Master's judgment). For three days, Stephen rolls a 6, 8 and 15 (see the Rule of 10, p. 91). Adding his Willpower doubled (6), and subtracting his penalties (-3), the results are 9 (one Success Level), 11 (two Success Levels) and 18 (five Success Levels). This amounts to eight Success Levels. Stephen only needs two more Success Levels to bring the Addiction down to a 1-point Drawback. Unfortunately for Stephen, the going gets tougher, and Difficult Willpower Tests are now required. The next day, Stephen rolls a four. Adding his Willpower (2—no doubling) and subtracting his penalties (still -3), the result is three. This failure sends Stephen in desperate search of a "fix." If he decides to try and kick the habit again, a new series of Willpower Tests must be begun with no Success Levels accumulated.

This struggle should be a major part of the character's roleplaying. A convincing depiction of the torments of the addict may be rewarded with bonuses to the Willpower Tests. This should be especially apparent in some Apeworlds where the drug, even if it is just cigarettes, is completely unavailable. The addict must endure withdrawal through circumstances rather than choice.

ADVERSARY VARIABLE SOCIAL DRAWBACK

At some time in the past, the character has made an enemy, or he belongs to a group, race or nation that automatically attracts the enmity of others. An Adversary is more than somebody who dislikes the character, however. He, she or they wish nothing less than the destruction of the target, either by killing or ruining him.

The more powerful the Adversary, the higher the value of this Drawback. Ape Masters should determine if an Adversary is appropriate to the game in question. If the Adversary is unlikely to appear

frequently, the Ape Master can reduce the point value or disallow it altogether. Individuals are worth one to three points as Adversaries, depending on their resources and abilities. A Pre-Heroic person would be worth one point; a Green Beret or a multimillionaire would be worth three points. An organization may be worth two to five points, depending on its power. A gang of thugs would be worth two points, the police department of a city would be worth three to four points (depending on its size and competence), and a large national agency like the CIA would be worth five points or more.

The player should have a good reason why his character has earned the enmity of the Adversary. The Ape Master can then weave this enemy into the plot of the Story in any way he sees fit.

ARTISTIC TALENT 3-POINT MENTAL QUALITY

Some people have a natural gift for producing astounding works of art, even if they lack formal training. Geniuses like Mozart and Picasso had the ability to create true art seemingly without effort. A character with this Quality has the talent to become a famous artist. Artistic Talent affects only one form of artistic expression, such as Painting/Drawing, Sculpture, Singing, etc. It is possible to buy this Quality multiple times; each additional purchase grants the bonuses to an additional type of Fine Arts. Further, Essence bonuses (see below) are cumulative.

Whenever a work of art is created, the character receives a +3 bonus to all related Task attempts. Additionally, even if the Task is failed, a minimum of one Success Level is always acquired—even a failure by the truly talented still has artistic merit.

In most *Terra Primate* settings, true artists have very strong souls. A character with Artistic Talent adds twelve Essence Points to his pool, to represent the power of his spirit. In some worlds, this also makes artists more likely to be targeted by entities that feed on Essence, which may explain the oft-tortured existences of true artists.

ATTRACTIVENESS**VARIABLE PHYSICAL QUALITY OR DRAWBACK**

This Quality or Drawback determines the character's looks (or lack thereof). The average person has an Attractiveness of zero, which means the person looks plain and undistinguished unless he takes steps to enhance his appearance (clothing, makeup and poise always make a difference). Positive values in Attractiveness indicate pleasing features, while negative values indicate ugliness, scars, or unpleasant characteristics. The character's Attractiveness value can be added to or subtracted from any Test or Task that involves making an impression on other people. In some cases, negative Attractiveness values can be useful such as when trying to intimidate or scare people. So, a character with an Attractiveness of -3 would add three to any Task where intimidating people is a factor.

Note that the character's physical Attributes determine exactly how his Attractiveness is expressed. Someone with Strength four and a Attractiveness of four appears extremely athletic, likely tanned from outdoor exercise, with a well-muscled body. A character with a Constitution of one with the same Attractiveness rating is probably a pale person with doll-like features.

Purchasing Attractiveness costs one point per level if bought as a Quality, or adds one extra character point if acquired as a Drawback. After character creation, Attractiveness can change only by events that modify the character's entire appearance, either through scarring or plastic surgery.

Attractiveness can range from -5 to +5 in humans. A +1 or +2 make the person stand out in a crowd and attract attention unless the character somehow hides his features. At +3 or +4, the character can easily make a living through looks alone, as a model or entertainer. At +5, the character would be as comely as the top models, beauty pageant contestants and movie stars in the world. On the other hand, at -1 or -2, the person has homely features or unsightly blemishes or scars. At -3 or -4, the character is downright repulsive. At -5, people will be taken aback by the character's appearance; looking at him will be a source of discomfort. Beings with inhuman features can have levels as low as -10.

It should also be noted that Attractiveness is different for different species. Although there were hints at some form of attraction between Ari and Leo in the 2001 version of *Planet of the Apes*, it is assumed that across the species, characters automatically have a -3 modifier for physical attraction. As Zira said to Taylor in the original *Planet of the Apes*, "You're just so damn ugly!" This modifier is also taken into account with intimidation as above. A gorilla soldier is going to automatically gain a +3 to any intimidation Task against a human. Ape Masters should use common sense with this though. A human should not gain the +3 intimidation against apes except in certain circumstances. For example, if the human is ranting, screaming, pretending to be a plague carrier, or the ape society is wary of the human threat.

CHARISMA**VARIABLE MENTAL QUALITY OR DRAWBACK**

This trait represents the personal magnetism and leadership qualities of the person, ranging from -5 to +5. A character with a Charisma in the negative range is instinctively disliked by most people he meets. People are naturally inclined to antagonize or avoid him. Charisma can be added to any Task where the character is trying to influence other people. Negative Charisma, of course, reduces the chance that any attempt to influence people will work.

CLOWN**1-POINT MENTAL DRAWBACK**

The Clown refuses to take things seriously, and is always coming up with jokes and wisecracks, even during the most inappropriate moments. Perhaps the character is deeply insecure and tries to gain other people's acceptance through humor, or he simply delights in keeping people off-balance with his comments. The biggest problem these characters have is that they cannot keep their mouths shut even when they know a joke will only work against them.

Clowns are generally accepted and liked during situations where their quirky humor is not out of place (parties and other social gatherings, or among friends). Their sense of humor gets them in trouble during tense and dangerous situations. Another problem the Clown faces is that people often do not take him seriously even when they should.

CONTACTS**VARIABLE SOCIAL QUALITY**

The character has friends or allies who can provide him with information, warnings and even help, should he require it. The more helpful the contact is, the higher the Quality's point value. For any and all Contacts, the Ape Master determines whether or not the Contact is available at any given time. Generally, the more time the character has to reach or get word to his Contact, the more likely the Contact is to come through.

A Contact that only provides rumors and hearsay is worth one point. If the Contact usually provides reliable information and will help the character out in small ways (offering a ride, letting the character spend the night at the Contact's apartment), this Quality is worth two points. Actual allies who will help the character in any way they can are worth three to five points, depending on the Contact's resources.

COVETOUS**1- TO 3-POINT MENTAL DRAWBACK**

A Covetous character wants certain things and is prepared to go to great lengths to acquire them. He may be motivated by love of money, lust for sensual satisfaction, hunger for power, or the search for glory. Whatever he desires, be it fame, fortune or influence, he will do almost anything to get it, limited only by any sense of caution or morality he may have—and in some cases, not even by that. A Covetous character usually refrains from breaking his own moral code or the laws of the land in the pursuit of his goals, but if a golden opportunity presents itself, the temptation may just be too great.

There are four types of covetousness, based on what the character wants: Greedy (money and wealth), Lecherous (sexually attractive people), Ambitious (power and influence), and Conspicuous (fame and renown). It is possible to covet two or more of those things, but each additional source of desire adds only a single point to the value of this Drawback.

The Covetous Drawback has levels of severity, worth one, two and three points respectively.

Mild: The first level is relatively mild. The character knows what he wants, and he spends a great deal of time and effort to attain his goals, but he won't break his own rules or those of society to do so. Most of his actions should be directed toward achieving his objective, directly or indirectly.


Severe: The second level is stronger—presented with enough temptation, the character may act even if it goes against his better judgment or morality. He may resist if the action he contemplates is truly wrong and reprehensible—stealing the credit for a heroic deed performed by a friend, for example—but resisting requires a Simple Willpower Test, at a penalty of -1 to -3 if the temptation and possible rewards are great.

Extreme: The third level is the strongest—a desire so strong that it often overwhelms any scruples the character may have. When presented with temptation, he can only avoid acting by passing a Difficult Willpower Test, with penalties ranging from -1 to -5 depending on the size of the “prize.” For a high enough reward, the character will turn on friends or loved ones, and even betray his cause or principles.

COWARDLY**1- TO 3-POINT MENTAL DRAWBACK**

A cowardly character is easily scared and intimidated. Furthermore, he is very reluctant to take any risks; putting his neck on the line always strikes him as incredibly foolhardy. Note that this does not mean that a cowardly character will not fight if necessary. Such a character usually tries to stack the odds in his favor, however, before resorting to violence. He would have no compunction (except as determined by other Drawbacks) against attacking others if circumstances minimized the danger. A coward can hide his Drawback from others as long as he is not involved in a clearly dangerous situation. Only then may his limitations become apparent.

This Drawback has three levels of intensity, worth one, two and three points respectively. The level of the Drawback acts as a modifier to any Willpower Test or Task to resist fear, intimidation or bullying. For example, a character with a two-point Cowardly Drawback incurs a -2 penalty to any Fear Test imposed by the Ape Master (see p. 94).



Mild: At the first level, the character avoids taking unnecessary risks, but fights when cornered (or when he thinks he has the upper hand). Simple Willpower Tests are necessary to avoid fleeing or surrendering when confronted by what the character considers to be superior foes. The same goes for taking even small chances, like confronting the boss, asking for a raise, complaining about some problem or the like.

Severe: The second level of this drawback is stronger. The character needs to pass a Simple Willpower Test to fight back even when he thinks the odds are in his favor, and needs to pass a Difficult Willpower Test to avoid fleeing dangerous situations, or take chances.

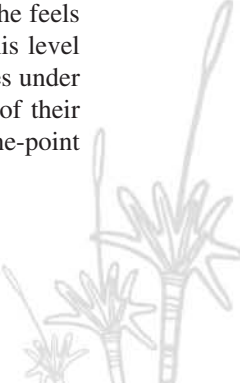

Extreme: The last level is the worst, requiring Difficult Willpower Tests to get involved in confrontations or risky situations even when the character has a good chance of succeeding. Truly dangerous or heroic acts are simply impossible; the character never knowingly or willingly endangers himself, and may actually even betray his friends if he thinks he will save himself in the process.

CRUEL 1- OR 3-POINT MENTAL DRAWBACK

Cruel people enjoy making other people suffer. The truly evil derive satisfaction from anybody's pain. Some people are perfectly normal and nice most of the time, but when angered or given offense, make their enemies pay—and love doing it.

This Drawback has two levels or degrees of intensity. The second level is best restricted to villains, as it indicates a serious mental problem that makes most characters unsuitable for the typical campaign. As always, the Ape Master has the final say.

Mild: This character would never hurt a friend or a loved one. Enemies, especially those who have really angered him, are a different matter. He enjoys inflicting pain (mental or physical) on those he feels “deserve what they get.” Characters with this level of cruelty are capable of committing atrocities under the right circumstances, but will not go out of their way to find opportunities. This is a one-point Drawback.



Extreme: This person is a true sadist, and never passes up the chance to inflict pain on others. Even friends and loved ones are not safe from him. When it comes to enemies or those who get in his way, he enjoys nothing so much as their utter destruction or humiliation. When no enemies are available, he uses his “talents” on those around him. This is a three-point Drawback; people with this Drawback rarely keep any friendships, and quickly gain enemies.

DELUSIONS

VARIABLE MENTAL DRAWBACK

Delusions are beliefs that have no basis in reality—at least as reality is understood by society at large. The character refuses to abandon such beliefs even in the face of overwhelming evidence to the contrary, or at best comes up with rationalizations to explain away any contradictions. The more impact a Delusion has on a person, the higher its value as a Drawback. Some examples are given below.

Delusions of Grandeur: This person thinks he is somebody far greater and more powerful than he really is. In extreme cases, the character thinks that he is a historical or fictional figure like Napoleon or Sherlock Holmes. The more common type has an exaggerated sense of overconfidence. Some examples: “I am a genius, but nobody understands me—which is why the best job I’ve held is cashier at a 7-11” (one point); “I am the Messiah; prepare for the Second Coming!” (three points).

Phobia: A Phobia (however defined) counts as a Delusion, worth -1 to -3 points depending on the severity. So, claustrophobia would be worth -1 if the character is uncomfortable in enclosed spaces and -3 if the character is unable to enter an elevator without suffering an anxiety attack.

Prejudice: The belief that a group of people (racial, ethnic or national) has certain characteristics (positive or negative). While everyone has some prejudices in some way or another, a delusional person holds staunchly to these beliefs. In some cases, the person refuses to trust or befriend any member of such a group, regardless of the merits of the individual person. Such a Delusion is worth one to three points, depending on how intense the belief is, how large a group it applies to, and how it

dominates the character’s life. At the one-point level, the character could be an “Archie Bunker” type bigot; at three points, he would be a rabid racial supremacist, unable to communicate with people of the wrong color . . . or species.

Weird Delusions: Any strange belief that flies in the face of reality. Some examples: “Aliens talk to me through my wristwatch,” “What are you looking at me like that for, I AM an ape!” “Dogs are the Spawn of Satan, and must be destroyed.” The value depends more on what the character does about the Delusion than the Delusion itself. For example, if the character in the last example simply refuses to pet dogs, and avoids being next to a dog, a one-point Delusion would be sufficient. If he tells people about his beliefs all the time, and keeps pestering any dog-owning friends and neighbors about the dangers of keeping such monsters around, a two-point Delusion would be appropriate. If he carries his insanity to its “logical” conclusion and starts hurting or killing dogs, the Delusion is worth three points and he is likely to get in trouble with the law (assuming there are any law men on the Apeworld in question).

EMOTIONAL PROBLEMS

VARIABLE MENTAL DRAWBACK

Those with Emotional Problems react in unreasonable ways to some situations and problems. The reaction can be anger, pain or anguish, typically more extreme than normal. Maybe a traumatic event in this life (or even in a previous life) has made them this way. These emotional problems can be triggered by ordinary events in normal life, events that may bring distress to most people but which will prompt a very strong reaction from a disturbed character. Some situations that can trigger emotional problems are discussed below.

Fear of Rejection: This character is afraid of rejection, and when he experiences someone spurning his friendship, devotion or love (or just thinks that someone is so spurning him), he feels hurt and angry. People with this problem may be afraid to make friends or approach people they are attracted to, and if their fears come true, will harbor a great deal of resentment and anger. They may even become violent. This is a one-point Drawback.

Depression: This character's emotional problems make the very act of living seem like a hard chore. Common symptoms of depression include sleep problems (either oversleeping or bouts of insomnia), severe procrastination (to the point that the sufferer may lose his job), and a lack of interest in anything. A character with depression is at -1 to most Tasks, and tends to avoid becoming involved in anything. This is a two-point Drawback. A severe shock may snap someone out of this state for a while (a life-threatening crisis will do it), but the character will sink back into inactivity afterwards. Certain drugs and psychiatric treatment can reduce the effect of this problem (which will also reduce its value).

Emotional Dependency: This type tends to be "clingy" and overly dependent on others. Once he makes a friend, he wants to hang around that person all the time. When involved in a relationship, he is excessively needy. This behavior tends to annoy people around him. This is a one-point Drawback.

Fear of Commitment: Whenever this character starts feeling too close to somebody, he becomes afraid and starts pulling back. Maybe he is afraid that if he lets somebody get too close, they will hurt him, and it's not worth the pain. Or perhaps he fears that if he reveals too much about himself, the other person will see the "real him" and will be appalled or disgusted. This makes it very difficult to have a healthy relationship with either friends or lovers. This problem is a one-point Drawback.

Overcoming an Emotional Problem: A common theme in fiction involves characters who manage to overcome their flaws in the course of the plot. Emotional Problems can be overcome by characters during play. This should always be roleplayed. If the player was able to convey the inner struggle of his character over the course of several Stories, the Ape Master might allow him to eliminate the Drawback without having to "pay" any experience points to do so (see p. 116).

FAST REACTION TIME 2-POINT MENTAL QUALITY

Unlike most people, who are easily surprised and blindsided, these quick individuals can often anticipate their enemy's moves and counteract them.

They almost never "freeze" in a dangerous situation. In combat, contact sports or other physical confrontations, characters with this Quality can act first without needing to check for initiative (restricted by common sense—Fast Reaction Time will not help the target of a sniper half a mile away, for example). This Quality also provides a bonus of +1 on Willpower Tests to resist fear (see p. 94).

HARD TO KILL 1- TO 5-POINT PHYSICAL QUALITY

Characters with this Quality are extremely tough, and can withstand an amazing amount of damage before going down. Even after being severely wounded, medical attention has a good chance of reviving them, scarred but alive. This Quality is bought in levels. Level five is the highest possible for human beings. Each level of Hard to Kill adds three Life Points to the character's Pool. Additionally, each level adds a +1 bonus to Survival Tests (see p. 110). For obvious reasons, this is a very useful Quality for Heroic characters and the Powered.

HONORABLE 1- TO 3-POINT MENTAL DRAWBACK

The honorable character follows a code of honor, and will not break it lightly, if at all. The more restrictive and rigid the code is, the higher its value. The character with the code of honor should almost never break its rules, no matter what the cause. In a life-or-death situation where honor must be ignored, the character might do so, but even then a Difficult Willpower Test is necessary to pass the psychological barriers reinforcing the code of honor. Players whose characters ignore honor for the sake of convenience should be penalized for poor roleplaying. The levels of the Honorable Drawback are discussed below.

Mild: These characters do not lie or betray friends or loved ones, or people they respect. Anybody else, especially people from groups they dislike or are prejudiced against, are fair game. This is a one-point Drawback.

Severe: This code of honor is more complex, and applies to everyone, friend or foe. The character always keeps his word and does his best to fulfill any promises he makes. He will not betray the trust of

others once he has accepted it. Note that the character may be reluctant to give his word except in a good cause, because once it has been given he will abide by it. This is a two-point Drawback.

Extreme: This person lives by a strict set of rules that control most of his actions towards others. In addition to all the other restrictions above, he will refuse to participate in acts of betrayal such as ambushes, striking a helpless or unsuspecting foe, or cheating in any way. Lying is anathema, and he will only lie in cases of extreme need. Even then, he will feel guilty and will not do a very good job at deceiving; any tasks requiring lying will have a -2 to -6 penalty, determined by the Ape Master.

HUMORLESS

1-POINT MENTAL DRAWBACK

The humorless character lacks the ability to laugh at life, and takes everything with the utmost seriousness. Other people's attempts at humor leave him cold or annoy him. Most people find this facet of his personality to be unattractive or bothersome. Clowns and practical jokers most likely select the humorless as their favorite target.

HYPERLINGUAL

1-POINT/LEVEL MENTAL QUALITY

The character has an uncanny aptitude for learning and speaking new languages, from the most mundane European tongues to the strangest dialects of jungle-dwelling tribesmen. This character may add his level in the Hyperlingual Quality to any Language skill (even if it is zero) when determining his level of fluency. For example, a character with Language (Swahili) 2 and three levels of Hyperlingual speaks Swahili with "complete mastery," a level of fluency normally associated with a skill level of five.

LAZY

2-POINT MENTAL DRAWBACK

This character just does not like to work and is always looking for ways to avoid hard work. This limits how much he can learn or accomplish in life. A lazy character must roleplay an unwillingness to work, except in situations where the work is extremely important, and even then he will try to shirk his duties or select the easiest task.

More importantly, the character has a hard time learning skills, due to his inability to spend the required time and effort. When determining and improving skills for such a character, the character point cost becomes higher after reaching a certain level. This level is determined by the character's Attributes. A lazy but intelligent or dexterous person can learn a great deal with little effort—at least at first. Skills are purchased normally until their level is equal to the Attribute most commonly associated with them. Combat and physical skills would be linked to Dexterity, technical and scholastic skills would be associated with Intelligence, and so on. After reaching that level, any further improvement costs double the normal cost. Lazy people are unlikely to ever excel at anything.

For example, lazy Gert is a near genius-level woman (Intelligence 4) who has never had to work very hard to be successful. She could have been a great computer programmer, but has instead settled for being a very good one. Gert's Computer Programming skill can be bought up to level four in a normal manner. After level four, however, the cost to raise the skill is doubled. It takes 10 points to raise the skill to level five, and 12 points to raise to level six! Indeed, Gert never goes beyond level four, too lazy to transcend this limit.

MILITARY RANK

VARIABLE SOCIAL QUALITY OR DRAWBACK

The character is in the armed forces. High rank has privileges: soldiers or sailors will obey the character's orders. On the other hand, low-ranking soldiers are at a disadvantage. They get ordered around, and disobeying is not a good option. The value of Military Rank ranges from -1 to +9, and costs one point per level (positive or negative). Keep in mind that high rank also entails numerous duties that may restrict the character's actions even more than very low rank. The rank names in the table (see p. 40) are based on the U.S. military system; other nations have different names for equivalent ranks. Ranks for underground guerrilla operations are usually created by the self-appointed leader of the group and are rarely respected outside of it.

LEVEL	ARMY	MARINE CORPS	AIR FORCE	NAVY/COAST GUARD
-1	Private	Private	Airman	Seaman
0	Specialist	Corporal	Senior Airman	Petty Officer 3rd Class
1	Sergeant	Sergeant	Sergeant	Petty Officer 2nd Class
2	Sergeant 1st Class	Gunnery Sergeant	Master Sergeant	Chief Petty Officer
3	Lieutenant	Lieutenant	Lieutenant	Ensign
4	Captain	Captain	Captain	Lieutenant
5	Major	Major	Major	Lieutenant Commander
6	Lieutenant Colonel	Lieutenant Colonel	Lieutenant Colonel	Commander
7	Colonel	Colonel	Colonel	Captain
8	Major General	Major General	Major General	Rear Admiral
9	General	General	General	Admiral

MINORITY

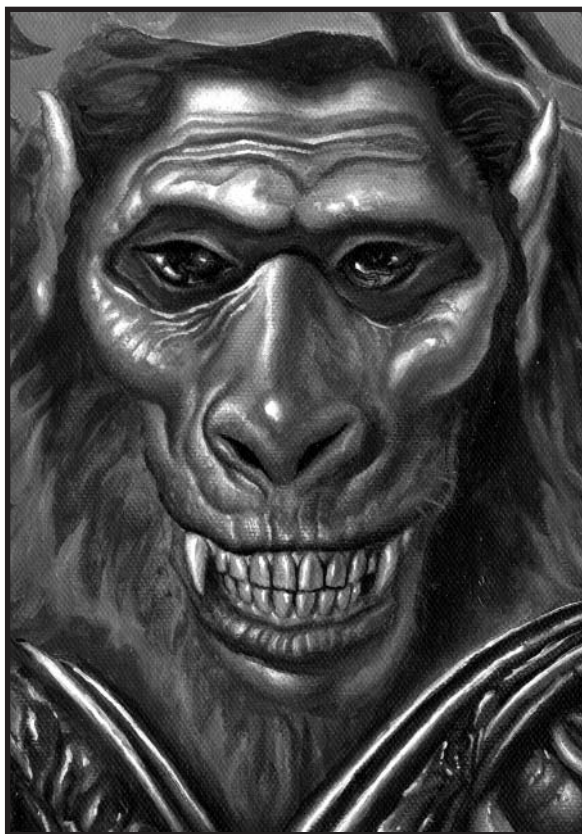
1- TO 6-POINT SOCIAL DRAWBACK

A minority character is considered a second-class citizen because of race, ethnic group or religion. He is a member of a small or disadvantaged group, disliked by the mainstream. People of the dominant group tend to act in negative ways toward him; many will be automatically suspicious, fearful or annoyed at him for no reason other than what he is. This Drawback has a one-point value in a modern human society, where people cannot be denied service in a restaurant because of the color of their skin (in most places, at least).

On worlds ruled by intelligent apes, all humans often have this Drawback—and at much higher levels. This Drawback is worth -2 points on worlds in which humans face strong legal prejudice and -3 points on worlds where humans are enslaved. On some Apeworlds, humans are not even considered fit slaves, but are treated as animals. Humans on these worlds have this Drawback at a -4 to -6 point level depending on whether they are caged, subjected to experiments or hunted for sport.

All these levels reflect the dominant ape attitude toward humans on the world—some apes may treat humans better than indicated, while others may treat them much worse than the Minority Quality level seems to suggest. For example, on a world where humans are slaves, some apes may agitate for

abolition of slavery and protection of human rights. But more sadistic apes may hunt humans for sport. Both are considered extreme attitudes on this world, where most apes consider humans simply as slaves.



MULTIPLE IDENTITIES
2 POINT/IDENTITY SOCIAL QUALITY

Some characters have more than one identity. This false person comes complete with such records as a birth certificate, a social security number, and a credit rating. Only characters with criminal, espionage or law enforcement connections are likely to have this Quality, because convincing papers require access to good forgeries and computer records. Each fake identity costs two character points. Note that characters traveling under aliases or who have purchased a fake driver's license do not need to purchase this Quality. Each Multiple Identity grants a set of papers and records that pass all but the closest scrutiny. Most police organizations will be fooled by the fake identity; an all-out investigation by such agencies as the FBI or NSA would reveal the truth.

NERVES OF STEEL
3-POINT MENTAL QUALITY

A character with this Quality is almost impossible to scare. Whether he is too dumb or too tough to be frightened is open to question, but he can keep his cool even in the face of unspeakable horror. Only the most bizarre and terrifying situations make an impression on a fearless character, and even then he has a good chance of not succumbing to panic. The character must make Fear Tests (see p. 94) only when confronted with the strangest supernatural manifestations, and gains a +4 bonus to his roll even then.

OBSESSION
2-POINT MENTAL DRAWBACK

A particular person or task dominates the character's life, to the exclusion of most other things. To pursue his obsession, he will go to almost any lengths (as limited by his morality). He may neglect other duties, both personal and professional, to pursue that which fascinates him. The obsession may be a person (who may or may not be aware of his feelings, but who almost certainly would be upset about their intensity) or a task (like getting revenge on somebody, or performing some important or notorious feat).

PARANOID
2-POINT MENTAL DRAWBACK

"They" are out to get you. Trust no one. Everything is a conspiracy, everyone is keeping

secrets. This character never knows when somebody is going to turn against him. A paranoid character expects treachery at every turn, and rarely trusts even his friends and relatives. Note that in the some worlds, where secret organizations have run centuries-old conspiracies, being paranoid is somewhat healthy. Still, a character with this Drawback sees conspiracies and danger everywhere, including places where there are none. This makes his stories and beliefs less likely to be believed, even when they are true. Paranoid characters often suffer from Delusions and Emotional Problems (their point values are determined separately).

PHOTOGRAPHIC MEMORY
2-POINT MENTAL QUALITY

Those with photographic memories have an uncanny ability to remember things. After reading a book, they can quote passages without missing a word, and they almost never forget anything. The Ape Master will provide information that the character would remember whenever it is necessary. Also, characters with this Quality receive a +1 bonus on any skill where memorizing facts is useful; most scholastic skills fall under this category. Furthermore, any Tasks where memory can play a role gain a +1 to +3 bonus, at the Ape Master's discretion.

PHYSICAL DISABILITY
VARIABLE PHYSICAL DRAWBACK

This Drawback covers any physical problems affecting the limbs of the character. A disabled character may suffer from limb loss, spinal column damage, and any number of tragic impairments. The possibilities are discussed below.

Missing or Crippled Arm/Hand: The hand in question cannot be used to grab or hold objects. Any Test or Task requiring two hands is at a disadvantage (-3 or worse) or simply impossible. This is a two-point Drawback. A character with a prosthetic hand can overcome some of these problems, reducing the Drawback to one point in value.

Missing or Crippled Leg/Foot: The character is unable to walk or run normally. With the help of crutches or a cane, he can move at up to one-third his normal Speed Attribute. Hand-to-hand combat Tasks are at -2. This is a three-point Drawback.

Prosthetics can reduce the penalties, increasing Speed to up to half-normal, and reducing combat penalties to -1. This reduces the Drawback value to two points.

Missing or Crippled Arms: Both the character's arms are missing or crippled. He cannot use any tools normally. Some people with this handicap have learned to use their feet with great skill to compensate for the loss of their arms. This is a four-point Drawback.

Missing or Crippled Legs: The character is unable to walk. Without the help of a wheelchair, the best he can do is crawl or roll on the ground. This is a four-point Drawback.

Quadriplegic: Either arms and legs are crippled or missing, or the character is paralyzed from the neck down. Almost all physical activities are impossible. A special wheelchair, operated with the neck or mouth, can help the character move around (if the unfortunate has access to such instruments). Someone needs to take care of all the basic needs of the character, from feeding to changing him. This highly debilitating trait is an eight-point Drawback.

Characters with Physical Disabilities

For players interested in the great potential for character building that a physical disability provides, the Ape Master's consent could lead to inspired storylines. The movie *Monkey Shines* is a great example of how a quadriplegic character can still be the dramatic lead in a tense and scary movie, almost held hostage by the monkey. And everyone's favorite bald leader of a mutant superhero team just would not be the same without the Crippled Legs Drawback. In combination with strong mental powers (such as those detailed on p. 61) that allow the character to levitate by telekinesis, a very interesting character could be created. The human body has a strong ability to compensate for any weaknesses.

RECKLESS 2-POINT MENTAL DRAWBACK

A reckless character is supremely overconfident and impulsive, willing to take incredible risks, often without thinking of the consequences. Most of the time, he never looks before he leaps—and gets into all kinds of trouble as a result. A reckless character prefers to act first and think about it later. He says what's on his mind with no consideration for diplomacy or courtesy, rushes into dangerous situations, and rarely wastes time on second thoughts. Reckless does not necessarily mean suicidal though. Acting on impulse no doubt puts the character in jeopardy, but doing something that is clearly lethal is not roleplaying, it's just stupid.

RECURRING NIGHTMARES 1-POINT MENTAL DRAWBACK

This character is plagued by terrifying dreams that relive some traumatic experience, or are just frightening and disturbing. Every night, the Ape Master may check to see if the character suffers from the nightmare. This may be done at the Ape Master's discretion, or may be rolled randomly (a roll of one on a D10 means the character experiences a nightmare that night). On any night when the character is afflicted by the nightmare, he loses D4(2) Endurance Points as the result of his inability to go back to sleep.

RESISTANCE 1-POINT PER LEVEL PHYSICAL QUALITY

Some people are innately better at ignoring the bad things that life throws at them. This ability allows the character to fend off the effects of a particular type of harm. Each type of Resistance Quality must be purchased separately. Some examples are presented below, but others may be devised by Ape Masters and players.

For Resistance (Disease), the Quality level is added to Constitution when resisting Contagion Strength (see p. 106). For Resistance (Poison), the Quality level adds to any Constitution Test required (see p. 105), and decreases the damage caused per Turn (to a minimum of one). It could also be viewed as an "iron-clad stomach," and offer protection against eating bad or "off" food. Resistance (Fatigue) decreases any Endurance Point loss by its

level (to a minimum of one per time period involved). A Resistance Quality for pain would decrease the penalties associated with severe wounds, and add to the Willpower and Constitution Test necessary to avoid being stunned (see p. 110).

RESOURCES

VARIABLE SOCIAL QUALITY OR DRAWBACK (2-POINTS/LEVEL, POSITIVE OR NEGATIVE)

The character's level of Resources determines how much material wealth he has access to. This trait varies widely depending on the particular Apeworld chosen. Some levels (based on modern western society) are described below.

Destitute: Owns the clothes on his back, maybe ten dollars' worth of stuff and a shopping cart. Lucky to scrounge a few dollars a month. This is a ten-point Drawback.

Miserable: Owns about \$100 worth of property (including the clothes on his back). May live in public housing or might be homeless. Lucky to scrounge \$100 a month. This is an eight-point Drawback.

Poor: Owns some \$500 in property and lives in low-income housing. Has an income of \$500 a month or what he gets from welfare. This is a six-point Drawback.

Hurting: Owns about \$1,000 in property and lives in a small apartment in a bad part of town. Has an income of about \$1,000 a month before taxes. This is a four-point Drawback.

Below Average: Owns \$5,000 in property (including an old vehicle perhaps) and lives in an apartment. Has a pre-tax income of \$1,500 a month. This is a two-point Drawback.

Average: Owns \$15,000 in property. Has an income of \$2,500 a month before taxes. This is worth zero points.

Middle Class: Owns \$50,000 in property (will usually include a house or condominium, not to mention vehicles). Has an income of \$5,000 a month before taxes. This is a two-point Quality.

Well-off: Owns \$300,000 in property. Has an income of \$10,000 a month before taxes. This is a four-point Quality.

Wealthy: Owns \$700,000 in property. Has an income of \$40,000 a month. This is a six-point Quality.

Rich: Owns \$2,000,000 in property. Has an income of \$50,000 a month. This is an eight-point Quality.

Multimillionaire: Owns \$5 million in property. Has an income of \$200,000 a month. This is a ten-point Quality.

Each additional level adds another \$5 million in property and \$200,000 to monthly income.

Of course, the impact of this wealth is the Ape Master's call. If the Cast Member was a wealthy astronaut catapulted onto an ape-dominated world, the character's resources are not going have much bearing on the game. Ape Masters may wish to use the Resources levels purchased to determine whether the character has access to rare items, such as salvaged weapons from the spaceship or a secret horde of ancient human artifacts.

SECRET

VARIABLE SOCIAL DRAWBACK

There exists a dangerous and hidden fact about the character. The more damaging the secret if it became known, the higher the value of the Drawback. For example, damage to one's reputation and livelihood would be worth one point; a threat to the person's well-being (he might be arrested or deported if the truth were known) is worth two points; if the secret could cost the character his life, it is worth three points.

SHOWOFF

2-POINT MENTAL DRAWBACK

The whole world is the showoff's audience, and he loves to perform for it. He never misses a chance to cast the spotlight on himself or his accomplishments, while quickly excusing or covering up his mistakes. A showoff loves to get public acclaim or at least the respect of his peers. Most of the time, he simply makes sure people notice him, but on occasion he might try a bit too hard to attract attention to himself and his deeds. This Drawback is slightly more complex than the Covetous (Conspicuous) Drawback, and the showoff is less likely to betray his principles in order to hog the spotlight.



SITUATIONAL AWARENESS **2-POINT MENTAL QUALITY**

The observant almost always know what is going on around them, and can react with uncanny quickness to the unexpected. These characters gain a +2 bonus to any Perception-based rolls to sense trouble or danger in their immediate surroundings. It is very hard to sneak up on them; the same bonus applies to resist any Stealth Tasks to approach them.

STATUS **VARIABLE SOCIAL QUALITY OR DRAWBACK**

This trait represents the standing of the character in the eyes of the people around him. It includes any fame, glory or notoriety the character might have. Note that wealth and status are often linked; a character gets a bonus to his status equal to one-quarter (round down) of his Resources point-cost (if positive).

For example, zero level is middle-class American; -5 a homeless person, +10 a member of an ancient noble house, a movie mega-star, or the hero of millions. These examples are, of course, only relevant to modern Western civilization. In an ape-dominated setting, status for a human may mean that the character has served the ape society for a while and earned a little respect or that the human can speak in a world where humans are mute—making him a rare and prized possession.

TALENTLESS **2-POINT MENTAL DRAWBACK**

The talentless individual is totally lacking in creativity and artistic talent. Maybe he is too stolid and practical or maybe he just doesn't have a very good imagination. This Drawback does not just affect his ability in the arts, but also in many social situations where flair and creativity are necessary.

A talentless character has a -3 penalty when trying to do anything artistic. This penalty does not affect Tasks where other people's art is judged; many expert critics are talentless. In addition to the penalty, the character can never get more than one Success Level in artistic pursuits, regardless of how high his skill or roll are. People with this Drawback also make poor liars, charmers or social butterflies. The same penalty applies to such skills as Intimidation, Seduction and Smooth Talking—a lack of creativity affects the ability to influence others.

ZEALOT **3-POINT MENTAL DRAWBACK**

A zealot is a person whose beliefs (political, religious or personal) are so strong that they dominate his life and behavior. Zealots are willing to sacrifice anything, including their lives (or the lives of others) in service to the ideals they hold dear. These characters are dangerous to themselves and others, and show a total disregard for the law whenever it conflicts with their beliefs.

Supernatural Qualities and Drawbacks

When available, Supernatural Qualities are purchased using Quality or Powers points. Some Supernatural Qualities require the Powered Quality before they may be purchased. Unless otherwise desired, only Accursed, Good Luck/Bad Luck and Old Soul should be available to Pre-Heroic and Heroic characters.

ACCURSED

VARIABLE SUPERNATURAL DRAWBACK

The character has been afflicted by a powerful curse, one that may haunt him until the end of his days. The actual elements of the curse, and how difficult it is to remove it, determine the point value of this Drawback. For the most part, it is the result of a misdeed the character committed in the past, and atonement for the misdeed is a major step (but may not be the only one) needed to remove the curse.

A curse of this magnitude is only possible for the worst crimes and injuries. The Ape Master and the player may work together in deciding the origins of the curse, or the Ape Master may craft it himself. In the latter case, the origin of and the solution to the curse should remain a mystery to the character.

Depending on its severity, a curse can be worth anywhere between one and ten points. Some rules of thumb to determine the power of the curse are given below. As usual, the Ape Master is the final judge as to what is appropriate to a campaign setting.

A major inconvenience or annoyance is worth one point. For example, the character seems to attract flies, fleas and vermin; milk sours quickly in the presence of the victim; little accidents plague the accursed one.

Something more dramatic and harmful would be worth two to three points. For example, people tend to be distrustful and angry at the character for no apparent reason (-2 to -3 penalty on all attempts to influence people), or the character can never accumulate a lot of money without losing it (this

would preclude any Resource level above zero). Alternatively, people around the character are plagued by small accidents and annoying incidents. In this case, personal involvement is as important as that of physical proximity. A close friend of the victim suffers from the effects of the curse regardless of how far away he is. By the same token, all the people sharing a subway car with the accursed person also suffer from it.

Severe or life-threatening curses will be worth four to five points. For example, every day, an accident, mishap or random occurrence endangers the character's life—a car skips a red light when the character is crossing the street, a gang shootout begins as he crosses the neighborhood, or a similar dangerous chance event occurs. If the character is alert, he might survive the mishap without injury, but every day he has to live with the knowledge that sometime, somewhere, something dangerous and terrible is going to happen.

A ten-point curse would be a terrible thing, something that would utterly ruin any chance of the character leading a normal or happy life, or which might kill the victim at any moment.

The difficulty in getting rid of a curse may add one to five points to its value. If undoing or atoning for a past misdeed is the only requisite, no additional points are awarded. If the misdeed is not known, add one point, as the character must spend time finding out why he was cursed. If the undoing process is extremely complex, or involves illegal activities (in some cases, killing the one who cursed the character is necessary), add two to three points. If a long quest culminating in a difficult magical ceremony, divine intervention, or a similar extraordinary factor is necessary, add four to five points. And some curses cannot be removed by any means. This adds six points to the value of the curse, but no measure will be effective in eliminating it.

GOOD/BAD LUCK

1-POINT/LEVEL SUPERNATURAL QUALITY OR DRAWBACK

If a character enjoys good luck, Fortune smiles on him far more often than most people. Sometimes he pulls off amazing stunts that by rights he should find

impossible to perform. Whenever he needs a break, there is a good chance that circumstances will conspire to give him one. If the character suffers from bad luck, on the other hand, Murphy's Law ("if anything can go wrong, it will") always applies to everything he does.

Each level of the Luck Quality counts as a +1 bonus (or -1 penalty) that can be applied to a Task or Test, once per game session. Multiple levels can be added together for a big bonus on one Task/Test, or spread around several different actions. For example, if a character has three levels of Good Luck, he can get a +3 bonus on one action, a +1 bonus to three actions, or a +2 bonus for one and a +1 bonus for another.

With Good Luck, the player decides when it comes into play. Bad Luck, however, is in the hands of the Ape Master, who chooses when it affects a given Task or Test. Ape Masters should exercise caution and good judgment when applying Bad Luck. If they use Bad Luck for meaningless rolls, the Drawback becomes little more than a minor inconvenience. On the other hand, applying Bad Luck to Survival Tests or other critical rolls generates resentment among players. Make the Bad Luck count, but do not abuse the characters.

For example, Lance has a two-point Bad Luck Drawback. At one point in the Story, Lance takes aim with his gun as a escaped chimp flees from the lab. The character's mission will be much harder if the chimp escapes, but Lance is in no immediate danger, so the Ape Master tells Lance that a startled bird flies in front of him, spoiling his aim. A -2 penalty is applied to Lance's shot.

INCREASED ESSENCE POOL

1/5-POINT SUPERNATURAL QUALITY (1/2 POINT AFTER CHARACTER CREATION)

While all beings have Essence, the Powered generally have a greater amount. Their connection to the Otherworlds has strengthened their souls, making them living beacons of energy. Having a large Essence Pool is both a blessing and a curse. While Essence can be used to affect the world in many ways, it also attracts the attention of evil and supernatural beings who feed on others' Essence.

Spending one point during character creation adds five points to the character's Essence Pool. This can be done multiple times. After character creation, adding two Essence Points costs one experience point. This makes it more cost effective to build up Essence when creating the character, representing the relatively slow improvement of the Powered character's gifts during the course of their lives. Essence can be purchased after any game session where Essence was used, to indicate a strengthening of the character's spirit.

Any character with the Powered Quality can increase his Essence Pool.

OLD SOUL

4-POINTS/LEVEL SUPERNATURAL QUALITY

The character has been reborn many times. As a result, his soul has become stronger. Characters with old souls tend to be very mature and precocious for their age. It would be nice to believe that age invariably provides wisdom, but old souls are equally likely to be depraved or insightful, cruel or kind. Whatever their orientation, it will usually be more extreme, having been refined over several lifetimes.

This Quality can be acquired multiple times during character creation. Each "level" represents some three to five previous lives lived before the character's current incarnation. The player can determine who these former selves were, where they lived, and what they know, or he can leave such information in the hands of the Ape Master. From a roleplaying point of view, creating a "past lives tree" can be interesting.

Each level adds six points to the character's Essence Pool, even if the character is not Powered. This may make old souls very attractive to certain supernatural predators. Additionally, each level also adds one character point to the Attribute point category; these character points can only be used to increase mental Attributes (Intelligence, Perception and Willpower). Successive lives tend to increase the character's overall insights and understanding—for good or ill. For example, Sandy has three levels of the Old Soul Quality. This gives her three more points to put into her mental Attributes, and 18 more Essence Points.

Old souls are sometimes able to tap into the knowledge of their previous lives. These attempts require the character to pass a single Test using both Willpower and Intelligence as modifiers, and each attempt drains the character of one Essence Point, which is regained normally. When attempting to perform an unskilled Task, the character may receive a flash of knowledge from one of his previous lives. If the player took the time to decide what his character's previous lives knew, the character gains, for that one Task, a skill level equivalent to the character's Old Soul level, but only the skills that the character knew in his previous lives are available. If the previous lives are not known, the character uses only one half of the Old Soul level (rounded down), but virtually any skill might be known. The only exception would be high-tech skills that someone from prior in history would be unlikely to know. Asking one's ancestral memories how to hack into a computer system is not likely to work very well . . .

For example, Andy, with three levels of Old Soul, has about ten past incarnations. Andy's player decided to take the time to figure out who those people were. They include five peasants from different time periods (the Ape Master insisted on at least that many characters being peasants, since most people in pre-modern times tilled the soil for a living), a Confederate soldier, a Mongol raider, a Medieval Italian princess, and a debutante from the Victorian Era. In the course of an adventure, Andy needs to ride a horse, and he does not know how, but his Mongol past life was an expert. If he passes the Willpower and Intelligence Test, he can ride the horse with an effective skill of three, at the cost of one Essence Point. The skill will be in effect for as long as the ride lasts; if later in the day he needs to ride a horse, a new Test and an expenditure of Essence are required. If the player had not fleshed out the past incarnations, Andy would have been able to ride the horse, but with a skill of only one.

POWERED 5-POINT SUPERNATURAL QUALITY

The Powered Quality denotes something special, something beyond ordinary. All the Powered have the ability to perceive the presence of supernatural energies or creatures. By succeeding at a Simple

Perception Test, a Powered character can sense if a supernatural being is near, and can detect strong flows of Essence in an area or object. This sensing is not precise. It does not tell the character exactly what or who is emanating an excess of magical energies, although the greater the number of Success Levels in the Test, the more information the Powered character gains.

The Powered Quality is required for any character wishing to purchase any Powers, including Psionics (see p. 61).

Skills

Skills are learned abilities, the result of training, study or experience. In general, anything that can be taught is considered a skill. The character's background, education and life experiences determine what skills he possesses.

Buying Skills

To acquire skills, use the character points allocated to the Skills category (as determined by the Character Type). Most skills are deemed Regular skills, and cost one point per level from levels one to five. After level five, each additional level costs three points. For example, Doug wants his character to have the Riding skill. He decides that the character is an excellent horseman—in fact, he could train the gorilla cavalry. Such expertise would require a skill of five or higher. Doug decides to go for broke and give the character a Riding skill of seven. This would cost him five points for the first five levels, and six points for the other two levels, for a total of 11 character points. Doug's character is a fantastic equestrian, but he will not have very many other skills.

Special Skills

Certain skills are more difficult to learn, requiring more time and greater dedication. They are called Special skills, and include Martial Arts, Medicine and others. Special skills cost two points per level until level five, and five points per level thereafter, unless otherwise specified in the skill description.

The Meaning of Numbers

The higher a skill level is, the more proficient the character is at using that skill. In general, a level one indicates a beginner or amateur, somebody who has just learned the rudiments of the skill. A level two or three represents general competency—the ability to perform average tasks with ease. A level four or five indicates extreme competence in the subject, the result of a lot of study or practice. Higher levels indicate true mastery of the skill or craft, and the ability to perform the most difficult tasks with relative ease.

Skill Types

Skill Types are required for some skills and represent broad areas of knowledge within the more generic skill category. For example, within the Guns skill are the Handgun, Rifle, and Shotgun Types (among others). Types most often come into play with broad scholastic skills, such as Humanities, Science and Language. Types must be chosen each time the more generic skill is taken, and cost no character points.

Some skill Types allow a default roll when using something that requires a different Type. For example, Guns (Handgun) allows the character to use a Rifle with a -2 penalty. Others do not. Knowing Lockpicking (Mechanical) will not get you very far with an electronic lock.

Skill Specialties

Both fiction and real life display many examples of people who specialize in a aspect or field of study within a skill. A history student may specialize in the early medieval period, for example, or an occultist may know a great deal more about zombies than anything else.

Specialties cost one character point, and result in a +2 bonus to Tasks involving that field of expertise. This is written as a separate skill. For example, a

character could purchase Mechanic 3 for three character points. By specializing with one more point, the character could gain Mechanic (Spacecraft) 5.

Specialties are raised by improving the base skill. For example, if the character's Mechanic skill rises from three to four, his Mechanic (Spacecraft) skill goes up to six. Specialties may not be raised without increasing the base skill level. Purchasing a new Specialty after character creation costs six experience points.

Specialties should be distinguished from Types, which cost no character points. For example, a character might take Humanities (History) at level three during character creation. This costs the usual three points. If he chooses to specialize, he might learn Humanities (Pre-Columbian History). This costs one point and piggybacks on his History skill; the Specialty skill level is five.

Learning New Skills

A character can learn new skills after character creation, during the course of play. This can be done in two ways: through formal study or training (see p. 54), or by hands-on experience. The first option is more time consuming, but is more risky.

Learning new skills from scratch is usually more difficult than improving pre-existing skills. This is why it is generally better to have a character with a wide variety of skills at relatively low levels than an overspecialized character with only a few skills. The latter character will have trouble learning new things. The costs of learning new skills and improving old ones are detailed later (see p. 117).

Using Common Sense

The guidelines provided in the list of skills below, like all the rules in this book, should always take a second seat to plain common sense. If a player is trying to twist the letter of the rules to wring some unreasonable advantage, Ape Masters should let common sense prevail.

Skill List

The following sections discuss a number of skills that may be purchased by *Terra Primate* characters. The skills are listed in the **Appendix** for easy reference during character generation.

These are the standard skills available to a modern character. Some Apeworlds may specify that certain skills are unavailable, such as computer skills in a primitive setting. In such cases, if the characters are travelers from other times or dimensions, those restrictions do not apply.

Creating New Skills

It is impossible to account for every possible skill in this book. Ape Masters and players who do not find a skill here should feel free to come up with their own. When creating a new skill, a few questions must be answered.

Is the skill very difficult to learn (i.e., any discipline requiring several years of training)? If so, then it should be a Special Skill, with a higher point cost.

Does the skill require a person to specialize (which means the skill will be broken into several separate Types) or is specialization optional or additional (in which case the Specialty rules apply)? And finally, what Attributes are commonly used with the skill in question and under what circumstances?

Normally, physical activities rely on Dexterity and in some cases Perception, scholastic disciplines rely mainly on Intelligence, and so on.

ACROBATICS (SPECIAL)

The ability to perform tumbles, somersaults and other complex maneuvers. This skill teaches balance, flexibility and speed. Use Acrobatics and Dexterity for most Tasks. This skill is commonly known by circus performers, dancers, martial artists, gymnasts, and athletes. Also, Acrobatics can be used instead of the Dodge skill to avoid attacks.

ACTING

The ability to play a role and successfully counterfeit behaviors, emotions and other character traits. A talented actor can weep on demand or convincingly display an array of emotions. This skill is useful to both legitimate artists and criminals and con men. Use Intelligence and Acting to give a good performance, and Perception and Acting to spot or judge someone else's act.

BEAUTICIAN

This is the ability to use make-up, hair dressing and cosmetics to enhance a person's appearance. Use Intelligence and Beautician for the Task; each Success Level adds a +1 to a person's Attractiveness by hiding blemishes and enhancing a person's good points. Modifiers to these Tasks include the materials available (a +2 in a fully stocked beauty salon, -2 or worse with improvised materials) and the subject's basic Attractiveness level.

Beautician skills can also be used to help change a person's appearance (Beautician and Intelligence). A skilled character can use hair dyes, contacts and make-up to change a person's look greatly. This skill can be used to replace the Disguise skill, or can add a +1 bonus to Disguise Tasks for each level of success in the Beautician and Intelligence Task.


Using Beautician and Perception allows the character to see how extensively a person is made up, and may be used to identify a disguise (this Task is resisted by the disguiser's own Intelligence and Beautician or Disguise skills).

BRAWLING

Brawling covers basic street fighting, karate-parlor "martial arts" training and similar combat skills. In hand-to-hand combat, Dexterity and Brawling are used for kicks, punches, and similar maneuvers. Strength and Brawling are used for take-downs, wrestling and slamming people around.

BUREAUCRACY

This grants familiarity with the organization of, and procedures used by, bureaucratic institutions. With this skill, the character can find ways to improve an organization's service and performance or otherwise obtain their services or products more



efficiently. Use Intelligence and Bureaucracy to devise ways to make a large group or organization more (or less) efficient; use Willpower and Bureaucracy to “cut through red tape.”

CHEATING

The skill of breaking the rules and tricking an opponent. Mostly used in games of chance and other forms of gambling. Use Intelligence and Cheating to perform the trick, or Perception and Cheating to spot such a trick.

CLIMBING

A character with the Climbing skill knows how to best use any surface to get to the top. Climbing Tasks use Dexterity, Strength or Constitution, depending on the type of climb attempted.

COMPUTER HACKING

This is the skill to penetrate computer systems through a modem, overcome protection and password programs, and steal information or inflict damage on the system. Most tasks use Intelligence and Computer Hacking, although spotting a specific type of defense or password system may use Perception and Computer Hacking instead.

COMPUTER PROGRAMMING


The skill to create executable files in one of the many computer languages, create a network or generally manipulate a computer in ways beyond a normal user. Writing a program uses Intelligence and Computer Programming; Perception and Computer Programming is used to recognize elements of another program.

COMPUTERS

This is the basic skill with computers, including how to use a keyboard and mouse, basic commands and so on. As computers become more “user-friendly,” Ape Masters can assume that most Computer Tasks require no roll (or gain significant positive modifiers), except where they involve unfamiliar programs and operating systems.

CRAFT (TYPE)

The Craft skill covers numerous types of skills such as those employed by carpenters, seamstresses, weavers, weaponsmiths, woodworkers, etc. When



the Craft skill is purchased, a particular Type must be specified. At the Ape Master's discretion, there may be some overlap in Craft Types but for the most part having one skill Type should not measurably help with another.

Characters may further want to specialize. For example, Gunsmith is a Specialty of the Craft (Weaponsmith) skill. Bowyer would likewise relate to bows.

Intelligence and Craft is used to conceive and plan an item. Dexterity and Craft is tested to create the item, or repair a damaged item. Perception and Craft serves to appraise an item. The Fine Arts, Electronics, Engineering, Mechanic and other skills may be used to supplement the Craft skill. Note that devising and creating a particular item may be a time consuming and difficult task. Often, it is far easier to simply buy a mass-produced item.

DANCING (TYPE)

This skill is not necessary to gyrate to a catchy tune. Dancing represents training in a form of dance, and includes anything from ballet to tribal rituals to high accomplishment on the disco floor. The character must indicate the specific Type of Dancing he is familiar with. Other Types have a default equal to the Dancing level -2. Dancing and Dexterity are used to actually dance; Dancing and Perception are used to recognize a type of dance and to judge the quality of another's performance.

DEMOLITIONS

The ability to set and disarm explosives. Use Intelligence and Demolitions to set up an explosive charge, Perception and Demolitions to understand the setup of an unfamiliar bomb, and Intelligence and Demolitions (resisted by the bomber's own Intelligence and Demolitions) to disarm an enemy bomb. Ape Masters may restrict this skill to those with access to military or espionage training.

DISGUISE

The ability to change one's appearance using wigs, make-up and clothing. High-tech spies can also use rubber masks, implants and other gadgets to completely alter their face and even body (such high-tech aids may give bonuses of +2 to +6, at the Ape

Master's discretion). Use Intelligence and Disguise to apply a disguise, and Perception and Disguise to spot somebody else's disguise.

DODGE

This is a basic combat skill, representing the ability to move out of the way of attacks. Dodges include sidestepping a blow, "hitting the dirt" to avoid gunfire, ducking behind cover, etc. As a skill, Dodge is learned by people with some practice in getting out of the way, or in diving for cover (or someone with the Cowardly Drawback). Dodge is used with Dexterity for most Tasks.

DRIVING (TYPE)

The skill to control any land vehicle of the specific Type. Each kind of vehicle (Car, Truck, Tracked Vehicle, and Motorcycle, among others) requires a separate Driving skill Type. Attempting to use a similar vehicle (cars vs. trucks) may allow for a roll with a small penalty; attempting very different driving Tasks (motorcycle vs. backhoe) would not. Most driving Tasks use Dexterity and Driving.

ELECTRONIC SURVEILLANCE

The skill to set up, use and detect electronic "bugs"—sophisticated microphones and cameras hidden in a location to spy on or detect people. Use Intelligence and Electronic Surveillance to set up and use a "bug," and Perception and Electronic Surveillance to detect one (resisted by the operator's original Intelligence and Electronic Surveillance Task result). Ape Masters may wish to restrict this skill to those with military or espionage backgrounds.

ELECTRONICS

This skill allows a character to build and repair all manner of electronic devices and tools, and grants the character knowledge about electronic systems and the like. The difficulty of repairing an electronic device depends on how intricate the device is, and how damaged it is. Constructing an electronic item is also more difficult the more advanced and complex the device. Ape Masters should apply a penalty or bonus depending on these factors. Finally, an electronics tool kit must be available for all but

the most rudimentary repairs. A lab or workshop may also be required. All repair or construction attempts take time, ranging from a couple of hours to days. This should be determined by the Ape Master.

Understanding an existing electronic device calls for a Perception and Electronics Task; repairing or constructing a device requires an Intelligence and Electronics Task. It should be noted that this skill and the Mechanic skill complement one another, and are often used together.

ENGINEER (TYPE)

This skill reflects the general knowledge of structural design, material strengths and construction techniques in a variety of fields and applications. Examples of Types of Engineering skill include Architecture, Civil, Construction, Mechanical, Electrical, and Biological. In some games, the Ape Master may just lump them all into one category, depending on how big a role such skills play in the course of a Story. Alternatively, separation between Engineering skill Types (and even Specialties) may be important to the storyline. Common elements may allow some cross-Type rolls at a large penalty (Architecture vs. Construction), but mostly it would not (Electrical vs. Biological). Planning or devising an object, structure or device within the character's Engineering Type demands an Intelligence and Engineering Task.

ESCAPISM

This is the ability to escape from ropes, handcuffs and other restraints. Most of these Tasks use Dexterity and Escapism, with each attempt taking between one and five minutes, depending on the complexity of the bonds. A simple rope tie would have no modifier, but complex knots might have penalties of -1 to -5, police handcuffs a penalty of -4, and a straitjacket/strap/chain combo might have penalties of -5 to -8. Expert escape artists also use visualization techniques—they carefully think about their escape before attempting it. This Intelligence and Escapism Task takes two minutes; each Success Level adds a +1 to an immediately subsequent Dexterity and Escapism Task.

FINE ARTS (TYPE)

There are many Types of Fine Arts skill, such as Drawing, Painting, Computer Graphics, Sculpting, etc. In some games, the Ape Master may lump them all into one category, depending on how big a role such skills play in the course of that campaign. Alternatively, separation between Fine Arts skill Types (and even Specialties) may be important to the storyline. In general, carryover between skill Types is slight so the penalties should be large for out-of-Type skill rolls.

Rolls to conceptualize a work of art, or to produce it from memory, improvisation or imagination require Intelligence and Fine Arts. Rendering a concept that is recorded, such as using models or plans, requires Dexterity and Fine Arts. Appreciating another's work uses Perception and Fine Arts. The Success Levels of a Fine Arts Task indicate how good the artistic expression is.

FIRST AID


This skill allows a character to treat basic injuries, and use such techniques as CPR and the Heimlich maneuver. A successful Intelligence and First Aid Task heals some damage to an injured person (see pp. 111-112). Typical Tasks include identifying the problem (use Perception and First Aid), performing First Aid (Intelligence and First Aid), and using CPR or applying the Heimlich maneuver (Dexterity and First Aid).

GAMBLING

This is the knowledge of most common games of chance, their rules and techniques, and the best strategies to win the games. A character needs both Gambling and Cheating to effectively break the rules, and not get caught.

GUNS (TYPE)

This skill allows the character to use one type of firearm. The most common Types include Handgun (pistols and revolvers), Rifle, Shotgun, Submachine Gun and Assault Rifle. The character can use other types of guns, but at a -2 penalty to all Tasks.



Dexterity and Guns are used to fire the weapon. Aiming rolls use Perception and Guns; each Success Level adds +1 to the Guns skill on the next shot fired at the aimed target.

HAGGLING

The skill covers the ability to deal for goods and services, or otherwise bring two or more parties to some common ground. It may be applied when buying, selling or bartering goods or services. Often used in a Resisted Task, each level of success modifies the price of the subject by ten percent. It may also be used for less tangible exchanges, such as a political deal-making. In such circumstances, the Ape Master should adjudicate the result given the goal and the levels of success.

Haggling can also be used to determine whether the character is being misled or conned. Use Willpower and Haggling to get the best deal; use Perception and Haggling to spot a con.

HAND WEAPON (TYPE)

Each basic type of weapon is a separate skill. Hand Weapon skill Types include Axe, Club, Foil/Rapier, Knife, Spear, Staff and Sword. Pre-modern missile weapons like Bow and Crossbow are also Types. They must be learned separately. When using an unfamiliar weapon, use the most closely related Hand Weapon skill at -2 to -4 (depending on how dissimilar the weapons are).

HUMANITIES (TYPE)

Each of the various Humanities disciplines (archeology, anthropology, economics, history, law, political science, sociology, theology, etc.) counts as a separate Humanities skill Type. In some games, the Ape Master may just lump them all into one category, depending on how big a role such skills play in the course of the campaign. Alternatively, separation between Humanities skill Types (and even Specialties) may be important to the storyline, and a variety of penalties may be applied when trying to use a specific Type outside its range. In any event, most Humanities Tasks use Intelligence or Perception and Humanities.

Humanities skill Types can include many Specialties. For example, Humanities (Law)

includes a number of different subjects, any one of which may be a Specialty (i.e., corporate law, environmental law, criminal law, etc.). Other than giving a character the normal +2 Task bonus for Specialties, Ape Masters may wish to penalize Tasks attempted outside the specialization. For example, a character with Humanities (Ancient History) gains a +2 bonus for Tasks involving the Spartan Wars, but may incur a -1 penalty for questions on the Renaissance, or a -3 penalty for WWI questions.

INSTRUCTION

Teaching is a skill and an art. The subject matter is important but conveying that information in an interesting, stimulating and comprehensive manner is the heart of the Instruction skill.

The first step in using the Instruction skill is to pick a subject to teach. This may be any skill known by the teacher, but it must be at least two levels higher than the student's level.

If the required skill level is possessed, the teacher and student must spend a certain period of time on lessons. Every week of Game Time (see p. 95) that the two spend at least ten hours studying the skill, the teacher can attempt an Intelligence and Instruction Task. The Success Levels of this Task are cumulative. For example, if the teacher and student spend three weeks working on the skill, the Success Levels of all three rolls are added together. When the teacher accumulates five Success Levels in the Task, the student gets one experience point toward improving that skill.

For example, Thom is an accomplished swordsman (level five), and a decent teacher (level three). Pete wants to learn better technique; he has Hand Weapon (Sword) 1. Thom's Hand Weapon (Sword) skill is more than two levels higher than Pete, so he may teach him. After they spend a good deal of time working together during one week, Thom tests his Instruction skill. He rolls a six, adds three for the skill level, and two for his Intelligence for a total of 11, or two Success Levels. The next week, they study together again, and Thom rolls particularly well—gaining three Success Levels. Pete gains one experience point dedicated to the Hand Weapon (Sword) skill.

INTIMIDATION

The skill to make people afraid, Intimidation is used by bullies or others in most confrontational situations. A good Intimidation Task result may stop a fight before it starts by convincing the opponent that he does not want to mess with the character. Use Willpower and Intimidation for “real” intimidation attempts, or Intelligence and Intimidation to bluff.

LANGUAGE (TYPE)

Every character is assumed to have level five in his native or primary language. Each additional language must be purchased as a separate skill Type. The skill level in a language determines not only basic fluency, but the “thickness” of the character's accent (see p. 55). Most of the time, the character need not pass a Task to see if he communicates; as long as the character knows the language, assume that he can talk in it without needing to roll. A Task roll would be necessary in situations involving highly technical or scholarly speech (which may use a lot of words the character doesn't know) or when dealing with extreme regional accents or slang.

Language Types may allow for an outside-Type roll (with small penalty) if they are in the same family (Italian, French, Spanish), but in general Types do not cross over.

LOCK PICKING (TYPE)

This skill covers all the basics in breaking and entering. There are two Types: Mechanical and Electronic. Most Tasks use Lock Picking and Dexterity, modified by the difficulty of the lock and the availability of the proper tools (see p. 128). Lock Picking (Electronic) uses Perception and Intelligence for the most part, to spot and neutralize electronic locks and security systems. Non-Type rolls may not be attempted with Lock Picking.

MARTIAL ARTS (SPECIAL)

Characters with Martial Arts can do more damage with their hands and feet. Kicks and punches gain a damage bonus equal to the character's skill level. So, a character with Martial Arts 3 does an additional three points of damage with a kick or punch. This bonus is added when the rest of the damage has been calculated, after any multipliers and dice rolls.

Language Skill Level Table

Skill Level	Fluency
1	Very thick accent and frequent grammatical mistakes; the character will be immediately identified as a foreigner and may be misunderstood.
2	Thick accent but largely fluent; the character should have no problems being understood.
3	Slight accent; native speakers realize this is not the character's first language.
4	Full fluency, only a Resisted Test (listener's Simple Perception versus speaker's Simple Intelligence) spots the character's accent.
5	Complete mastery; the character can pass for a native without problems.
6+	Dialects; character can perfectly imitate regional accents and dialects in addition to the main version of the language.

MECHANIC

This skill allows a character to build and repair all manner of mechanical devices and tools, and grants him knowledge about mechanical systems and the like. The difficulty of repairing a mechanism depends on how intricate the device is and how damaged it is. Ape Masters should apply a penalty or bonus depending on these factors. Constructing a mechanical item is also more difficult the more advanced and complex the device is. Again, modifiers should be imposed by the Ape Master. Finally, a mechanics tool kit must be available for all but the most rudimentary repairs. A lab or workshop may also be required. All repair or construction attempts take time, ranging from a couple of hours to days. This too should be determined by the Ape Master.

Understanding an existing mechanical device calls for a Perception and Mechanic Task; repairing or constructing a mechanism requires an Intelligence and Mechanic Task. It should be noted that this skill and the Electronics skill complement one another, and often are used together to repair or to construct an item.

MEDICINE (SPECIAL)

This skill covers medical knowledge, including basic surgery skills, diagnosis and general medicine. Most doctors also specialize in one type of medicine, such as cardiovascular, surgery, or neurosurgery. These are treated as Specialty skills.

Diagnosis Tasks use Perception and Medicine, general treatment calls for Intelligence and Medicine, and surgery uses Dexterity and Medicine.

This skill is applicable to both humans and intelligent apes, who are often very human-like. Of course, most intelligent ape societies consider treating humans to be veterinary medicine, but for rules purposes the same skill covers both species.

MYTH AND LEGEND (TYPE)

This is the knowledge of the mythology and folklore of a specific culture or nation. This skill can be used to identify supernatural creatures, but the information gleaned from myth and legend may be completely wrong or at least very inaccurate. Each culture or nation is a separate skill Type. Some general patterns can be discerned from cross-societal study, but there is little in the way of carryover for non-Type rolls.

NOTICE

Notice represents the degree of alertness a person has about him. A character with this skill can use it with Perception to see what is happening around him, or with Intelligence to remember something he noticed some time ago. A character with Notice can use it with Perception to spot or hear another character using Stealth.

OCCULT KNOWLEDGE (SPECIAL)

This is the skill of true arcane knowledge. It covers most of the basic metaphysical facts of whatever world serves as the background for the game, including a working knowledge of Essence and other specific supernatural features.

Myth and Legends is a comparatively broader skill covering a variety of topics. Much of that information will be contradictory, false or misinterpreted. Occult Knowledge, on the other hand, is less inclusive (the character does not know as much), but that information, at least as relates to Essence and mystical powers, is essentially true. The character may also know some information about a number of cults and supernatural creatures, although some of that information may be flawed or incomplete.

PICK POCKET

The skill of taking another person's hard-earned money or things without him noticing it. Most rolls use Dexterity and Pick Pocket, resisted by the victim's Perception and the highest of his Notice, Streetwise or Pick Pocket skills (if any, or a simple Perception Test alone otherwise).

PILOTING (TYPE)

The skill to control any aircraft, spacecraft or water vehicle of the specific type. Each type of vehicle (propeller plane, jet plane, sailboat, ocean liner, space shuttle, re-entry vehicle) requires a separate Piloting skill Type. Most Piloting Tasks use Dexterity and Piloting, or Intelligence and Piloting for very large vessels. Carryover between skill Types is rare, if not non-existent. Knowing how to pilot a sailboat is of little use to someone behind the controls of the space shuttle.

PLAY INSTRUMENT (TYPE)

The character is able to play a musical instrument of one type, chosen when the skill is taken. The character may choose more than one type of instrument to play, but each instrument is counted as a separate skill Type. At the higher levels of the skill, the character is more proficient in tonal quality, rhythm and improvisation. In all circumstances the quality of the performance is reflected in the levels of success. No matter what the ultimate roll, no

musician may enjoy more Success Levels than he has skill levels. Similar instrument Types (stringed or wind) should allow a non-Type roll without prohibitive penalties, but the more dissimilar they are, the less the carryover.

In order to play for pleasure, the character would use Dexterity and Play Instrument. If performing a complex piece of music, the attempt would use Intelligence and Play Instrument. If the character is performing a long piece of music, use Constitution and Play Instrument.

QUESTIONING

This is the ability to interrogate, spot lies, and otherwise extract the truth from people. This skill is soon learned by police officers, private investigators, and investigative reporters. Most interrogations should be roleplayed. If a Task or Test is needed, how well the player roleplayed the interview should give him bonuses or penalties of +5 to -5, at the Ape Master's discretion. Tricking somebody into revealing something uses the questioner's Intelligence and Questioning, resisted by a Simple Intelligence Test. Spotting a lie uses Perception and Questioning, also resisted by a Simple Intelligence Test. Breaking a victim's will to resist uses Willpower and Questioning, resisted by a Simple Willpower Test. The use of torture and drugs may give bonuses of +1 to +6 to the questioner's Task.

RESEARCH/INVESTIGATION

This skill allows a character to search out information or follow a series of clues and leads to a reasonable conclusion through deduction, source checking, going to libraries, searching on the Internet, and the like. Alternatively, this skill can be used by the character to do legwork—running down leads on a story, questioning contacts and sources of information (the latter would incur some penalties; this aspect would best be left to the Questioning skill).

In all cases, the use of this skill takes time. The amount of time is determined by the Ape Master, based on the nature of the search being undertaken by the character. Most uses of this skill involve Intelligence and Research Tasks. In other cases, it is possible that Constitution and Research (in the case of searching through dusty old tomes for long periods

of time or walking the length and breadth of a library for the better part of a day), or Perception and Research (in the case of researching obscure facts in voluminous materials, such as finding a certain name in a room full of documents) can be used.

RIDING (TYPE)

This skill is used to ride horses, carts, chariots and other animals or animal-driven vehicles. Each type of animal or vehicle requires a separate Riding skill Type. Depending on the difference in conveyance, the Ape Master may allow some carryover between skill Types. Riding a burro is not hugely different from riding a horse; driving a cart bears no relationship to steering an elephant.

RITUALS (TYPE)

The skill to perform rituals and ceremonies of a particular culture, religion or mystical group (each counts as a separate skill Type). Rituals that require dancing or other complex physical activity use Dexterity and Rituals; most others use Intelligence and Rituals to remember all the appropriate steps or activities involved. There is no carryover between Rituals Types.

RUNNING (TYPE)

There are two Types of Running, with no carryover between them. The first one is Running (Marathon). This skill covers running for endurance and distance. A good marathoner can cover ten or more miles (15 or more kilometers) without

stopping. The best runners can cover that distance in about two hours. A character with Running (Marathon) can use this skill and his Constitution Attribute to resist the effects of fatigue after a long period of extensive physical activity. Also, add one Endurance Point to the character's pool for every level in Running (Marathon).

Running (Dash) trains the character to increase speed for short distances. On a dead run, use Constitution and Running (Dash) to increase maximum running speed. Each Success Level acquired adds +1 to the character's Speed Secondary Attribute.

SCIENCES (TYPE)

Each science (biology, chemistry, astronomy, mathematics, physics, etc.) counts as a separate Science skill Type. In some games, the Ape Master may just lump them all into one category, depending on how big a role such skills would play in the course of a campaign. Alternatively, separation between Science skill Types (and even Specialties) may be important to the storyline, and a variety of penalties may be applied when trying to use a specific Type outside its range. See the description of the Humanities skill for more information (p. 53). Most Sciences Tasks use Intelligence or Perception.

SEDUCTION

The ability to make oneself sexually attractive to other people by saying the right things and putting on the right act. Intelligence is used, modified by any



Charisma or Attractiveness bonuses or penalties the character might have. Other skills may give bonuses to Seduction attempts. For example, previous Tasks using Beautician and Smooth Talking add their Success Levels to the Seduction attempt.

SINGING

While everybody can try to sing, this skill is necessary to do it right. This skill reflects the training of the character's voice. Use Constitution and Singing for the quality of the song, Intelligence and Singing to remember every verse of a long or complex song, and Perception and Singing to recognize and measure the quality of someone else's singing.

SLEIGHT OF HAND

This is the ability to perform sleight of hand and legerdemain, and is known mainly by stage magicians. With this skill, a character can fool the audience into looking at one thing while he does something else. Most Sleight of Hand Tasks use Dexterity, and are resisted by a Perception Test (Simple or Difficult depending on the circumstances) or a Perception and Notice Task. Planning a complex magic trick (e.g., sawing a woman in half, diverse death traps) requires an Intelligence and Sleight of Hand Task, often supplemented by assorted Craft skills to actually build the contraptions or gadgets needed.

SMOOTH TALKING

This skill allows the character to lie convincingly or to confuse and deceive others. This skill is commonly known by con men, salesmen and politicians. Use Intelligence and Smooth Talking for most Tasks.

SPORT (TYPE)

This skill covers all types of competitive sports, from football to ping pong. Each Sport must be learned as a separate Type. The carryover is usually good, and where allowed, penalties between Types should be relatively minor (-2 to -4).

Depending on the Task, use Strength or Dexterity and Sport. For example, a football pass would use Dexterity and Sport (Football); a tackle would use Strength and Sport (Football). To come up with a good strategy or game plan, use Intelligence and Sport; to spot a rules violation, use Perception and Sport.

STEALTH

This is the ability to move quietly and to take advantage of cover and concealment. Most Task rolls use Dexterity and Stealth; Perception is used to find good hiding places.

STORYTELLING

This skill allows a character to sway or influence an audience, be it one individual or a group of people, from one emotion to the next by means of a tale. It can be used for the purpose of educating an individual or a group of people, as well as merely for entertainment. In some cultures, storytelling is the means by which knowledge and lore are passed down, but is also quite useful under certain circumstances when dealing with Myth and Legend and Occult Knowledge and the like. The character may tell a tale that is true or fictional, although the audience will generally not know the difference. The character must constantly be aware of how the listeners are reacting to the tale and thus may alter his pacing, volume, or even change the course of the story to elicit a better or greater response.

Storytellers use Willpower and Storytelling Tasks. The Success Levels dictate the effectiveness or entertainment value of the story. If the people listening to the story are familiar with the tale, they may resist the attempt of the storyteller character to influence them with a Difficult Willpower Test.

STREETWISE

The general knowledge of the lore and rules of the streets. A character with this skill knows how to behave in a given situation, knows the names and most of the faces of the more notorious members of the local underworld, and can identify most illegal transactions and operations. Use Intelligence and Streetwise to recognize a local street name, gang color or criminal, and Perception and Streetwise to spot trouble or detect criminal activities nearby.

SURVEILLANCE

This is the ability to follow and keep people under observation. A character with Surveillance can attempt to keep sight of a target while following him through a crowded street and remaining unobserved. By the same token, this skill allows a person to know



if he is being followed or observed. Use Surveillance and Perception for either activity.

SURVIVAL (TYPE)

This is the skill of living off the land. Each kind of terrain requires a separate skill Type. Attempts to use a Survival skill in the wrong place or type of terrain are at a -3 penalty. Common Types include Forest, Mountain, Jungle, Desert and Arctic.

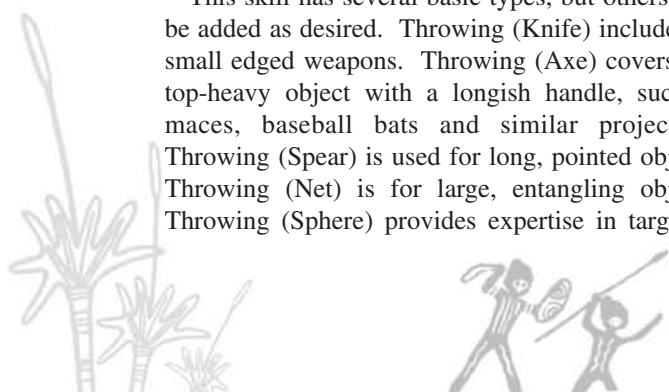
SWIMMING

Swimming is the skill that allows a character to stay afloat and to move in the water without drowning. Floating is a Constitution and Swimming Task with a +1 or +2 bonus when fully clothed; +5 or more with little or no clothing. Each 2/1 EV (see p. 122) of equipment or weight effectively reduces a character's Swimming skill level by one.

If the Task is failed, the character sinks and drowns in a number of Turns equal to his Constitution. Shedding clothing or equipment (which requires one Turn) allows a character to attempt the Task anew.

If the character succeeds, he stays afloat and may swim at a speed equal to his Swimming skill in yards (meters) per Turn. Swimming is an exhausting activity. Floating with little clothing uses one Endurance Point per ten minutes. Floating while fully clothed uses one Endurance Point per minute. Swimming unclothed takes one Endurance Point per minute at half-speed and five Endurance Points per minute at full speed. Those who swim clothed, or who carry equipment when they swim, use double the Endurance cost and move at half speed. Towing another person while Swimming imposes a -1 modifier, doubles the Endurance cost, and halves the swimmer's speed.

THROWING (TYPE)



This skill has several basic types, but others may be added as desired. Throwing (Knife) includes all small edged weapons. Throwing (Axe) covers any top-heavy object with a longish handle, such as maces, baseball bats and similar projectiles. Throwing (Spear) is used for long, pointed objects. Throwing (Net) is for large, entangling objects. Throwing (Sphere) provides expertise in targeting



rocks, grenades or any such hand-sized object. The latter also defaults directly to Sport (Baseball), if that skill is possessed. This skill provides no benefit to Tasks outside of the particular Type. All skill Tasks use Strength and Throwing.

TRACKING

This is the skill used to follow the trail of an animal or person, usually in wilderness terrain, but also in an urban setting if snow or dust are present in enough quantity to leave a trail. Most Tracking Tasks use Perception and Tracking; attempts to hide one's tracks use Intelligence and Tracking.

TRANCE (SPECIAL)

Trance is often used by those that claim to be shamans and mystics. It enables the character to enter a meditative state that transcends physical limitations. Among other things, someone in a trance can withstand pain, hunger and thirst better than the average human being. A trance is also helpful when sensing the influence of the supernatural.

To enter into a trance, use Willpower and Trance. If successful, the character becomes extremely focused on the task at hand, which gives him a -2 penalty on all non-related Perception Tests. On the other hand, the character is not affected by pain and shock penalties, and he gains a +2 bonus on all Tasks and Tests he is concentrating on. A character in Trance also regains Essence more rapidly; characters gain double the normal Essence amount per hour of meditation.

TRAPS

This is knowing how to detect, disarm and set traps, snares and the like. It is commonly known by Special Forces soldiers, guerrillas (and gorillas!), hunters, trappers and others. Use Traps and Intelligence to devise, Traps and Perception to detect, and Traps and Dexterity to disarm a trap.

UNCONVENTIONAL MEDICINE (TYPE)

This skill covers all methods of healing not widely accepted by western science, including herbal medicine, acupuncture, etc., each of which is considered a different skill Type. The effectiveness of each type of unconventional medicine is

determined by the Ape Master. If the skill is effective in treating disease and injury, use the same skills and effects as the conventional Medicine skill (see p. 55).

VETERINARY MEDICINE

Just like the Medicine skill, but applies to animals. A veterinarian can treat humans, but is at a -3 penalty to all Task rolls, and despite the results of rolls, cannot gain more than two Success Levels.

WEIGHT LIFTING

When trying to exceed Strength limits (see Strength Table, p. 27), Weight Lifting is very helpful. Use Strength and Weight Lifting instead of a Simple Strength Test for such attempts.

WRITING (TYPE)

This skill allows the character to construct and write entertaining and/or meaningful written accounts and narratives. The character is able to write text in a convincing manner to suit whatever goal or presentation is required. Types of skills would include Academic (learned expositions of the arts, humanities or sciences), Advocacy (legal arguments, ad copy or promotional materials), Creative (such as novels, poems or plays), Journalistic (informative discussions of newsworthy topics), and Technical (precise descriptions using nomenclature specific to a certain technology). Some carryover exists between Types, and penalties should be in the -3 to -5 area (as long as the proper lexicon can be found—a creative writer working up a legal document is lost if he does not know the proper terms).

Using an Intelligence and Writing Task, the character is able to write documents, items, notes or whatever the type of specialization implies. The quality of the writing depends on the Success Levels obtained. The Success Level of such a work cannot exceed the writer's skill, however. Using a Perception and Writing Task, the character can critique writing of the style with which he is familiar.

Powers

Powers are the special abilities that the Powered and certain supernatural beings can wield. The only Power available to Cast Members in *Terra Primate* is the power of Psionics. Other Powers, such as magical Invocations and Divine Inspiration are covered in other **Unisystem** games, such as *CJ Carella's WitchCraft*, *All Flesh Must Be Eaten* and *Armageddon*.

Psionics

A select few are able to see into the minds of others, to catch glimpses of the past and future, and even to affect the world directly with no tools but their strength of will. Sometimes called “the Sight,” since many such abilities involve sensing or seeing things beyond the scope of the five senses, there has been some scientific research into these powers. Scientists, of course, use more clinical names, such as ESP (short for Extra-Sensory Perception), or psionic abilities.

Psionic Powers

Each Psionic Power is a branch of the same tree. All the powers are related, and all Psions have the potential to develop all such abilities.

Each Psionic ability has two elements: Strength and Art. The Strength of the ability represents the Psion's raw power. The Art represents the degree of expertise a Psion has in using his abilities.

The higher the Strength level of the power, the more far-reaching and impressive those abilities are. Each level of Strength costs three character points up to level five, and six points thereafter during character creation. After character creation, the cost rises to six and ten respectively.

The Art of a power determines how skilled the Psion is at its manipulation. Most Tasks use the Art level of the power added to the appropriate Attribute (typically a mental Attribute). Each Art costs two points per level until level five, and five points per level thereafter during character creation. The cost is five and eight respectively after character generation.

Most Psionic Powers have an effective “range” equal to line-of-sight.



Defenses Against Psionic Powers

Normal people can resist some Psionic Powers like Domination by using their Willpower. The effects of other powers, like Mind Probe and Telepathy, can be felt with a Difficult Perception Test (with at least three Success Levels), but normal humans or apes cannot resist the use of such powers.

Essence and Psionics

Most Psions do not use Essence directly, but their powers have the side effect of strengthening their spiritual energy. A psychic's Essence Pool gains an additional point for every level of Strength and Art in any and all Psionic powers he possesses. For example, a Psion with a Clairvoyance Strength 4 and Art 3, and a Domination Strength 3 and Art 6 would increase his Essence Points by 16.

Psionic Powers List

The following list has the most common Psionic Powers, their advantages and limitations, and some of the things a skilled user can do with them. Most of the powers also have a Strength table (and a few have Art tables) to determine the result of successful Tasks. A Psion of a higher Strength or Art level may choose to use the effects of a lower level. This list is just a selection of Psionic powers that are available in the **Unisystem** games. If the Ape Master wishes to expand on this list, we recommend *CJ Carella's Witchcraft* for more powers, where they are called The Sight.

Bioenergetics

Bioenergetics is extremely powerful, and at its highest levels it can make the psychic nearly immortal. Still, healing the wounded is always a very draining process; even healing oneself is exhausting, both physically and emotionally.

Using Bioenergetics

When curing a wound or disease, the psychic must be in physical contact with the patient. Healing somebody is a Willpower and Bioenergetics Art Task. The degree of healing possible is determined by the Strength of the power (see the Bioenergetics Strength Table on p. 63).

Past the tenth level, the character can actually stop the aging process, making himself effectively immortal. The character merely stops aging at this level; he cannot reverse his current age, and he could still be killed, by accident or design.

The healing process is extremely painful, however, because the healer must feel the agonies and suffering of the victim. Even if the patient is sedated, the healer feels the full torment that the anesthetics have masked. Although psychics soon learn to detach themselves from the pain, doing so is a draining experience. After the Bioenergetics Task is concluded, the character must make a Difficult Willpower Test or lose one Essence and one Endurance Point for each two points of damage healed (rounded down). Each additional healing attempt on the same person in the same 24-hour period adds a cumulative penalty of -1 to the Willpower Test.

Curing a disease also risks draining the healer if the Willpower Test is failed. Mild diseases (a cold, the flu) drain two points from both Essence and Endurance; Moderate diseases (smallpox, pneumonia) five points from each; Serious diseases (tuberculosis, malaria) ten points from each; and Terminal diseases (cancer, AIDS) twenty points from each. These losses are recovered normally.

Healing oneself is also possible, but the Willpower Test to resist draining incurs a -2 penalty. A character with Bioenergetics and other medical skills can use his powers in more subtle and indirect ways. A Perception and Bioenergetics Art Task adds a +1 to any medical skill Task for every Success Level achieved; this is done by using the power as a diagnostic tool.

Bioenergetics Strength Table

Strength	Abilities
1	Wounds are healed at the rate of one Life or Endurance Point per Bioenergetics Strength level. Minor diseases can be healed.
4	Wounds are healed at the rate of D6(3) Life/Endurance Points per Bioenergetics Strength level. Moderate diseases can be treated and cured. Crippled or lamed limbs (as the result of a recent injury) can be healed.
8	Wounds are healed at the rate of D8(4) Life/Endurance Points per Bioenergetics Strength level.
10+	Complete cellular reconstruction is possible. Crippled limbs (regardless of when they were injured) can be brought to full activity, although missing ones cannot be regrown. A recently dead body can be resuscitated (see p. 111).

Using Bioenergetics Defensively

While in combat, a psychic can try to regenerate damage as it is inflicted. This counts as an action, and other activities in the same Turn require the character to divide his concentration (see Multiple Actions, p. 97).

Clairvoyance

Characters with Clairvoyance can “see” things unimpeded by distance or barriers. Usually, these visions are triggered by intense emotions. The psychic often sees crimes being committed and other disturbing events and incidents.

Clairvoyance can also be used actively by the character. These effects allow the Psion to see through walls or containers. The ability is thus very useful for spies and investigators—provided they accept the terrible price for these powers.

Using Clairvoyance

All characters with Clairvoyance are subject to random visions of danger and horror; this power works in many ways like Cognition, and the Ape Master should make use of it in this fashion. Clairvoyance is a powerful Ape Master tool in

guiding the characters. Visions may alert the Cast Members to possible threats and enemies, and, if interpreted correctly, may provide valuable clues and information. Random Clairvoyance flashes are also a burden, as the character is often plagued by visions of vicious crimes and disasters. As they are occurring as the character sees them, often he can do nothing to prevent them.

Clairvoyance Tasks use Perception and Clairvoyance Art. There are two types of activities possible: visions and viewings.

Visions are flashes of insight about ongoing events controlled by the Ape Master. Often, the character sees through the eyes of a victim or perpetrator, or from a worm or bird’s eye view. Each vision works differently, but the point of view is often confusing, and most visions are short. Typically, the character gets multiple related visions each adding a little more information to the overall puzzle. The range of the visions is irrelevant; if the Ape Master believes the character is in a position to be involved in the related events, the vision could be of events occurring halfway across the world.

Viewings are attempts to see past barriers or beyond the range of the normal sense of sight—looking inside a safe, or a place the character has never seen but knows about. The range of viewings is based on the Strength of the power.

Clairvoyance Strength Table

Strength	Abilities
1	Only brief glimpses of events are seen, equivalent to the blink of an eye. The range of a viewing is one yard (meter) per level of Perception plus Clairvoyance Strength.
3	A few seconds (one Turn) are seen. The viewing range is ten yards (meters) per level of Perception and Clairvoyance Strength.
6	A whole scene, lasting a few minutes, can be seen in a vision.
8	Viewing range is equal to 100 yards (meters) per level of Perception and Clairvoyance Strength.
10	Detailed, extended visions are possible. Viewing range is equal to one mile (1.5 kilometers) per level of Perception and Clairvoyance Strength.

Using Clairvoyance Defensively

Characters with Clairvoyance often get flashes of nearby danger or threats—a sniper on a roof, a group of assassins waiting for the character to come out of a building, a speeding car just turning the corner. The Ape Master may warn the Psion of any such danger by requiring a Perception and Clairvoyance Art Task. Even if the Task is failed, the character should have the impression that something is going on (just as the player does, having just been required to perform a Task).

Cognition

The Cognition power lets the Psion see into the past (retrocognition) or future (precognition). Characters with this ability are prone to flashes of insight and visions of doom. Experience has also shown that the future is not immune to change—precognitive flashes only show the most likely future (which is also the hardest to change), and active determination is often enough to alter the course of events to come.

Using Cognition

Many uses of Cognition are spontaneous and not under the control of the Psion. Ape Masters are

Cognition Strength Table

Strength	Abilities
1	Vague premonitions about important events or vague feelings about objects and places where memorable events took place.
3	Short flashes of future events or flashbacks about the recent past (one week for each Perception level).
5	The visions are more detailed and last longer; the images make more sense and are easier to interpret. Visions of the past reach back one month per Cognition Strength plus Perception level.
7	Visions of the past reach back one year per Cognition Strength plus Perception level.
9	Clear visions that replay past or future events with crystalline detail.
10+	Visions of the past reach back up to one century per Cognition Strength plus Perception level.

advised to make a special note of any characters with this ability, as psychic flashes and premonitions can play an important part in many *Terra Primate* campaigns. Typically, the Ape Master tells the player to use the character's Perception and Cognition Art in a Task. The level of success of the Task and the Strength of the power determines how much detail is made available to the player. If the Task fails, the Ape Master simply says that the character feels a vague uneasiness, as if he had something important on the tip of his tongue but cannot quite remember it.

Sometimes, the character attempts an active use of the power, trying to force a vision about the past or the future. Those attempts use the same rules above, with the power's Strength and Success Levels determining the outcome.

Looking into the past is easier than looking into the future. The Ape Master may impose penalties on attempts to see the future, depending on how inevitable the future is. If the issue hangs in the balance, the future vision might only reveal uncertainty.

Using Cognition Defensively

A character with a high Cognition Art level can try to use his power in combat. By knowing what his opponents may do beforehand, the Psion can sidestep or avoid the attack. Treat this as a Difficult Attribute Test, using Cognition Art as an Attribute.

This counts as one action in a Turn. If successful, each Success Level of the Test adds a +2 bonus to the Psion's attack and defense rolls for the next two Turns, representing the ability to react to attacks before they get started. If the attempt fails, however, the character is overwhelmed by the possibilities flashing through his head and he is at -4 to all Task attempts during the next two Turns.

Domination

Psions with Domination can command others to do their bidding, and even force people to do things they would never normally do. At the higher Strength levels, Domination allows the psychic to completely take control over the target.

Using Domination

Psions using Domination must be within line of sight of the target. The victim must also be able to look into the psychic's eyes or hear his voice. If eye contact is used, the psychic may employ Telepathy to communicate his desires without speaking; otherwise, the orders or suggestions must be spoken out loud.

Domination is a Resisted Task, using the Psion's Willpower and Domination Art against a Difficult Willpower Test on the part of the victim. Powered characters may be able to replace the defensive Test with a psychic defense. If the orders are totally contrary to what the victim would normally do, the victim gets a bonus of +3 to +7 to the Willpower

Domination Strength Table

Strength	Abilities
1	Can cause a person to hesitate for a few seconds before doing something, or to follow a fairly reasonable suggestion.
3	Can stop the person from doing something, or force him to obey a one-phrase command like "Freeze!" "Run away" or "Don't bother me."
5	The victim will follow a one-sentence command to the letter.
8	The victim can be made to follow detailed instructions.
10+	The Psion can replace the victim's mind with his own, taking total control for one Turn. During that Turn, the psychic completely dictates the words and actions of the victim. At the end of the Turn, another Resisted Task is needed to maintain control.

Test. This is left to the Ape Master's discretion. Keep in mind that it is much easier to suggest "these are not the androids you're looking for" than it is to order someone to "use your gun against your partner, then kill yourself."

The Strength determines how powerful the commands can be, and how extensive the control achieved is.

Using Domination Defensively

The same power that lets a Psion control others allows him to maintain control over himself. When attacked by any form of mind control (including an enemy's attempt at Domination), the character resists using his Willpower and Domination Strength level.

Mind Probe

Characters with Mind Probe have the ability to see the thoughts of others.

Using Mind Probe

The most common use of Mind Probe is to peer into the minds of others. The target of the probe must be within range (which is determined by Mind Probe Strength) and within line of sight of the Psion, unless previously contacted (see Telepathy, p. 71). This Task uses the Psion's Perception and Mind Probe Art level. The Success Levels of the Task determine how deeply the psychic sees into the target's mind.

Normal people who pass a Difficult Perception Test can sense something strange, a feeling of being watched or a disturbance at the back of their minds, but unless they are experienced and knowledgeable in the area of psychic phenomena, they do not know exactly what is happening. Powered characters may resist the intrusion using Psionic Powers.

Most of the time, Mind Probe produces short-lived flashes of information. A successful attempt reveals images and words from the subject's mind. To maintain mind-to-mind contact, the Psion must succeed at a new Willpower and Mind Probe Art Task. Each Success Level allows for one minute of constant supervision. Each minute of mind contact

Mind Probe Strength Table

Strength	Abilities
1	Must touch a person to sense his thoughts; can see large concentrations of Essence and spirit beings within ten yards (meters).
2	Can reach the minds of others, up to one yard (meter) for each level of Willpower plus Mind Probe Strength.
3	Range increases to five yards (meters) for each level of Willpower plus Mind Probe Strength.
5	Range increases to 50 yards (meters) for each level of Willpower plus Mind Probe Strength. Line of sight is no longer necessary. The Psion can "scan" an area looking for a particular mind, as long as he has telepathically contacted that mind in the past.
6	Range increases to 100 yards (meters) for each level of Willpower plus Mind Probe Strength.
10	Range increases to one mile (1.5 kilometers) for each level of Willpower plus Mind Probe Strength.
15+	Range increases to 20 miles (30 kilometers) for each level of Willpower plus Mind Probe Strength.

Mind Probe Art Table

Level of Success	Result
1	Can sense emotions only.
2	Can sense surface thoughts (whatever the subject is thinking at the moment).
3	Can delve deeper into the mind of the target. Any one simple question (i.e., anything that can be answered in one sentence or less) can be “asked” of the subject, and the information plucked from his mind. Each additional Success Level adds one more question and answer.
4+	Can get a clear picture of the subject’s personality, find memories, and get any information the target has, provided the Psion specifically asks for it.

drains the Psion of D4(2) Endurance Points, and requires a great deal of concentration. Should the psychic be attacked or distracted, the contact is lost. During that time, the Psion can peruse the target’s thoughts and memories at will.

Using Mind Probe Defensively

Characters with Mind Probe can try to resist mental attacks. Any magic, Psionic Power or ability that controls, probes or influences the mind is resisted by using Willpower and the Mind Probe Strength level. This works as a Resisted Task against whatever force is being used to attack the character.

Telekinesis

This is the power to move objects with the mind alone, sometimes called psychokinesis by psychic researchers. A highly skilled telekinetic can play the piano at a distance or use a typewriter without having to touch it physically. The most powerful can toss cars around, crush objects or people with “invisible hands” and bring down houses.

Using Telekinesis

Moving an object in a relatively straight line uses Intelligence and Telekinesis Art. The maximum weight that can be lifted and moved (slowly) is determined by the Strength of the power. In this



case, the Strength of the power works just like the Strength Attribute (see p. 27).

To determine the speed of the object being moved, subtract the Strength level needed to lift the object from the total Telekinesis Strength. Take the difference (rounded up) and multiply it by ten; that is the Speed of the object in miles per hour. For example, a character with a Telekinesis Strength of five can lift up to 250 pounds (125 kilograms). A ten-pound (5 kilogram) object requires less than a Strength of one, so the psychic gets to use his full Strength of five, multiplied by ten—he can move the object up to 50 miles per hour (75 kph). Using the same method, the Psion can levitate himself. If the character weighed 200 pounds (100 kilograms; which requires a Strength of four), the character could fly (or rather, float) around at a speed of ten miles per hour (15 kph).

Tossing objects uses Dexterity and the Telekinesis Art. Thrown objects can be dodged normally. Most small objects (hand-sized or smaller) inflict D4(2) x Telekinesis Strength points of damage. Long distance throwing is subject to range penalties (use the ranges for normal handguns, see p. 130).

Massive objects (which require a large Telekinesis Strength level to throw around) do D6(3) to D12(6) points of damage multiplied by the Telekinesis Strength level minus the Strength level needed to lift the object in the first place. That is because very heavy objects, which require a great deal of power simply to lift, do not fly as fast, inflicting less damage. See the Telekinesis Thrown Object Damage Table nearby for the damage inflicted by objects of a given weight, and the minimum Telekinesis Strength

needed to lift them. If the character's Telekinesis Strength is below this, the character may be able to lift and move the object around very slowly, but the object inflicts little or no damage when "tossed."

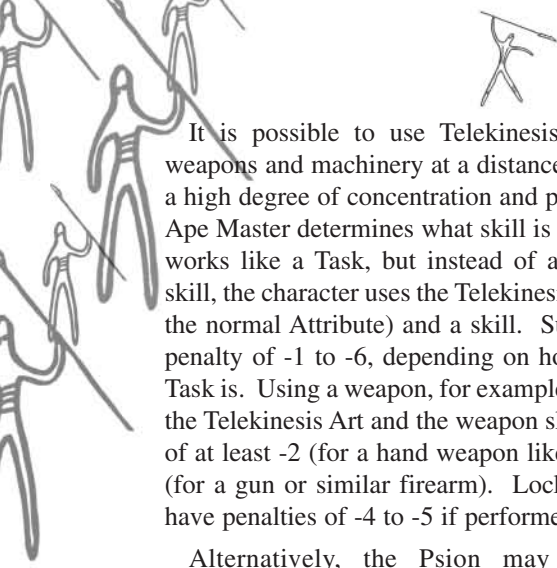
For heavier objects, determine the power level needed to lift the object, and subtract it from the Multiplier for damage purposes.

Dropping objects is also possible. Falling objects do damage based on the minimum Strength needed to lift them plus falling damage. Calculate the Strength needed to lift the object, then add +1 to the Multiplier based on the number of yards (meters) it falls towards its target. For example, a 200-pound object dropped from ten yards would inflict D8 x 14(56) points of damage; the Multiplier comes from the Strength to lift the object (4), and the number of yards it falls (10), for a total of 14. Hitting the target is tricky, however. A stationary target can be hit with a Telekinesis and Willpower Task, but a moving target (any living being not restrained somehow is considered to be moving) is at -4 to be hit, and he can dodge (if he is aware of something dropping on him) with a +3 bonus.

The Psion can also toss invisible "punches" by projecting hard streams of telekinetic energy. These blows use the Telekinesis Art and Brawling to hit. Normal people and apes cannot defend against these invisible attacks except by jumping around and hoping to make the Psion miss (their only defense becomes a Difficult Dexterity Test, and that only if they realize what is happening). Powered characters can see the Essence in such attacks, and can Dodge or defend normally. Telekinetic punches inflict one point of damage per Telekinesis Strength level.

Telekinesis Thrown Object Damage Table

Object Weight	Base Damage	Minimum Telekinesis Strength
Less than 10 lbs (20 kg)	D4(2)	0
Up to 50 lbs (25 kg)	D4 + 1(3)	1
Up to 100 lbs (50 kg)	D6(3)	2
Up to 250 lbs (125 kg)	D8(4)	3-5
Up to 650 lbs (325 kg)	D10(5)	6-7
Up to 1,250 lbs (625 kg)	D12(6)	8-10
Above 1,250 lbs (625 kg)	D12 + 1(7)	11+

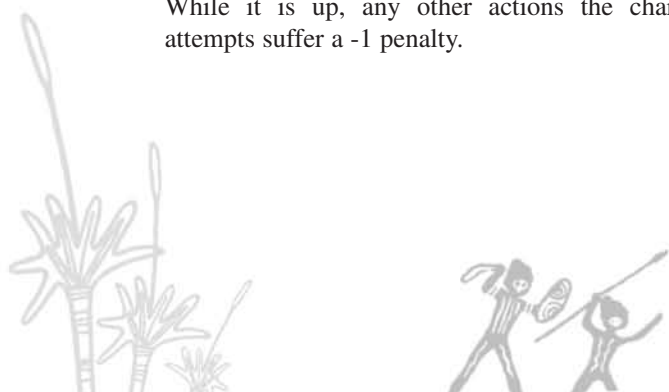


It is possible to use Telekinesis to manipulate weapons and machinery at a distance, but it requires a high degree of concentration and proficiency. The Ape Master determines what skill is necessary. This works like a Task, but instead of an Attribute and skill, the character uses the Telekinesis Art (replacing the normal Attribute) and a skill. Such uses have a penalty of -1 to -6, depending on how complex the Task is. Using a weapon, for example, would require the Telekinesis Art and the weapon skill, at a penalty of at least -2 (for a hand weapon like a sword) to -4 (for a gun or similar firearm). Lock-picking might have penalties of -4 to -5 if performed at a distance.

Alternatively, the Psion may want to use Telekinesis to supplement his own physical abilities. So, a character trying to lift something with his hands can add his Telekinesis Strength to his physical Strength. A character can similarly boost his physical Strength for combat purposes, including punches and hand-to-hand attacks.

Using Telekinesis Defensively

Telekinesis can be used to deflect physical attacks. A telekinetic “parry” uses the Dexterity and Telekinesis Art of the character, and can deflect any attack the Psion can see (arrows can be seen, but bullets are too fast to be parried). Alternatively, the psychic can concentrate on projecting his telekinetic power around himself like a “bubble” that acts like invisible armor. This is a Task involving Intelligence and the Telekinesis Art; each Success Level increases the duration of the field for one minute. The energy bubble has an Armor Value of $D4(2)$ times one half of the Telekinesis Strength; it slows down and interferes with any physical attacks. Keeping a Telekinesis shield active requires some concentration, although not as much as a full action. While it is up, any other actions the character attempts suffer a -1 penalty.



Telemagry

Psions with this power can change the way things are seen by more than one person. A mass illusory image or just a projection of a sight that the psychic wishes others to see. This can range from disguising the Psion's appearance to creating illusions so realistic that they cause real harm. A great example of mass hallucinations is in *Beneath the Planet of the Apes* and the visions of earthquakes, walls of fire and the bleeding statue, all caused by the mutant's Psionic Powers.

Using Telemagry

The simplest use of Telemagry is to disguise the Psion's appearance, or make him completely invisible. This requires a successful Willpower and Telemagry Art roll. Non-powered characters who pass a Difficult Perception Test notice something strange but are unable to tell what. Powered characters can see through the illusion with a Resisted Simple Perception Test against the Psion's initial roll. The Psionic has to concentrate on the image constantly and is only able to walk or hold minimal conversation. This can be exhausting and each minute that the image is being cast drains the Psion of D4(2) Endurance Points. The start of a fight or any other distraction, causes the Psion to lose his concentration and the illusion vanishes.

The number of people affected by the illusion is limited to one per level of the Psion's Willpower plus Telemagry Strength. Sometimes there are just too many people to fool in one place and the illusion breaks down. In most cases, the targets of such mirages must be within visible range of the psychic. In some rare cases, whole groups of Psions have joined mentally to generate images miles away from their homes, warding off invaders using Clairvoyance to locate their targets.

At higher levels of Art, the Psion develops the ability to create more complex illusions such as creatures, flames or buildings. The stronger the psychic, the more convincing the mirage is, becoming more than just visual. Sound, odor and heat can be simulated so convincingly that the

victim's mind can cause physical harm to his body. Psychosomatic burns and cuts appear on the skin; the victim takes damage equal to the Psion's Telemagry Strength per turn, unless he sees through the illusion.

Telemagry Strength Table

Strength Ability

- 1 Visual illusions only
- 3 Illusions are also audible
- 5 Illusions are completely realistic, fooling all senses except touch.
- 7+ Illusions are so realistic that they cause the mind to believe the image is real. Flames burn and damage inflicted seems real.

Telemagry Art Table

Art Ability

- 1 Can change small details only, or their own facial appearance.
- 3 Can change entire appearance, vanish from sight, or create a convincing illusion of human size.
- 5+ Can create illusions one cubic yard (meter) for each level of Willpower plus Telemagry Strength.

Using Telemagry Defensively

Telemagry is predominantly an aggressive power, affecting the minds of others. The only defensive use is to hide completely from sight, or to cause visual distractions to an individual target during combat. In such a case it would be a Resisted Task, using the Psion's Willpower and Telemagry Art against a Difficult Willpower Test from the victim. It would only produce a brief flash, but it would distract the target during combat. If the target fails, he is stunned and unable to attack for D4(2) Turns.



Telepathy

Psions with this power can project their thoughts at others, causing them to be “heard” as words inside their heads. Once contact has been established, the psychic can also hear any mental reply from his target (only thoughts deliberately “sent” to the Psionic can be perceived; to delve into another person’s mind requires Mind Probe and a different set of Tasks).

Using Telepathy

Sending a mental message uses the character’s Intelligence plus Telepathy Art level. The psychic can converse mentally with the target for one minute per Success Level. The range of this power is determined by the Strength level of the Psion. Telepathy uses the same Strength/range table as Mind Probe (see p. 66).

At Strength 4 or higher, the Psion can use Telepathy to send a deafening psychic “scream” that inflicts some damage and overloads the victim’s mind. Psychic “screams” are treated as a Resisted Task, using the Willpower and Art of the Psion against a Difficult Willpower Test for normal people.

Powered characters and supernatural beings use a Difficult Willpower Test with a +2 bonus.

This “scream” attack drains the psychic of one Essence Point every time it is used. A successful attack inflicts D4(2) points of damage for every four levels of Telepathy Strength (rounded down). Further, the victim loses all of his actions for one Turn, and suffers a penalty of -4 on all Tasks and Tests for one additional Turn per Success Level of the attack. The range of the scream is limited to two yards (meters) per Strength level.

Using Telepathy Defensively

Telepathy can be used to block any attempt to communicate with or probe the Psion’s mind. The character is basically throwing up a wall of “noise” around himself, disrupting any mental communications. When using Telepathy in this way, the psychic resists such powers as Mind Probe and Domination. The Psionic uses his Willpower and Telepathy Strength (not Art) in such Resisted Tasks. While the power is being used in this way, other uses of Telepathy are impossible.



Possessions

This is everything the character owns. In most *Terra Primate* games, a detailed inventory of a character's possessions is not necessary. Dependent upon the Apeworld setting, a character with average resources owns a TV set, a phone, and a number of items of clothing (unless he is a slave to the ape ruling masses). He lives in a rental apartment or room. Most characters also own a vehicle of some sort. The Resources Quality/Drawback helps determine what a character is likely to own. A multimillionaire may own boats, airplanes and helicopters, while a destitute character has to make do with a purloined shopping cart.

Items particularly useful to characters are discussed in **Chapter Four: Toolusers**.

Finishing Touches

After the player has determined all the basic elements, he is pretty much finished with creating the character. All that is left are a few final touches that

make the character come alive and seem like more than just a collection of numbers on a piece of paper. Note that these “finishing touches” can be done just as easily at the beginning as at the end of the character creation process. Sometimes, the last touches can wait until the player starts roleplaying the character. Some players need to start playing before they get a “feel” for the role. As always, each player should do whatever works best for him.

Name

First, of course, is the character's name. This simple touch can add a number of roleplaying elements. The character's first and last name can indicate ethnic background (an Italian name conjures images of growing up in an ethnic neighborhood in New York, for example), and the kind of family that raised the character (a Biblical name might indicate a strict Christian background, while a name like “Moonlight” might indicate the character's parents were hippies). Some characters may adopt nicknames or “street names.” Maybe they hate the name their parents gave them. It is easy to come up with any old name, but having it mean something can add to the fun.

Appearance

The character's appearance and demeanor are also important elements. Whether a character is attractive and charismatic is determined by any Qualities or Drawbacks purchased during character creation, but the description makes the numbers come to life. Beyond obvious things like hair and eye color and general physique, subtler elements can help the Ape Master and the other players get a better “handle” on the character. Does the character walk in a timid, stooped position, or does he swagger around like he owns the world? Does he have any nervous ticks or other habitual behaviors? Does he smile a lot, or does he have a grim demeanor? The character's appearance should take into account his Attributes, Qualities and Drawbacks—a character who is Paranoid may have a tendency to look behind him every once in a while, or maybe he always insists on being the last one to enter any room.

Age

Beginning characters are assumed to be between 18 and 30 years old. Within those limits, the exact age is entirely up to the player and Ape Master. For those wishing to play younger or older characters, the Optional Skill Point Generation System sidebar (see p. 24) gives some ideas how to modify characteristics.

Archetypes

The sample characters provided in the remainder of this chapter are called Archetypes. They were designed using the creation rules described in this chapter.

These characters can be used for beginning players in a *Terra Primate* game. Just copy their statistics or alter them to fit your needs, as long as the total points spent remain the same. These Archetypes can be used as models and as inspiration to create characters from scratch. Their stories, genders, Attributes, skills or any other elements can be tweaked to produce different characters. In most cases, the characters have not used their Quality/Drawback points to their maximum limits. Players can use the characters as they are or use the leftover points listed with each character to personalize them. Extra skills points are available if the Optional Skill Point Generation System (see p. 24) is used.

If the Ape Master ever needs to start a game quickly (as often happens at conventions), and there is not enough time to create characters, the Archetypes can be assigned to players on the spot.

Ape Masters should feel free to use these Archetypes, or Archetypes from other **Unisystem** games such as *All Flesh Must Be Eaten* in *Terra Primate*. Masters should remember that Pre-Heroic characters in *Terra Primate* are built using a 50-point base, while their equivalent in *All Flesh Must Be Eaten*, Norms are built using 49 points.



Apeman

Heroic Character

Str 4 **Dex** 4 **Con** 4

Int 2 **Per** 3 **Wil** 3

LPs 48

EPs 38

Spd 16

Essence 20

Qualities/Drawbacks

Acute Vision (2)

Acute Hearing (2)

Fast Reaction Time (2)

Hard to Kill 2 (2)

Honorable 3 (-3)

Resources (Destitute) (-10)

Situational Awareness (2)

Skills

Acrobatics 4

Brawling 4

Climbing 4

Craft (Woodwork) 1

Hand Weapon (Knife) 3

Hand Weapon (Spear) 2

Notice 3

Riding (Elephant) 1

Running (Dash) 2

Stealth 3

Survival (Jungle) 5

Swimming 3

Throwing (Knife) 3

Throwing (Sphere) 2

Tracking 3

Gear

Loincloth, knife, spear

Notes

As this character was raised by apes, he could choose from the Ape Qualities and Drawbacks in Chapter Six: Going Ape. Brachiation (1), Jump (1) and Knucklewalking (-2) are particularly appropriate. This character has not

used all of the Quality points available to him. Players can make him more unique by spending the five Quality points remaining (or three if he has the Ape Qualities suggested)

Personality

Know am different from family. Know real family gone. Not survive jungle. Jungle home now. Father not accept me. Think me hairless white-ape. Mother took me in. Rescued me as baby. Taught me jungle. Twenty summers ago. Never knew real family. Had house in trees. Went back once to see. Just flat pictures of them. Old clothes. Dried blood.

More men come. On ship from other world. World where I from. World called Eng-Land.

Rescued after so much time. Taken from my family to be with more of my "kind." See nothing "kind" here. Only one of them really kind. She pretty too. She blush when she see me. I know she will never like me. Not brought up in her world. Just a freak. They think me an attraction to show off in "society." They captured family to go to place called "zoo." Me never see them again. Me miss the jungle. Me want to go home.

Quote

"Ungawa!!"



Astronaut

Heroic Character

Str 3 **Dex** 3 **Con** 4

Int 3 **Per** 3 **Wil** 4

LPs 47

EPs 38

Spd 14

Essence 20

Qualities/Drawbacks

Hard to Kill 3 (3)

Humorless (-1)

Minority (Human) (-3)

Nerves of Steel (3)

Situational Awareness (2)

Skills

Acrobatics 2

Brawling 3

Computers 3

Engineer 2

First Aid 2

Guns (Handgun) 2

Mechanic 2

Notice 3

Piloting (Spacecraft) 3

Piloting (Aircraft) 4

Riding (Horse) 2

Sciences (Physics) 2

Sciences (Astronomy) 2

Stealth 3

Survival (Wilderness) 2

Gear

Spacesuit, flare gun, multitool, tape recorder

Notes

This character has not used all of the Quality points available to him. Players can make him more unique by spending the seven Quality points remaining, or adding an extra six points of Drawbacks (and using the points gained in other areas).

Personality

I don't know whether traveling close to the speed of light sent me backwards or forwards in time.

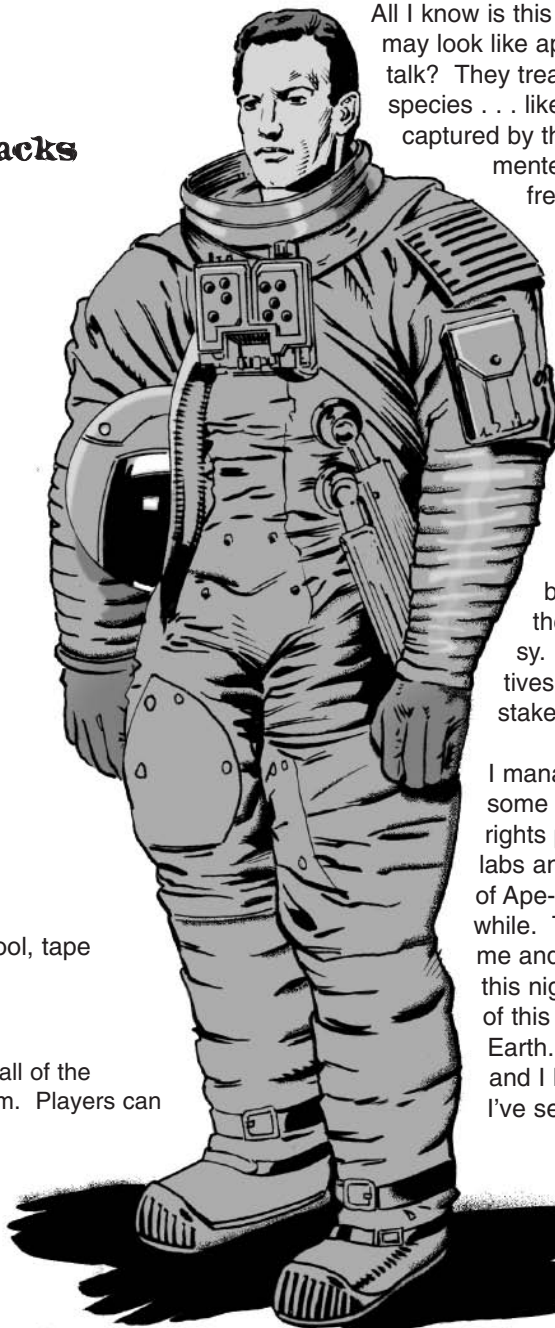
All I know is this world is alien to me. They may look like apes, but since when did they talk? They treat humans as an inferior species . . . like . . . animals. We were captured by the gorilla army and experimented on like we were the freaks, not those talking abominations. Like they'd never seen intelligent men before. You should have seen what they did to Simpson and Carter, my co-pilots . . . that was true barbarism.

After the "physical exams," they asked me a bunch of questions. Everything I said contradicted their religious beliefs. Never thought I'd be the subject of such controversy. I'm surprised these primitives didn't just burn me at the stake for heresy!

I managed to escape thanks to some hairy peace-lovin' human-rights protesters sneaking into the labs and showing me the way out of Ape-City. Now I'm free . . . for a while. The gorilla army is behind me and I must find a way to escape this nightmare. I've got to get off of this rock. Have to get back to Earth. But my ship is destroyed and I have this strange feeling that I've seen this place before . . .

Quote

"Get your monkey-lovin' paws offa me, chimp-boy!"



Big Game Hunter

Heroic Character

Str 3 **Dex** 4 **Con** 4
Int 2 **Per** 4 **Wil** 3
LPs 44
EPs 35
Spd 16
Essence 20

Qualities/Drawbacks

Acute Vision (2)
 Hard to Kill 2 (2)
 Contacts (Tribesmen) (1)
 Obsession (The Big Kill) (-2)

Skills

Brawling 2
 Cheating 1
 Dodge 2
 Driving (Four-Wheel Drive) 2
 First Aid 2
 Guns (Handgun) 2
 Guns (Rifle) 4
 Hand weapon (Knife) 2
 Notice 3
 Riding (Horse) 1
 Stealth 4
 Survival (Jungle) 3
 Swimming 2
 Tracking 4
 Traps 3

Gear

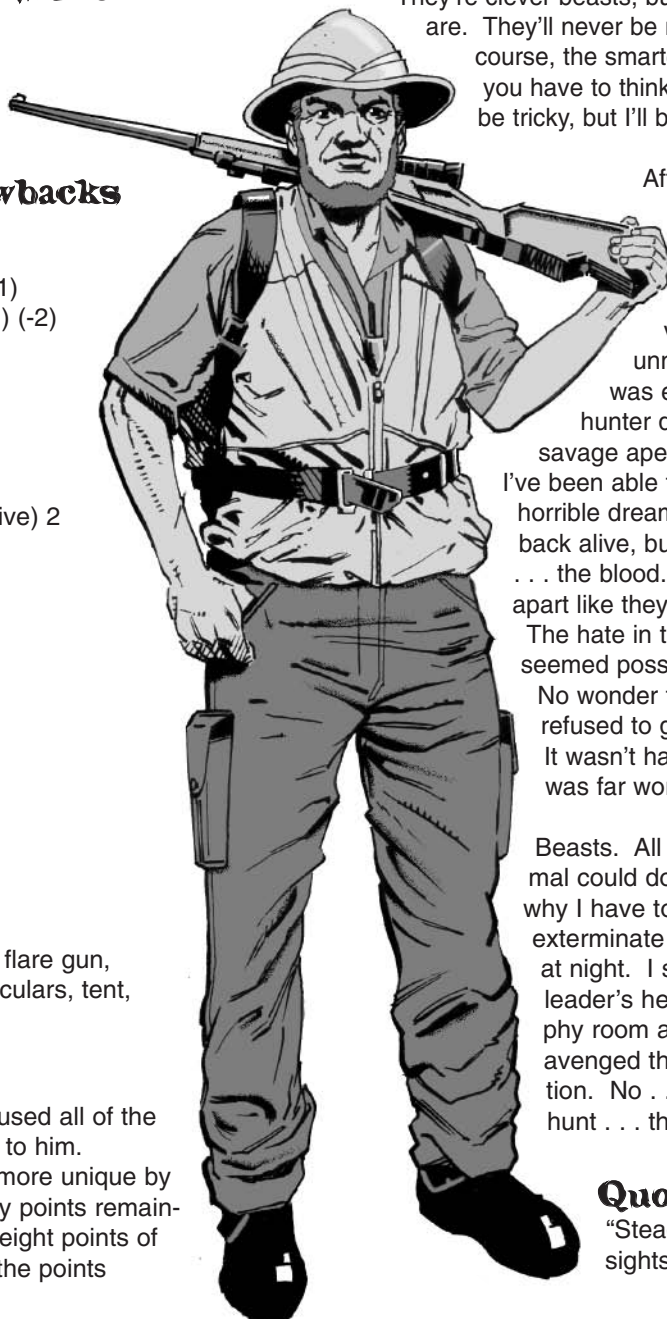
Hunting rifle (w/scope), flare gun, first aid kit, ammo, binoculars, tent, GPS unit

Notes

This character has not used all of the Quality points available to him. Players can make him more unique by spending the ten Quality points remaining, or adding an extra eight points of Drawbacks (and using the points gained in other areas).

Personality

They're clever beasts, but "beasts" is all they are. They'll never be more than that. Of course, the smarter they are, the more you have to think to kill them. They can be tricky, but I'll bag me one in the end.



After all, I owe them for wiping out my last expedition. We were deep in the heart of the Congo, venturing into unmapped territory—it was everything a true hunter dreams of. After those savage apes attacked, it's been all I've been able to dream of. Horrible, horrible dreams. I barely made it back alive, but the sights I saw then . . . the blood. Literally ripping men apart like they were made of straw. The hate in their eyes, they almost seemed possessed . . . demons. No wonder the tribes nearby refused to guide us to this area. It wasn't haunted as they said, it was far worse.

Beasts. All of them. Only an animal could do that to a man. That's why I have to go back. I have to exterminate them all so I can rest at night. I shall have their leader's head mounted in the trophy room as proof that I have avenged the rest of the expedition. No . . . this is not just a hunt . . . this is personal.

Quote

"Steady now. Right in my sights . . . exhale . . . pull!"

Psychic Child

Powered Character

Str 1 **Dex** 4 **Con** 3

Int 3 **Per** 4 **Wil** 5

LPs 32

EPs 32

Spd 14

Essence 27

Qualities/Drawbacks

Addiction (Serum Dependence) (-2)

Adversary (Government) (-2)

Hard to Kill 2 (2)

Minority (Child) (-1)

Powered (5)

Skills

Acrobatics 2

Computers 2

Escapism 3

Notice 2

Pick Pocket 2

Running (Marathon) 3

Sleight of Hand 2

Stealth 5

Streetwise 3

Survival (Street) 2

Gear

Clothes, sneakers, bottle of pills (12 doses)

Powers

Telekinesis (Art 2, Str 2)

Domination (Art 2, Str 1)

(If she goes 24 hours without her dose of the serum, she loses control of the Powers. Art goes down to zero, Strength goes up by three in each until sedated.)

Notes

This character has not used all of the Quality points available to her. Players can make her more unique by spending the three Quality points remaining, or adding an extra five points of Drawbacks (and using the points gained in other areas).

Personality

All I've known is the lab. A child of tests and experiments they say. They tell me I'm special.

Talented. Gifted. The future of human potential.



I saw how they did it. Splicing little squirmy graphics together on their computers. Injecting things. It just looked like some huge video game to them. They didn't even have to see what was really happening. It was all just "controlled circumstances" to them. They didn't see what they were doing to the chimps. Their brains exposed to the world like that, looking in terror . . .

I saw it all, and I wish I hadn't. I knew that I had to escape. They had similar things planned for me. They said it would make me a soldier. Serve my country. They didn't know that I could make them think other things too. Convince them that I wasn't there, or make objects fall over in other rooms. I sometimes lose control of it, but I have my pills . . .

I distracted them long enough to get away. To escape from this secret underground laboratory. I know they're after me. I just have to hide. I just wish my headache would go away . . .

Quote

"Keep away . . . I'm warning you . . ."

Quantum Physicist

Pre-Heroic Character

Str 2 **Dex** 2 **Con** 2

Int 4 **Per** 3 **Wil** 2

LPs 26

EPs 23

Spd 8

Essence 15

Qualities/Drawbacks

Photographic Memory (2)

Emotional Problems (Fear of Rejection) (-1)

Showoff (-2)

Skills

Brawling 1

Computers 3

Computer Programming 2

Dodge 2

Drive 2

Guns (Handgun) 1

Instruction 3

Notice 3

Research/Investigation 4

Sciences (Physics) 4

Sciences (Quantum Physics Specialty) 6

Sciences (Mathematics) 3

Smooth Talking 1

Writing (Scientific) 3

Gear

Laptop, pens, notebook, cellphone

Notes

This character has not used all of the Quality points available to her. Players can make her more unique by spending the three Quality points remaining, or adding an extra seven points of Drawbacks (and using the points gained in other areas).

Personality

I have found my proof. Schrödinger's theories of multiple realities were correct. If the building blocks of the universe can be waves and particles at the same time, only defined when quantified, then the same can be said of reality. Every time a decision is made, a new reality is formed, splintering off from the original reality tunnel to create a parallel universe. In one world, the difference is negligible. You could just have decided to have cereal instead of toast for breakfast this morning. Other differences are more drastic. In one reality, you didn't see the stop sign, Hitler won the war, or the apes became the dominant species.

Just one of those decisions thousands of years ago could have created a reality totally different from our own. I spent years in the labs trying to prove my theories, cutting a hole in the realities to show what could happen, and I finally made it work. An alternate reality where the early hominids didn't evolve into humans, just into intelligent apes. Bridging these realities has been my proof . . .

The problem is that the realities have collapsed onto each other and the ape species are asserting their dominance over humans. There has to be a scientific way to put this right . . .

I just don't know how.

Quote

"Don't you see what this means? I'm not crazy after all!"



Reformed Genetic Scientist

Pre-Heroic Character

Str 2 **Dex** 3 **Con** 2

Int 4 **Per** 2 **Wil** 2

LPs 26

EPs 23

Spd 10

Essence 15

Qualities/Drawbacks

Photographic Memory (2)

Obsession (Genetic Theory) (-2)

Secret (Past) (-1)

Skills

Bureaucracy 2

Computers 4

Computer Programming 3

Dodge 2

Guns (Handgun) 1

Notice 2

Research/Investigation 4

Sciences (Genetics) 4

Sciences (Biochemistry) 4

Surveillance 1

Veterinary Medicine 4

Writing (Scientific) 2

Gear

Tranquilizer pistol, tape recorder

Notes

This character has not used all of the Quality points available to him. Players can make him more unique by spending the three Quality points remaining, or adding an extra seven points of Drawbacks (and using the points gained in other areas).

Personality

I used to be one of them. Working in the labs, experimenting on animals. Hell, I figured it was just natural. Dominant species and all that.

Project Chimera came first. Splicing DNA, injecting brain tissue into apes to increase their intelligence. See if we could unlock the potential inside the human brain by evolving apes ahead of their genetic capabilities. It worked on so many of the apes, they started to recognize words, some even able to communicate with basic sign language, grunting in frustration that they couldn't communicate verbally.

I say I *didn't* care. Now I do. Subject 721 saw to that. I was about to inject the gorilla with the research matter, directly into its pineal gland, when it spoke.

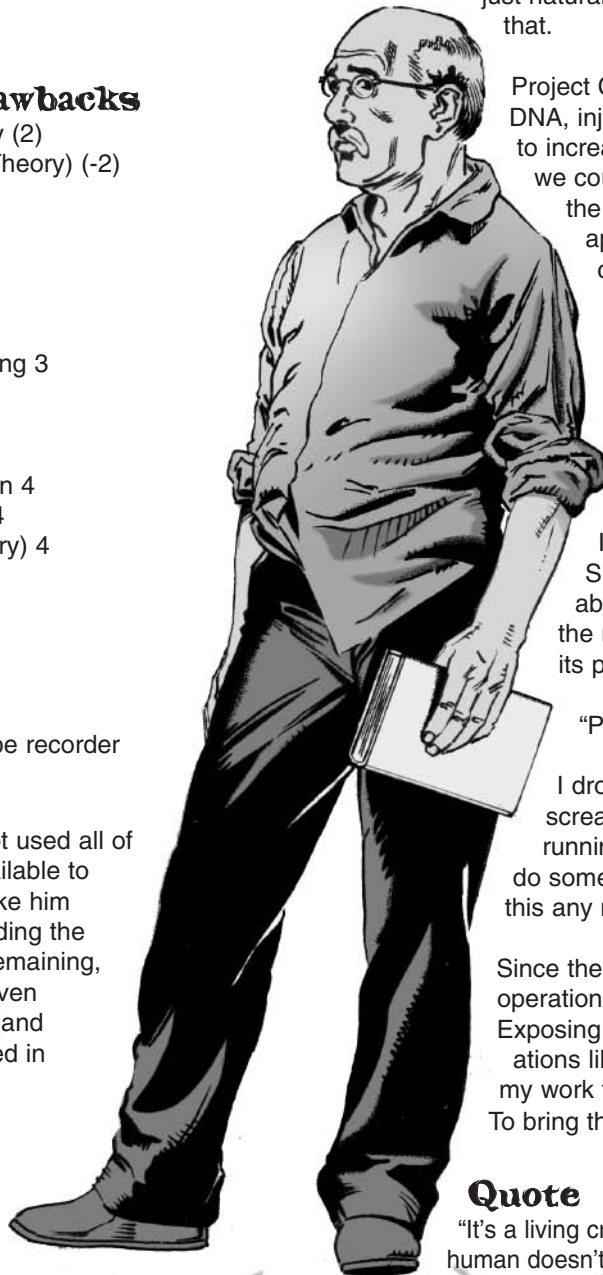
"Please . . . no more . . ."

I dropped the syringe and screamed. Then I saw the tear running down its cheek. I had to do something. I couldn't be a part of this any more . . .

Since then I've been bringing down the operation. Stopping the experiments. Exposing the truth. I know other operations like this exist, and I've made it my work to redeem myself for my past. To bring them all to justice.

Quote

"It's a living creature. Just because it's not human doesn't mean it doesn't feel . . ."



Reluctant Hero

Pre-Heroic Character

Str 2 **Dex** 2 **Con** 3

Int 2 **Per** 3 **Wil** 3

LPs 33

EPs 29

Spd 10

Essence 15

Qualities/Drawbacks

Contacts (Criminal) (1)

Good Luck 3 (3)

Hard to Kill 1 (1)

Honorable (-1)

Skills

Brawling 2

Bureaucracy 3

Cheating 1

Computers 2

Dodge 3

Drive (Car) 3

First Aid 2

Guns (Handgun) 2

Haggling 2

Hand Weapon (Knife) 2

Smooth Talking 3

Streetwise 3

Stealth 1

Survival (Urban) 2

Gear

Pack of cigarettes, can of beer, multitool, cellphone

Notes

This character has not used all of the Drawback points available to him. Players can make him more unique by spending an extra nine points of Drawbacks (and using the points gained in other areas).

Personality

Okay, what's going on? I know things got a little excessive last night, that I drank far too much at the party and staggered home with this girl . . .

That was when my normal life ended and this nightmare began. I woke up this morning and everybody's turned into monkeys or something.

Okay, apes if you want to get technical about it. Hell, what do I care!?

Everyone's a god damn ape! Except me! What the hell's going on here?

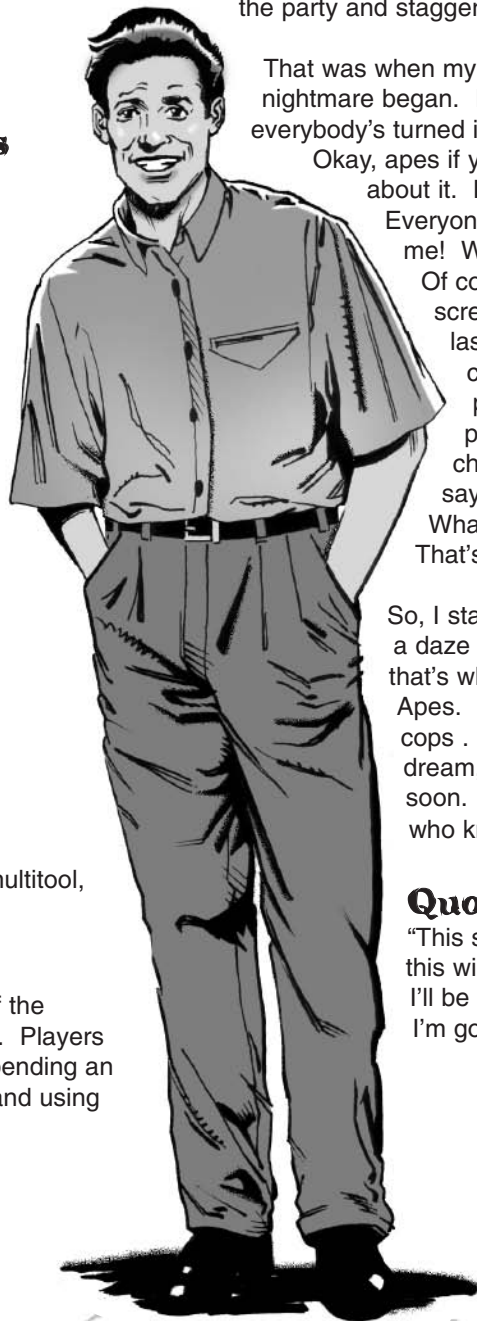
Of course the first thing I did was scream at the girl I picked up last night. She was this huge chimp! I mean . . . I know I've picked up some dogs in the past, but this is stupid. This chimp, she sits up in bed and says "what's wrong, darling?"

What's wrong? You're a chimp! That's what's wrong!

So, I stagger out of my apartment in a daze and run into the streets. And that's when I see them. All of them. Apes. Chimp businessmen, gorilla cops . . . I just pray that this is a dream, and someone wakes me up soon. I can't be the only one here who knows something's wrong!

Quote

"This sucks so much. Somehow this will all go back to normal, and I'll be a nobody again . . . until then I'm gonna hide!"



Savage Girl

Heroic Character

Str 2 **Dex** 4 **Con** 4

Int 2 **Per** 4 **Wil** 4

LPs 43

EPs 35

Spd 16

Essence 20

Qualities/Drawbacks

Acute Vision (2)

Attractiveness +2 (2)

Charisma +1 (1)

Hard to Kill 3 (3)

Minority (Human) (-3)

Situational Awareness (2)

Skills

Acrobatics 2

Brawling 3

First Aid 2

Hand Weapon (Bow) 2

Hand Weapon (Knife) 3

Hand Weapon (Spear) 2

Hand Weapon (Sword) 2

Notice 3

Riding (Horse) 3

Stealth 4

Survival (Wilderness) 3

Tracking 3

Traps 3

Gear

Knife, spear, bow, skins

Notes

This character has not used all of the Quality points available to her. Players can make her more unique by spending the five Quality points remaining, or adding an extra seven points of Drawbacks (and using the points gained in other areas).

Personality

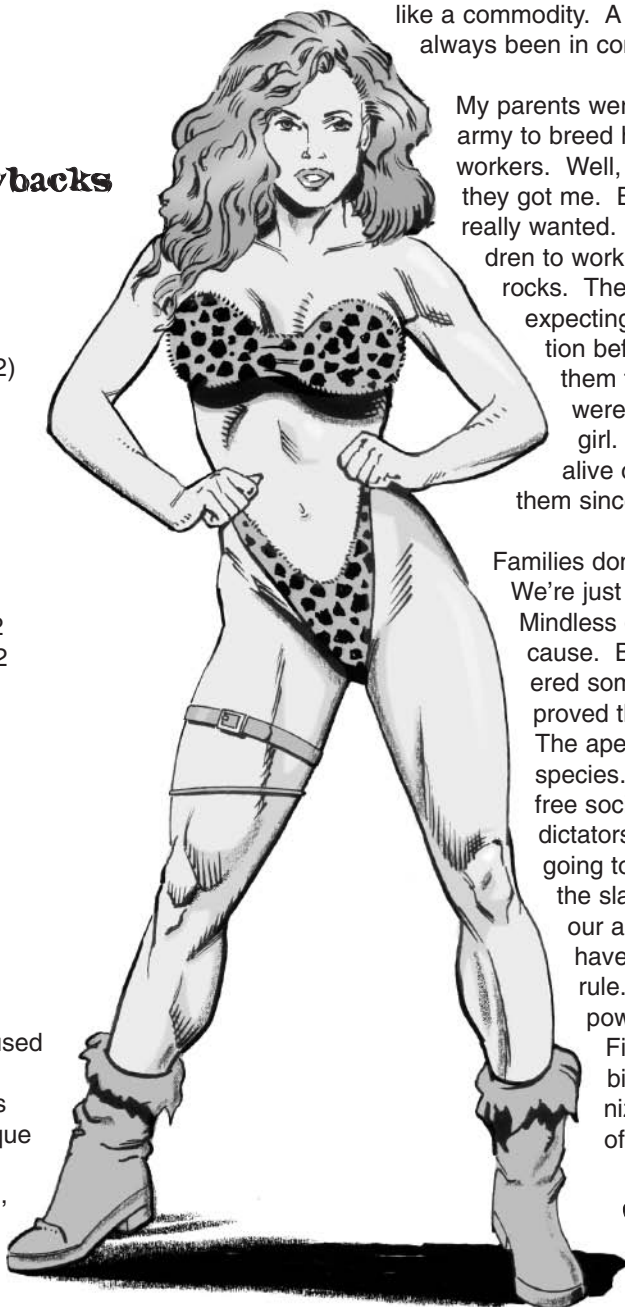
I've only known this life. Brutalized and treated like a commodity. A slave. They have always been in control.

My parents were selected by the ape army to breed healthy young, strong workers. Well, they got healthy when they got me. But I wasn't what they really wanted. They wanted male children to work in the mines, to lift the rocks. They put me to work anyway, expecting me to die from exhaustion before now, but I won't give them the pleasure. My parents were punished for producing a girl. I don't know if they're alive or dead; I haven't seen them since I was five.

Families don't matter to the apes. We're just tools to get the job done. Mindless drones to their greater cause. But no longer. I discovered something in the mines that proved that we were here first. The apes are not the dominant species. We should be ruling—a free society of humanity without dictatorship and slavery. I'm going to raise a following among the slaves, spread the word of our ancestry to those who have taken all they can of ape rule. We can take back the power. Take back the planet. Fight back. All it takes is a bit of planning, a little organization, and we will be free of our chains. Free!

Quote

"I shall take your orders no more! I am not an animal, I'm a free human!"



Chapter Three



Opposable Thumbs



“They’re smart . . . too damn smart . . . they domesticated gorillas and they turned on their masters . . .”

—Congo

BURNING FOR YOU

Abner Duggent, world-renowned playboy and adventurer was used to being in precarious situations.

In the last ten years, he had survived shootings, stabbings and airplane crashes—he had tussled with madmen, assassins and femme fatales and left them all lying in the dirt. Still, this was a spectacular disaster.

The square-jawed man in the torn shirt ran into the ancient temple. It was a strange and breath-taking construct of teakwood and ivory. The archeological survey team had constructed scaffolding against the furthest wall, a hastily assembled structure of bamboo and rope. Without proper tools or experience, the group of dilettantes and academics had created a comedy of uneven angles and sharp protrusions. But what else could they do? No one had expected the walls of the temple to be so tall, or the pictogram history of the Bollue natives to be so elaborate. Weeks intended for exploring the rest of the valley had been lost here as the archeologists scraped away at layer after layer of fungal overgrowth so they could record what they found beneath. It was all Greek to Abner, pictures of misshapen men worshipping a robed, masked figure.

And in the end it had all been for nothing. At the moment, the temple was burning and a bloody great gorilla was carrying the voluptuous Lady Fiona Peinforte to the top of the scaffolding. “This is too damn much.” Abner skirted the flames to draw closer.

All around him priceless relics of a lost culture were being consumed by flames. The rest of the archeological team was either dead or suffering from cholera. The scaffolding they had used to survey the etchings on the temple’s high walls was piled high with boxes of plaster for making molds and other equipment. The monstrous ape reached the upper level of the scaffold and threw the Lady Fiona to the rough floor. Her red hair fanned out behind her as she swooned with helpless terror.

The primitives that had worshipped and made virgin sacrifices here had called the ape Nodyek-Nogk.

Loosely translated the name meant “Immortal Son.” They believed that the ape was the child of a god and its blood . . . and other bodily fluids . . . could confer immortality.

Abner Duggent shuddered at the memory of the rituals they had witnessed. He has seen some unspeakable things in his time . . .

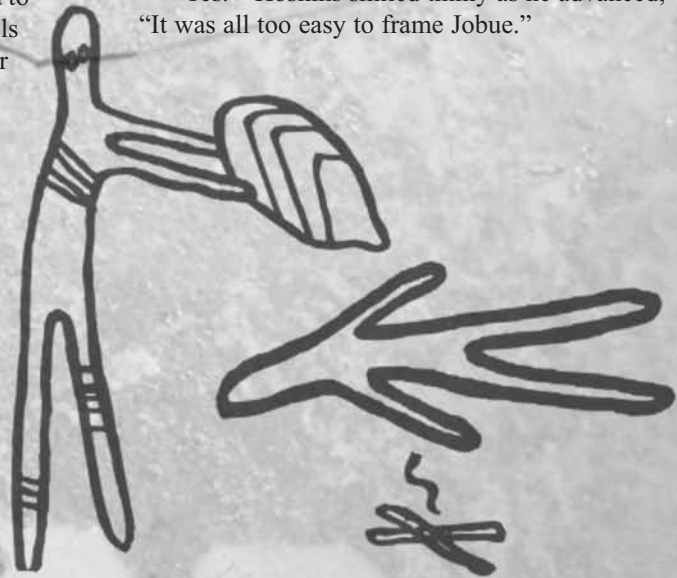
There was a crash and Abner fell forward, his vision swimming in and out of focus. He turned to see Hoskins standing over him with a hammer. Instinctively, Abner reached back and ran his hand along the base of his skull. His fingertips came back bloody. His mind reeled—this was the financier of the expedition!

“My God man! What are you doing? We have to rescue the Lady Fiona!”

Hoskins shook his head, “I’m afraid not. I’m afraid the rescue party will find that I alone lived tell the tale.”

“You?” Abner stiffened and then regretted it, the room rocked crazily beneath him, “You’re the saboteur?”

“Yes.” Hoskins smiled thinly as he advanced, “It was all too easy to frame Jobue.”



“It seems I owe him an apology.” Abner wished he hadn’t lost his sidearm when he’d fallen off that bluff, “But Hoskins why? This discovery would have made you famous.”

The older man gestured wildly with the hammer, sending flecks of blood spattering. “Since you are going to die anyway I’ll explain.”

Somewhere up above them Lady Fiona was conscious and screaming again, trapped between the bloodthirsty ape and a thirty-foot drop into flames. Hoskins continued speaking, oblivious to her pleas and cries, “That beast there, he is the same ape that slew the members of the 1820 Expedition.”

“Impossible.”

“No not impossible. You see the mushrooms growing up along the walls of the temple, the ones that you so carelessly threw away? Their unique chemical composition actually retards the aging process, in some cases halting it entirely.”

“Insanity and superstition. I thought you British were so . . . rational.” Abner tried to back up but the flames devouring the walls licked at him, blackening his clothes and skin.

“I thought so myself, so I had Wilkins double check my findings . . . before I killed him.”

“So, you’ve been picking us all off one by one so you could get the credit for this miraculous discovery when you reveal it to the world.”

Hoskins’ laughed heartily “Bugger the rest of the world Duggent! I’ve been killing you all so I can LIVE FOREVER!!!!”

“That was my second guess,” Abner said as he shifted trying to keep the smoke and pain from obscuring his vision.

A horrified scream filled the air, punctuated by a crisp tearing sound. A scrap of Lady Fiona’s dress fluttered down between them. Hoskins caught the fabric with his free hand and leered at it, “I see that being over a century old has not dimmed the great Nodyek-Nogk’s appetite for virgins.”

“Look . . .” Abner said, “You’ve got what you want, just let the girl go. She’s done nothing to you.”

Hoskins threw back his head for a hearty laugh, “You are a hopeless fool Deggent!”

At that moment Abner made his move, tearing a loose section of the wall away and brandishing the burning length of teakwood as a makeshift club. The blow connected with the side of Hoskins’ skull. Abner felt the shock of the impact reverberate up his arm. The bloody hammer clattered to the floor. Hoskins fell back, lost in a curtain of smoke.

Abner held his ground, ready for a second attack. His eyes were watering, his thick muscles taught and ready. Abner cursed himself a fool—the bastard had played him expertly. It all made sense now.

Abner realized he owed their native guide Jobue more than an apology, he should never have tried to beat a confession out of the man.

Fresh tearing and screams roused Abner from his thoughts. Handfuls of lace and silk drifted lazily through the air. He dropped the board and started climbing up the scaffolding. Abner wondered how many more layers of petticoats the Lady Fiona could stand to lose before the immortal ape realized that she was no virgin.

The first level of the scaffolding was ten feet off the ground. It pitched and shifted under Abner’s feet like a funhouse ride. The construction made it impossible to be stealthy and the gorilla was immediately aware when the adventurer arrived at the top. It looked up from sniffing at Lady Fiona’s corset, bellowed a challenge, and beat its chest.

For lack of anything better to do, Abner roared back and beat his own chest. Nodyek-Nogk seemed taken back by this. Abner took advantage of the ape’s confusion and began to clamber up to the second level of the scaffolding. His whipcord-tight frame was

soaked with sweat. A trail of blood had run its way down from the back of his head to stain his shirt. Smoke and exhaustion snatched the breath from his lungs. For a moment all he could do was hang there from a bamboo support rod and watch the flames devour the pictograms even as they illuminated them.

And wasn't it odd that one of the pictograms seemed to depict a man ascending a network of lattices? Wasn't there a demon poised at the top structure? Abner blinked trying to clear his vision, when he opened his eyes again the pictograms were lost.

Lady Fiona screamed, "Abner look out!"

Startled to motion, he threw himself to one side as debris rained past him. The gorilla was throwing whatever it could, crates, cameras and barrels.

Ordinarily Abner would have waited for his adversary to run out of ammo but the fire had reached the scaffolding and already the bamboo was crackling and groaning.

There was a pause. He could hear the gorilla shuffling around above him. Panic and lust left the beast uncertain—it growled and stomped. The Lady Fiona was sobbing demurely. Abner waited until Nodyek-Nogk had trudged past before he leapt to action.

Only to crash back down to the hard bamboo surface of the scaffolding's second level. He looked down to see what had hold of his ankle. It was Hoskins, his face a mask of blood and burnt flesh. He was cursing and screaming. Abner kicked at him but the horror refused to let go. Slowly, inexorably, he was being dragging off the scaffolding into the fiery ruin that was the temple's lower levels.

Fingers scrabbling at the worn bamboo, Abner managed to find a handhold. He looked down to see Hoskins half on, half off the scaffolding. The crazed financier had Abner's

boot in a death grip. Above them the gorilla plodded heavily back to the Lady Fiona. Abner tried to shift to a better position, only to have his free leg catch on one of the vertical support beams.

And then he realized what he had to do.

Drawing back with all his might he kicked at the support beam. The scaffolding rocked like a ship in stormy waters. Hoskins and Nodyek-Nogk shared almost identical grunts of confusion.

Abner kicked again. The support snapped in two. One half of the scaffolding's uppermost level shuddered and collapsed onto the second—crushing Hoskins and sending the gorilla tumbling into the flames.

"Help me!" the Lady Fiona screamed.

"Almost there!" Abner called back as he pried the dead man's fingers from his boot. With that done, it was relatively easy to help the terrified woman down and escape the burning temple.

When they were clear of the structure they collapsed into each other's arms. "Oh Abner." She buried her head in his chest, "It was terrible to be at the mercy of some lusting beast . . ."

"It's over now." He said as he ran his fingers through her long red hair. They both fell back into the long grass and Abner wove a trail of kisses down from her lips to the crook of her neck. His touch glanced over her exposed midriff. She pulled at the tattered remains of his shirt, all but tearing it off his back.

Entwined together, lost in each other's touch, they were oblivious to the approach of the vengeful Bollue tribesmen.



Introduction

Like all games, the **Unisystem** has rules. They help the Ape Master determine what happens at certain points in the Story—the shared plotline of the players. The **Unisystem** is also designed to offer several options to the players.

The main rule is that *Terra Primate* players should do what works best for them. If a rule does not satisfy, is too complicated, requires too much detail or is just plain unpopular, change it. Be sure that the entire gaming group knows of any changes beforehand, however. This minimizes complaints and arguments that detract from everyone's enjoyment of the game.

Running a Game

Usually, roleplaying games unfold in this way: the Ape Master describes the situation, and then asks the players what their Cast Members are doing. Dialogue is conducted normally. A typical descriptive set-up might go as follows.

Ape Master: *You have just crashed the escape pod of your spaceship into the icy waters of a lake on what looks to be a habitable world. The readings say the air is breathable. Through the window you can see that it is dark outside, a clear sky illuminated by the soft glow of distant fires. What do you do?*

In this example, three Cast Members are in an escape pod, each controlled by a separate player. Each character has a chance to do something, although the commander has the most choices—she could order them to do various things such as open the hatch, inflate the life raft, gather supplies or weapons, or anything else. The other Cast Members could talk to the commander, or look around for anything suspicious, for example.

In this case, and throughout most games, the Ape Master presents a situation. When she asks “*What do you do?*” it is the Cast Members’ turn to start contributing to the story. Sometimes the players take the initiative, informing the Ape Master of their plans or intentions; in that case the Ape Master describes the consequences of those actions. Through this interaction, a Story is crafted.

Using the Rules

In most *Terra Primate* games, a great deal of the characters’ actions do not require rules, rolling dice, consulting charts or determining Success Levels. Common examples of such “ruleless” actions are discussed below.

Talking: Unless the character is gagged, mute or trying to speak in a foreign language she does not know very well, speech is always possible. A player need only recite the character’s “lines.”

Routine Actions: These include anything that any person can do, such as picking up objects, walking from one place to another, opening and closing unlocked doors. Any action that a normal person can perform with little or no effort requires only that the player announce that her character is going to do it.

Travelling: Getting there is not always half the fun. Just like in movies and books, the Ape Master can “cut” any long, tedious actions. For example, if the characters are travelling to Africa by plane, and the real action awaits them there, the Ape Master can sum up their trip in a few sentences:

You bought tickets for the first available flight—subtract the cost from your funds. The plane was half-empty, and it took off late at night, so most of the passengers were asleep for most of the trip. You enjoyed a few hours of rest, and now you are at the airport, going through Customs.

In general, if the rules are not required, don’t use them. The feeling that the players are telling a story should be disrupted as little as possible.

Only when the outcome of an action is in doubt, and the results of that action are important, should the rules come into play. The rules answer the question “What happened?”

Generally, the outcome of an action depends on the Attributes or skills of the characters (all those numbers on the character sheet), the circumstances (which may impose bonuses and penalties), and good old luck (determined by a dice roll).

Dice

Dice are the most commonly used tools in gaming. The **Unisystem** relies on four different kinds: ten-sided, eight-sided, six-sided and four-sided. Such dice can be found in any good hobby or gaming store, and in many comic books stores. Dice are denoted by placing a “D” in front of their numerical value. So, a D4 indicates a four-sided die.

Ten-sided dice (D10s): Used for Task/Test determination and certain weapon damage, D10s are the most commonly used dice. Entire game sessions can come and go without using any dice other than D10s. They can be replaced in a very rough sense by using two six-sided dice and subtracting two from the roll (treat a result of “0” as a “1”).

Eight- and four-sided dice (D8s and D4s): These dice are only used to determine damage.

Six-sided dice (D6s): These are the most common dice available, easily “borrowed” from any number of easily obtained board games. If D10s are not readily available, D6s can be used as a replacement.

Diceless Roleplaying

The base or “default” method of resolving actions in the **Unisystem** is through the use of dice. Not everyone likes dice—indeed, a few people actively hate them. Some dislike the idea of letting pure chance determine the outcome of a story; others would like a more elegant way to simulate randomness. To accommodate as many different playing styles as possible, the **Unisystem** has been designed to be usable in several different ways. In addition to the dice-based rules, the game can be played in two other ways: using regular playing cards, and eliminating randomness altogether. These methods are discussed in detail on the *Terra Primate* web site (see www.edenstudios.net/primate).

Using the Random Element

It is sometimes easy to get caught up in game mechanics and lose track of the story. This may lead to bored players. To make sure that this does not affect their games, Ape Masters should take into account the following considerations.

When to Roll

Sometimes Ape Masters and players fall into “roll-playing” mode—rolling dice for all kinds of actions, even those that really don’t matter. When a player wants to roll to see how nicely her Cast Member can park a car (unless there is some storyline reason why this is important), roll-playing has crept in. Rolls should be made when the outcome of an action has an impact on the story, especially if success is doubtful. Rolls can add to the excitement and tension of the game, because nobody, including the Ape Master, knows what the final outcome will be. Will the pilot manage to repair the drive systems before the ape armies reach her? This is the type of situation where a roll helps heighten the mood.

Rolls Don’t Rule

There is another type of situation to consider: it was supposed to be a minor encounter—a single gorilla surprised two Cast Members. A fight ensued, and the Ape Master got lucky, rolling several 10s in a row for the ape’s attack. All of a sudden, enough damage has been inflicted on a Cast Member to kill her—thus ruining the main storyline.

Ape Masters should sometimes consider “altering” roll results that are highly unlikely and disruptive to the basic plot. In the example above, perhaps the outcome rolls could be “adjusted” to represent minor wounds or just a scary near miss. It helps if the Ape Master makes her rolls out of sight of the players.

However, if it becomes common knowledge that the Ape Master ignores roll results to keep the story going, a great deal of the uncertainty and thrill of the roleplaying game is lost. The Ape Master should keep this practice to a minimum—so that when she needs to use it her players do not catch on.

The Basic Rule Tests

All actions are resolved in one basic manner. Roll a ten-sided die (D10) and add the Attribute and/or skill numbers the Ape Master deems applicable. Tell the result to the Ape Master, who adds or subtracts any modifiers (for example, noticing something is more difficult in darkness than in broad daylight). If the final result is a nine (9) or higher, the action succeeds. If the result is less than nine (9), the attempt failed. The higher the total value, the more successful the action is (in some cases, just being successful is enough; in others, the degree of success may have some significance; see p. 93). This basic rule applies when using skills, engaging in combat, working magic and so forth.

Tasks

Most actions, from sneaking around in the dark to writing the Great American Novel, are considered to be Tasks. A Task always uses one Attribute and one skill. The Ape Master decides which Attribute and skill are appropriate to the action at hand. The die is rolled, and the applicable Attribute, skill and modifiers are added to the result. The higher the traits used are, the greater the chance of success.

For example, Amanda is playing a reporter named Natalie who has broken into an illegal animal sciences lab. She wants her Cast Member to identify the strange ape-man creature that has escaped and lurching up the corridor. The Ape Master tells Amanda to use Natalie's Perception (to see how good a look Natalie got of the creature) and Notice skill (the character's practice in picking up things that slip by most people). Natalie's Perception is four; her Notice is two. Amanda rolls a D10, getting a result of six. This result, added to her skill and Attribute levels, produces a total of 12. Since it is dark in the lab, the Ape Master applies a penalty of -3 to the Task, reducing the total to nine. That is enough to be successful. The Ape Master says, "Natalie, you recognize the ape creature as Ben, the photographer who went missing three months ago. But what have they done to him? He staggers towards you, foam dripping from his mouth. What do you do now?"

Some actions use only a character's Attributes; no skills are applicable. Examples include lifting things (which uses Strength), leaping a barrier (which uses Dexterity) remembering something (which uses Intelligence), noticing a clue (which uses Perception), and so on. These situations are known as Attribute Tests, or just Tests.

There are two types of Test: Simple and Difficult. Simple Tests are relatively easy things—lifting an object using your entire body, for example. To resolve a Simple Attribute Test, roll and add the Attribute involved, doubled. For example, a character with a Strength of two adds four to the roll.

Difficult Tests are more challenging; lifting something with only one hand, for example, might lead the Ape Master to call for a Difficult Strength Test. In those cases, only the value of the Attribute involved (do not double it) is added. This, of course, reduces the chances of success.

For example, Keith is wandering through a forest at night alone. Keith does not know that a psychotic gorilla, newly escaped from a top secret government laboratory, is prowling these selfsame woods. Unfortunately for Keith, the beast is in his area, and is closing in on him. The Ape Master asks Keith for a Simple Perception Test (roll D10 and add the Perception Attribute, doubled). The woods are pretty quiet and this mad gorilla does not know the meaning of "subtle." The creature is not even trying to be quiet. Keith's Perception is four, which doubled adds a total of eight to the die roll. Keith rolls the die and comes up with a seven, for a total of 15. The Ape Master says "Keith, you hear a guttural growling noise behind you. Something is rushing through the forest towards you. It sounds like it is going to reach you in less than a minute. Even so, it's travelling fast—it's so loud you heard from it some distance away. What do you do?"

What Attributes to Use

The Ape Master often has to decide quickly what Attribute to use on a given Task or Test. For most situations, the relevant Attribute is described in the skill description, the Story write-up, or somewhere else in the book. For tense, dramatic situations, however, the Ape Master should avoid slowing the game down by thumbing through all that material, and let common sense guide the choice. The following rules of thumb should be enough to judge what Attribute should be used in a given Task or Test.

Strength: Strength works when something requiring brute force is involved. Physical skills like Sports, Climbing or Swimming sometimes require the Strength Attribute.

Dexterity: This is one of the most commonly used Attributes. Dexterity applies to any Task or Test requiring accuracy, physical balance, quickness, and eye-hand coordination.

Constitution: Constitution is mostly used in physical Tasks involving long-term endurance and vitality, or in Tests against diseases and toxins.

Intelligence: Anything that primarily involves memory and reasoning uses Intelligence. Remembering a name, understanding a difficult concept or idea, solving a mathematics problem or a puzzle—all use Intelligence.

Perception: There is some overlap between Intelligence and Perception. When in doubt, the Ape Master can have the player use the higher of the two (or the lower for a difficult Task or Test). Generally, Perception is used to spot, recognize or identify things. The overlap with Intelligence comes from the fact that memory is used to recognize and identify things. In general, if the Task or Test involves any of the five senses, use Perception.

Willpower: This Attribute is most commonly used defensively—to resist other skills, powers or abilities. It is also used on Tasks or Tests where a character is trying to intimidate another. Willpower helps a person maintain eye contact during a staring contest, for example.

Unskilled Attempts

Sometimes, a character must try to do something she is not trained to do. Unskilled attempts always have a hefty penalty, but very gifted or talented people may be able to succeed even on the first attempt. Use the appropriate Attribute (not doubled), with a minimum -2 penalty (in addition to any other modifiers). Furthermore, the level of success of the Task (see p. 93) can never be very high. No matter how high the total outcome roll is, only a Decent outcome (second Success Level) will result from the attempt.

Some skills require so much training and preparation that untrained people have no chance of performing them. A penalty of -6 to -10 can be applied if the character is trying to perform very complex skills. For example, trying to perform surgery with no help other than a few medical manuals incurs a -10 penalty. Alternatively, the Ape Master may rule that the attempt automatically fails (or, to keep the players in suspense, she may let them make rolls—who knows, they might get lucky).

For example, Kyle is playing the part of Paul, a 12-year old who's been picked up by Steve on his horse to escape from a gorilla prison camp. Suddenly, Steve is shot and killed by one of the guards as they ride away. The terrified 12-year old tries to regain some control of the horse before it throws him off. This Task would normally be resolved by using the Riding skill and the Dexterity Attribute, but Paul has no Riding skill! A penalty of -2 is assigned for the lack of a skill. Paul has a Dexterity of four, so he only adds two (his Attribute, minus two) to the roll of a D10. If the total is nine or higher (which would require the die roll to be a seven or higher), Nick manages to regain control and escape the compound. Otherwise, his panicked attempts may cause the horse to throw him off, ride back into the camp, or worse.

Resisted Tasks/Tests

Sometimes, a character tries to do something and another character (either a Cast Member or one of the Supporting Cast) tries to stop or hinder her. Similarly, an attempted action may be noticed or foiled by the target or victim of the action. When this happens, a Resisted Task or Test must be resolved.

Resisted Tasks or Tests use the same basic rule mentioned above. Both sides in the contest get to roll and add the appropriate Attribute or skill. If both fail (no one rolls over nine), neither side accomplishes the effect desired. If one fails and the other succeeds, the successful character prevails. If both succeed, the results are compared, and the higher total result, after adding and subtracting all modifiers, is the winner of the contest. Some examples of Resisted Tasks and Tests are discussed in the paragraphs below.

Arm Wrestling: This requires both sides to make Simple Strength Tests; the higher successful result wins the contest. For dramatic purposes, the contest might be spread over more than one roll (two out of three, or three out of five, for example).

Pursuit on Foot: Both sides use Dexterity and Constitution. If one person started running first, she gets to add a +2 to the roll. Also, the side with the higher Speed gets to add the difference between the two Speeds. Just subtract the lower Speed from the higher one, and add the result to the faster character's roll. The winner manages to either catch up with or lose the pursuer, depending on her intention. Depending on how important it is to the storyline, a chase might take several Resisted Tests to complete.

Sneaking: The person doing the sneaking uses Dexterity and Stealth. The target uses either Perception and Notice or a Simple Perception Test.

Combat: Combat is described in more detail later in this chapter (see p. 95-105). Many combat actions require Resisted Tasks or Tests.

The Role of Luck

Sometimes, people perform feats they should normally not be able to accomplish. By the same token, even the most accomplished person occasionally fumbles or screws up relatively simple Tasks. When a roll (before adding or subtracting any modifiers) result is a one or a ten, there is a chance that something really good or bad is about happen.

The Rule of 10

On a roll of ten, roll again, subtract five, and add the result (if higher than zero) to ten. If the second roll is five or less, nothing is added and the final roll remains ten. If another ten is rolled, add five to the roll (for a total of 15), and roll again. If a player rolls a string of tens, she keeps adding five to the result and rolling again. The possible results are summarized in the Role of Luck Table (see p. 92).

For example, G'Rocq, played by Jason, tries a disparate leap between two trees. The Ape Master imposes a -5 penalty given the distance. Knowing his Cast Member is almost certainly doomed, Jason rolls the bones. He gets a ten! "Roll again," the Ape Master says. Jason rolls a second time, getting a ten! His total roll is a 15 so far, but he gets to roll a third time. This time the roll is a three—no further bonus. The 15, plus G'Rocq's Dexterity and Strength, gives G'Rocq an 18, which is reduced to 13 by the -5 penalty—enough to be successful. "You leap further than you could have imagined," the Ape Master explains. "For a few moments, you actually feel like you are flying, and then you land well on a strong branch. You feel shaky and weak-kneed, and you know deep in your heart that you may not duplicate this feat in a hundred years."

The Rule of 1

On a roll of one, roll again, subtract five, and if the result is negative, a negative roll replaces the first roll. If the result is positive, the roll remains one. If the second roll is between five and ten, the final result remains one. If the second roll is one, the prior roll is replaced with -5, and the player must roll again (applying the same rule). The possible results are summarized in the Role of Luck Table (see p. 92).

For example, Kat the police officer, played by Annalee, is wrestling with a violent thug. Kat's Strength is four. The perp she is grappling with is relatively strong, Strength 5. Kat tries to overpower the goon. Both sides use their Strength, doubled, in the Resisted Test. Jennifer rolls her D10—and rolls a one! Her second roll is a three, resulting in a replacement roll of -2, which gives her a total of six (her base eight, minus two). The Ape Master rolls for the perp. The die roll is a seven, which produces a total of 17. “Your grip slips. The thug breaks free and tosses you across the room,” the Ape Master describes. “Grinning smugly, the thug lunges at you. What do you do?”

Ape Master's Discretion

The Ape Master is the final arbiter of what a roll means. Some Ape Masters apply the rules to the letter, and always consult the Outcome Table (see p. 93). Others simply decide on the spot what a roll means. Most use some combination of the two. Remember, maintaining the flow of the game is always more important than the rules. Slowing down the game to look up rules for a relatively minor action is not worth it. Wing it, and keep the game alive, immediate and interesting.

Role of Luck Table

Result After Second Roll

Second Roll	Rule of 10	Rule of 1
1	10	-5, roll again
2	10	-3
3	10	-2
4	10	-1
5	10	1
6	11	1
7	12	1
8	13	1
9	14	1
10	15, roll again	1

Alternative Rule

For those desiring something a bit simpler, the second roll should be D6-1. If the first roll was ten, add the result. If the first roll was one, subtract the result. If the second roll is a six, add or subtract five, and roll again.

This option requires the use of a different die, and increases the chance of a higher or lower final result, but the change is not so significant that it is unbalancing.

Modifiers

Most of the time, Tasks and Tests only account for the appropriate skills and Attributes. Sometimes, however, circumstances make some Tasks or Tests easier or more difficult. A ladder is a lot easier to climb than a greased pole. Shooting at a target in the dark is a lot harder than at high noon. If the Ape Master feels that a Task or Test is made easier or more difficult because of circumstances, she can add modifiers, positive or negative, to any result. Assigning modifiers is something that should be done only when absolutely necessary, as it may slow down the game. The Ape Master determines what circumstances are important enough to create modifiers, and decides how they affect an outcome.

Base Modifiers Table

Routine: No roll needed

Easy: +5 or more to the roll

Moderate: +3 to +4 to the roll

Average: +1 to +2 to the roll

Challenging (includes most combat rolls):
No modifier

Difficult: -1 to -2 to the roll

Very Difficult: -3 to -5 to the roll

Heroic: -6 to -9 to the roll

Near-Impossible: -10 or worse

Outcomes

Sometimes, just being successful at a Test or Task is not enough. The degree of success may have an impact on the game or on future actions. This is particularly true in social interaction rolls, where a high level of success may impact future interactions with the same people. It also applies to artistic endeavors, where the Success Level determines how good a work is produced. Furthermore, in combat, a particularly good or lucky blow or shot may end a fight right then and there.

When the degree or level of success of a Task is important, the Ape Master may consult the Outcome Table. This table serves as a guideline of how good a total roll is, and how impressive the character's actions were. An imaginative Ape Master can use the results to add to the drama of the story. For example, a highly successful display of combat skill may cause enemies to surrender or flee, too intimidated to continue fighting. A particularly successful performance may gain a character new friends and admirers. The Outcome Table is meant as a playing aid, not a restrictive law. The table can be used as often or seldom as the Ape Master desires.

Outcome Table

9-10: First Level (Adequate): The Task or Test got done. If an artistic endeavor, it is just adequate, and critics/audiences are likely to give it “ho-hum” responses. A complex and involved Task takes the maximum required time to complete. An attempted maneuver was barely accomplished and might appear to be the result of luck rather than skill. Social skills produce minimal benefits for the character.

Combat: Attack does normal damage.

11-12: Second Level (Decent): The Task or Test was accomplished with relative ease and even some flair. Artistic results are above average, resulting in a warm reaction from many, but not most. Complex and involved Tasks take 10% less than the maximum required time. Attempted maneuvers are skillfully accomplished. Social skills manage to gain some benefits for the character (including a +1 to further attempts on the same people under similar situations).

Combat: Attack does normal damage.

13-14: Third Level (Good): The Task or Test was completed with ease. Artistic results are appreciated by connoisseurs and well liked by the public (although some critics always find something wrong). Complex and involved Tasks take 25% (one fourth) less time than normally required. Attempted maneuvers are done with seeming effortlessness. Social skills are not only successful, the character enjoys +2 on future attempts on the same people (this is not cumulative with subsequent high rolls—use the highest bonus only).

Combat: Attack does normal damage.

Damage Modification Example: Simon punches an opponent and his attack roll is a 17 (fifth level of success: +2 damage bonus). Simon's normal punch damage is $D4 \times 3$. Given his Success Levels, the damage is modified to $(D4+2) \times 3$. Even on a bad damage roll, the attack inflicts a decent amount of damage.

15-16: Fourth Level (Very Good): The Task or Test was very successful. Artistic endeavors are rewarded with a great deal of appreciation from the intended audience. Complex and involved Tasks can be finished in half the time. Social skills produce a lasting impression on the people involved, resulting in a bonus of +3 on all future attempts in that skill involving the same people.

Combat: Increase the damage rolled by one before applying any multipliers.

17-20: Fifth Level (Excellent): The Task or Test produced excellent results. Any artistic endeavor impresses the audience greatly, leading to a great deal of recognition and fame. Social skills have a future bonus of +4, as above.

Combat: Increase the damage rolled by two before applying any multipliers.

21-23: Sixth Level (Extraordinary): The Task or Test produced amazing results, accomplishing far more than was intended. Artists gain fame after one such roll, but all their future accomplishments will be measured against this one, which may lead to the “one-shot wonder” label. Social skills gain a future bonus of +5, as above.

Combat: Increase the damage rolled by three before applying any multipliers.

24+: Further Levels (Mind-boggling): For every +3 to the total above 23, increase the Success Level by one, and the social skills future bonus by one.

Combat: Add +1 to the damage rolled for every additional Success Level.



Getting Scared

In the dark and dangerous settings of *Terra Primate*, characters often experience frightful events. Indeed, in any world where intelligent apes dominate enslaved humans or flee the government scientists who control them, it's pretty likely that someone will witness extreme violence and terror. In such worlds, even the strong hearted get scared once in a while.

Fear Tests

When facing a fearsome creature or otherwise experiencing fright first-hand, characters must pass a Difficult Willpower Test. If the Fear Test is failed, the victim succumbs to panic. Most of the time, the character will “freeze up” for at least a Turn. Alternatively, she may run away. Ape Masters who want to add more detail can consult the Fear Table (see p. 95).

Fear Modifiers

Certain circumstances make it more likely that the character to feel afraid. Very gory and gruesome events add penalties of -1 to -4, depending on how graphic the violence is. Hideous creatures may bring penalties of -1 to -5. Some beings have alien or thoroughly evil auras that inspire a deep, instinctual fear in people: such creatures may bring penalties of -2 to -8 to all Fear Tests!

Essence Loss

Losing one's nerve often results in a temporary Essence loss. If Essence is reduced below zero because of a terrifying experience, the character is mentally scarred by the ordeal. Maybe seeing the same creature again will drive the character into screaming hysterics—or maybe she will be obsessed with finding it and killing it and all its kind. See the rules for Essence loss later in this chapter for more information (see p. 112), or consult the Fear Table.

Using the Fear Table

The Fear Table can be used when a character fails a Fear Test. Roll a D10, subtract the Willpower of the character, and apply any Fear Test penalties as bonuses. So, a -4 penalty to a Fear Test would count as +4 bonus to the Fear Table roll.

If the result is less than nine, the victim was simply scared for a few seconds. If the total is equal to a nine or higher, consult the Fear Table. The table uses the Success Levels to determine how badly the character suffered as the result of the terrible shock.

The Ape Master can use the Fear Table for guidance and inspiration, but she should not let dice rolls rule the game. If a result seems inappropriate at the moment or to the character, the Ape Master should devise her own outcome or result of the fear.

Fear Table

Success Level	Effect
1	Shakes: All the character's actions suffer a -2 penalty for two Turns. Lose one Essence point.
2	Flight: Victim runs away screaming for one Turn. If cornered, the victim may fight or react in a more rational way. Lose two Essence points.
3	Physical reaction: Fear causes a messy physical reaction (often involving bodily functions best left to the imagination). Not only is this embarrassing, but it imposes a -1 penalty to all actions for D4(2) Turns. Lose D4(2) Essence points.
4	Paralyzed: The character cannot move for D4(2) Turns. Only intervention by another character (who may shake her, slap her or otherwise force her to act) will allow her to take any action. Lose D6(3) Essence points.
5	Faint: The shock and fear are so severe that the character collapses, unconscious. A Difficult Constitution Test is required to recover consciousness; this can be attempted every minute, or whenever somebody tries to stir the character. Lose D10 x 4(20) Endurance points and D8(4) Essence points.
6	Total Hysterics: The victim becomes a screaming, babbling, totally useless maniac for D8(4) Turns. Lose D10(5) Essence points.
7+	It Gets Worse: Higher results are left to the Ape Master's imagination. They may include life-threatening effects like heart attacks or comas, or a bout of temporary insanity lasting hours, or worse. . .

Time

Like any other story, a roleplaying game is a narrative that occurs over a specific length of time. Some games have detailed breakdowns of game turns, rounds or phases. The **Unisystem** use everyday measures of time (seconds, minutes, hours and days), saving the more arbitrary Turn (see p. 96) measure (one to five seconds) for combat and similar tense situations.

Additionally, a distinction must be made between Game Time and Real Time. "Game Time" is the "fictional time" of the story. "Real Time" is what the players and Ape Master spend playing the game. Game Time is as fluid as the Ape Master decides it to be. A decisive event taking only a few minutes of Game Time may require the players to spend several hours of Real Time to resolve. For example, a combat with multiple participants may take seconds

in Game Time, but many minutes in Real Time because characters' lives are at stake. By the same token, a period of hours, days or even years can be made to "flash by" in Real Time if the Story demands it. "Well, after four days of rough travel, you reach the ruined jungle temple." Most of the **Unisystem** rules use Game Time, and are designed to take as little Real Time as possible.

Combat

Terra Primate is a game about survival—there is always a chance that confrontations will become a life and death struggle. Combat is handled just like any other Task. A character attempts to do what she wants (in combat, this usually entails inflicting bodily harm on others). Whether she is successful depends on her skill, what the target is doing to stop her (if anything), and the luck of the dice.

Turns

Combat in the **Unisystem** can be as formal or as informal as the Ape Master desires. To simplify things, action is broken down into Turns. A Turn is a short length of time, about one to five seconds of Game Time in length. Basically, this is enough time for a normal person to perform one combat Task, like slashing at an enemy, firing a handgun, diving for cover, etc. The main reason for using Turns is to keep things organized. In a Turn, every character gets a chance to do something and may have something happen to her in return.

The Ape Master determines what action or actions are possible in a Turn. While people can theoretically do a lot of things in just a couple of seconds, combat situations are highly stressful times. Something as simple as reloading a pistol can be delayed by adrenaline-induced trembling. It is easy to swing a baseball bat around, but actually delivering an aimed blow at a target requires concentration and deliberation. Remember, this applies both to the Cast Members and the Supporting Cast. Both human and ape opponents should also suffer from fear, “buck fever” and other combat impairments. Common sense is the most important thing. Always remember that an extended action (emptying a gun at a target for example) may prevent the character from doing anything else (like diving for cover if somebody shoots back) during a given combat Turn.

Running Combats

Each Turn gives enough time for all characters involved to perform or attempt to perform a desired action (within limits—some actions may take several Turns). The Turn may be broken down into six steps (see the nearby Turn Steps sidebar).

Ideally, an entire combat Turn should take no more than a couple of minutes of Real Time (very large groups entering combat will, of course, stretch that length of time). The Ape Master should eliminate any step she feels needlessly slows down a combat situation. Determining initiative is often a matter of common sense. Intentions can be summed up in a sentence or two, unless the Ape Master and the

players enjoy a detailed description of action scenes. The actual die-rolling is meant to be fairly quick; an attack-defense sequence can be solved in two rolls.

It is the Ape Master’s job to describe the action. Rather than just say “You hit and inflicted ten points of damage,” descriptions should be more like “You slashed the chimp in the arm. From the way the blood spurts out, you cut it deeply—the chimp yelps in pain and backs away.” Keep the imagery lively; make the players feel that their Cast Members are in a dangerous situation. It’s particularly distressing when a Cast Member blasts a large hole in a hugely strong gorilla, and it doesn’t seem to make any difference. It just keeps on coming.

Turn Steps

1. **INTENTIONS:** *The Ape Master asks each player what her character plans to do during the next Turn.*
2. **INITIATIVE:** *The Ape Master determines who gets to act first, or allows it to be determined randomly.*
3. **PERFORMANCE:** *Attack, defense and non-combat Tasks or Tests are performed, starting with the character with the highest Initiative.*
4. **DAMAGE:** *Any damage inflicted by the results of the Performance step is applied to the target or targets (this can end the fight right then and there).*
5. **REPEAT:** *Further Tasks are resolved and damage inflicted until each character has had a chance to act during the Turn.*
6. **END:** *The Turn ends and the process starts again back at step 1.*

Intentions

At the beginning of each Turn, the Ape Master asks the players what their Cast Members' intentions are. Each player gets to state actions. This could be something as simple as "I duck for cover" or "I hit him with my baseball bat" or as complex as "I aim at the gorilla soldier's head" or "I jump behind a crate, toss a grenade and pray."

The Ape Master decides if the intention is possible, if it will take one Turn or less, and what skills are necessary. The Ape Master can point out to the player any risks or problems the action may bring about—if the player's Cast Member would know or understand those risks. Some Ape Masters let a player's intentions stand even if they are stupid or suicidal; others try to "coach" their players through every action. Both extremes are bad. There is nothing wrong with reminding a player of something she may have forgotten in the "heat of battle" (again, if it is something that her Cast Member would have noticed). On the other hand, some players may resent being told what to do all the time.

Initiative

Most of the time, this should be a matter of common sense. The party or person who initiates the violence usually goes first at the beginning of a fight. After the first Turn of the fight, Initiative depends on what happened in the previous Turn. Typically, the combatant who actually managed to land a blow or hurt his target gets to go first. The Ape Master can always decide who attacks first based on the particular circumstances at the time.

Initiative can also be determined randomly. To do so, each player who has a Cast Member in the situation rolls a ten-sided die and adds the character's Dexterity. The highest result wins the Initiative for that Turn, and makes the first move. The remaining characters act in descending order of Initiative.

Note that certain Qualities and abilities can affect a character's Initiative.

As noted, some circumstances may also determine Initiative. Characters with ranged weapons usually get to attack before those holding close combat weapons or

no weapons at all. A magical or psychic attack, which requires only a thought to activate, will go before hand-to-hand or ranged attacks under most circumstances. Also, a character who sucker punches somebody gets to go first. A sniper firing on an unaware target half a mile away automatically gets Initiative. As always, the Ape Master has the last word.

Group Initiative

To speed up play, the Ape Master may decide to allow each discrete side of a combat or tense situation to roll for Initiative instead of each character. Generally, this means only two rolls are made (one for the Cast Members and one for the Supporting Cast). The character on each side with the highest Dexterity provides the Initiative roll bonus.

This method, while faster, is less realistic. Furthermore, it allows all members of one side to attack or act before anyone on the other side does so. If the "bad guys" outnumber the Cast Members and gain Initiative, it could be very deadly.

Performance

The Performance step lumps together any Tasks or Tests required for the actions declared during the Intentions step. As such, a great many things can happen during this step. Several are discussed below. For all others, Ape Masters should determine which Task or Test must be performed (if any), and then interpret the results of those attempts.

Multiple Actions

In general, each character may take one action without penalty in a Turn. More than one action may be performed, however. The main limitation is skill; dividing concentration is difficult. Each additional action taken in a Turn has a cumulative -2 penalty. In

other words, taking one extra action is done at a -2 penalty, a third action is at -4, and so on. Any additional action is done after all of the Cast Members involved have completed their primary action.

In close combat, things work slightly differently. In that circumstance, characters may perform one attack and one defense Task or Test each Turn at no penalty. Any actions beyond that attack and defense suffer a cumulative -2.

Multiple Action Options

The multiple actions rule in the main text may result in players declaring numerous actions per Turn for their characters, as there is no downside (other than Ape Master annoyance, or storyline dictates) to doing so. For those wishing a slightly more complex approach, the following two are suggested.

Cumulative and Universal Penalties: Each additional action declared in the Intentions step adds -2 to all actions that phase. That means if a character declares four attacks or four defenses in a Turn, each action suffers a -6 penalty (the first attack or defense has no penalty; each one after that incurs a -2). This allows characters to act as much as they want, at the expense of degrading all their actions.

Off Balance Penalties: Under this optional rule, each extra action taken in one Turn imposes a base -2 penalty to all actions in the next Turn. So, a character who takes three additional actions in one Turn suffers a -6 to all actions in the next. Again, the limit on actions is removed, but the frenzy of activity makes the character highly ineffective and vulnerable thereafter.

For example, Al-Haliq, played by Richard, is facing three gorilla soldiers. The troops all attack him at almost the same time. Al punches one of them, and tries to evade their attacks. His attack and one defensive move are free. The second defensive move is at -2, and the last one is at -4—not surprisingly, the last attack strikes home, and the gorilla inflicts a nasty wound on the human.

Close Combat

Close combat is any fight conducted at arm's length by people using fists, feet, or hand weapons (such as knives, swords and sticks). In close combat, the character with Initiative gets the chance to strike first. The target may attempt a defensive maneuver, like blocking the attack with a hand weapon of her own, dodging or jumping out of the way, or the like.

Striking at an enemy is a Task. Use the character's appropriate skill (Brawling, Martial Arts, Hand Weapon) and Dexterity. If the enemy has a hand weapon of her own, she can try to parry the attack, using her own weapon skill and Dexterity. Characters with Martial Arts can parry hand weapons with their bare hands; those with Brawling or no close combat skills cannot. Instead of parrying, the defender may dodge out of the way. This uses Dexterity and the Dodge skill (if the character has it), or must be resolved as a Difficult Dexterity Test (if not). So, even an unarmed, unskilled person may try to get out of the way of an attack by passing a Difficult Dexterity Test.

An attack and defense set is resolved as a Resisted Task. If the successful attacker gets a higher result than the defender, her blow lands and inflicts damage. If the defender ties or gets a higher result, she manages to deflect or dodge the attack. Some modifiers may be applied for light (see p. 100) and other circumstances at the Ape Master's discretion. Otherwise, that's all there is to it.

Close Combat Complications

Some players may want more detail to their fights than simple attack and defense rolls. These optional rules are meant to accommodate this element. Ape Masters should reward good intention descriptions with a few bonuses in the appropriate Task rolls.

Defensive Posture: The character remains on the defensive, forsaking any chance to attack in favor of protection. A character using this tactic gets a +3 bonus on all defense Tasks or Tests she performs on that Turn (which may be offset by multi-action penalties). This is a good tactic for trying to keep a superior enemy busy while waiting for reinforcements to arrive, or to gauge an opponent's skill before making a move (judging the opponent's skill may require a Task involving Perception and the appropriate weapon skill—although if the attacker manages to hit despite the defensive posture, no Task roll is necessary).

Aggressive Posture: The character goes all-out in her attack, abandoning any hope of defense to smash the enemy. This gives a +2 bonus on all attack Tasks performed that round, but no defense Task or Test may be made. This is a good tactic if the enemy is unarmed or if the character thinks she can take any damage inflicted by her opponent. Most of the time, though, it is too risky.

Feinting: A feint is a false attack meant to distract the enemy and lower her defenses against the real strike. The feint is resolved as a Resisted Task—the attacker's Intelligence and close combat skill against the opponent's Perception and close combat skill. The attacker's and defender's close combat skill need not be the same. If the attacker wins the contest, she gets a +1 bonus on her next attack Task for each Success Level in the feint Task.

Improvised Weapons

Sometimes, a real weapon is not available, and an improvised weapon (a broken bottle, a table leg, chair, etc.) must be used. Obviously, this is less effective than using a real, balanced weapon.

When using an improvised weapon, the character picks the closest weapon skill she has. Anything that involves thrusting sharp objects (broken bottles, forks, icepicks, etc.) uses Hand Weapon (Knife) (or Hand Weapon (Sword), but at a -2 penalty due to the shorter reach). A longer, swung object could use the Hand Weapon (Club or Sword or similar weapon) skill. If no related Hand Weapon skill is available, use a Difficult Dexterity Test to strike or defend. Used defensively, a chair or similar large object actually acts like a shield, giving the character a +1 to +2 bonus to any roll attempting to parry. The Ape Master should assign penalties for large, heavy and clumsy improvised weapons (-1 to -3 in most cases).



Ranged Combat

Ranged combat involves any sort of missile weapon, from a thrown stone to a machine gun. The attacker with Initiative gets to fire at the target; this Task involves the attacker's appropriate ranged combat skill and Dexterity. Range, lighting and other modifiers affect the Task.

Defenses: In ranged combat, the target has precious few choices. She can stand her ground and fire back, hoping the attacker misses, or she can duck for cover. Ducking for cover uses Dexterity and Dodge. If the result is greater than or equal to the attacker's Task result, the target was able to hit the ground or jump behind cover in time to avoid the shot. The only problem with that tactic is that it is the only action the target can take on that Turn. That is why most firefights are dominated by the group that fires first; the targets are pinned down and cannot fight back.

Aiming: A character may take some time to aim her weapon. This delays her attack to the end of the Turn (giving the target a chance to fire first, move behind cover or perform other actions), but it makes the attack more likely to hit. Aiming is a Task involving the character's Perception and Weapon

skill; each Success Level adds a +1 bonus to her attempt to strike.

Modifiers: Modifiers to ranged weapon attacks are listed on the Ranged Combat Modifiers Table. Note that range affects the Task. Ranges for various weapons are listed in the Ranged Weapons Table (see p. 130). If looking for modifiers takes too long, the Ape Master should feel free to dispense with them or determine them on the spot.

Firing Multiple Shots

One to five seconds is a long time for modern automatic and semi-automatic firearms. An average submachine gun has a cyclic rate (the number of bullets fired if the trigger is kept pressed) of over 600 rounds per minute—10 shots are fired in one second! Even a semi-automatic pistol or double-action revolver (which fire as fast as the trigger is pulled) can be emptied in less than five seconds. The main drawback of firing multiple shots is that most rounds miss the target. While rapid-firing, most automatic weapons experience "muzzle climb" as the gun bucks and fires higher and higher up. Semi-automatics also experience aim-ruining recoil.

Ranged Combat Modifiers Table

Point-Blank Range: +1 to attack Tasks, and add one to the damage multiplier

Short Range: No modifier

Medium Range: -1 to attack Tasks

Long Range: -3 to attack Tasks, and reduce damage multiplier by one

Extreme Range: -6 to attack Tasks, and reduce damage multiplier by two

Poor Lighting Conditions (a dark alley, candlelight, moonlight): -1 to attack Tasks*

Bad Lighting Conditions (moonless night): -4 to attack Tasks*

Total Darkness: Use a D10 roll with no other modifiers; only a natural roll of nine or higher strikes the target. If a character makes a Difficult Perception Test, she can add each Success Level to the D10 roll, accounting for the use of senses other than sight to spot the target.*

Multiple Shots: -1 for each additional shot, or -2 if the weapon has a heavy recoil.

Multiple Burst Fire: -3 for each burst after the first, cumulative for each additional burst.

Multiple Rock-n-Roll Fire: Cumulative -4 for each additional spray after the first.

Gun Scopes: A scope adds +2 to +5 to any aiming Tasks.

* Lighting modifiers also apply to close combat attacks.



Semi-Automatic Multiple Shots: Any weapon that fires a shot every time the trigger is pulled can fire multiple times in a Turn. Each successive shot suffers a cumulative -1 penalty (i.e., the second shot is at -1 to hit, the third shot is at -2, and so on). If the gun has a heavy recoil (a .44 magnum, for example), the penalty is a cumulative -2.

Automatic Fire—Bursts: The most efficient way to fire an automatic weapon is to shoot short bursts of three to five shots. This allows the shooter to keep control of her weapon. A burst fires at no penalty. Each Success Level in the Task means the attacker scores a hit, up to the total number of bullets in the burst. For example, a shooter firing a three-shot burst who scores two Success Levels hits with two bullets, each doing damage separately. Success Levels only affect the number of hits, they do not affect the damage (no damage multipliers from the Outcome Table apply). If she racks up three Success Levels or more, all three rounds strike the target. If firing multiple bursts, each successive burst suffers a cumulative -3 penalty.

Automatic Fire—Rock-n-Roll: A favorite in the movies, this is when the shooter keeps the trigger depressed and “hoses” the target with a stream of bullets. In reality, most of the bullets fired are going to go high as the gun’s muzzle is forced up by the constant recoil. Each group of ten shots counts as a “group;” make a strike Task for each group. Each

Success Level means one bullet hits in that group. Again, Success Levels only affect the number of hits and do not affect the damage (no damage multipliers from the Outcome Table apply). Each group of shots after the first suffers a cumulative -4 penalty.

Automatic Fire—Suppressive Fire: Automatic fire can be used to “sweep” an area, suppressing any targets there (i.e., making them kiss the ground and pray for deliverance) and hitting anybody stupid enough to stick their head into the “beaten zone” (the area the shots are spraying). No roll is made, just the intention to spray an area with gunfire. Rather than have to look at cones of fire and complicated formulas to determine the area covered, assume that most automatic small arms sweep an area the size of a doorway or two. Anybody straying into the area will be struck by D4(2) shots.

Shotguns

For the most part, shotguns use two types of missiles: shot (small pellets contained in a cartridge) and slugs (solid shot). Shot scatters, creating a “cone” of bullets that spreads over distance. It is thus easier to hit a target with shot than with a normal bullet. Characters using a shotgun loaded with birdshot (the smallest pellets) gain a +2 bonus to strike targets at any range; with buckshot (larger pellets) apply a +1 bonus. Slugs are treated like normal bullets. Shotgun damage is treated later in this chapter (p. 104).

Keeping Your Cool

Few people remain calm while under fire. Most freeze or panic. Only the very brave, the very stupid and the very experienced are likely to keep their cool and do the right thing when every instinct in their bodies is telling them to start running, NOW! Ape Masters wishing to run a heroic game are free to dispense with this factor, although its use may discourage hotheaded players from getting their Cast Members into firefights at the drop of a hat.

When being shot at, a character must pass a Simple Willpower Test to continue carrying out her original intention. A failed result means the character freezes or hesitates, and loses any chance to act in that Turn. This rule also applies to the Supporting Cast—sometimes it is a good idea to fire blindly in the general direction of one's enemies, if only to make them “keep their heads down.”

Damage

Once a character hits a target (or the enemy hits the Cast Member), the damage inflicted must be determined. Damage works differently from Task resolution. Damage is measured in points, which are marked off the character's Life Points. If Life Points are reduced to zero or below, the character is critically injured and is at risk of dying. The effects of damage are explained later in this chapter (see p. 110).

Most forms of damage in the **Unisystem** are determined by rolling a die; the result is then multiplied by a set number (called, for obvious reasons, the multiplier). For example, a .22 pistol does $D4 \times 2$ points of damage. In this case, the two is the multiplier. To determine damage a four-sided die is rolled and the result is multiplied by two.

Why express damage in this manner? First, the multiplier can get modified in a number of situations. In the case of the pistol, a bullet hitting at point-blank range does more damage than one fired from a hundred yards away. At point-blank, the multiplier is increased; at longer ranges, it drops. Also, some weapons have a variable multiplier. Most hand weapons, for example, do damage based on the Strength of the wielder. A baseball bat wielded by a ten-year-old does not do as much damage as the same bat in the hands of a champion weightlifter. To figure the bat damage, the base damage (D8) uses the Strength of the wielder as a multiplier.

Finally, although multiple dice could be rolled and the results added together, using a multiplier increases the chances that maximum and minimum damage will be inflicted. When rolling several dice, low rolls tend to “cancel out” high rolls, usually resulting in an average damage roll.

Damage values for punches, kicks and a number of different weapons are presented in **Chapter Four: Toolusers** (see p. 129). Damage suffered through other forms of injury appear later in this chapter.



Reducing Die Rolling

The Unisystem relies on two types of dice rolls: resolution rolls, which use a D10 and add modifiers, skills and Attributes, and damage and armor rolls, which usually require rolling a die and multiplying it by a set value. The second type of roll is used only in combat situations. Some Ape Masters may prefer to reduce the randomness of combat or simply reduce the number of dice rolled. The quickie way of eliminating damage and armor rolls is to use the “average” value of a die roll (actually, a little below average). This value is listed in parentheses next to each damage roll in the Weapon Tables. Instead of rolling damage or armor dice, simply apply the set number each time a hit is scored.

Oh, God—I’ve Been Shot!

When people are injured (and they realize it—some people may be unaware of even mortal wounds for some time), their first reaction is usually shock and fear. Even if the wound is not lethal, the typical person will collapse, scream and do a number of useless things. Only people driven by rage, drugs or pure determination (or too stupid to know better) will carry on with a fight despite their wounds. To simulate this, the Ape Master may require characters who have been injured in combat to pass a Simple Willpower Test before continuing the fight. A penalty equal to the damage taken by the character may be applied to the Test. This penalty is left to the discretion of the Ape Master—a dramatic fight should not be slowed down because the protagonist was wounded. In such cases, the Ape Master can rule that the character is so determined (and pumped full of adrenaline) that she shrugs off any wound that does not kill her.

Targeting Body Parts

These rules can be used for dramatic purposes, but add more complexity to combat. The following chart determines the penalty to the attack, and the modifier to the damage inflicted. Damage bonuses occur after penetration (if the target is not wearing armor, all damage is modified accordingly).

Head: -4 to hit. Blunt damage is doubled; slashing/stabbing damage is tripled. Bullet damage is modified by two levels (i.e., armor-piercing bullets inflict triple damage, normal bullets inflict four times damage, etc.). Endurance Point damage (in non-lethal combat) is quadrupled.

Neck/Throat: -5 to hit. Blunt damage is doubled; slashing/stabbing damage is quadrupled. A slashing attack on this area that does enough damage to kill the victim results in decapitation. Bullet damage is modified by one level (armor-piercing bullets inflict double damage, and so on).

Arms/Legs: -2 to hit. Damage in excess of one-third maximum Life Points cripples the limb; extra damage is lost.

Hand/Wrist/Foot/Ankle: -4 to hit. Damage in excess of one-quarter maximum Life Points cripples the area. Extra damage is lost.

Vital Points (heart, lungs, spine, kidneys, etc.): -2 to hit. Blunt damage is doubled; slashing/stabbing damage is tripled. Bullet damage is modified by one level (see Neck/Throat bullet damage).

Special Weapon Types and Damages

Not all weapons are created equal. Some inflict harm differently than others.

Two-Handed Weapons: Close combat weapons used two-handed raise the effective Strength of the wielder by one. For example, a Strength 3 character wielding a two-handed axe has an effective Strength 4 for purposes of damage.

Slashing/Stabbing Weapons: Edged or pointed weapons have a better chance of inflicting permanent damage on their victims. An edge can slice muscle tissue and even chop through bone. A point can reach deep into a target's vital organs. To simulate this, any slashing or stabbing damage that is applied to a target (after taking into account any armor reductions) is doubled. Blunt weapons (from fists to dropping safes) do not enjoy this benefit, although they often do more general damage.

Normal Bullets: A normal jacketed bullet tends to corkscrew and ricochet inside the human body, shattering bone, piercing vital organs and doing assorted forms of mayhem. Thus, normal bullet damage is doubled after penetrating armor.

Hollow-Point Bullets: Expanding bullets create a greater wound cavity and tend to spend more of their energy inside the victim's body as the bullet flattens and mushrooms inside flesh. Armor can easily stop these bullets. Double any Armor and Barrier Value between the target and the bullet, but any damage that gets through is tripled.

Armor-Piercing Bullets: These high-velocity, solid rounds punch through armor and obstacles, but they also tend to punch through the target in a relatively flat trajectory, doing reduced damage. Armor-piercing rounds halve any Armor or Barrier Value in their path, but the damage inflicted is not modified.

Shotguns: Slugs are treated like normal bullets, with damage doubled when hitting flesh (there are also hollow-point slugs, which do triple damage, as above). Shot damage does not double, and any armor worn is doubly effective against it (even heavy clothing affords some protection against the lighter birdshot used in hunting shotguns). On the other hand, shot spreads over a wider area, making it easier to hit the target (see p. 101).

Explosives: Explosions inflict damage in two ways. First is the shockwave, which is nothing more than gas or air traveling at tremendous speeds. More dangerous are the fragments the shockwave throws around at bullet speed. Fragments come from either debris created by anything the shockwave encounters (bricks, earth, rocks), or from specially designed metal casings or shrapnel (the metal case of most bombs is designed to break into jagged metal fragments to inflict maximum damage; some pipe bombs are filled with nails or ball bearings for the same reason). The shockwave damage is rapidly reduced by distance; fragment damage is not.

To make matters simpler, explosive damage in *Terra Primate* is expressed as one value, which takes into consideration both fragmentation and shockwave damage. Simple concussive devices do less damage than fragmentary ones. There are three areas of effect: Ground Zero (very close to the explosion), General Effect (the area of most widespread damage after Ground Zero), and the Maximum Range (the area after which the explosion ceases to inflict significant damage). The ranges of most common explosives are listed in **Chapter Four: Toolusers** (p. 133). These measures are not strictly scientific and accurate, but any more detail will bog most games down needlessly; some Ape Masters may wish to simplify matters by only using the General Effect Damage. Body armor is largely ineffective against concussion (Ground Zero damage). Only fully sealed armor (like that used by Ordinance Disposal teams) protects with its full Armor Value at any range; normal body armor protects with half its Armor Value at Ground Zero, and normal AV at other ranges.

Poison

Poisons are foreign substances that, when introduced into a person's body, cause harm, injury or death. They include manufactured chemicals and substances secreted or injected by animals or supernatural creatures. In the real world, some poisons can kill a person instantly, while others have varying degrees of lethality. As a weapon, poison is often unreliable and can be as dangerous to the wielder as to the intended victim.

Poisons all have a Delivery Method (how the poison is applied) and a Strength Rating (its lethality). The Delivery Method is either ingested (eaten), injected or contact. Some poisons may be applied in more than one way, but their effectiveness may vary according to how they are delivered.

The Strength Rating determines how much damage the poison inflicts, or how difficult it is to resist its effects. The Strength Rating of a poison depends on the type of toxin.

There are three basic kinds of poisons: corrosive, irritant and narcotic (also known as nerve poisons). Each kind has its own characteristics.

Corrosive poisons include a number of acids, and several common cleaning fluids. They can burn the skin directly, inflicting a number of points of damage (see the Corrosive Damage Table) every Turn the person is exposed (being splashed with the liquid means the victim is exposed until the corrosive is washed off with water). If ingested, they do the same damage until the poison is neutralized with an antidote or ejected by vomiting.

Irritants include such poisons as arsenic. They are more slow-acting and require multiple doses. Instead of direct damage, the poison slowly drains Life Points, typically one point per every two Strength Rating of the poison, for every dose ingested. For example, if the poison has a Strength Rating of one, damage occurs after two doses. This Life Point damage can only be healed if the poison is purged from the system. When the victim's Life Points are reduced to zero, the victim may die (a Survival Test postpones death).

Corrosive Damage Table

Poison Strength Rating	Damage
1	1 point
2	D4(2)
3	D6(3)
4	D8(4)
5	D10(5)
6	D6 x 2(6)

Narcotic or nerve poisons include curare, chloroform and strychnine. They directly depress the victim's nervous system and such functions as breathing. They can induce unconsciousness, paralysis, or death. These poisons do not inflict damage directly. Instead, they use a Simple Strength Test against a Simple Constitution Test by the victim. If the poison's Strength wins the contest, the victim suffers the poison's specific effects. Typically they include drowsiness or unconsciousness (for weak narcotics) to heart or respiratory arrest (resulting in death by suffocation unless first aid or medical care are immediately provided).

Some sample poisons are discussed below. Ape Masters can devise game mechanics for other poisons based on these examples.

Cobra Venom: This powerful corrosive neurotoxin has an average fatality rate. The Delivery Method is injection. Depending on the species, this venom has a Strength of three to six. Each bite injects one dose, and inflicts Corrosive damage based on its Strength for five Turns. For example, the bite of a relatively weak cobra (Strength 4 venom) would inflict D8(4) points of damage for five Turns. If the bite is drained, the venom does half damage. After administration, an antitoxin prevents further damage. A cobra can bite more than once in a 24-hour period, but the strength of the venom drops one level per subsequent bite, as the dosage is reduced. In the example above, the cobra's next bite would do D6(3) points of damage. On the other hand, if the cobra bit the same person twice or more, the damage would be cumulative.

Some cobras can spit venom. It is treated as a Strength 1 Corrosive (one point). If the venom hits a victim's eyes, she must pass a Difficult Constitution Test or be blinded for one hour. After that, a Simple Constitution Test at +4 must be passed, or the blindness becomes permanent.

Arsenic: This irritant poison can be found in some insecticides and weed killers. In the ancient world, arsenic oxide, which is colorless and flavorless, was a favored poison, although its effects take a long time and people can actually develop an immunity by ingesting small doses.

The Delivery Method is ingestion. A large dose of arsenic has a Strength 6, and inflicts three points of damage per hour until the poison is removed (usually by inducing vomiting, although a full stomach pump in a hospital is preferred). Smaller doses have a Strength 2, and inflict one point of damage per day. Symptoms of gradual poisoning (ingesting one small dose daily for five or more days) include weakness (reduce Strength by one and Endurance Points by ten), stomach problems, slight disorientation (reduce Intelligence by one) and a greenish pigmentation of the skin. Each dose adds to the daily damage (after five days of gradual poisoning, the victim would suffer from five points of damage per day). Medical attention quickly eliminates all traces of arsenic from a person's system, however.

Curare: Curare is a nerve poison that paralyzes and may kill. The natives of the Amazon use it to bring down large game, often dropping small deer in their tracks with one arrow or blowgun hit.

Curare may be administered through poisoned darts or other injection, with each application having a Strength 4 dose. Additional darts or doses increase this Strength by one level (i.e., three hits with darts has a combined Strength 6). If the victim fails a Resisted Simple Constitution Test against the poison's Simple Strength Test, the victim's Dexterity is reduced by one level per Success Level of the poison's Strength Test. If Dexterity is reduced to zero, the victim is totally paralyzed and unable to move. If the Success Levels of the poison are greater than the victim's Constitution +1 (three Success Levels for the average Constitution 2 person), the

victim's heart stops, and she dies in 20 minutes unless medical or magical healing is applied. Even if the victim wins the Resisted Test, her Dexterity is reduced by one level per dose! The effects of curare (if the victim survives) last for (6 - Constitution) hours (minimum one hour).

Powered Healing and Poisons: Any supernatural power, such as Bioenergetics, that heals injuries can undo the damage inflicted by corrosive and irritant poisons. If the poison is still in the victim's system, it must be removed or the damage or effect continues even if the previous damage was cured.

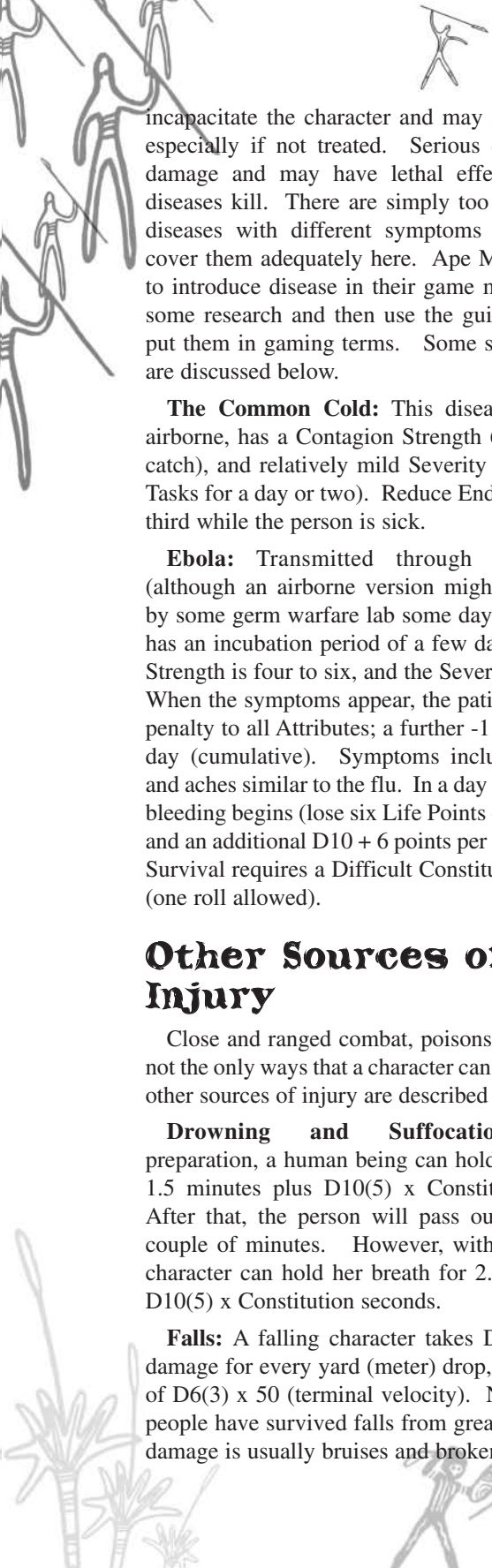
Disease

Diseases have three major game characteristics: Vector (how the disease is transmitted), Contagion Strength (how easy it is to catch it) and Severity (how much damage it inflicts).

Vectors include airborne (the virus or bacteria can survive in the air for some time, infecting anyone who breathes it), vermin (an insect, like lice or mosquitos, transmits the disease), body contact (the victim must be in some form of casual contact—touching or sharing sleeping quarters), waste (drinking or eating things contaminated with the waste products of the diseased; this may also be caused by insects who contaminate food or drink) and bodily fluids (transmitted through intimate contact, blood transfusions, and so on).

If the character is exposed to the disease, Contagion Strength is used in a Resisted Test (Simple Contagion Strength Test versus the victim's Simple Constitution Test) to see if she catches the disease. Prolonged exposure, weakness (from wounds or exhaustion) and so on may produce penalties of -1 to -6 to the Constitution Test.

The Severity (Mild, Moderate, Serious or Terminal) determines how much damage the disease inflicts. Many diseases simply produce weakness and are not fatal except under very bad circumstances, while others are invariably fatal. Severity effects include Task penalties (due to the debilitating effect of the disease), as well as Endurance and Life Point loss. Mild diseases inflict no permanent damage. Moderate diseases



incapacitate the character and may inflict damage, especially if not treated. Serious diseases inflict damage and may have lethal effects. Terminal diseases kill. There are simply too many types of diseases with different symptoms and effects to cover them adequately here. Ape Masters wishing to introduce disease in their game may want to do some research and then use the guidelines here to put them in gaming terms. Some sample diseases are discussed below.

The Common Cold: This disease is typically airborne, has a Contagion Strength 6 (very easy to catch), and relatively mild Severity (-1 to -2 to all Tasks for a day or two). Reduce Endurance by one-third while the person is sick.

Ebola: Transmitted through body contact (although an airborne version might be concocted by some germ warfare lab some day). This disease has an incubation period of a few days. Contagion Strength is four to six, and the Severity is Terminal. When the symptoms appear, the patient suffers a -1 penalty to all Attributes; a further -1 is imposed per day (cumulative). Symptoms include fever, pain and aches similar to the flu. In a day or two, internal bleeding begins (lose six Life Points on the first day, and an additional D10 + 6 points per day thereafter). Survival requires a Difficult Constitution Task at -4 (one roll allowed).

Other Sources of Injury

Close and ranged combat, poisons and illness are not the only ways that a character can get hurt. Some other sources of injury are described briefly below.

Drowning and Suffocation: Without preparation, a human being can hold her breath for 1.5 minutes plus D10(5) x Constitution seconds. After that, the person will pass out and die in a couple of minutes. However, with preparation, a character can hold her breath for 2.5 minutes plus D10(5) x Constitution seconds.

Falls: A falling character takes D6(3) points of damage for every yard (meter) drop, to a maximum of D6(3) x 50 (terminal velocity). Note that a few people have survived falls from great heights. This damage is usually bruises and broken bones.



Fire: Being exposed to fire inflicts D4(2) points of damage per Turn. Being engulfed in fire does D6(3) points of damage every Turn. A character who takes more than five points of fire damage has experienced severe second-degree burns or one third-degree burn. One who suffers 15 points of fire damage has second- and third-degree burns over a large area of her body; this may cause permanent or crippling injuries.

Armor

Since the time of the first caveman or caveape, people have been trying to use all kinds of materials to protect themselves against attack damage. Heavy cloth, leather, wood, metal, ceramics and plastic have all been used at one time or another to turn spear points or bullets, to cushion blows and, hopefully, to render the wearer immune to harm. Few people in the modern era, with the exception of police officers and some criminals, own or wear any sort of armor. But armor can be found.

The protection of any suit has an Armor Value (see Armor Value Table, p. 135). Armor Values are expressed much like damage effects, with a variable number (typically a die roll), a multiplier, and a flat value added to the roll. This represents the fact that no suit of armor offers the exact same protection over every inch of the body. When a character is struck, roll the base die times the multiplier, add the flat value, and subtract the result from the number of damage points inflicted. If the armor result is greater than or equal to the damage result, the character suffers no injury.

Armor Types and Layering

Characters may wear different types of armor over different parts of the body (a helmet and a light Kevlar suit, for example). If the optional Targeting Specific Body Parts rules (see p. 103) are used, then simply use the armor value that applies to that specific area.

Some characters may want to wear two types of armor on top of one another; this is especially true in historical/fantasy scenarios where armor and padding types may be combined. Modern armor is not meant to be layered; wearing a Kevlar vest over another Kevlar vest will be extremely uncomfortable, and only possible when the lightest form of Kevlar is used. It is also not as effective as it would appear at first glance. In general, when layering armor, add the average value of the weakest armor, halved, to the Armor Value of the heavier layer, and increase Encumbrance by one step (i.e., none becomes light, light becomes medium, etc.).

Encumbrance

One of the problems with wearing armor is that it slows a character down and makes some things (like being quiet, or reacting quickly to danger) difficult. These problems are measured by the Encumbrance Value of armor. Encumbrance Values are discussed in detail in **Chapter Four: Toolusers** (see p. 122).

Breaking Things

All objects (doors, bottles, cars, tanks) have a Damage Capacity, Armor Value and a Barrier Value. The Damage Capacity is how many points of damage it takes to either destroy them or simply render them useless. The Damage Capacity of an object essentially fulfills the same role as Life Points do for living beings. Armor Value is how much damage can be absorbed by the object without taking any damage. Barrier Value indicates how much protection the object affords to someone hiding behind them. In effect, the Barrier Value acts as “armor” that an attack must punch through in order to hurt whatever is behind those objects.

Note that Damage Capacity and Barrier Value are two different things. It takes more damage to totally destroy a door than to fire a bullet through it (and injure whoever is behind it), for example. For the most part, the Damage Capacity measures how much it takes to make the object stop functioning, or to blast a large hole (a yard/meter radius opening in the case of a wall) in it.

Generally, the Ape Master should only worry about the Damage Capacity of objects when the story absolutely demands it. If people want to smash a plate glass window, they should simply do it without rolling damage. On the other hand, if the characters are using an axe to break down a door before the fire rages behind them consumes the house they are trapped in, a few rolls to see how long it takes them to escape can heighten the tension.

For example, Edge is a cop with Strength 4, attempting to kick open a door, just like on TV. His Kick Damage is D4 x 5(10). He makes a Strike Task (with a +5 bonus, since the door is not exactly dodging away), and gets a +2 bonus to damage. Edge's player rolls a three, raised to five because of the bonus, for a total of 25 points. The door lock has an Armor Value of six and Damage Capacity of 15, so it is broken, and the door swings open. If he had kicked a reinforced lock (AV 20, DC 30), not only would he not have broken the door, the Ape Master

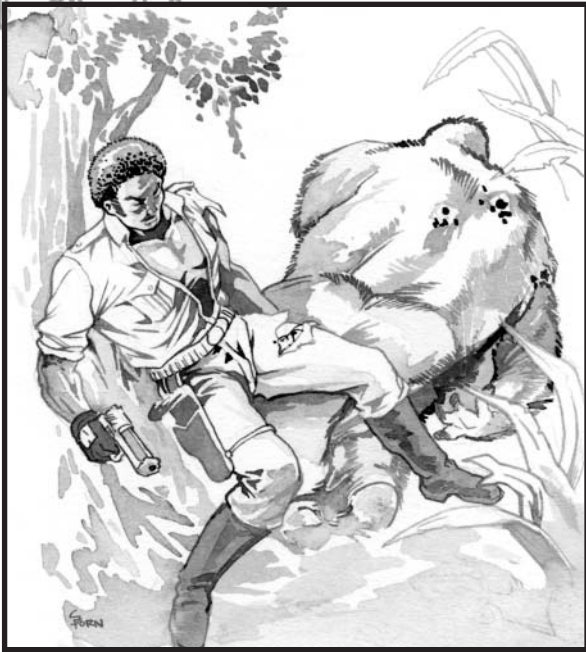
would have been well within his rights to have Edge take the damage he inflicted—promptly breaking every bone in his foot!

In another example, the escaped intelligent ape inside sees Edge through the peephole and decides to shoot at him through the door! The chimp fires a .45 pistol at point-blank range (only the door and some two yards of air stand between him and Edge). Total damage rolled is 32 points. The door has a Barrier Value of 12, so 20 points get through. Edge (who was not wearing body armor) takes a total of 40 points (bullet damage doubles); he drops to the ground, unconscious but still alive. If the door had not been in the way, he would have taken a total of 64 points (32 points doubled), and he'd probably be history. Of course, if the ape had tried to shoot through one inch (2.5cm) of steel (Barrier Value 80), his shot would have bounced off, with a decent chance of ricocheting right back at him!

Armor Value and Damage Capacity of Common Objects

Object	Armor Value	Damage Capacity	Barrier Value
Wine Glass	0	1	0
Glass Bottle	1	5	0
Window	1	3-5	1
Dresser	3	5-10	6
Desk	5	30	6
Personal Computer	4	10-20	5
Door	5	30	10-12
Door Lock	6-8	10-20	—
Reinforced Door	10-15	40-60	20-30
Reinforced Lock	20-25	30-50	—
Wood Wall	5 + 1 per inch	20 per inch	8 + 1 per inch
Brick Wall	9 + 1 per inch	30 per inch	12 + 2 per inch
Concrete Wall	18 + 2 per inch	50 per inch	20 + 5 per inch
Ferroconcrete Wall	20 + 5 per inch	75 per inch	50 + 10 per inch
Steel Wall	30 + 5 per inch	100 per inch	60 + 20 per inch

Inches may be multiplied by 2.5 to get an equivalent measurement in centimeters.



Knocking People Out

Hitting people over the head or punching them in the face to knock them out or stun them is never as easy as it appears in the movies. Hitting people on the head is as likely to kill them as knock them out—loss of consciousness is often a sign of a severe, life-threatening injury. A punch on the jaw may knock somebody out, or may just break the person’s jaw (and, incidentally, the knuckles of the person doing the punching).

However, some Ape Masters may apply “cinematic” rules in their games, allowing characters to engage in non-lethal brawls and attempts to capture people without harming them (or, by the same token, allowing the Ape Master’s minions to capture Cast Members without inflicting permanent damage). The following optional rules can be used for this purpose.

If the player announces her Cast Member is making a non-lethal attack and is using a blunt instrument, any damage inflicted is applied to the Endurance Points of the victim, instead of her Life Points. This allows characters to get punched repeatedly, pass out and be fine in a few hours. If the Ape Master wants to make a minimal concession to reality, she may rule that every four points of Endurance Damage inflicted in this manner imposes one Life Point of actual injury. Thus, a character who gets knocked out will still nurse some bruises and cracked ribs after the fight.

Injury

Damage in the **Unisystem** is measured in Life Points, representing the character’s vitality and toughness. As Life Points are depleted, the ability of the character to continue moving and performing actions is impaired. If they are reduced to below zero, the victim is incapacitated and in danger of dying.

The Effects of Injury

During combat or other tense situations, adrenaline keeps all but the most serious wounds from affecting the character’s performance.

A character reduced to less than five Life Points is severely hurt. It will be difficult to do anything unless the character is driven by adrenaline into pushing herself. Most actions suffer a -1 to -5 penalty due to pain and shock.

At zero points or below, the character is knocked down, stunned and semi-conscious. A Willpower and Constitution Test is necessary for the character to get back on her feet. Such a Test is penalized by the amount by which she is reduced below zero. When injured to -10 points or worse, the character may die (see Survival Tests, next column).

Survival and Consciousness Tests

When a character has been reduced to -10 Life Points, she may be killed instantly. To see if this happens, the character makes a Survival Test. Survival Tests are a special form of Attribute Test, using Willpower and Constitution, at a penalty of -1 for every ten Life Points below zero (rounded down) the character currently suffers.

This Survival Test only determines whether the character drops dead right then and there. Passing the Test does not mean the character is out of the woods. Unless medical attention is available, the

character may still die in a few minutes. Every minute that passes without receiving medical help, a new Survival Test must be attempted, at a cumulative -1 penalty.

Characters with First Aid or medical skills can stabilize the victim with a successful Task. Characters without First Aid or other medical skills can try to help by bandaging any visible wounds. Whether this works under the circumstances is left entirely up to the Ape Master.

If the character survives the Survival Test, she must still check to see if she remains conscious. A Consciousness Test is run exactly as a Survival Test is, except the modifier is equal to the amount of negative points imposed!

For example, Milo (46 Life Points) is hit by a burst of submachine gun fire. After all damage is accounted for, he has -24 Life Points. His Constitution is five and his Willpower is three, for a base Survival Test score of eight. This is reduced by -2 because he is over 20 points below zero, to a total of six. Milo must roll a three or higher on a D10 for the required total of nine. He rolls a 6 (for a total result of 12), and survives. To stay conscious, Milo needs to make a similar Test, but at a -24 penalty! Not surprisingly, he fails and collapses, unconscious. Every minute after that, he needs to roll his Survival Test again, first at a -3 penalty (the original -2 plus an additional -1), then at -4, and so on, until he finally dies or receives medical help.

Resuscitation

Even if the character is dying, modern medicine or Pionics can bring her back from the threshold of death. Once again, common sense is the rule. A multiple gunshot victim might survive if no major brain damage was inflicted, but somebody who was decapitated, or burned to a crisp in a gasoline explosion is not likely to benefit from any help in this world.

A character who fails a Survival Test can be brought back to life if extensive medical help (like that in a modern Emergency Room) is made available within (Constitution x 2) minutes. If paramedics are near, this length of time may be

extended by an additional minute for each Success Level the paramedic gets on a First Aid Task.

The medical team in the hospital will try to revive the patient (anybody who's watched the TV show *ER* knows the drill). The doctor in charge performs a Medicine Task (typical doctors at an Emergency Room have a Medicine skill 4 and Intelligence 3). Each Success Level gives the patient a +1 bonus on a new Survival Test. The advanced life-saving techniques at the hospital add a +3 bonus. The recently dead character must pass a new Survival Test, at a penalty of -1 for every five points she is below zero, plus all the bonuses described above. If she passes the Test, she lives. Otherwise . . .

Regaining Life Points

All right, so a character got injured but survived. What next? The human body can recover from an amazing amount of damage, but, movie and fiction claims to the contrary, people who get shot or stabbed cannot just get up and keep moving—without risking death. Also, a few bandages and blood transfusions cannot restore somebody to full health immediately. The Ape Master can modify the guidelines below to make her world as “Hollywood” or realistic as she likes, of course. The default rules, however, assume that getting injured is a “Bad Thing.” Avoiding injury is much safer than betting a character's Life Points against the tender mercies of guns and knives.

Medical Healing

A First Aid and Intelligence Task restores one Life Point per Success Level obtained. Performing First Aid on oneself is possible, but with a -2 modifier. One Task is allowed for each wound inflicted. This requires players to keep track of how many wounds their characters suffered in addition to Life Point depletion. If the bookkeeping slows the game down, ditch it, and just allow one First Aid Task per combat.

A character recovers one Life Point per Constitution level per day of rest under medical care until she reaches zero points or higher. After that point, she regains a fixed two Life Points per day. Following on the example discussed previously,

Milo (46 Life Points normally; -24 after injury) would recover five points per day (one for each level of Constitution) in a hospital until reaching zero Life Points (this would take five days of intensive care). Then he would have to spend another 23 days in bed to fully recover. In total, this is almost a month of bed rest (and that only because he has such a high Constitution; a normal person reduced to -24 points, provided she survived at all, would spend well over a month in the hospital).

Without proper medical care, a character injured below zero Life Points risks dying from complications such as infection and blood loss. While recovering without medical care, a character must pass a Survival Test every day. She recovers one Life Point per level of success (to a maximum of one Life Point per Constitution Level). If she fails the Test, she loses one Life Point instead!

Endurance Loss

Endurance Points measure the character's ability to resist fatigue after extended exertions. Hard work, like actively avoiding ape patrols for long periods of time, drains one Endurance Point every ten minutes. Very hard labor (running at top speed while carrying a sack of rocks) drains D4(2) Endurance Points per minute. Bursts of frenzied activity, like very intensive close combat, drain Endurance at a higher rate, burning as much as D4(2) points in one Turn.

Endurance Loss Table

Hard Work	1 per 10 minutes
Very Hard Work	D4(2) per minutes
Frenzied Activity	D4(2) per Turn

Endurance "damage" may also occur due to "non-lethal" attacks (see Knocking People Out, p. 110).

Characters must get at least seven hours of sleep in a 24-hour period. Anything less and they lose one Endurance Point per hour of missed sleep. For example, if the character regularly sleeps five hours a night she will lose two points each day—points that require some extra sleep to regain. Further, for each

hour past 24 that a character stays awake, one more Endurance Point is lost. So, a character who stays awake for 36 straight hours loses 19 Endurance Points.

Effects of Loss

At five Endurance Points or less, the character feels groggy and dizzy. All actions incur a -2 penalty. If a character's Endurance Points are reduced to zero or below, she is in danger of falling unconscious. A Survival Test is necessary to remain on her feet, at a -1 penalty for every five points below zero (round up). This Test is repeated every Turn—eventually, the character will fall unconscious.

Regaining Endurance

Characters recover one Endurance Point per Constitution level per half hour of sleep, or the same amount for every hour of rest. Endurance Points lost due to lack of sleep can only be regained by sleeping.

Essence Loss

Shock, terror and some Powered abilities may release Essence Points from Cast Members. This can cause real problems.

For those who want to roleplay the mental exhaustion caused by the stress of battling ape armies, another drain on Essence may be employed. In stressful non-combat situations, such as hiding out in the woods as the ape patrols search for them, Pre-Heroic and Heroic characters lose D4(2) Essence Points an hour, and no Essence is regained during that time. The Powered suffer the same loss but regain their Willpower in Essence per hour, offsetting that loss. In a combat situation, two Essence Points are lost per Turn for ranged combat, and three points per Turn for close combat.

Effects of Loss

A character reduced to half her Essence Pool or below feels numb, and it may be hard to elicit any strong emotional reactions from her. Also, mental Tasks are performed at a -1 penalty until the Essence Pool is restored to half capacity.

At one or zero Essence, the victim falls into a deep depression. All Tasks and Tests suffer a -3 penalty, and it is difficult to concentrate or care about anything. If Essence is reduced below zero, the victim must pass a Difficult Willpower Test, at -1 for every five Essence Points below zero. If she fails, she temporarily loses one level in one mental Attribute (the Ape Master may let the player choose), or she temporarily gains a Mental Drawback worth at least two points.

If Essence is reduced below -30 Essence, the character must pass a Survival Test, with a -1 penalty for every ten points below -30. Characters killed by Essence drain have no apparent cause of death. Medical science will diagnose only “heart failure.”

Regaining Essence

Characters regain one Essence Point for each Willpower level, every hour. The Essence Channeling Quality (found in other **Unisystem** games) increases this recovery rate significantly for Powered characters.

Vehicle Rules

Vehicle combat (i.e., any combat where one or more vehicles are involved) is handled like normal combat, with a few modifications. As with all rules, the set below should only be used when the story calls for it.

Vehicle Attributes

Vehicles have a number of Attributes—comparable to a character’s Attributes—that determine its capabilities. Most of the time, they are only used in combat or other action-oriented events (the ubiquitous car chase, for example). Worrying about Handling during a routine trip to work is mostly a waste of time.

Weight: The average unloaded weight in pounds (half the value for kilograms). For cargo vehicles, a separate entry indicates its cargo capacity.

Speed: In miles per hour, this Attribute is divided into maximum speed and average cruising speed. Multiply by 1.5 to get kilometers per hour. Halve Speed to get yards (meters) per second.

Acceleration: This is how many miles per hour the vehicle can increase its speed per Turn. All vehicles can safely brake 30 mph per Turn. More serious braking requires a Task with a modifier of -1 per 5 mph of braking over the safe maximum.

Range: How many miles a vehicle may travel is a function of how many miles per gallon it gets, and how much fuel it can carry. For aircraft, effective range is often half its maximum range, with half the range being the “point of no return.” After that, the aircraft does not have enough fuel to return to base (assuming it needs to return to its point of origin of course). Range can vary enormously from those averages, though. Aircraft in particular can burn a lot of fuel just performing complex acrobatics or going at maximum speed.

Toughness: This is a general measure of the vehicle’s ruggedness, redundant systems and damage control systems. It determines how long a vehicle can continue to function even after being heavily damaged. Most vehicles are relatively delicate machines; break enough parts and they’ll stop working. Others, like high-tech tanks, can survive a great deal of punishment. This Attribute is roughly equivalent to a human being’s Constitution Attribute. Toughness is rated from one to six, with extraordinary vehicles having values of six or higher.

Handling: This is a measure of the vehicle’s maneuverability and responsiveness to the driver/pilot—within the vehicle’s capabilities, of course. A tank, no matter how good its Handling, is not going to be able to maneuver in close quarters as well as even the clumsiest motorcycle. Handling is comparable to a human being’s Dexterity. For some driving and piloting tasks, Handling replaces or modifies the pilot’s Dexterity.

Damage Capacity (DC): This is a rough estimate of how much damage a vehicle can take before it is destroyed or inoperable. Obviously, damage to a critical component disables a vehicle long before its

Damage Capacity is depleted, but, for general purposes, most civilian vehicles have a DC of 30 plus three for every 500 pounds (250 kg) of weight, rounded down. Military vehicles have a base Damage Capacity of 50 plus five for every 500 pounds (250 kg) of weight. So, a 2,000-pound car would have a damage capacity of 42 points, and a 30-ton tank would have a Damage Capacity of 650. Some large components like turrets, wings and the like have their own Damage Capacity, typically ranging from 20% to 100% of the DC of the main body. Generally, damage modifiers (like slashing or stabbing damage, or modifiers for bullet type; see p. 104) do not apply to vehicles, which take only the basic damage rolled or generated.

Armor Value (AV): Almost all vehicles are somewhat harder to hurt than normal people. The metal, wood or plastic of their hulls is strong enough to deflect some attacks, and, in the case of armored vehicles, armor plating is added for increased protection. Most cars have an Armor Value of two to ten, depending on how sturdy their hulls are. Cars can be made “bullet-proof” by adding layers of Kevlar and other materials to their construction. Typical armored cars have the equivalent of five to 20 millimeters of steel plate.

To determine the AV of military vehicles, take the armor thickness of a given location (usually expressed in millimeters of steel armor, even when it is not really steel) and use the following formula:

Less than 25mm—Multiply the total thickness in millimeters by three, and add a variable of $D8 \times (\text{Armor Thickness}/5)$. So, a vehicle with 10mm of armor would have an AV of $30 + D8 \times 2$ (38).

25mm (1 inch)—25mm of steel armor has an AV of $75 + D10 \times 2$ (85)

Over 25 mm—Take the armor’s thickness (in millimeters) and add 50 to the total. To this is added a variable number equal to $D10 \times (\text{Thickness}/25)$. So, for example, a tank with a frontal armor thickness of 200mm (8 inches) would have a total AV of $250 + D10 \times 8$ (290).

Another form of explosive damage is that used in rockets and anti-tank weapons. These weapons use the Shaped-Charge Effect to better penetrate armor

(of vehicles and other hard targets). Those missiles divide the Armor or Barrier Values of a target by a number, usually three to five, depending on the effectiveness of the weapon. Anti-tank weapons are not described in this book, but will appear in future **Unisystem** sourcebooks.

Accuracy: This Attribute applies only to vehicles with weapon systems, and measures such things as radar, laser or other range-finding and targeting systems. Accuracy sometimes replaces or modifies Dexterity when firing vehicle-mounted weapons. Many primitive or simple weapon systems have no specific sights or aiming mechanisms; in those cases, the character uses Dexterity and Weapon skill, often with a penalty.

Vehicles In Action

Most of the time, using a vehicle involves no Tasks or Tests. The character, provided she has the appropriate Driving or Piloting skill, gets in and goes wherever she wants. During stressful moments (pursuing an enemy or realizing that the car’s brakes have been cut), Dexterity and Driving/Piloting Tasks are needed. For the most part, this should be dictated by the Ape Master as the individual situation demands, but some possibilities are discussed below.

Driving at High Speed: Speed kills, as the saying goes. Going at very high speeds in a lone, straight stretch of highway is no problem. Problems only occur when the character has to do something besides go in a straight line. Maneuvering at speeds over 50 mph (75 kph) requires a Dexterity and Driving Task (if the character’s Dexterity exceeds the Handling rating of the vehicle, use the Handling rating instead). Potential modifiers include -1 per 10 miles an hour over 50; -2 for attempting to swerve or taking a sharp curve; -1 to -3 for sudden attempts to maneuver (avoiding a deer jumping right in front of a car would be at a -3 penalty). Fast Reaction Time gives characters a +2 bonus to these maneuvers. The results of failure can range from a partial spin to rolling the car over, crashing against an obstacle, or worse, depending on the circumstances (see Collisions, p. 115).

Chases: These work largely like normal foot chases (see Resisted Tasks/Tests, p. 91). Make Resisted Dexterity and Driving/Piloting Tasks (if the character's Dexterity exceeds the Handling rating of the vehicle, use the Handling rating instead). The first person/vehicle to start moving gains a +1 to the Task. The faster vehicle receives a +1 bonus for every five mph it is moving above the other vehicle's speed. If going at very high speeds, both sides should also need to succeed at a couple of Tasks using the High Speed modifiers (see p. 114), to ensure nothing happened to them during the chase. A chase should last at least a minute or two. To make things dramatic, the Ape Master can dictate that the pursuer needs to accumulate a number of Success Levels above the pursued's own Success Levels, with Tasks being rolled every minute of the chase. The Ape Master should describe the chase, and if it takes place on a crowded highway or city streets, should throw in a number of complications (pedestrians, highway patrolmen) to spice things up.

Collisions: When a vehicle hits something, it does damage to both the target and itself. Base damage is equal to D10(5) times a factor equal to the vehicle's weight (in tons) and one-tenth the vehicle's speed (or the differential in speeds if a vehicle hits a moving object) in miles per hour (or 1/15 the speed in kph), rounding up. For example, a 2-ton truck going at 50 mph inflicts $D10 \times 7$ (two for the weight plus five for the speed) points of damage. If the vehicle is very large, like a sailing vessel, damage uses only the speed of the vehicle, not its weight, for the multiplier.

If the target is far lighter than the vehicle (car versus pedestrian), the vehicle takes only a third of the damage rolled. If the target is somewhat smaller (truck versus car), the heavier vehicle takes half damage. If the impact is against a much heavier object (a tank or a concrete wall), the vehicle takes $D10 + 2$ multiplied by $(\text{Speed}/10)$ as above. All collision damage subtracts the Armor Value of the vehicle before being applied to its Damage Capacity. Additional damage from a collision may occur if one of the vehicles catches on fire or explodes. This happens very rarely with cars (Hollywood conceits to the contrary—cars are designed not to explode), but more frequently for aircraft.

Passengers inside a vehicle involved in a collision take half damage if not wearing seat belts and one-fifth damage if they are. Air bags provide an additional AV 20 against the collision damage, except for small children and small people, who may take an additional D6 x 2 points of damage from the air bag itself.

Malfunctioning Vehicles: If the vehicle is damaged somehow, has been sabotaged, or suffers some dangerous or catastrophic malfunction (loses its brakes, loses all four aircraft engines, and so on), a Dexterity and Driving/Piloting roll is needed to try to stop or bring the vehicle down before any mishaps happen. Modifiers range from -1 (one flat tire) to -6 (all engines are off-line on an aircraft). In some cases, a severe malfunction will not be an issue—a malfunctioning car can be stopped fairly easily, unless it was going very fast (in which case, apply the High Speed modifiers, see p. 114).

Ground Vehicle Combat

Most vehicle combat (with the exception of ramming attacks) involves ranged weapons. These attacks range from passengers with guns to complex weapon systems like missiles or laser-aimed cannon.

Shooting: Firing from a moving platform with hand weapons has a penalty of -3, with another -2 if the vehicle is moving faster than 30 mph (45 kph).

Using Vehicle-Mounted Weapons: Early vehicle weapons were not stabilized and had fairly primitive aiming mechanisms. WWII tanks, for example, had to stop and fire to have any hope of hitting the target. For those vehicles, penalties are as above, with the additional complication that the gunner's Dexterity cannot exceed the weapon's Accuracy rating. For stabilized vehicles, the penalties are limited to -2 if the vehicle is moving over 30 mph.

Dodging: Most military vehicles cannot Dodge attacks; they are too big and too slow. Lighter vehicles such as motorcycles and car-sized targets may attempt to drive fast enough to avoid an attack. This is treated like a Resisted Task, with the target's Dexterity and Driving/Piloting skill versus the attacker's Dexterity and weapon skill, or Accuracy, depending on the weapon.

Air Combat

Air combat is a highly complex set of maneuvers, where the ability to see or sense the target is as important as the ability to destroy it. To reflect air combat accurately would require so many rules as to make the game very difficult to play (unless it is a computer game, where most of the calculations are made by the machine). Described below are a few cinematic rules for fast and furious air combat.

Dogfighting: This type of combat was a lot more common in the days before guided missiles, when pilots were able to see the destruction of the enemy through their gun sights. Dogfighting combat is a Resisted Task, using the Dexterity and Piloting skill of the two combatants. If one aircraft has a higher Handling rating than the other, add the difference between the two to the more maneuverable vessel. Situational Awareness adds +2 to the Task; Fast Reaction Time adds +1. The winner manages to get on the target's "six" (six o'clock—right behind it) and can shoot it.

Playing Chicken: This occurs when two aircraft fly at each other, firing and seeing who turns away (or is destroyed) first. The two aircraft can fire at each other for one or two Turns, depending on their speed and weapon range. If neither craft is destroyed, the two characters engage in a Resisted Willpower Test; Nerves of Steel bonuses apply. The loser turns away, and the winner can now engage the other with impunity for one Turn. Cruel Ape Masters may wish to have neither of the opponents pull away in time if they tie the roll.

Experience

People change with time. In the **Unisystem**, characters live and learn and become more experienced as they participate in the game stories.

Character improvement is represented in the **Unisystem** by experience points. Experience points are awarded to each player at the end of every gaming session. The better the game and the player's performance were, the more points should be awarded. With these points, the players can improve their Cast Members' abilities.

Awarding Experience

During or at the end of each roleplaying session, the Ape Master awards each player with experience points. Outlined nearby are some guidelines as to how many experience points should be awarded for a playing session: average awards are two to six points.

Experience Point Awards Table

Being There: All Cast Members who participated in the game session receive one point.

Good Roleplaying: One point per instance.

Advancing the Storyline While Remaining in Character: One to three points. This rewards players whose roleplaying, planning and Cast Member actions helped develop the story.

Heroic Roleplaying: One to three points. Given to players whose Cast Members remained true to themselves even when it meant they would suffer for it. The heroic type who risks her life for others, or even the coward who runs or surrenders when the wise course would be to fight are good examples of this.

Ingenuity Award: One to three points. Given to players who used impressive and unexpected tactics and problem-solving to deal with a plot device. This, however, only applies if the devious plan or tactics were true to the Cast Member (not the player). If the village idiot suddenly starts having spurts of Machiavellian brilliance for no good reason, then no award should be given.

Improving Characters

So what do players do with all these experience points? They work much like the character points used to create the Cast Member. They can be used to raise Attribute and skill levels, to acquire new Qualities or reduce or eliminate Drawbacks, or to increase Powers. The cost of these improvements is different than the cost of acquiring them during character creation, however. After a Cast Member has been defined, it is a lot harder to advance in some areas. To determine how to improve characteristics, refer to the Character Improvement Table.

Improving Attributes

Unlike skills and powers, Attributes represent relatively fixed qualities of a Cast Member. As a result, after character generation, Attributes may be improved no more than one level. If the Attribute was five or less before improvement, the one level increase costs five experience points. If the Attribute was six or greater before improvement, the one level increase costs ten experience points.

Reasons For Improvement

Having enough experience points to raise a characteristic is usually not enough. There must also be an explanation as to why the Cast Member improved in that area, and usually those reasons are determined in the course of the game. If the Cast Member used a skill or Attribute repeatedly in the previous few game sessions, it would make sense for that skill or Attribute to get better. To learn a brand-new skill, the Cast Member must have spent some time working on that skill before being allowed to spend the points to acquire it. To acquire a Quality, eliminate a Drawback or gain new Psionics powers, there must have been a series of events or circumstances that make it sensible for the characteristic to arise or disappear.

Saving Experience Points

The player does not have to spend all earned experience points right away. She can elect to save them for a later date, perhaps waiting to have enough points to raise a specific characteristic.

Character Improvement Table

Improvement	Point Cost
Attribute	see text on pp. 30-31
Existing Skill	The cost of the next level (e.g., to go from level 3 to 4 costs 4 points)
Existing Special Skill	The cost of the next level + 1 (e.g., to go from level 3 to 4 costs 5 points)
New Skill	6 points for level one
New Specialty	6 points
New Special Skill	8 points for level one
Quality	Same as character creation
Remove Drawback	Pay off the original value of the Drawback
New Psionic Power	11 points grants level 1 in both Strength and Art.
Psionic Power (Strength)	6 points per level until level 5, 10 points per level thereafter.
Psionic Power (Art)	5 points per level until level 5, 8 points per level thereafter.

Chapter Four



Tool users



“This is sorcery!”

“Not sorcery, Science . . . I just have to monkey with it a little . . .”

—Planet of the Apes (2001) (original script)

APEOPOLIS

We stand in the blazing sun,
waiting—shoulder-to-shoulder
like something out
of a comic book.

Which is appropriate. We are superheros after all.

Well, I'm not really a super hero, more of a consultant really. I take a moment to distract myself from the bloodthirsty roar of the crowd and admire the city. Admire the way the clusters of spindly domed structures, separated by wide expanses of elegantly sculpted greenery, seem to flow down from the pinnacle of Koumbella Mountain.

All of the city's many roads lead to the base of the valley, to the marbled glory that is the Colosseum. In happier times, the greatest of Koumbella City's athletes and scholars would come here to compete.

But these are not happier times. Famine and war have left the city in turmoil. The military stepped in to assume control. A temporary measure they promised, but no one has seen the council or chief executive in years. In an effort to turn the woozy citizens' attention elsewhere, the military commanders blamed Koumbella City's misfortunes on outside agitators.

Human agitators specifically . . . and their well paid- traitors.

Oh, and did I mention that the entire population of the city is made up of sentient apes that stand about a full head taller than a man?

Only the Crusaders could blunder into a nightmare like this.

But what else could we do? Agent Ape is a trusted friend.

I can only imagine how we look to the roaring, jeering audience—General Gundan told them we were the vanguard of a human assault on the city. I don't think either ape or man could imagine a stranger invasion force.

First there is George Gordon, our muscular, no-necked, half-wit of a pilot. He always insists on tagging along and he always insists that

wearing his leather cap and goggles with his street clothes counts as a costume.

Standing next to him is Captain Peregrine—his winged gray battle armor might look impressive but from where I stand I can see it has been damaged and hastily repaired.

Beside him is Agent Ape, his simian features a stark contrast to his black tuxedo. I feel the rage radiating off him like heat. He doesn't like what his people have become one bit.

The Sentry has Agent Ape's back, the red, white and blue spandex she wears streaked with sweat, her whipcord muscles tensed and ready.

Frost glowers and hisses as he checks and rechecks his ice gauntlets—he dresses in shades of black and purple with a long overcoat and a fedora pulled down low over his masked face.

Then at the far end is me—the guy with the bad perm and poor clothes sense. I'm the Crusaders' sometime scientific advisor. I figure out alien technology, disarm doomsday weapons and give the Ornithopter the occasional upgrade. I'm not supposed to get involved in nonsense like this, but it was a chance to see a lost world, a hidden city. How could I refuse that?

Only two of our team have escaped capture—
Doc Cyborg and The Muse. They are the best of
us, but I doubt even they could rescue us now.

General Gundan is wrapping up his speech and I
have to admit I'm impressed. The big scarred
silverback has left no cliché unturned; he hit every
beat in the demagogue playbook. How could
someone so cruel and ruthless have so little
imagination? He makes a gesture and ape gladiators
stream into the heart of the Colosseum, their energy
blades going snicker-snack.

The crowd goes wild. My five companions wade
into the fray. I fall back.

Frost immobilizes armored simians with blasts from
his ice gauntlets. George Gordon relies on fisticuffs and
bravado; his punches send apes flying and soon he has
an energy sword of his own. The Sentry's combat style
accents her lithe form and speed, ducking and weaving
before felling opponents with single well-placed blows.
Captain Peregrine's trashed battle armor has barely
enough energy to get airborne but somehow he is
swooping through our adversaries. Of all the team, Agent
Ape is the most vicious. He strikes his attackers with
crippling blows, every swing of his fist punctuated with a
sickening snap.

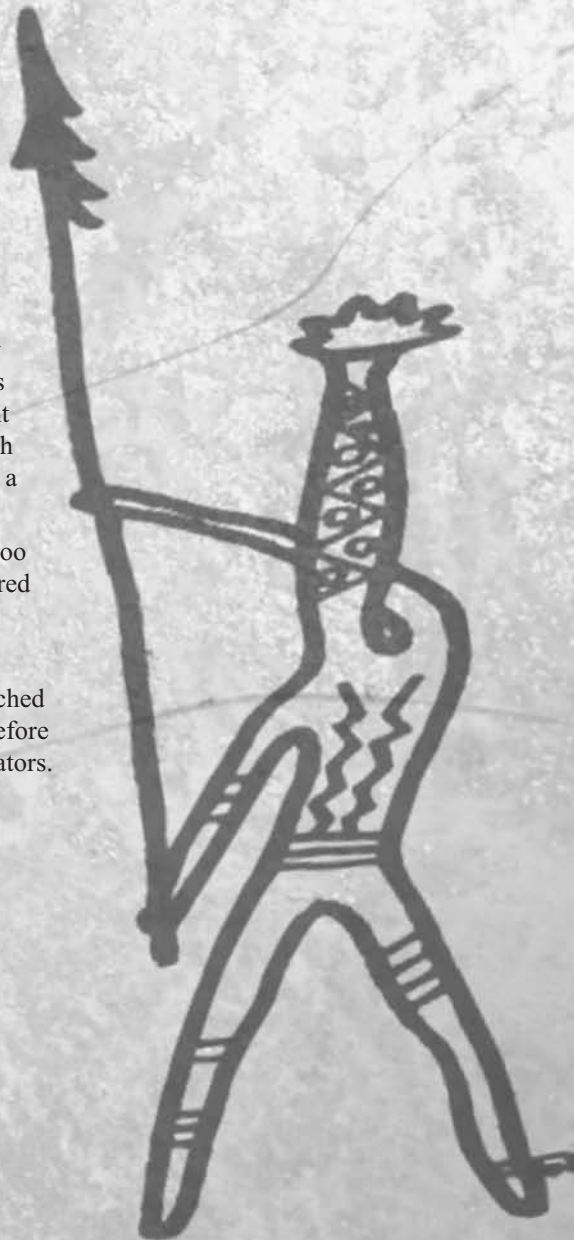
Every victory is rousing but there are too many apes, too
few Crusaders. I know that soon the warriors will grow tired
and careless, soon armor and ice gauntlets will fail.

And where am I in the midst of all this?

I am quite simply fighting for my life. Already drenched
with sweat, my knuckles ache from blows I've traded. Before
I can call for help I find myself surrounded by ape gladiators.
Their energy blades flash and flicker.

I tell myself it can't end like this.

It can't.



Equipment

This chapter lists and describes a number of different items that Cast Members will find useful in their attempts to survive the dark worlds of *Terra Primate*. Clearly, the list is not absolute. Ape Masters can devise any item for any time period and world setting desired by consulting the list of examples given and exercising a modicum of creativity. Further, the equipment listed here is generic; special items, custom objects or setting-specific details must be individually created unless they are described in the setting write-up.

All items include a description, Encumbrance Value, Cost, and Availability. Others, such as weapons and armor, present additional features, such as damage imposed or Armor Value.

Encumbrance Value (EV) measures an item's weight, plus an additional factor to represent bulk. Both interfere with movement and cost Endurance. A character's carrying capacity causes no penalties (see Strength, p. 27). Above that point and to 125% of carrying capacity, the character is lightly encumbered, and suffers a -1 penalty to Speed and to all Tests or Tasks that involve movement (such as Stealth or initiative rolls). At that weight level, D4(2) Endurance Points are lost per ten minutes. Medium encumbrance runs between 126% and 150% of carrying weight, imposes a -2 penalty to movement, and costs D4(2) Endurance Points per five minutes. Heavy encumbrance arises at between 151% and 175% of carrying weight, imposes a -3 penalty to movement, and costs D4(2) Endurance Points per two minutes. Extra heavy encumbrance occurs at maximum weight allowance, imposes a -5 penalty to movement, and costs D4(2) Endurance Points per minute. EV is expressed in two numbers separated by a slash—the first number is for those using U.S. measurements, the second is for those using the metric system.

Cost is expressed in early-21st Century dollars. This amount is average for a modern setting but the individual Apeworld should be taken into account. In a setting like the classic *Planet of the Apes*, money is irrelevant if the Cast Members are human. Generally, the technology level of an Apeworld governs what is available. A setting more like the

remade version of *Planet of the Apes* would make even firearms an extreme rarity, only available from the downed spaceship.

Availability (Aval) represents the difficulty in locating the item. Common (C) objects may be found in most places with relatively little effort. Uncommon (U) items are more difficult to track down, but may be secured with some effort. Rare (R) equipment is found only in a limited number of places, requiring serious effort to locate. Again, this feature may be altered or eliminated for certain settings.

The Barter Economy

In some Terra Primate settings, civilization as we know it has collapsed or is so archaic that a monetary system is not yet in place. In such circumstances, paper money may be worthless. This does not mean that trade stops, however. Those who wish to exchange goods—instead of just fighting over them—work on a barter system. The costs given in this chapter may be used to determine a rough value comparison, but many other factors arise. Perceived need, local scarcity, time of day, mood and other circumstances impact the negotiation. A character's Haggling skill is of vital importance. The final price of goods is whatever deal is worked out between the barterers.

In areas where a semblance of civilization has surfaced or remained, a rough currency may arise. Materials with some intrinsic worth outside barter, like ammo, cigarettes and canned goods, may be substituted for money. Prices in these new currencies may have no relation to the dollar cost suggested, however. Again, it's the desires of the traders and the Haggling skill that set the final price.



Using Ape-Oriented Equipment

Humans that decide to grab the equipment from a defeated gorilla soldier may be in for a nasty surprise. Intelligent apes in Terra Primate are generally stronger than humans, and their equipment should reflect this. Rifles and pistols are weightier, higher caliber, with huge handgrips and triggers to accommodate gorilla physiology. Clubs and swords are heavier, assisting the ape's favored form of combat—knocking the opponent down then pummeling the victim repeatedly. Horses are always the largest war-horse they can breed to carry the vast weight of an armored silverback.

Vehicles should also reflect this. Cars and other transports would be radically different if designed to accommodate an ape's body. Gorilla seating would be huge and chimp vehicles may require the use of thumbs on the driver's feet to control it—a difficult feat for a human!

When a human tries to use a weapon or tool specifically designed for ape physiology, all Tasks suffer a -1 if only the hands are used. If exceedingly dexterous feet are needed or the equipment is designed for a gorilla, -4 is a more appropriate penalty. Encumbrance values for weapons taken from gorillas may be increased by 50% to reflect the size.

A similar set of penalties apply to apes trying to use human tools. As our reach is generally shorter, and our hands smaller, apes are not as comfortable using human equipment.

Electronic Gear	EV	Cost	Aval
Cellular Phone	1/1	\$200	C
Hands Free Radio/Phone	1/1	\$200	U
Laptop Computer	10/5	\$2500	C
Personal Radio	1/1	\$150	C
Vehicle Radio	25/12	\$1000	U

Medical Gear	EV	Cost	Aval
Auto Injector	1/1	\$100	U
Doctor's Bag	10/5	\$1000	U
First Aid Kit	2/1	\$100	C
Medic's Kit	6/3	\$250	U

Scientific Gear	EV	Cost	Aval
Biohazard Suit	30/15	\$1000	R
Geiger Counter	1/1	\$200	U
Quarantine Tent	100/50	\$3500	R
Radiation Suit	50/25	\$2500	R
Specimen Jars and Collection Tools	10/5	\$100	U

Surveillance Gear	EV	Cost	Aval
Binoculars	2/1	\$100	C
Camera (professional)	2/1	\$800	C
Goggles, Infrared	2/1	\$250	U
Goggles, Nightvision	4/2	\$3000	U
Tape Recorder (professional)	2/1	\$300	C
Telescope	4/2	\$300	C
Video Camera (professional)	6/3	\$2000	U

Survival Gear	EV	Cost	Aval
Backpack	4/2	\$75	C
Camouflage Fatigues	8/4	\$200	C
Climbing Gear	10/5	\$200	C
Combat Webbing	2/1	\$15	C
Compass	1/1	\$50	C
Flare Gun	2/1	\$100	C
Flashlight	2/1	\$150	C
Gas Mask	4/2	\$200	C
Multitool	1/1	\$20	C
Raft, Inflatable	60/30	\$500	U
Rope	2/1	\$20	C
SCUBA Gear	20/10	\$500	U
Sleeping Bag	2/1	\$50	C
Survival Rations	1/1	\$10	C
Tent	30/15	\$150	C
Water Purifier	2/1	\$100	C

Misc. Gear	EV	Cost	Aval
Cutting Torch	2/1	\$75	C
Fire Extinguisher	4/2	\$50	C
Handcuffs	1/1	\$50	C
Lockpick Set	1/1	\$200	U
Metal Detector	2/1	\$250	U
Net	8/4	\$50	R
Tool Kit	20/10	\$1000	C

Electronics

All battery-powered devices may be recharged from a wall outlet in the same amount of time as the battery life—if an outlet exists in the ape-dominated world, that is.

Cellular Phone: This phone is identical to a standard commercial cellular phone. Any character can get a cellular phone at any electronics outlet. Battery life is roughly six hours.

Hands-Free Radio: This is a small, concealable radio transceiver that may be strapped to the head to allow free use of the hands. The speaker is worn in the ear like a hearing aid, and the microphone is attached to the wearer's clothing, usually the lapel or collar. The radio is voice-activated, and turns itself on and off as necessary. A battery pack is strapped to the waist and wired to the earpiece and mike. These radios are commonly used by members of bodyguard and security forces to keep in touch with one another. It has a range of three-quarters of a mile (one kilometer). Battery life is roughly six hours. A scrambling unit may be added for \$200.

Laptop Computer: The laptop is a powerful computer, including telecommunications software and a cellular modem. The computer is installed with the software needed to communicate with any modern network or telecommunication system, and the hardware necessary to connect to phone jacks, pay phones, network connections, even phone taps. The computer can run off its internal batteries for about six hours, or it can be plugged into any outlet for unlimited use.

Personal Radio: The personal radio (also known as a walkie-talkie) is a durable transceiver with a range of approximately 30 miles (45 kilometers). Signals may be encrypted with a special enhancement costing \$100. Battery life is roughly one day; additional batteries cost \$25.

Vehicle Radio: Vehicle radios are large radio transceivers installed in a vehicle that run off the vehicle's battery. Vehicle radios have a range of approximately 60 miles (90 kilometers). Scrambling components cost an additional \$150.

Medical

Auto Injector: The injector is for the delivery of a drug or other substance into a body. It is essentially a reusable reservoir and needle that can be filled with whatever the user desires, at dosages ranging from a fraction of a cc to a teaspoon (5ml). No medical training is necessary to use the item, but without such knowledge dosages are a hit or miss proposition. 'Course, if the goal is to fill a gorilla soldier with Super Agent Orange, dosage concerns are minimal. Striking an unwilling target with an auto injector requires an improvised weapon close combat hit, and does no damage other than the effects of the substance injected.

Doctor's Bag: This bag contains the tools and drugs needed to examine and treat minor ailments and injuries with the Medicine skill. Without the equipment and supplies provided in the doctor's bag, any Medicine Task suffers a -3 penalty. Each bag contains one vial of tranquilizers.

First Aid Kit: This small kit is used to administer first aid and includes bandages, antibiotics, and burn salves. Using First Aid without a kit incurs a -2 penalty. The kit contains enough supplies for six uses.

Medic's Kit: A medic's kit contains standard issue equipment for Emergency Medical Technicians. Using the kit grants a +2 bonus to First Aid Tasks or Medicine Tasks for stabilization purposes only. The kit only contains enough supplies for six uses.

Scientific

Biohazard Suit: This is a large one-size-fits-all plastic overall including rubber boots, gloves and gas mask. A biohazard suit protects the wearer from harmful gases, microorganisms, chemicals and weak acids. The suits are quite sturdy, but by no means armored. If any weapon succeeds in hitting and doing any amount of damage, the suit's integrity is breached and must be patched immediately to avoid contamination. For this purpose, scientists working in hazardous environments often wear pre-cut lengths of duct tape attached to the legs of the suit to act as instant patches. Regardless of Strength, wearing a biohazard suit lightly encumbers the wearer (see p. 122).

Geiger Counter: The Geiger counter is a small hand-held gauge that measures radiation levels. The unit has effectively no range and only measures radiation in the immediate area.

Quarantine Tent: A large, inflatable, airtight tent for the containment of large specimens or individuals suspected of contamination with possibly hazardous agents. The tent is equipped with an airlock to allow safe entrance and exit. It is large enough for four individuals to work comfortably on a single subject. The tent takes about 15 minutes to set up completely and includes four biohazard suits. When deflated, the tent is small enough to squeeze into the back of an SUV.

Radiation Suit: Radiation suits are heavy-duty lead-lined suits used to protect workers from lethal levels of ionizing radiation. The suit is fully filtered and enclosed and as such provides the same protection from chemicals and microorganisms as the biohazard suit. In addition, the lead lining and thick material of the suit itself protects against levels of radiation and heat that would otherwise be lethal in seconds. The thickness and durability of the suit also provides a D6 + 4(7) Armor Value. Regardless of Strength, wearing a radiation suit causes medium encumbrance.

Specimen Jars and Collection Tools: A set of small sealable specimen jars for holding biological, chemical, or organic specimens and the tweezers, razors, and glass slides used to collect those specimens.

Surveillance

Binoculars: These devices come in many shapes and sizes. Binoculars can magnify distant images 25 times, so an object 500 yards (meters) away may be examined as if it were 20 yards (meters) away.

Camera: This is a professional quality camera with all the accessories, including telephoto lenses, tripods, filters, and flashes. Although anyone can use a camera to document a scene, a skilled photographer is capable of recording elements that may have been missed by other observers. In addition to the standard camera, several specialty models are available, though only a skilled photographer will be familiar with their use. These include micro (36 exposures), infrared (requires

an infrared flash or other infrared light source), submersible (waterproof), starlight (pictures may be taken in any light level, no matter how dim) and thermographic (objects appear in different colors depending on how hot they are). All cameras are loaded with film good for about 50 exposures.

Goggles, Infrared: These goggles allow the wearer to see in the infrared spectrum instead of the normal visual spectrum. This allows the wearer to view a clear monochrome image of his surroundings even in complete darkness, provided he has a source of infrared light (such as a flashlight or spotlight). Infrared goggles do not restrict normal vision.

Goggles, Nightvision: Nightvision goggles operate in much the same way starlight telephoto lenses and rifle sights do, by amplifying existing, although minimal, light. The goggles allow the wearer to see clearly in near complete darkness, provided there is *some* light available, regardless of how dim. The goggles do restrict the wearer's field of vision, however, imposing a -2 penalty to any Perception Tests or Notice Tasks. They run on their own battery with a 12-hour lifetime.

Tape Recorder: This device is a professional quality audio tape recorder that can record directly from an integral microphone or from any number of audio receivers such as bugs, wire taps, or headset and shotgun microphones. The recorder is loaded with long-term 24-hour spools of audio tape for extended surveillance operations.

Telescope: This small (approximately one yard/meter long) telescope is useful for long-distance surveillance, providing a clear view up to 30 miles (20 kilometers) away. The telescope is mounted on a gyro-stabilized tripod for clear and steady viewing even at extreme range. It includes an integral laser rangefinder that displays inside the scope's view.

Video Camera: These are the large, professional-quality video cameras used by television news crews and direct-to-video filmmakers. The video camera is capable of professional-quality production, but only in the hands of a skilled videographer. The cameras require videotape to record, but all such cameras are capable of transmitting their picture to a receiver up to half a mile (3/4 kilometer) away.

Survival

Backpack: A simple, waterproof, multi-compartment sack attached to a metal alloy frame. Depending on size, they can hold between 15 and 70 pounds (25 to 100 kilograms) of supplies and other miscellaneous gear.

Camouflage Fatigues: These are standard military-issue combat fatigues. They include boots, gloves, poncho and so on. The garments contain numerous pockets to store incidental gear. Stealth tests gain a +2 bonus when wearing fatigues appropriate for the terrain. Available for forest, jungle, desert, arctic, urban and night (black) surroundings.

Climbing Gear: This includes all equipment necessary for climbing and rappelling down sheer surfaces, including both mountain cliffs and urban buildings. Ropes, pitons, crampons, hammers, picks and grappling hooks are all provided. Such gear provides a +4 bonus to Climbing Tasks.

Combat Webbing: A padded suspender/harness with various pouches and pockets. It also has attachment points for carrying weapons, equipment and supplies.

Compass: This basic device always points to the magnetic North Pole. Useful for determining which way to run.

Flare Gun: This small pistol has a large barrel and is used for firing bright flares. The flares travel several hundred yards (meters) in the air and illuminate a 100-yard (meter) diameter area (centered directly below it) with dim, shadowy light. Areas already shadowy or brighter are unaffected. When a flare is fired, anyone who does not take precautions (shielding their eyes) must make a Simple Dexterity Test, or reflexively look at the flare, temporarily blinding them for the duration of the flare plus D6 Turns. Being shot with a flare causes $D6 \times 3(9)$ points of regular damage; if ten or more damage is inflicted the flare lodges in the body or clothing. The target also suffers burns from the intense heat of $D10(5)$ points per Turn. Flare guns come with six cartridges. An additional 12 cartridges cost \$30.

Flashlight: A large, waterproof, industrial strength flashlight with a range of roughly 50 yards (meters).

Gas Mask: This is a rubber mask that filters out toxic gases such as smoke, tear gas, and most nerve gasses. It protects the eyes, nose and mouth (the areas most vulnerable to toxic gases). Wearing the mask restricts the wearer's vision, imposing a -2 to all Perception Tests or Notice Tasks.

Multitool: This common multi-purpose tool has pliers, saw, knife, etc. It may be used as a small knife for combat purposes.

Raft, Inflatable: A typical inflatable raft can hold four adult-sized humans, and comes with a pair of oars. Inflatable rafts allow unpowered movement across water.

Rope: A synthetic, hemp or nylon cord (synthetic lines are stronger and lighter than natural rope of similar size). Available in a variety of colors and lengths. Rappelling is impossible without a rope.

SCUBA Gear: This is a Self Contained Underwater Breathing Apparatus, and includes mask, flippers, weight belt, snorkel, and oxygen tanks. The oxygen tanks last for up to an hour underwater.

Sleeping Bag: A good quality sleeping bag is made of composite and polymer, and folds down to a handy packet size. Modern sleeping bags can protect against both heat and cold.

Survival Rations: These rations provide all the nutrients a person needs for one meal. They come in a variety of flavors (even curried chicken) but their taste leaves a lot to be desired. Rations can remain edible in their container for up to two years.

Tent: Available in a large variety of materials (cotton, nylon, polymer or carbonate fiber), the tent provides a primitive but tough shelter against the elements. A standard tent can fit two medium-sized individuals comfortably, but larger models can house more. Tents are generally quick to set up and can be anchored to the ground in case of bad weather. When collapsed, they take up very little space.

Water Purifier: The water purifier is used to produce drinkable water from any contaminated, mineral-heavy or tainted water source. The unit has its own power supply that can last up to two months with light use, one month with heavy. The power supply and filter must be replaced at roughly the same time, and cost \$50 and \$20, respectively.



Miscellaneous

Cutting Torch: This hand-held unit projects a nearly invisible flame of intense heat. In time, it will cut through nearly any substance, including the hardest metal. Applied to living flesh, the torch causes D10 fire damage per Turn, but requires an improvised weapon close combat strike.

Fire Extinguisher: An industrial-sized unit designed to extinguish any type of fire with a white foam. Each unit contains enough foam to put out a moderately large fire.

Handcuffs: These are your basic metal police-quality handcuffs. A key or Escapism Task is required to get free. It's possible that a Difficult Strength Test with a -5 modifier could be used, but at least D8 + 4(8) points of damage would be suffered in the process.

Lock Pick Set: Lock picks are the traditional locksmith and burglar's tool. The set consists of a number of picks and tension bars that allow someone skilled in their use to open virtually any key lock. The picks are rolled into a soft black cloth lined with pockets. Lock Picking (Mechanical) Tasks suffer a -3 penalty without a lock pick set.

Metal Detector: This hand-held unit chimes, bings, peeps or lights up when any metal object is brought within the field of detection. It has a range of only a yard (meter), and runs off a six-hour battery.

Net: This is a circular net with a diameter of approximately six feet (two meters), used in gladiatorial times as a weapon (for those who drew the short straw). It can be used to snare targets and can be thrown (Strength x 2 yards/meters) to trip or tackle a fleeing victim. Targets who fail to dodge the net become entangled, and suffer -4 to all physical Tests or Tasks (except to break free). It takes (12 - Dexterity) Turns to untangle from a net. If the net is not made out of metal or high-tech plastic, the character can make a Resisted Simple Strength Test against the net's Strength 5 to break free, or can use a short slashing weapon (like a knife) to cut free in (12 - Strength) Turns.

Tool Kit: All tool kits are contained in large but portable metal cases. The tool kits allow the use of the corresponding Craft, Electronics or Mechanics skill without penalty (-2 to -8 depending on the complexity of the Task). An electronics tool kit is a pre-requisite to any Lock Picking (Electronic) Task.

Close Combat Weapon Table

Weapon Type	Damage	EV	Cost	Aval
Punch	D4(2) x Strength*	n/a	n/a	n/a
Kick	D4(2) x (Strength + 1)*	n/a	n/a	n/a
Axe, Battle	(D8 + 1)(5) x Strength**& 4/2	4/2	\$100	R
Axe, Great	D12(6) x (Strength + 1)**@	6/3	\$200	R
Axe, Wood	D8(4) x Strength**&	1/1	\$25	C
Club/Bat/Pipe/Chair	D8(4) x Strength&	2/1	\$25	C
Club/Stick, Small	D6(3) x (Strength - 1)	1/1	n/a	C
Club/Stick, Large	D6(3) x Strength	2/1	\$10	C
Chainsaw	D10(5) x Strength**&	20/10	\$100	C
Broken Bottle	(D4 - 1)(1) x Strength**	n/a	n/a	n/a
Fencing Foil	D6(3) x Strength**	2/1	\$75	U
Halberd	D12(6) x (Strength + 2)**@	10/5	\$250	R
Katana	D10(5) x Strength**&	2/1	\$500	U
Knife, Huge	D6(3) x Strength**	2/1	\$50	C
Knife, Large	D4(2) x Strength**	1/1	\$25	C
Knife, Small	D4(2) x (Strength - 1)**	1/1	\$10	C
Lance	D6(3) x Strength + 1**	12/6	n/a	U
Mace	D10(5) x Strength&	4/2	\$100	R
Mace, Large	D12(6) x (Strength + 1)&	6/3	\$150	R
Mace, Small	D8(4) x Strength	2/1	\$50	R
Net	n/a (entangle)	1/1	\$40	U
Pike	D10(5) x (Strength + 2)**@	10/5	\$200	U
Police Baton	D6(3) x Strength	2/1	\$10	C
Rapier, Edge	D6(3) x Strength**&	2/1	\$150	U
Rapier, Point	D8(4) x Strength**&	2/1	\$150	U
Spear	D6(3) x Strength**&	4/2	\$150	R
Spear Charge	D8(4) x (Strength + 1)**&	4/2	\$150	R
Staff (Short Punch)	D6(3) x Strength	4/2	\$75	U
Staff (Swing)	D8(4) x (Strength + 1)@	4/2	\$75	U
Sword, Bastard	D10(5) x Strength**&	4/2	\$200	R
Sword, Broad	D8(4) x Strength**&	4/2	\$150	R
Sword, Great	D12(6) x (Strength + 1)**@	8/4	\$250	R
Sword, Short	D6(3) x Strength**	2/1	\$50	C

* Does Life Points damage, unless Endurance damage rules are used.

** Indicates a slashing/stabbing weapon. Damage is calculated normally, and then armor protection is subtracted. Remaining penetrating damage is doubled.

& Weapon may be used two-handed, raising the character's effective Strength by one when calculating damage. For example, the Spear does D6(3) x Strength one-handed, and D6(3) x (Strength + 1) two-handed.

@ Weapon must be used two-handed. Damage modifiers have already been accounted for in the formula.

Ranged Weapon Table

For all ranged weapons statistics, ballpark figures have been used. Weapons experts should feel free to pencil in any more accurate ranges, or plug in the latest *Guns and Ammo* statistics, depending on the specific weapon employed. Note that bullet type modifies damage.

Weapon	Range	Damage	Cap	EV	COST	Aval
Thrown Rock	3/7/10/13/20	1 x Strength	n/a	1/1	n/a	C
Thrown Knife	3/5/8/10/13	D4(2) x (Strength -1)	n/a	1/1	\$25	C
Bola	3/6/9/12/15	1 x Strength	n/a	1/1	\$40	U
Short Bow	5/13/40/65/100	D6(3) x (Strength)	1	6/3	\$200	C
Long/Composite Bow	10/30/50/100/200	D8(4) x (Strength)	1	8/4	\$300	C
Crossbow	7/40/65/150/250	D10(5) x (Strength)	1	6/3	\$250	U
Handgun	3/10/20/60/120					
.22 caliber		D4 x 2(4)	8-10	1/1	\$200	C
.32 caliber		D6 x 2(6)	6-9	1/1	\$250	C
.38 caliber		D6 x 3(9)	6-8	1/1	\$300	C
9 mm		D6 x 4(12)	10-15	1/1	\$500	C
10 mm		D6 x 5(15)	10-15	1/1	\$600	C
.45 caliber		D8 x 4(16)	7-10	2/1	\$750	C
High-Velocity Handgun	4/15/30/90/180					
.357 magnum		D8 x 4(16)	6-10	1/1	\$800	C
.44 magnum		D6 x 6(18)	6-10	2/1	\$900	U
Submachine Gun @	3/15/30/100/200					
9 mm		D6 x 4(12)	20-40	6/3	\$700	U
Civilian Rifle*	10/50/150/600/1000					
.22 LR		D4 x 4(8)	1-10	8/4	\$500	C
5.56 mm		D8 x 4(16)	1-30	10/5	\$600	C
.30-06		D8 x 6(24)	1-10	8/4	\$700	C
7.62 mm		D8 x 5(20)	1-30	8/4	\$800	C
Shotgun (12 gauge)				8/4	\$500	C
Birdshot	10/30/50/75/100	D6 x 5(15)	1-8			
Buckshot	10/30/50/100/200	D8 x 6(24)	1-8			
Slug	5/50/100/200/300	D8 x 5(20)	1-8			
Assault Rifle**	10/50/150/600/1000					
5.56 mm		D8 x 4(16)	20-30	8/4	\$1200	U
7.62 mm		D8 x 5(20)	20-30	10/5	\$1500	U
Sniper Rifle						
7.62 mm	15/75/225/900/1000	D8 x 5(20)	20	10/5	\$1500	U
.50 caliber	15/75/250/1200/5000	D10 x 6(30)	10	28/14	\$1800	R
Machine Gun@						
5.56 mm	10/100/300/1000/3000	D8 x 4(16)	200	22/11#	\$1800	R
7.62 mm	10/150/300/1000/4000	D8 x 5(20)	100	24/12#	\$2000	R
.50 caliber	15/200/400/2000/6000	D10 x 6(30)	100	84/42&	\$4000	R



*Single shot or semi-automatic

** capable of Burst Fire

@ capable of Burst and Automatic fire

EV includes bipod (1/1) and ammo (6/3).

& EV includes tripod (40/20) making this exclusively a vehicle or stationary weapon.

Range: These numbers are expressed in yards (meters) and reflect point-blank, short, medium, long and extreme range (see p. 100). The ranges listed are the limits: anything below the limit is considered to be in that range, anything beyond it goes to the next range level. Note that bullets may continue to travel some distance after going past extreme range and may still be lethal, but the chance of hitting the designated target is basically nil.

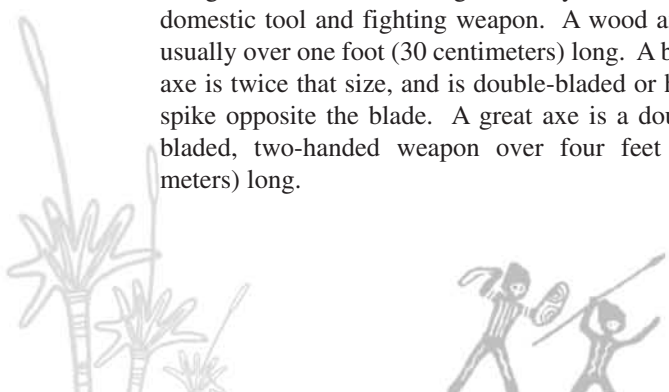
Damage: The amount of damage inflicted by the most popular bullets for a given gun type are listed.

Cap: The magazine capacity indicates how many bullets are contained in a fully loaded gun. There is a lot of variation out there, however. At almost any given caliber, for example, a rifle can be a single-shot bolt action or break-open action, or a semi-automatic with a 30-bullet clip. Revolvers have five to six shots, while semi-automatics can have as many as 15 to 17 rounds (recent laws in the U.S. restricting magazine size to ten rounds are in effect, but are easily ignored). A range is given, from the smaller magazines and revolvers to the biggest available in the market.

Weapon Descriptions

Many weapons, particularly the ranged ones, are self-explanatory. Here's a run-down on the rest.

Axe: An axe is a familiar object, quickly recognized for its lethal edge. It may be used as a domestic tool and fighting weapon. A wood axe is usually over one foot (30 centimeters) long. A battle axe is twice that size, and is double-bladed or has a spike opposite the blade. A great axe is a double-bladed, two-handed weapon over four feet (1.3 meters) long.



Bola: This weapon consists of three balls or weights attached to ropes. It may be whirled around and thrown at enemies to injure and entangle them. Targets who fail to dodge the bola become entangled, and suffer -4 to all physical Tests or Tasks (except to break free). If the legs are hit, the target goes prone and cannot walk or run. It takes (12 - Dexterity) Turns to untangle from a bola. If the weapon is not made out of metal or high-tech plastic, the character can make a Resisted Simple Strength Test against the bola's Strength 5 to break free, or can use a short slashing weapon (like a knife) to cut free in (12 - Strength) Turns.

Bow: These weapons are made from a variety of materials and in a variety of sizes. Ape Masters may wish to increase the damage codes slightly for ultra-modern bows. Bows may be fired more than once a Turn using the Multiple Action rules (see p. 97).

Chainsaw: This powerful electric or gas-powered tool is generally used to cut down trees and meddlesome teenagers. Chainsaws are dangerous but unwieldy weapons.

Crossbow: This gun-like bow weapon must be reloaded after each shot. Reloading takes one Turn.

Halberd: A long haft weapon, as tall as a man (or taller), with a bladed weapon on one end.

Knife: A simple cutting weapon, held in one hand. A small knife is less than a foot long (30 centimeters); a large knife is up to two feet long (60 centimeters); a huge knife is two feet or longer.

Lance: A long pole with a pointed tip. Used when riding to stab targets with great force, the haft of this weapon is often reinforced. It does double damage when its wielder is mounted and has charged ten yards (meters) or more before striking.

Mace: Maces are made of iron or steel. Sometimes the heads have a set of spikes or flanges. A standard mace is roughly two feet (60 centimeters) long. (Strangely enough, small maces are shorter and large maces are bigger. Go figure.)

Pike: A long spear-like weapon taller than a man or ape. When set with its base braced against the ground and its point angled at a charging enemy (mounted or not), it does double damage.

Spear: A spear is a wooden pole with a pointed metal tip at one end. It varies between three and six feet (one to two meters) in length.

Staff: A long, two-handed wooden weapon, roughly four to six feet (one to two meters) long.

Sword: The concept of the sword is very simple—a long blade with a grip on one end used for thrusting or cutting attacks. A broad sword is a straight, double-edged weapon, roughly three feet (one meter) long. A bastard sword is wide-bladed, may be used with one or two hands and is often four feet (1.3 meters) long. A great sword is even wider and longer and must be used with two hands. A foil is a long, pointed, unedged weapon at least three feet (one meter) long. A rapier is a long and narrow single-edged weapon of similar length. A katana is a slightly curved, finely made blade roughly three feet (one meter) in length.

Grenades and Explosives

Blowing up enemies from afar is clearly the best way to fight them. Finding such deadly weaponry may be a problem, depending on the setting, however.

Grenades

Regular grenades are triggered and thrown, exploding on contact or after a timed fuse has run. They appear in Offensive and Defensive types. Offensive grenades actually pack less “punch” than Defensive ones. Defensive grenades are meant to be used by troops in trenches or other fortifications; their blast radius is often greater than the distance that they can be thrown, so users have to toss them and then duck under cover. Offensive grenades are meant to be used by unfortified troops; they have a smaller blast radius so that the attackers are not caught in the blast as they approach the objective.

Grenades use a Strength and Throwing (Sphere) Task. They are subject to scattering (not hitting their target directly but still doing damage). More than three Success Levels places the target in contact at Ground Zero. Three Success Levels place the target

at Ground Zero, but not in contact. Two Success Levels produce the General Effect damage, and a single Success Level does only Maximum Range damage. If the Task or Test is failed, the grenade bounces far enough away to do no damage to the target. It may land close enough to someone else to do damage, however, at the Ape Master's discretion.

40mm grenades are launched from a weapon and explode on contact. The weapons come in two basic forms. The first is a stand-alone weapon with its own stock, handgrip and sights like a miniature shotgun. The second is simply a bare breech, trigger and barrel intended to be mounted to another weapon (usually under the barrel of an assault rifle). Both types are single-shot breechloaders that must be broken open and reloaded after every shot. Both have the same range, capacity and cost. All grenade launchers have a minimum safe firing range of 30

yards (meters); closer than that and the firer risks being caught in the blast.

Launched grenades use a Dexterity and Guns (Launcher) Task. Hand grenade scatter rules apply.

Mortars

Mortars consist of a tube, a tripod and shells. The tube is aimed by adjusting the tripod. The shell is then dropped into the tube and is lobbed high in the air to arch down on the target. Differences in ranges are largely irrelevant to a mortar shot; treat all ranges as medium. All mortars have a minimum firing range of 100 yards (meters). For safety reasons, the tube cannot be tilted higher; otherwise, the firer risks being caught in the explosion. Mortars are fired with a Perception and Guns (Mortar) Task. Hand grenade scatter rules apply.

Explosive Weapon Table

Weapon	Range	Cap	EV	COST	Aval
Thrown Grenade	3/7/10/13/20	1	1/1	\$100	R
Grenade Launcher	30/50/100/200/350	1	4/1	\$600	R
60mm Mortar	100 to 3500	1	40/20	\$5000	R

Explosive Areas of Effect Table

These areas are expressed with a yard (meter) radius.

Explosive Type	Ground Zero	General Effect	Maximum Range
Offensive Grenade	1	3	5
Defensive Grenade	2	6	10
40mm Grenade	2	6	10
Mortar Shell	3	8	15

Explosive Damage Table

Each weapon has separate damage numbers applying to each of the three ranges. If a bomb, shell or grenade explodes in direct contact with the target, Ground Zero damage is doubled against that target.

Weapon Type	Ground Zero	General Effect	Maximum Range
Offensive Grenade	D6 x 8(24)	D6 x 6(18)	D6 x 2(3)
Defensive Grenade	D6 x 10(30)	D6 x 8(24)	D6 x 3(9)
40mm Grenade	D6 x 12(36)	D6 x 10(30)	D6 x 4(12)
Mortar Shell	D8 x 10(40)	D8 x 8(32)	D8 x 4(16)



Incendiary Weapons

Incendiary weapons cause fire and heat damage. They come in a variety of forms, from phosphorus grenades to napalm bombs. Few of these weapons are readily available, however. In the Apeworlds provided in this book, only “Molotov cocktails” will likely be encountered.

Molotov Cocktail: This home-made bomb consists of a bottle or other breakable container filled with gas and stuffed with a rag wick. When ignited and thrown, the container breaks, spreading the flaming liquid over an area three yards in diameter. Molotov cocktails may be thrown at ranges similar to a thrown grenade. Anyone in contact with the flaming liquid takes D4(2) points of fire damage per Turn. Anyone at Ground Zero when the bomb explodes is engulfed in flames and takes D6(3) points per Turn instead. Molotov cocktails use a Strength and Throwing (Sphere or Axe) Task.

Flamethrower: This weapon consists of a rifle-sized gun attached to one or more tanks of incendiary gel. The gel is propelled out of the gun and ignited, creating a stream of flame. The burning liquid splatters, runs and ignites any flammable item. Flamethrower ranges are 30/40/50/60/65 for modern weapons, and 10/20/30/40/50 for WWII-era weapons. The unit has an EV of 50/25, and automatically causes medium encumbrance.

Gel may be fired in bursts, and no more than three bursts may be fired in a Turn (each counts as a separate action). If a burst of flaming gel contacts a person, he takes D6(3) points of fire damage per Turn. The gel may also be sprayed at one or more targets at medium range or less by continually depressing the trigger. The latter expends D6(3) bursts per Turn; each Success Level in the Dexterity and Guns (Flamethrower) Task means one burst hits (the firer decides how many hits are allocated to each target in range). Those engulfed in flaming gel (hit with three or more bursts) take $D6 \times 2(6)$ points of fire damage per Turn. Flaming gel is very difficult to extinguish. Each tank contains ten “bursts” of gel.

Flamethrowers are very vulnerable. Those targeting the tanks with piercing/slashing/bullet weapon attacks suffer a -2 to the Task, and must overcome an AV of six. Still, penetration almost guarantees explosion. Roll D10—only on a one or two is the wearer safe. Exploding tanks engulf the wearer in flames, and hit all those within five yards with a burst. A bulky protective suit (EV25/12; automatically causing at least light encumbrance) is available to modern-day soldiers that reduces damage from the burning gel to one point per Turn. U.S. troops are not equipped with flamethrowers, but those from other countries may be.

Body Armor Table

Cloth and leather provide some protection against close combat weapons, but little protection against firearms. Modern “bulletproof” vests and limb protection are made of Kevlar and composite materials. Class I, II and IIa armors are heavy but flexible, and may be added to clothing. Class III and IIIa are thicker, heavier and more rigid plastic-like armors, and can only be concealed by loose or bulky clothing. Class IV is more like a breast plate for the torso, or plate greaves for the limbs. Class IV armor is theoretically able to stop .308 armor-piercing rounds.

The U.S. Army’s body armor is Class IV for combat units (torso), with a Class III helmet. SWAT and FBI assault teams have Class III or IV body armor, helmets and limb protection. The costs given below are for vests; double the price for both torso

Body Armor Table

Armor Type	Armor Value	EV	Cost	AV
Padded/Quilted Cloth Armor	D4 - 1(1)	1/1	\$200	U
Leather Jacket	D4(2)	2/1	\$200	C
Leather Armor	D6 + 1(4)	10/5@	n/a	R*
Chain Mail	D6 + 6(9)	40/20#	n/a	R*
Plate and Mail	(D8 x 2) + 8(16)	50/25%	n/a	R*
Plate Armor	(D8 x 3) + 8(20)	70/35&	n/a	R*
Leather Helmet	D6 + 1(4)	2/1	n/a	R*
Metal Helmet	(D8 x 2) + 8(16)	8/4	n/a	R*
Class I Armor	D6 + 7(10)	4/2	\$300	C
Class IIa Armor	(D6 x 2) + 9(15)	4/2	\$425	U
Class II Armor	(D6 x 2) + 14(20)	8/4@	\$475	U
Class IIIa Armor	(D8 x 2) + 17(25)	10/5#	\$525	R~
Class III Armor	(D8 x 3) + 18(30)	12/6#	\$650	R~
Class IV Armor	(D8 x 5) + 20(40)	16/8#	\$800	R~
Riot Shield	(D8 x 2) + 17(25)	8/4	\$100	U~
Helmet	Use Type I-IV Armor	2/1	\$100	U~

@ Regardless of EV, this item lightly encumbers a character when worn.

Regardless of EV, this item mediumly encumbers a character when worn.

% Regardless of EV, this item heavily encumbers a character when worn.

& Regardless of EV, this item extra heavily encumbers a character when worn.

* Outside the Society for Creative Anachronisms, this armor is very hard to find in a modern setting. Ape Masters may decide that it is only available in ancient settings, such as Majestic Apes (see p. 194). Archaic and softer armors (such as leather jackets/padded cloth) are not designed to stop high velocity bullets. For such armor, divide the AV by two when using normal bullets, and by three when using armor-piercing bullets. Do not double the AV when struck by hollow-point bullets. Armor for horses is treated the same as human (ape) armor.

~ Civilians will have a hard time getting anything heavier than a Class IIIa vest (anything beyond that level is hard to conceal, and the authorities will certainly investigate people purchasing heavy combat armor).

Vehicles

Given the various settings and time periods, a large number and variety of vehicles could come into play during the course of a *Terra Primate* game. Basic stats for some of these vehicles are provided here. An explanation for these stats may be found in **Chapter Three: Opposable Thumbs** (p. 113).

Bicycle

Weight: 30/15	DC: 20
Speed: 20/12	AV: 0
Acceleration: Str x 2	Accuracy: n/a
Range: *	Cost: \$300
Toughness: 1	Availability: C
Handling: 6	

* Range is based on the fitness of the rider. Endurance loss is one point per 10 minutes of normal riding. This can be modified based on terrain, weather, etc. Hard riding at maximum speed drains D4(2) Endurance Points per Turn



Motorcycle

Weight: 500	DC: 33
Speed: 160/70	AV: 2
Acceleration: 45	Accuracy: n/a
Range: 225	Cost: \$10,000
Toughness: 1	Availability: C
Handling: 5	



Sedan

Weight: 2500	DC: 45
Speed: 130/65	AV: 2-5
Acceleration: 30	Accuracy: n/a
Range: 550	Cost: \$25,000
Toughness: 2	Availability: C
Handling: 4	





Pick-up

Weight: 3500	DC: 51
Speed: 110/65	AV: 2-5
Acceleration: 25	Accuracy: n/a
Range: 450	Cost: \$20,000
Toughness: 3	Availability: C
Handling: 3	



18-Wheeler

Weight: 20,000	DC: 150
Speed: 90/60	AV: 4-6
Acceleration: 15	Accuracy: n/a
Range: 350	Cost: \$40,000
Toughness: 4	Availability: U
Handling: 2	



Bus

Weight: 25,000	DC: 150
Speed: 90/60	AV: 4-6
Acceleration: 15	Accuracy: n/a
Range: 400	Cost: \$50,000
Toughness: 4	Availability: U
Handling: 2	

Jeep

Weight: 2000	DC: 70
Speed: 70/50	AV: 2
Acceleration: 20	Accuracy: n/a
Range: 320	Cost: \$15,000
Toughness: 4	Availability: U
Handling: 3	



Van

Weight: 4500	DC: 57
Speed: 110/65	AV: 2-5
Acceleration: 20	Accuracy: n/a
Range: 450	Cost: \$30,000
Toughness: 2	Availability: C
Handling: 2	



Armored Personnel Carrier

Weight: 25,000	DC: 300
Speed: 45/30	AV: 75 + D10 x 2 (85)
Acceleration: 15	Accuracy: n/a
Range: 320	Cost: n/a
Toughness: 5	Availability: R
Handling: 2	



Armament:

.50 Machine Gun



Hum-Vee

Weight: 6000	DC: 110
Speed: 80/50	AV: 4
Acceleration: 15	Accuracy: n/a
Range: 320	Cost: n/a
Toughness: 5	Availability: U
Handling: 3	

Armament:

M60 Machine Gun
(use 7.65 machine gun stats)



Military Truck (Deuce and a Half)

Weight: 12,000	DC: 170
Speed: 60/40	AV: 6-8
Acceleration: 15	Accuracy: n/a
Range: 350	Cost: n/a
Toughness: 4	Availability: U
Handling: 2	



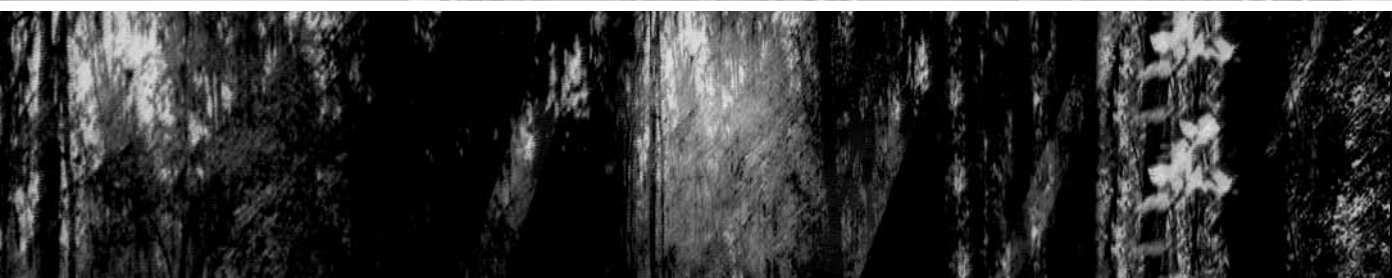
Huey Helicopter

Weight: 5000	DC: 100
Speed: 130/90	AV: 5
Acceleration: 40	Accuracy: n/a
Range: 250	Cost: n/a
Toughness: 4	Availability: R
Handling: 4	

Armament:

.50 Machine Gun

Chapter Five



Anthropology



"The notion of the killer ape may be politically incorrect, but it doesn't mean that it's untrue . . ."

—Congo

INEXORABLE

The enemy was massing on the horizon—
they darkened it with their numbers.

When the wind was behind them, the stench was enough to bring a soldier to his knees, be he man or ape. Walking along the battlements, Commander Gundan watched his troops and the humans work at fortifying the city walls.

Their every movement and gesture betrayed their discomfort. Orders or not, no one here was setting aside thousands of years of genocidal warfare with ease. Only a threat like this—only an enemy like this—could have brought the apes and humans together.

If the humans are to survive, they need our numbers. If we are to survive, we need their strange technology. Gundan approached the leader of the humans, Captain Schaffner of the GSS Crusader. He was one of the seemingly scores of humans that journeyed out into space only to find themselves here. Some of the humans believed that they were back on their homeworld but either far in the future or the past. Others believed they were on alien planets or strange worlds.

But to the apes how or why made little difference. All they knew was that whenever humans fell out of the sky it meant trouble.

“Gundan!” the tall, brash human called out to him. “How are those catapults coming along?”

“They will be able to throw the flaming oil with the required accuracy.” The ape commander self-consciously stroked his bruised ribs as he spoke. This human was so hairless and wiry but somehow . . . somehow he had beaten Gundan in hand to hand combat!

“Great—that’s just great. Your troops are doing a bang-up job.”

“Then you would perhaps consider arming some of them with your weapons.”

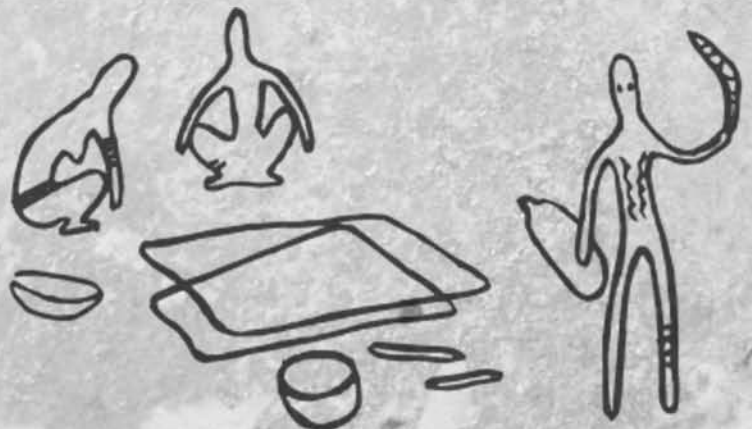
The human patted the “photon atomizer” he kept holstered to his belt. “No can do there my friend. We have a strict rule about letting advanced technology fall into the hands of cultures that aren’t ready for it.”

Gundan chuckled at that, “Perhaps your technology is responsible for the enemy we now face. Have you thought of that?”

“I know it might look that way to you but that notion doesn’t make a lot of sense really. Then again nothing much makes sense to me these days.”

For a time they watched the humans and apes fortifying the walls of Nodyek and making the catapults and other weapons ready. The apes wore doeskin or simple leather armor. The native humans were clad in ragged skins. The crewmembers of the GSS Crusader were particularly conspicuous in their silver jumpsuits.

The commander and the captain noticed the children at the same time—ape and human children playing together and laughing. Captain Schaffner clapped the thick-set ape on the shoulders, “I guess we could learn a thing or two from them huh?”



“Slavers always let the humans play with the other young ones, it’s good for sales.”

“What?”

“The slave sellers hope that way the young apes will pester their parents for a pet.” Gundan laughed gruffly at the human’s horrified expression. “Of course now things will be different, I gave my word.”

“Where I’m from we had slavery for a long time but when we finally got rid of it, everything changed for the better.”

“Did that happen right away?”

Captain Schaffner shrugged his shoulders and turned his attention to scanning the horizon, “Not exactly.”

The enemy was drawing closer—they were inexorable, unstoppable. Dozens of communities, both human and ape, had fallen to them already. They could not be negotiated with, they could not be frightened and they could not be killed. How many are there? Gundan wondered. Thousands? Hundreds of thousands?

“They’ll be here by nightfall,” the captain estimated.

“Have you heard what the latest batch of refugees said?” Gundan queried. “They used flame and all they managed to do was set their city on fire. Can you imagine such a thing? They were on fire and they just kept coming.”

“Don’t worry. My science team has a few surprises cooking up.”

“Really?” the ape commander studied the human.

“Nothing definite yet. Just a few things they’re playing with.”

“Well they better hurry. The time for playing is almost over.” Gundan held out a hand, “May I use your lenses, I want to look.”

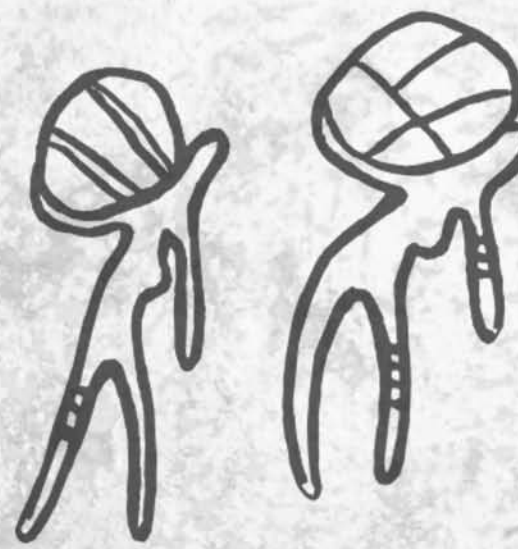
Captain Schaffner paused for a moment, considering. Then he handed the squat goggles to the ape. “They’re called binocs. You keep an eye on things here; I want to recheck that main door.”

With a sense of trepidation and wonder the ape commander held the “binocs” up to his eyes and instantly what was once far away seemed very close. Vague shapes were sharpened and defined.

The enemy was composed of both ape and human, walking, shambling and sometimes crawling side-by-side. Some were emaciated and featureless, others writhed with rot and vermin. Each city that fell to them only added to their numbers.

“Zombies,” Gundan whispered.

The binocs shook in his hand as he drew back from the wall.





Apeworld Options

There are many different kinds of worlds inhabited by intelligent apes. Some dwell on our Earth, guarding lost temples in the jungle or populating secret cities unknown to humanity. Others call Earths of the far future or distant past home, while still more live on alternate Earths in other dimensions or timelines. Finally, some intelligent apes have ended up on worlds other than Earth.

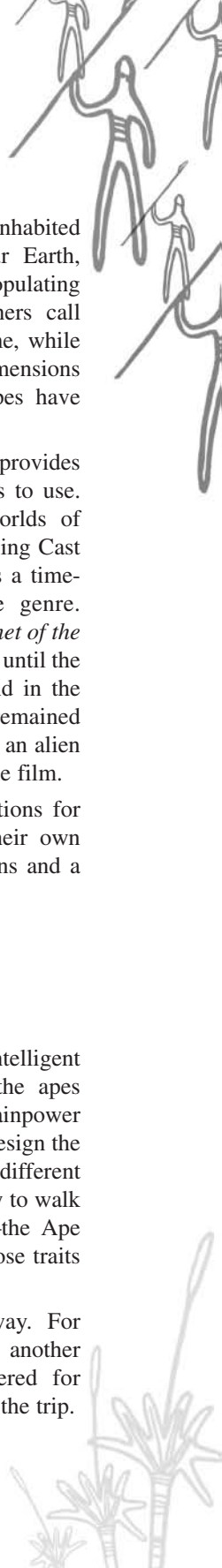
Chapter Seven: It's a Planet of Apes! provides several sample Apeworlds for Ape Masters to use. But the possibilities for creating new worlds of intelligent apes are endless. In fact, surprising Cast Members with new twists on Apeworlds is a time-honored tradition in the intelligent ape genre. Astronaut George Taylor in the original *Planet of the Apes* did not realize he was on a future Earth until the final frames of the film, for example. And in the 2001 version, astronaut Leo Davidson remained stumped by the presence of Earthly apes on an alien world until well past the halfway point of the film.

This chapter introduces some vital questions for Ape Masters to ponder as they design their own Apeworlds, along with plenty of suggestions and a few ideas to try out.

The Seed of Intelligence

The first step in creating a world of intelligent simians involves figuring out just how the apes became intelligent. The origin of their brainpower can tell the Ape Master a lot about how to design the rest of the world. If the apes are radically different from natural simians—possessing the ability to walk upright for long distances, for example—the Ape Master needs to think a little about how those traits might have developed as well.

These options are not exclusive, by the way. For example, apes transplanted from Earth to another world might also be genetically engineered for enhanced intelligence, either before or after the trip.



Aliens

The apes are not apes at all—they are aliens! Creatures not of our Earth, they may resemble apes but evolved under alien skies on planets far distant from Sol.

This option may work best if the alien creatures are not too much like Earthly simians—perhaps they possess some of the powers described in **Chapter Six: Going Ape**. The white-furred, venomous mugato in the original series *Star Trek* episode “A Private Little War” bore a strong resemblance to an ape, for example, but was clearly an alien creature. The alien Wookies of *Star Wars* also resemble apes in some ways, though they are an amalgam of characteristics from various Earthly animals.

Prospects for parallel evolution of an alien race nearly identical to Earthly apes are remote. Then again, a game about talking apes does not have much allegiance to strict scientific plausibility anyway. The Ape Master should consider just how far she and her players are willing to stretch suspension of disbelief.

Not all alien apes need evolve under faraway suns, however. Apes from parallel Earths in other dimensions or timelines could technically be considered aliens, since they are not from our Earth. But since their Earths are much like ours save for some twist causing apes to become intelligent, it is quite plausible for them to be very similar to Earthly simians.

Likewise, ape-like inhabitants of fantasy worlds probably have no real connection to Earthly apes. The winged monkeys in *The Wizard of Oz*, for example, resemble chimpanzees of Earth but obviously must be some magical race native to Oz given their wings and intelligence. The clakars in the *Elric* saga by Michael Moorcock are a winged race of intelligent apes native to the Young Kingdoms.

Transplants

Apes on an alien world need not necessarily be aliens themselves. Perhaps they are descendants of Earthly simians abducted by aliens and transferred to another planet in some bizarre experiment. Intelligence could arise via normal evolution, depending on how long ago they were abducted.

Perhaps their new home has higher background radiation than Earth, sparking more mutations and speeding development of intelligence or other non-ape-like traits.

Or the alien captors, not satisfied with simply transplanting the apes, could have conducted genetic engineering experiments to uplift them to full sentience. After all, some people believe that extraterrestrials did the same thing for humanity eons ago.

In the 2001 version of *Planet of the Apes*, Earthly apes arrived on an alien world via the crash of a human research ship. The intelligence-enhanced test animals aboard broke free and eventually founded their own ape society beneath twin moons.

Evolution

Evolution is a process of natural selection by which traits favorable to survival, such as intelligence, are gradually added to the gene pool of a species over the course of millions of years to create a new species.

Bear in mind that humans are primates, just like lemurs and bush babies. It is obvious that the evolutionary process can produce a wide and amazing variety of species. Original primates can be dated to 30-35 million years ago, identified by fossils in northern Egypt, but it was not until 20 million years ago that deposits show the primate split between monkey and ape.

Evolutionary freaks and the paranormal

From fossils discovered in China, an ancient species of ape existed 5-10 million years ago. This huge ape, called *Gigantopithecus*, was identified by its teeth. It was estimated to weigh around 400-600 pounds (200-300 kilograms) and to be about three times the size and strength of modern man. It is evolutionary extremes such as these that could produce talking apes or giant ape-men in our modern world. Tales of the Yeti, the Yahoo, Bigfoot or Sasquatch could have been derived from this species.



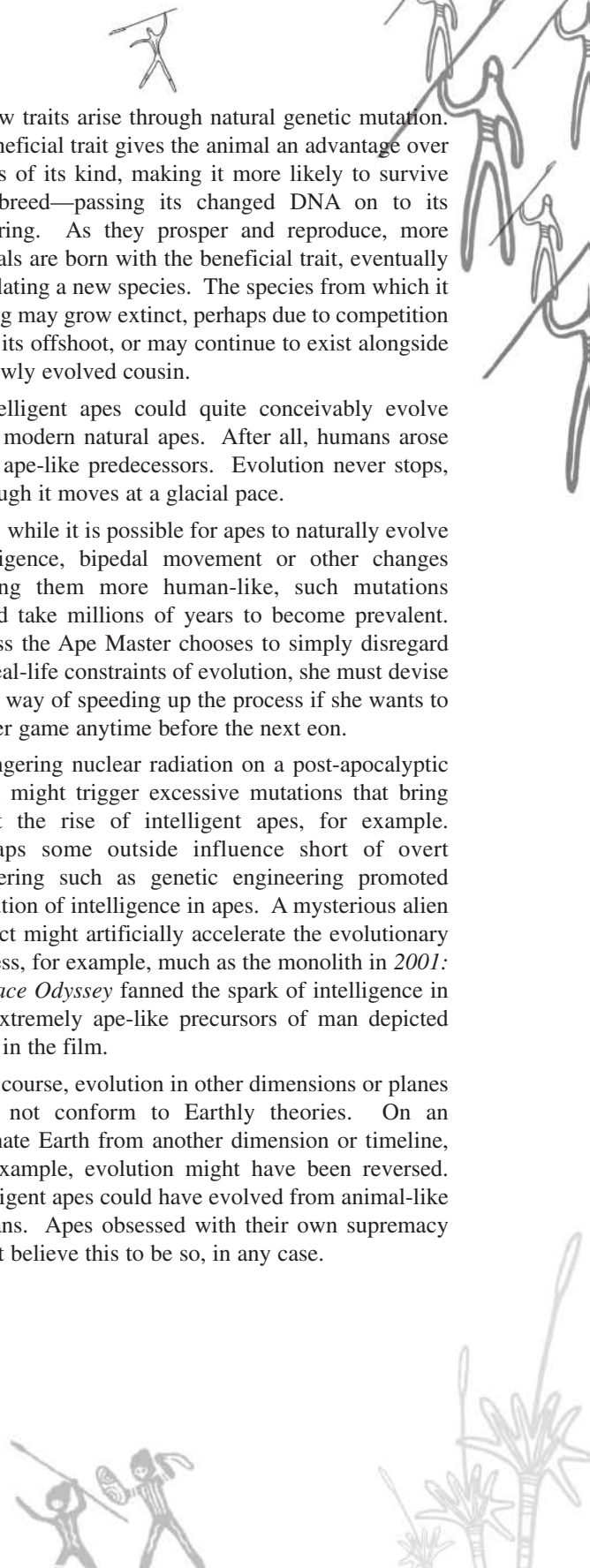
New traits arise through natural genetic mutation. A beneficial trait gives the animal an advantage over others of its kind, making it more likely to survive and breed—passing its changed DNA on to its offspring. As they prosper and reproduce, more animals are born with the beneficial trait, eventually populating a new species. The species from which it sprang may grow extinct, perhaps due to competition from its offshoot, or may continue to exist alongside its newly evolved cousin.

Intelligent apes could quite conceivably evolve from modern natural apes. After all, humans arose from ape-like predecessors. Evolution never stops, although it moves at a glacial pace.

So, while it is possible for apes to naturally evolve intelligence, bipedal movement or other changes making them more human-like, such mutations would take millions of years to become prevalent. Unless the Ape Master chooses to simply disregard the real-life constraints of evolution, she must devise some way of speeding up the process if she wants to set her game anytime before the next eon.

Lingering nuclear radiation on a post-apocalyptic Earth might trigger excessive mutations that bring about the rise of intelligent apes, for example. Perhaps some outside influence short of overt tampering such as genetic engineering promoted evolution of intelligence in apes. A mysterious alien artifact might artificially accelerate the evolutionary process, for example, much as the monolith in *2001: A Space Odyssey* fanned the spark of intelligence in the extremely ape-like precursors of man depicted early in the film.

Of course, evolution in other dimensions or planes need not conform to Earthly theories. On an alternate Earth from another dimension or timeline, for example, evolution might have been reversed. Intelligent apes could have evolved from animal-like humans. Apes obsessed with their own supremacy might believe this to be so, in any case.



Creationism

Creationists believe that God created humans and all other life by divine plan. Some reject evolution entirely, insisting that all life remains exactly as created by God in Eden, while others consider evolution an instrument of divine will. Of course, these beliefs are deeply rooted in religious faith despite efforts to cloak them in scientific rationale.

Creationism seems to leave little room for the rise of intelligent apes, at least on Earth, unless the Ape Master desires to delve into theological questions. Whatever their true origin, ape creationists might believe themselves to be formed in the image of their deity, and consider heretical any notion of a connection to humanity.

Or an ape-like deity on a fantasy world might create a race of intelligent apes to worship her. Perhaps a beast-like war goddess desired ape armies to battle the minions of rival deities in the temporal world in a bid for dominance in the heavens. The ambitious deity might seek to weaken her rivals in the land of the gods by destroying their followers.

A benevolent nature deity, on the other hand, could create a race of intelligent ape-like beings to guard the forests and natural wonders of the world. Or the apes could be the creation of a demon, or even be a race of demons themselves.

Foul, ancient beings of godlike power might create hideous mockeries of apes to serve them or simply as monsters to bedevil humanity. The loathsome gods of *Call of Cthulhu* and other stories by H.P. Lovecraft and others, for example, might find it amusing to torment mankind with gruesome ape-like creatures. These apes might have supernatural powers or even spell-casting abilities to help them carry out the insane wishes of their masters.

Genetic Engineering

A form of biotechnology, genetic engineering alters an organism by rewriting its DNA to induce whatever changes are desired.

All forms of life carry a genetic blueprint in their DNA. This code governs everything about the organism, from physical form to minor traits such as

hair or eye color. Genetic engineers can modify these traits, or even introduce new ones, by adjusting this genetic blueprint via gene-splicing and other sophisticated techniques. The tailored DNA can then be implanted in an egg and placed in a host womb to produce a new organism.

Changes can be as simple as a different eye color or as radical as adding wings to a horse. Because the revisions are made at the genetic level, they are passed on to future generations.

Further research on the brain will be necessary before intelligence-enhancing DNA changes are possible in real life, but that is hardly an obstacle to Ape Masters. Perhaps a secret lab or brilliant scientist has already overcome this problem. In a futuristic setting, of course, it may be ancient history.

In any case, genetic engineering presents an excellent rationale for the existence of apes possessing human-level intelligence or other human-like traits. The work of the mad scientist in *The Island of Dr. Moreau* by H.G. Wells, for example, could be considered genetic engineering, though of a much cruder sort than that possible using modern technology. In a series of science fiction novels by David Brin, chimpanzees and later gorillas become sentient through a process of genetic engineering known as “uplift” standing beside humanity in its exploration of the cosmos. His novel *The Uplift War*, in particular, focuses on intelligent chimpanzees caught up in an intergalactic conflict. The apes in the 2001 *Planet of the Apes* film gained intelligence through genetic experiments intended to produce better simian pilots for deep-space probes. And, as revealed in *Conquest of the Planet of the Apes*, the precursors of the ape rulers of the original series of films were enhanced by humans via genetic tinkering to be better pets.

But humans are not the only potential genetic architects of intelligent apes. Alien visitors to Earth might conduct a few genetic experiments of their own. Or such experiments might have occurred far in the past, creating secret enclaves of intelligent apes now hidden from modern humanity.

Eugenics

Eugenics is a primitive form of genetic engineering by which desired traits are added to the gene pool by selective breeding. Apes showing signs of intelligence, for example, would be bred to one another in hopes of producing smarter offspring. Such a process, though extremely slow to bear fruit, might be the only option open to early scientists lacking detailed knowledge of DNA or access to modern equipment.

Natural Intelligence

Maybe apes are already intelligent, and humans just do not know it. Stories about human children raised by apes or other wild animals, such as *Tarzan of the Apes* by Edgar Rice Burroughs or *The Jungle Book* by Rudyard Kipling, often credit animals with much greater intelligence than commonly supposed.

These apes are often of low intelligence, at least compared to humans, and may lack the power of speech—though not of communication. Grunts, gestures and body language might create a language as rich as any spoken tongue while going unrecognized by humans smug in their own superiority. Only those raised among the apes would be able to understand this simian language.

On another tack, some real-life apes, such as Koko the gorilla, have been taught sign language. While they appear to be able to communicate abstractions such as thoughts and feelings, indicating intelligence, this has not been definitively proven. Kanzi the bonobo can communicate with a trainer using a keyboard of a hundred or more symbols, and Washoe, like Koko, was taught sign language. Cynics claim that they were just repeating gestures from the trainer, but definite signs requesting food and drink have been seen. Unfortunately, this looks to be the limit of the ape's intelligence, as they are unable to progress onto questions such as "what's that?" and "why?"

Despite this limitation, apes have shown a trait that is only found in humans—the sense of self. An ape can recognize itself in a mirror and even use it to

guide its hand to remove marks from its face. No other species is capable of this—even monkeys consider their reflection to be another monkey.

Signing apes are another potential example of simians with natural intelligence unknown to, or at least not wholly accepted by, humans.

Speech

The other hallmark of simian races in stories of intelligent apes, spoken language further separates the apes from their animal ancestors and puts them on par—or even above—humankind. Natural apes appear to communicate to some degree by calls, facial expressions and gestures or postures. But they are incapable of spoken language. Some scientists attribute this to vocal chords not adapted for speech, while others theorize that ape thought processes are simply not geared to spoken language.

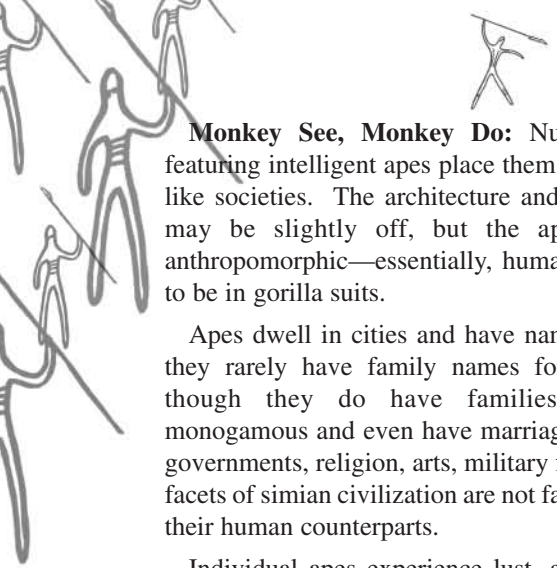
As with intelligence, the origin of spoken language in intelligent ape races might be attributable to alien experiments, evolution, genetic tinkering or some other cause. The apes in both the original and recent *Planet of the Apes* films spoke English because they arose from human civilizations. Apes from a parallel Earth or alien world where humans have always been mute, or never even existed, most likely would speak a language of their own devising. Cast Members from a human-dominated Earth might have to learn this new simian language in order to communicate. Or, in the finest cinematic tradition, the Ape Master might dispense with plausibility on this point and simply decree that the apes speak English anyway.

Culture

The next step in coming up with an Apeworld involves devising the culture of the intelligent apes, as well as that of the native humans, if any.

Ape Culture

Defining the culture of the dominant apes on a simian world helps set the tone for all creative efforts to follow.



Monkey See, Monkey Do: Numerous stories featuring intelligent apes place them in very human-like societies. The architecture and clothing styles may be slightly off, but the apes are highly anthropomorphic—essentially, humans who happen to be in gorilla suits.

Apes dwell in cities and have names. Curiously, they rarely have family names for some reason, though they do have families. They are monogamous and even have marriage rituals. Jobs, governments, religion, arts, military forces and other facets of simian civilization are not far removed from their human counterparts.

Individual apes experience lust, greed, ambition, fear, courage and other human emotions. And they worry about politics, war, pollution and other concerns that occupy humans as well.

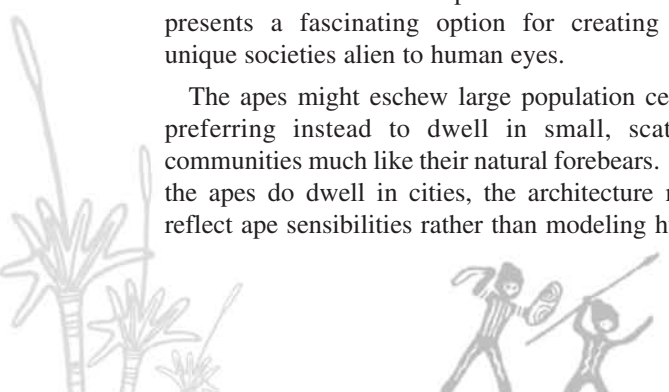
An ape society based on human cultures might arise in the aftermath of a simian slave rebellion or a war that wipes out most of humanity. Left to their own devices, the apes might fall back on emulating, or “aping,” human society as they rebuild an ape-centered civilization.

Anthropomorphic ape cultures are useful in that the Ape Master need not expend a lot of time devising a unique ape-centric society, nor in explaining it to her players. Everyone can just dive right into the action of the adventure.

Of course, the Ape Master need not limit herself to modern U.S. society when coming up with an anthropomorphic ape culture. An ape civilization patterned after the Vikings or Japanese samurai could be quite a twist to throw at players. Or, as discussed under Human Cultures (see p. 152), a feudal society with ape nobles and human serfs might be fun to explore.

Apes as Apes: A wholly ape-based culture tracing its roots back to natural ape behaviors in the wild presents a fascinating option for creating truly unique societies alien to human eyes.

The apes might eschew large population centers, preferring instead to dwell in small, scattered communities much like their natural forebears. Or, if the apes do dwell in cities, the architecture might reflect ape sensibilities rather than modeling human



urban centers. Buildings could be designed for ease of climbing, for example, with sleeping quarters found in lofts harkening back to the tree nests of wild apes. In fact, the ape homes in *Battle for the Planet of the Apes* were built entirely in the trees, much like a child's treehouse.

An ape-centered society might be split into castes, with chimpanzees as the intellectual class, gorillas as the military or heavy laborers, and orangutans as the leaders. Or some apes might be considered second-class citizens, such as less-intelligent gibbons.

The apes might also have their own religions, perhaps based on the teachings of an early lawgiver or centered on the concept of ape superiority over lowly or primitive humans.

Additional cultural cues can add depth and nuance to an ape society. Cuisine, art and music provide useful insights into a culture. In the science fiction novel *The Uplift War*, for example, intelligent chimps favor drumming as a form of music.

The physiology of the ape races can also help the Ape Master design their society. Natural apes, for example, cannot swim due to the lack of buoyancy in their dense bodies. Races of intelligent apes with this drawback might build cities with wide, exceptionally sturdy bridges over any deep waterways. Railings and fences might further protect passers-by from falling into the dangerous waters. The apes might never develop boats or ships, or at least not until surefire life jackets are feasible.

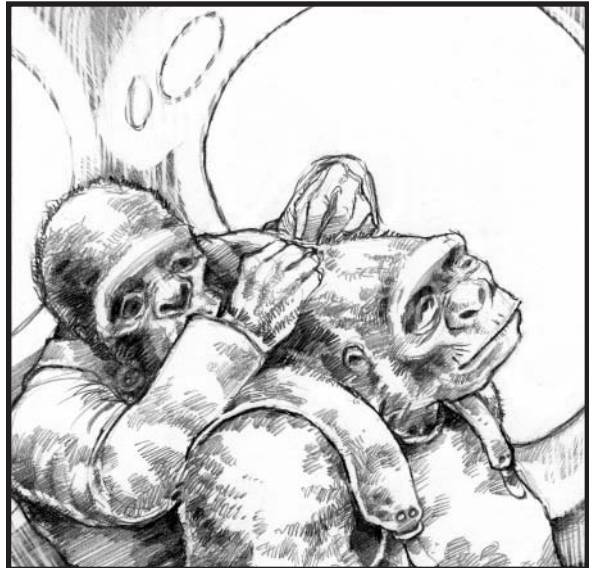
Customs could be derived from the behavior of apes in the wild. Here are a few basics of natural ape behavior that could easily be adapted to form the basis of an ape-centric society. Ape Masters interested in doing more research on wild ape behaviors that might be incorporated into original Apeworlds can find several reference books online or at a local library.

Dominance: While apes do occasionally fight, they rely primarily on dominance displays, such as charges, to intimidate rivals and force submission to their will. Gorillas and chimpanzees in particular use dominance displays to keep subordinate apes in line.

A chimpanzee, for example, will scream, slap itself, stamp its feet, throw debris and sway branches before running upright directly at a foe or foes. This display typically ends with the threatened chimp making a series of submissive gestures to placate the angry ape. It should be noted that chimps are the most violent of apes, being the only ape who will hunt and kill animals for food, mainly preying upon monkeys and even small antelope! Their dominance is often proved by sending raiding parties and expeditions into neighboring territories to kill rival males. So much for the chimps always being portrayed as the human sympathizers and peace-lovers in the movies!

This method of resolving disputes and establishing dominance could carry over into an intelligent ape culture. Apes closer to their animalistic past might continue to make bluff charges as described above, while more refined apes might find new ways to intimidate rivals.

Grooming: Many wild apes engage in mutual grooming, a behavior with both practical and social benefits. The apes meticulously part each other's hair, using lips or fingers to search for parasites, flaking skin and irritating vegetation, such as burrs. This seems to be very relaxing for the apes, as well as a way of bonding between parents and young, or between unrelated adults. Grooming sessions may last up to two hours.



Monkeys

Intelligent monkeys? Evidence has proved that monkeys are inferior to apes in many ways, especially in their deductive reasoning and their sense of “self.” Even so, monkeys have been an important element of literature. The legend of the monkey-king, the classic trickster, from Eastern tales has been told for generations and popularized by an eponymous TV show. Any intelligent monkeys in the Terra Primate settings would be inquisitive, selfish and troublesome. They would also be nowhere near as intelligent as the dominant species. As proven in the latest incarnation of *Planet of the Apes* (2001), calling an ape a “monkey” is a great insult and a sure way to get yourself injured.

Creative Ape Masters may generate monkey characters using the Ape Creation rules from Chapter Six: *Going Ape* (see p. 160), using the monkey template from the Appendix (see p. 234) as a starting point.

In an intelligent ape society, grooming rituals might persist as a way of showing affection and trust. Ape versions of massage parlors where they go for pleasure grooming might be developed.

Mating Habits: Mating habits vary among wild apes, with each species taking a slightly different approach to questions of bonding, selecting sexual partners and child rearing.

Gibbons are the only apes that pair bond in the wild. Mated gibbons often call to each other with a loud hooting sound. They are monogamous and both parents raise the children in a nuclear family group.

Gorillas are polygamous, with a strong male attracting a harem of females that he protects against rival males. Subordinate males, usually offspring, are allowed to remain with the band, but the dominant male has absolute breeding rights with all sexually mature females. This causes the subordinate males to leave the group on reaching sexual maturity in hopes of finding female apes of their own to begin a new group. Mothers provide most care to any offspring, though the father protects and plays with the baby gorillas.

Chimpanzees are promiscuous. Male and female chimps have numerous sexual partners without forming significant bonds to any of them. Dominance plays a slight role, as higher-ranking males have better access to females during estrus,

when they are most likely to conceive. On rare occasions a male chimp may lure a female away from the community and court her for a period of time, briefly forming a monogamous pair until she conceives and both return to the larger chimpanzee community. Females also sometimes travel to other communities to mate, and then return to their home community. Paternity is usually impossible to determine in a chimpanzee community and males have almost no role in caring for the young.

Unsociable orangutans do not form communities or even families. A solitary male orangutan may have a large breeding territory and mate with several nearby females year-round. They do not bond, and the mother raises her offspring alone.

Needless to say, adapting these natural behaviors could create a society of intelligent apes very different from any human culture. Gorillas could be polygamous, chimpanzees might form group marriages and orangutans would be predominantly sexually active singles.

Apes in the wild do not mate outside their species—for one thing, they all dwell in different habitats and rarely come into contact with one another. But this could change in the close quarters of an ape city populated by all kinds of simians. On the other hand, religious or cultural taboos might frown on inter-species dalliances leading to a *Romeo and Juliet* storyline of different species.

Human Culture

Humans inhabiting worlds ruled by intelligent apes often have their own culture distinct from their simian overlords. Fiction and films about intelligent apes have presented all kinds of native human societies on Apeworlds, giving the Ape Master a number of interesting choices.

Primitive Tribes: Native humans on many Apeworlds dwell in primitive tribes, and may be hunted by the apes. Often inhabiting wilderness regions, these humans sometimes possess only low intelligence or lack the power of speech. Regardless of their intellect or communication skills, they may be considered animals by the apes.

Simple hunters and gatherers, primitive humans subsist on fruits, nuts, berries, roots and sometimes meat. Women and children may collect insects, grubs or other food as well. Tribes living near communities of apes may raid croplands for food, spurring reprisals from simian soldiers.

Barely a step above animals, some human tribes lack knowledge of fire or rudimentary tool-use. Slightly more advanced tribes may use fires for cooking and warmth. Arrows and spears of chipped rock, grinding rocks and other primitive technologies are also possible. Some tribes may keep dogs to aid in hunting, but other domesticated animals are rare.

The danger of being hunted or enslaved by apes keeps most human tribes on the move. A few—far from centers of simian civilization—may settle down in crude villages.

Humans in ape society may be slaves at best, or experimental animals. This seems to be the default in many stories of intelligent apes, including several of the original *Planet of the Apes* films and the 2001 version of *Planet of the Apes*. Ape Masters should not limit themselves to the ape movies as inspiration however. Any tale of slaves overthrowing their masters would be excellent source material. Think *Spartacus* or *Gladiator* or even *Conan the Barbarian*.

Feudalism: A feudal society in which humans are not treated as slaves or animals, yet are not equal to apes presents an interesting twist on human cultures in ape-dominated worlds.

Humans could be serfs and peasants under the rule of ape nobles. They are not mute or unintelligent, although they are typically kept illiterate and ignorant. Farmers, laborers and servants, humans have few rights but are not wholly slaves. The fruits of their labor go to benefit their ape rulers, in the form of either direct appropriations or taxes, though humans are generally permitted to keep enough food and craft products to meet their own needs—if barely.

In a feudal ape society, humans are tied to the land. They are not free to move to another town or work for another noble if they so desire. But unlike outright slaves, they typically go about their daily lives with less direct interference by the apes—so long as their taxes and other obligations are met.

Feudal humans typically dwell in small villages of crude huts near the estates of their overlords. They often have a technology level similar to that of the apes, though access to weapons or expensive items will likely be limited.

Apes are the ruling class. Ape nobles hold fiefs populated by human serfs, and may owe allegiance to higher-ranking nobles. Simian nobles have the power of high and low justice over humans, and may mete out punishments, including death, for offenses real or imagined. Of course, an ape ruler who kills off his peasants for trivial reasons will soon have no one left to work his lands, giving the apes at least a practical reason to avoid wanton bloodshed.

The military and intellectual classes also consist of apes and, while lesser than nobles, still rank much higher on the social scale than humans. Other apes may or may not be permitted to kill or injure human serfs—not due to questions of justice, but for fear of offending a higher-ranking ape noble by depriving him of a valuable peasant.

Humans in feudal societies do not lead pleasant lives, but at least their days are generally free of the naked cruelty and degradation experienced by the enslaved.

The society in the short-lived *Planet of the Apes* television series seemed to follow a vaguely feudal structure. Humans lived in small villages and appeared to have some freedom, though apes clearly dominated. For example, apes could apparently injure or kill humans with impunity.

Civilized: Human cultures considered civilized by modern standards appear to be somewhat rare on worlds dominated by apes—normally, they are merely the briefly glimpsed home societies of the human heroes who seem to keep accidentally winding up on Apeworlds. Still, numerous tales of intelligent simians take place on our Earth.

Several stories of *Tarzan of the Apes*, including a number of films, send the jungle-dweller out into the civilized world, for example. Most recently the *George of the Jungle* movie did this. The film *Escape from the Planet of the Apes* brings three ape astronauts to the modern-day United States, while the subsequent *Conquest of the Planet of the Apes* takes place in a dystopian near-future city. The main characters of *Congo* are another example of humans hailing from a modern civilization.

On worlds dominated by civilized humans, apes are considered animals or, in darker stories, even treated as slaves. Sometimes, as in *Conquest of the Planet of the Apes*, the story climaxes with the apes throwing off their human oppressors to found new, ape-dominated societies.

Civilized humans reflect the era in which they live, whether the age of Victorian exploration featured in many pulp adventure tales, 20th century society or some other paradigm.

Futuristic: A handful of stories involve spacefaring human civilizations. The 2001 version of *Planet of the Apes*, for example, starts out aboard a human-crewed spaceship exploring a magnetic storm, while the Uplift series of science fiction novels by David Brin—particularly *The Uplift War*—features intelligent chimpanzees exploring and colonizing space alongside their human benefactors in a galaxy of ancient alien civilizations.

Futuristic human societies are often utopian in nature, with racial, religious and gender bias a thing of the past. Nationalistic rivalries have likewise been put aside, with all humanity united under a world government, if not an interplanetary or even interstellar one. The *Star Trek* TV series and films present one such vision of the future.

On the other hand, some stories present a dark, bleak future for humanity. A totalitarian government might try to control even the very thoughts of its

repressed citizens, as in *1984* by George Orwell, or humans might inhabit a crowded, decadent world of decaying morality and ruthless mega-corporations, as in *Neuromancer* by William Gibson or the film *Blade Runner*. Adding apes to such dystopian worlds might be an interesting twist. Perhaps they are given intelligence via bioware neural implants and enhanced with other cybernetic gear to serve as shock troopers for corporate security forces.

Survivors: The post-apocalyptic settings of some stories of intelligent apes present another intriguing possibility for human societies—mutated survivors eking out an existence amid the radioactive rubble of their cities. These humans are often more frightening than the apes! The endless hardships of post-apocalypse life, not to mention the rise of weird religions or lingering hatred for rebellious ape slaves, can twist these human societies almost beyond recognition.

Human survivors are often mutated in some way by the holocaust that brought about the fall of civilization. They may be horribly disfigured or possess psychic powers, for example.

Of course, Ape Masters need not limit themselves to nuclear devastation to end the world. A more modern take might involve a global plague sparked by biowarfare that wipes out most of the human race but leaves apes and other animals relatively unscathed. The handful of human survivors, struggling to stay alive after the collapse of civilization, watch in horror as apes take over the world.

Survivor societies often have access to bits and scraps of modern, or even advanced, technology left over from the end of the world. The mutant humans of *Beneath the Planet of the Apes*, for example, possessed a nuclear doomsday device capable of rendering the entire Earth lifeless.

Of course, the high-tech remnants of lost human civilization held by the survivors need not be so grandiose. On a world where apes carry bolt-action rifles, a few machine guns or grenades—let alone motorized jeeps or even tanks—can be extremely potent. After all, the human mutants in *Battle for the Planet of the Apes* nearly wiped out the ape village using only a handful of salvaged weapons and a few rattletrap vehicles.



Social Commentary

Authors and filmmakers have long used the idea of intelligent apes to present social commentary on a variety of topics captivating their human audiences.

Raised by apes, though not an ape himself, the savage King of the Jungle in *Tarzan of the Apes* and subsequent stories often seemed far nobler than the supposedly civilized hunters and treasure hunters who invaded his tropical realm. In this way, Edgar Rice Burroughs and others cloaked interesting questions about the alleged merits of civilization in the guise of adventure stories about Tarzan.

The original *Planet of the Apes* films, of course, had a strong element of social commentary, from winking caricatures of know-nothing bureaucrats or religious hypocrites to broad themes of inhumanity, racial inequality and the dangers of nuclear war.

Even the 2001 *Planet of the Apes* film, while far more action-oriented than its predecessors, touched on questions of racism, religious zealotry and even animal rights.

The Ape Master should consider the potential for social commentary as she devises ape and human cultures for her worlds. Perhaps the ape society might be designed to emulate an aspect of human behavior, a topical issue or recent events in the news. This could be played for laughs, such as having the Cast Members meet a conniving chimp televangelist, or used to provoke some thought on the part of the Cast Members—and maybe the players—about their own society.

Technology

The Ape Master has plenty of options when it comes to setting a technology level for the ape and human societies on her world. Most tales of intelligent apes seem to focus on a few key eras, but the Ape Master can draw inspiration from all of human technological history.

Technology levels are frequently mixed on Apeworlds, with humans often being more primitive than their simian overlords.

Stone Age

In a Stone Age culture, crude tools are constructed using wood and rock. Spears, axes and, in a slightly more advanced age, arrows, employ laboriously chipped stone blades—obsidian being a popular choice. Women may use grinding stones to crush acorns or nuts into a meal for cooking. Animals provide many raw materials, including hides used for clothing, tents, ropes and so forth. Primitive human tribes on ape-dominated worlds often have Stone Age technology.

Iron Age

Heralded by the discovery of iron working, the Iron Age makes possible many advances. Swords and other steel armaments now prevail, and metal armors provide enhanced protection. Other innovations include wheeled vehicles, such as chariots and wagons, as well as spun cloth for

clothing. Agriculture and widespread use of domesticated animals, including horses for riding, are also seen at this time. The apes of the 2001 *Planet of the Apes* film seemed to fall into this technological era.

Gunpowder Age

The invention of gunpowder muskets rates as the top achievement of the Gunpowder Age. The first firearms are black powder muskets, which fire a lead ball from an unrifled barrel. Notoriously inaccurate and phenomenally slow to reload, they are nonetheless a tremendous advantage in battle. Cannons are another product of this age.

The apes in the original *Planet of the Apes* film seemed to fall somewhere between the Gunpowder Age and the Steam Age. They appeared to have rifles rather than muskets, but did not possess steam engines.

Steam Age

The advent of steam engines, obviously, marks the start of the Steam Age. Locomotives and steamships make their appearance, but there are other technological advances as well. For example, firearms are now rifled, with grooves in the barrel causing the bullet to spin for greater range and accuracy. Telegraph communication is another recent innovation.

This technology level is most often seen in Victorian tales of adventure such as *Tarzan of the Apes* or stories in which human explorers discover lost tribes of intelligent apes in darkest Africa. But a world ruled by apes possessing early railroads and steam-powered ironclads might be an interesting twist.

Space Age

Automobiles, televisions, jets and rockets—the Space Age brings the use of modern technology to our Earth.

This is most often the home technology level of the human astronauts who wind up in an Apeworld, or the technology level for stories set on modern-day Earth, such as *Escape from the Planet of the Apes* or *Congo*.

An Apeworld in which the simians have a fully modern society and technology, such as the one glimpsed briefly at the end of the 2001 *Planet of the Apes* film, could present quite a challenge. Also, the apes in the animated television series *Return to the Planet of the Apes* seemed to have a reasonably modern level of technology, including automobiles and airplanes.

Beyond The Horizon

Futuristic technology levels are another option for the Ape Master, particularly for stories in which intelligent apes and humans explore the stars together, as in the Uplift series of books by David Brin.

In a near-future setting, spaceflight is commonplace and there are colonies on Luna and Mars. Many people dwell in space stations orbiting high above the Earth. Zero-G miners seek ores in the asteroid belt between Mars and Jupiter. Explorers seek life beneath the frozen seas of Europa and explore the smog-covered moon of Titan. No aliens have been encountered and faster-than-light travel remains an unfulfilled dream.

In this world, apes might be genetically engineered to boost their intelligence and help humanity explore the solar system. These efforts might be limited, geared toward creating expendable pilots for space probes, as at the opening of the 2001 *Planet of the Apes* film, or full-fledged projects seeking to create a new race of sapient beings from Earth.

In a far-future setting, limitations on faster-than-light travel have been lifted by discovery of warp drives, jump drives or some other means of fast interstellar travel. Humanity has colonies on worlds circling distant stars, and has made contact with many alien civilizations. Lasers, particle beam projectors and railguns are as common, if not moreso, than conventional firearms.

Intelligent apes in this world are likely to be fully sentient beings, uplifted by humanity—possibly with the aid of alien techniques or technologies.

Chapter Six



Going Ape



"I never met an ape I didn't like."

—Planet of the Apes (1968)

PLANS

There were only three of them left now.

Their rickety wagon lolled uneasily on its chipped, broken wheels as the weary mules pulled it along the dried-out riverbed. The sun-baked earth seemed to absorb and reflect the heat back at the travelers. The silence of the desert mocked the apes as they shifted uncomfortably in their stained armor and fatigues. They had left the jungle over a week ago and they mourned that decision more with every mile. They longed for its unceasing chorus of insects and birds and its shadowy lush vegetation. They longed for the company of their own kind and were tired of war. All apes were tired of war . . . but they could not rest until the humans had been forced back to their blighted cities.

The lone gorilla stood in the center of the wagon, his rifle at the ready. His name was Sefrort and his armor was streaked with the blood of enemies and allies alike. He scanned the trembling horizon with a quiet prayer to Sacred Jermyn on his lips. The two chimpanzees sat up at the front; one going over his mission notes, the other coaxing the mules onward.

The landscape resolved itself with aching slowness and revealed a desolate shantytown of rusted metal and petrified wood. Some distance behind the buildings a tall temple loomed, casting them into shadow. The younger of the two chimpanzees, an uncertain cavalryman named Ottombos, slowed the mules. His pistol was empty so he drew his saber and his knife.

A crippled gibbon ambled out of one of the buildings, dressed in rags and wearing a necklace made of bones. He babbled, "Ifin' yer don't be harmin' what's hers yer won't be seeing blood!"

"Tarimn, what do we do?" the gorilla hissed.

The older chimpanzee slowly stood, "Drop your weapons."

Ottombos did as he was ordered, but Sefrort shook his head, "Are you mad? This could be an ambush!"

Tarimn reached out and pushed the barrel of the gorilla's rifle down, "This is an ambush."

They streamed out of the ramshackle houses, moving with a predatory grace. The spears

and rifles they carried were decorated with scalps. Their near-hairless bodies were bronzed by the brutal desert sun. The ape warriors were surrounded in a heartbeat. The humans moved with precision; their weapons did not waver.

"Steady," Tarimn whispered, "remember the mission."

"Jermyn's Tears!" Sefrort voice was an appalled sob. "She's been training them."

Ottombos muttered, "They move like apes."

The three ape soldiers were disarmed and dragged from the wagon. The gibbon continued to jabber, "Ifin she didn't know you wuz comin' then I don't know what. Itn all be arranged now. She seen it like she sees so many things. Outin here . . . outin here she's like Prometheus fromin the old books. She'sum like Gaea from the scripture. They humans're worshipin' her because she's given 'em fire and life and war and wisdom."

As they were marched closer to the temple, the ape soldiers could see it was made of ivory-yellow brick and decorated with carvings of twisted shapes prostrating themselves before a robed masked figure. The gibbon would not enter the building but called after them, “You don’t be talkin’ to Bodge Loyar, you listen. She’s enlarged my mind. A priest an a soldier, she be a priest an a soldier.”

The interior of the temple stank of old sweat and incense. Shadows stretched across the walls, playing tricks with the ape soldiers’ eyes. A figure in the darkness gestured and Tarimn was dragged forward.

A shape emerged from the murk—a bloated orangutan. Her hide and face were a patchwork of old burns and scars. “You do not understand, do you?”

Even though he knew the answer elder the chimpanzee asked, “Are you Bodge Loyar?”

She picked at her wounds as she spoke, “They are not the humans you are used to fighting, are they? They’re not like the raiders that come from the city are they?”

Tarimn thought of the humans he was used to encountering: milky-skinned and rodent-like, with twisted bodies and savage appetites. No, these bronzed hunters were nothing like them. “They’re still humans,” he answered simply.

“They are not apes, they are not humans, they are a new thing.” She shifted uncomfortably. “Or perhaps they are an old thing.”

“Blasphemy.” Tarimn tried to take a step forward, but hairless hands grabbed and restrained him. One of his companions was mewling in terror. “What you’re doing here is blasphemy.”

“I was sent here to find a way to end generations of warfare.” Her face curled into a mask of rage. “Haven’t the

raids dwindled? Aren’t you here simply because the Priests of Kromtep find fault with my methods?”

The chimpanzee strained at his captors, but might as well have been held by chains. “They think you’ve gone insane. I think I agree.”

“I always knew they would send someone like you. An assassin.”

That word always made his hackles rise, “I’m a soldier.”

“You’re neither.” Bodge Loyar leaned back into the shadows and let them congeal around her. “You’re an errand boy, sent by merchants to collect a debt.”

With that the audience was over. The ape soldiers were dragged away.

Sefrort and Ottombos began caterwauling and struggling but Tarimn merely went limp. They weren’t being taken to their deaths—at least not yet. This madwoman had plans for them. He had seen them flashing behind her eyes like sparks.”



Ape Options

Humans are only part of the equation in *Terra Primate*—in many cases, a lesser part. Intelligent apes are in the spotlight as Adversaries, Supporting Cast and even Cast Members.

This chapter presents a complete set of rules for customizing ape races to fit any setting, even fantastic worlds of flying monkeys or ghost apes, and creating individual ape characters for those worlds.

Building a Better Ape

Terra Primate uses the basic **Unisystem** creation rules for ape characters. However, a twist is added, allowing Ape Masters to tailor ape races to their own worlds. After all, a handful of pitiful apes uplifted into intelligence by a mad scientist on a remote island will be very different from highly evolved intelligent apes with an elaborate civilization on some far-off planet.

Ape Masters or players create individual characters by starting out with a Pre-Heroic, Heroic or Powered Character Type (see p. 23), then applying a customized Intelligent Ape Quality or Intelligent Ape Drawback. Then the Ape Master or player buys Attributes, Skills and so forth as normal.

This chapter provides packages of Attributes, Secondary Attributes, Qualities and Drawbacks, and skills for four species of natural apes—chimpanzees, gibbons, gorillas and orangutans (see pp. 162-164).

These represent ordinary apes as they exist in the wild. From these bases, the Ape Master can devise his own Intelligent Ape Quality or Intelligent Ape Drawback packages tailored to his world by removing some Drawbacks, then adding new Qualities or Drawbacks, or even Powers (see p. 165). The resulting package is known as an Intelligent Ape Quality, if the total point cost is positive, or an Intelligent Ape Drawback if the point cost is negative. The Ape Master should give the new Intelligent Ape Quality or Intelligent Ape Drawback a name.

For example, Michael wants to create a race of intelligent chimpanzees who speak English and walk on two legs. Natural chimpanzees have the Drawbacks of Animal Communication, Animal Intelligence and Knuckle-walking, which preclude speech, rational thought or easy bipedal movement. Michael removes these Drawbacks to create a Neo-Chimp Quality that costs 12 points. Then he or his player applies the new Neo-Chimp Quality to a Character Type to design individual characters.

Apes in Nature

Apes are primates, just like humans and monkeys. Unlike monkeys, apes do not have tails. They also tend to be larger and more intelligent. Interestingly, apes and humans share 98 percent of the same DNA.

There are three types of great apes—chimpanzees, gorillas and orangutans. Gibbons are a lesser ape. Most ape species are threatened or endangered, due mostly to habitat loss but in some cases also because of poaching.

The Ape Family Tree

From the order of Primates, there are two main groups: Prosimians (which consist of Lemurs, Lorisids and Tarsiers) and Anthropoids.

Anthropoids split into two distinct families: New World Monkeys (such as Callitrichids [marmosets and tamarins], Cebids, Pitheciids and Atelids) and Old World Anthropoids.

Old World Anthropoids are split into two groups: Old World Monkeys (Cercopithecines and Colobines) and Apes.

The Ape group is divided into Lesser Apes—Gibbons (Siamang, Crested, Hoolock, Kloss's, White Handed, Agile, Pileated, Silvery and Mueller's), Great Apes (Orangutan and African Great Apes—Gorilla, Common Chimpanzee, Bonobo) and Humans.

Ape Intelligence

Considerable debate exists as to the IQ of apes. Some people credit apes with being nearly as intelligent as humans, while others contend they are merely clever animals.

Terra Primate takes a conservative position regarding the intellect of natural apes for rules purposes, treating them as animals incapable of rational thought. After all, if wild apes are already nearly as smart as humans are, intelligent apes are not much different from ordinary ones—they are not very shocking at all.

Natural Ape Qualities and Drawbacks

These are special Qualities and Drawbacks possessed by natural apes.

ANIMAL COMMUNICATION 2-POINT MENTAL DRAWBACK

Apes in nature seem to have a crude ability to communicate. Chimpanzees have 24 to 30 different calls, a variety of facial expressions and numerous gestures or postures which they use to communicate. A chimp searching for food will drum on trees to let other group members know which direction to travel, for example.

These forms of communication are extremely limited. Natural apes have the Drawback of Animal Communication to reflect this. Humans raised by apes, such as Tarzan, can also have this Drawback. This represents not so much an inability to speak but a total lack of exposure to spoken language.

ANIMAL INTELLIGENCE 10-POINT MENTAL DRAWBACK

Animals can be smart, but they lack the reasoning abilities of sapient species. They are able to use only the simplest tools (assuming they have the proper limbs to do so), have minimal or non-existent language capabilities, and are driven more by instincts than reasoning. Animals have an Intelligence Attribute, typically in the zero to four range, but their reasoning abilities are limited. Consult the Animal Intelligence Table below.

Animal Intelligence Table

Level	Abilities
-1 or below	Creatures of pure instinct, these animals cannot be trained or tamed. Insects and most fish species fall under this category.
0	The creatures can be trained and conditioned to act in non-instinctive ways, but can only perform simple tricks.
1	The animal is capable of numerous tricks, will recognize and remember verbal and visual cues, and can learn new behaviors to deal with changed circumstances. Cats and horses tend to fall in this range.
2	The creature can be trained in a variety of ways. Dogs and most monkeys and apes fall in this range.
3	The animal is able to develop some basic language skills and use simple tools. Higher apes and dolphins fall in this range.
4+	At this level, the line between animal and human intelligence blurs. The animal has an effective human Intelligence equal to his normal Intelligence -3 (i.e., an Animal Intelligence of 4 would give the creature an effective human Intelligence of 1). Cinematic animals, regardless of species, would have attributes in this range.

BRACHIATION**1-POINT PHYSICAL QUALITY**

Some apes, particularly gibbons and orangutans, are excellent climbers. In fact, they spend nearly all their time in the trees. The Brachiation Quality grants the ability to climb and swing through trees at full base Speed. Those without Brachiation move at the speed of their Climbing skill level divided by two. Humans who are raised by apes, such as Tarzan, may have Brachiation in some settings.

KNUCKLE-WALKING**2-POINT PHYSICAL DRAWBACK**

While natural apes can walk on their hind legs for short distances, they are most comfortable moving on all fours. This is known as knuckle-walking, since the ape uses its feet and the knuckles on its hands to move along the ground.

Bipeds can see farther, reach higher, travel longer distances and carry things while walking, so there are many disadvantages to being a knuckle-walker. Natural apes have the Drawback of Knuckle-walking to reflect these limitations.

Apes with Knuckle-walking move at one-third their base Speed when traveling on their hind legs only, or when trying to carry something in one or both hands.

NEGATIVE BUOYANCY**1-POINT PHYSICAL DRAWBACK**

Natural apes, unlike humans and some monkeys, cannot swim. Their dense musculature and low percentage of body fat do not provide enough buoyancy to stay afloat. Some zoologists speculate that the higher center of gravity in apes also interferes with swimming.

Apes with Negative Buoyancy are unable to swim. Any ape with this Drawback who ends up in water over his head sinks and drowns in a number of Turns equal to his Constitution (unless rescued). For obvious reasons, most apes with Negative Buoyancy also have the Drawback of Delusions (Phobia of Drowning)—sometimes to the point of suffering anxiety attacks near open water. In truth, this is not so much a delusion as a reaction of their rational fear. More human-like apes, modified via genetic engineering, evolution or other means, may not have this trait.

Chimpanzees

(*Pan troglodytes*)

Two kinds of chimpanzees exist in the wild: common chimpanzees and bonobos, or pygmy chimpanzees. *Terra Primate* covers only common chimpanzees. Pygmy chimpanzees are not suitable for Cast Members or Supporting Cast Members.

Wild chimps range in height from three and a half to five and a half feet (one-two meters), and weigh from 99 to 176 pounds (50-90 kgs). They have long arms with opposable thumbs, and opposable toes on their feet. Black hair covers the body, but not the face, palms or soles. At birth, chimps have pink skin, which darkens to black in adulthood. They move primarily on all fours or by swinging in trees, though chimps can walk bipedally for short distances. Chimps live up to sixty years in the wild and are omnivorous, dining mainly on fruit, insects and tender leaves. They also hunt monkeys and small antelope for food, sometimes working in a party of three to eleven.

Chimps inhabit the rainforests of central and western Africa. They live in communities of between fifteen and twenty, with no definite leaders. These communities are often split into numerous subgroups that are temporary and change in composition on a daily or even hourly basis. Most males stay in the community in which they were born, while females often migrate to other communities in adolescence. Chimps have a loose dominance hierarchy and engage in fierce territorial fights with other communities.

Inventive, perceptive and resourceful, chimps are tool-users. They often poke twigs into termite holes to feed, or use stones to crack hard seeds. Other uses of items found in their natural environment are devised as circumstances demand.

Chimps also have excellent color vision, keen depth perception and good hearing.

NATURAL CHIMPANZEE**1-POINT DRAWBACK**

This package is applied to a Character Type to create a natural chimpanzee. It has a total Drawback value of one.

Attributes: Chimps are stronger, more agile and slightly tougher than ordinary humans. Natural chimpanzees add +3 to Strength, +4 to Dexterity and +1 to Constitution. Chimps tend to be clever and quite perceptive, but gain no particular bonuses to these Attributes. These bonuses have a total cost of eight points.

Secondary Attributes: Wild chimpanzees have +20 Speed when running on all fours. Chimpanzees without the Drawbacks of either Knuckle-walking or Partial Biped are full bipeds and no longer move easily on all fours, losing this bonus. This Speed bonus costs two points.

Qualities and Drawbacks: Natural chimpanzees have Animal Communication (-2), Animal Intelligence (-10), Brachiation (1), Fast Reaction Time (2), Knuckle-walking (-2) and Negative Buoyancy (-1).

Natural Attacks: Chimpanzees have a natural bite attack that does one point of stabbing damage per Strength level. This attack costs one point.

Gibbons (*Hylobates syndactylus*)

Gibbons do not appear in most films or stories about intelligent apes, but they are apes. There are many different kinds of gibbons, though all are smaller than the great apes.

Wild gibbons are less than three feet (one meter) tall and weigh about fourteen pounds (7 kgs). They are covered in fur, usually dark brown or light buff, with distinctive white-furred face rings, hands and feet. Gibbon fur is extremely dense, on the order of 13,000 individual hairs per square inch, providing substantial protection from the elements. Gibbons have very long arms, with long, hook-like fingers and thin opposable thumbs. Remarkably quiet and agile, gibbons move primarily by swinging and

leaping through trees. They can jump across gaps of up to 30 feet (10 yards), but do not cross open water because they cannot swim. Gibbons are omnivores, dining chiefly on fruit, and live about 30 years in the wild.

Found in rainforests in Burma, Thailand, Malaysia and Sumatra, gibbons are the only pair-bonded higher primates other than humans. They dwell in small family groups. Male gibbons are not socially or physically dominant over females. Gibbons are strongly territorial, however. Bonded males and females call to each other with different “songs” for up to thirty minutes each day.

Gibbons are not especially intelligent—their songs, for example, seem to be innate, not learned.

NATURAL GIBBON**5-POINT DRAWBACK**

Apply this package to a Character Type to create a natural gibbon. It has a total Drawback value of five.

Attributes: Wild gibbons are incredibly agile, but are the least intelligent of the apes. Gibbons have +6 Dexterity, +1 Constitution and -1 Intelligence. These modifiers have a total cost of six points.

Secondary Attributes: Gibbons have no bonuses or penalties to Secondary Attributes.

Qualities and Drawbacks: Natural gibbons have Animal Communication (-2), Animal Intelligence (-10), Brachiation (1), Fast Reaction Time (2), Knuckle-walking (-2) and Negative Buoyancy (-1).

Natural Attacks: Gibbons have a natural bite attack that does one point of stabbing damage per Strength level. This attack costs one point.

Gorillas (*Gorilla gorilla*)

Gorillas are grouped into three species: western lowland gorillas, eastern lowland gorillas and mountain gorillas. Differences between the species are fairly minor, mostly involving habitat, so for ease of play a single listing in *Terra Primate* covers them.

A male gorilla stands up to five feet, nine inches (1.75 meters) tall and weighs up to 430 pounds (215 kgs). The gorilla has a stocky build with a broad

chest, a short trunk and longer arms than legs. Gorillas have a black to brownish-gray coat that turns gray with age. Older males have a silvery-white saddle on their coat, and dominant males are sometimes called silverbacks. Gorilla skin is jet black from birth. They live chiefly on the ground, but can climb trees to nest or reach food. They walk on all fours, though they can walk bipedally for distances of up to twenty feet. Gorillas have senses comparable to those of humans. They are omnivores, eating herbs, shrubs, vines and sometimes fruit. Gorillas in the wild have a lifespan of about 35 years.

Gorillas are found in African forests and forested mountains. They avoid open areas. Gorillas live in groups usually consisting of a single adult male, two to four adult females and two to five juveniles. Lone males are the only individuals that live outside these groups. Gorillas are normally shy, gentle creatures that spend most of their time feeding, resting and grooming. A male will protect his mates from other males, often by displays of chest-beating or charging meant to intimidate rivals.

Gorillas are thought to be fairly intelligent, but do not make and use tools as do chimpanzees.

NATURAL GORILLA 1-POINT QUALITY

In order to create a gorilla character, apply this package to a Character Type. It costs one point.

Attributes: Wild gorillas are phenomenally strong, adding +8 to Strength, +2 to Dexterity and +3 to Constitution. These bonuses have a total cost of thirteen points.

Secondary Attributes: Gorillas have +20 Speed when running on all fours. Gorillas without the Drawbacks of either Knuckle-walking or Partial Biped are full bipeds and no longer move easily on all fours, losing this bonus. The Speed bonus costs two points.

Qualities and Drawbacks: Natural gorillas have the Drawbacks of Animal Communication (-2), Animal Intelligence (-10), Knuckle-walking (-2) and Negative Buoyancy (-1).

Natural Attacks: Gorillas have a natural bite attack that does one point of stabbing damage per Strength level. This attack costs one point.

Orangutans (*Pongo pygmaeus*)

The word “orangutan” means “man of the forest” in Malaysian. Wild orangutans are three to four feet (one meter) tall and weigh from 200 to 240 pounds (100-120 kgs). They have a squat trunk and arms longer than their legs, are covered by orange fur, and have brownish skin. Adult male orangutans develop large cheek pads several years after reaching maturity. These large cheeks play a role in sexual attraction to females, and are also important for a very loud call used to mark territory and communicate with other orangutans. Orangutans are omnivores, but fruit forms a large share of their diet. Wild orangutans have a lifespan of about 35 years, but they can live up to 50 years in captivity.

Orangutans are found in tropical rainforests in Borneo and Sumatra, though they once also inhabited all of Indonesia, Malaysia and Southeast Asia, and parts of India and China. Orangutans live high in the trees and rarely come to the ground. Highly unsociable, most male orangutans are solitary, while females are found only with their young offspring. Orangutans are extremely territorial.

NATURAL ORANGUTAN 6-POINT DRAWBACK

This package can be applied to a Character Type to create a natural orangutan. It has a value of six.

Attributes: Wild orangutans are moderately strong and agile. They have +2 to Strength, +3 to Dexterity and +2 to Constitution. These bonuses have a total cost of seven points.

Secondary Attributes: Orangutans have no bonuses or penalties to Secondary Attributes.

Qualities and Drawbacks: Natural orangutans have the Drawbacks of Animal Communication (-2), Animal Intelligence (-10), Brachiation (1), Knuckle-walking (-2) and Negative Buoyancy (-1).

Natural Attacks: Orangutans have a natural bite attack that does one point of stabbing damage per Strength level. This attack costs one point.

Customizing Intelligent Apes

The Ape Master uses the Drawbacks and Powers presented here, and those from **Chapter Two: Of Apes and Humans**, to create races of intelligent apes to suit his particular world or genre. There are all kinds of intelligent apes in films or stories, from the animalistic, barely rational creatures uplifted by a mad scientist of *The Island of Dr. Moreau* to the extremely human-like apes of the original *Planet of the Apes* film.

Using these Drawbacks and Powers as tools, the Ape Master can design just about any race or races of intelligent ape he desires.

Special Ape Qualities and Drawbacks

The Ape Master can use this list of Special Ape Qualities and Drawbacks to customize intelligent apes for a particular world or setting. The Qualities or Drawbacks are applied to the natural ape packages covered earlier in this chapter to create new races of intelligent apes.

Individual apes may also have any of the Qualities and Drawbacks covered in **Chapter Two: Of Apes and Humans**. For example, a gorilla general may have the Zealot Drawback to reflect his desire to wipe out the human race, while an orangutan bureaucrat might have the Contacts Quality. In addition, Qualities and Drawbacks from that chapter may be applied to entire species of intelligent apes if the Ape Master desires. For example, gibbons may be treated as second-class citizens in a particular ape society. Thus, all gibbons have the Minority Drawback in such a setting.

For examples of customized ape races, as well as individual apes, see the various Apeworlds of **Chapter Seven: It's a Planet of Apes!**

AGGRESSIVE 1-POINT MENTAL DRAWBACK

Apes in the wild tend to be peaceful. They put on violent displays to intimidate rivals, and incidents of apes killing other apes are not unknown. But apes spend most of their time foraging for food, bonding by grooming each other and lazing about. This particularly applies to gorillas, who tend to be extremely gentle creatures despite their fierce reputation.

The Ape Master may desire a more active, even violent, breed of intelligent apes. Intelligent gorillas, for example, are often depicted as being far more belligerent than their peaceful natural cousins.

The Aggressive Drawback gives apes, or particular species of apes, an extremely pugnacious outlook at odds with the quiet demeanor of natural apes. These apes strive constantly to assert dominance over others. They pursue their goals with great vigor, and are prone to violence.

Aggressive apes suffer a -1 penalty to all Social skill tests to reflect their impatience with social niceties.

ATAVISM 1-POINT MENTAL DRAWBACK

Even intelligent apes may revert to animalistic behavior in moments of great stress or fear, arousal or emotion. They may leap wildly about, begin hooting or shrieking loudly, flee in panic or exhibit other irrational behavior.

The Atavism Drawback creates apes with a veneer of intelligence that sometimes cracks to reveal their animal heritage. An ape with Atavism must make a Difficult Willpower Test when faced with extreme stress or fright. Failure indicates the ape reverts to unreasoning animalistic behavior for D10 Turns.

CARNIVORE 1-POINT PHYSICAL DRAWBACK

In nature, apes are omnivorous. Diet varies by species, but generally centers on fruit, leaves, blossoms, seeds, stems, bark, resin and honey. Insects, eggs and, very rarely, meat comprise a small part of the ape diet.

But there are some legends of carnivorous apes. This Drawback creates a species of meat-eating apes.

Carnivores tend to be more aggressive than omnivores. They are also typically skilled at hunting prey. Apes with this Drawback are likely to be very dangerous to human Cast Members.

Carnivores tend to be more volatile than herbivores or omnivores. Apes with this Drawback must make a Simple Willpower Test whenever stressed or hungry. Failure indicates the ape becomes violently angry, and may attack the object of its frustration.

IMPAIRED SPEECH

1-POINT PHYSICAL DRAWBACK

Not all intelligent apes are adept at communicating by spoken language. Early experiments in genetically engineering smarter apes, for example, might produce simians barely capable of speaking coherently—whether due to vocal chord deficiencies or imperfect speech-processing centers in the brain. Apes with this Drawback have a hard time making themselves understood. Their voices are rough and gravelly. They may also have a limited vocabulary or a difficult time forming sentences, particularly when excited or under stress. On some worlds, humans may have Impaired Speech.

LOW INTELLECT

2-POINT MENTAL DRAWBACK

Some stories of intelligent apes feature races that are smarter than normal apes, but still have a limited intellectual capacity. This Drawback sets a maximum Intelligence of two for apes. In some Apeworlds, it is the humans who have Low Intellect!

PARTIAL BIPED

1-POINT PHYSICAL DRAWBACK

Natural apes are not built to walk upright comfortably, although they can do so for short distances. Walking easily on two legs requires changes to the spine, pelvis, thighbone, knee joint and foot. One of the more important changes lines the opposable toe of natural apes up with the other toes, creating an arch that acts as a shock absorber. Without this change, bipedal apes have difficulty walking long distances. Of course, this twist could work to the Ape Master's benefit by creating intelligent apes that blend some human traits with some ape-like characteristics.

This Drawback reflects a midpoint of human-like bipeds and natural ape-like knuckle-walking. Partial bipeds retain the opposable toe, but possess altered spines and legs allowing them to walk erect for longer distances and times than natural apes. They may have a stooped posture or peculiar gait. Apes with this Drawback move erect at half their base Speed, and at their full Speed on all fours.

The Knuckle-walking Drawback cannot be purchased with Partial Biped. It is assumed if Partial Biped is applied to a template that already has Knuckle-walking, Partial Biped replaces that Drawback.

RACIAL MEMORIES

8-POINT MENTAL QUALITY

On some worlds, one or many apes might possess not just individual memories, but the memories of all their ancestors as well. This racial memory could provide a tremendous advantage in recalling events or knowledge from long ago. The ape can draw on this past knowledge by making a combined Intelligence and Willpower Test, at a cost of one Essence Point. The ape can gain a +1 with any unskilled Task, representing a flash of insight from racial memories, but this only applies to skills the ape's ancestors might reasonably have possessed. The Racial Memories Quality is based on the Old Soul Supernatural Quality (see p. 46).

Ape Powers

The apes in most of the popular Apeworlds do not have powers. They are simply intelligent apes of one kind or another. But there are a few stories of intelligent apes with powers beyond those of apes or humans alike. The list that follows present some of the possibilities; the psychic powers in **Chapter Two: Of Apes and Humans** are also available for the same costs.

ARMOR

VARIABLE POWER

Apes with exceptionally thick hides providing some armor protection are possible. Armor costs one point per level of Armor Value. Note that only very weird apes have natural armor stronger than a leather-armor equivalent.

Enhanced Size

Some intelligent apes in films or stories are larger than their natural brethren, whether due to evolution, genetic tinkering or the need to fit human actors into ape costumes.

For each one foot added to the average height of a natural ape, add +1 Strength to the natural ape racial package. The result is the intelligent ape's normal height.

This works fine unless we are talking Mighty Joe Young or King Kong sizes. Certain modifiers should be taken into account when gigantic creatures are involved. Consult the table below to see the difference in size when combat is involved. As a general rule of thumb, for each stage up the scale, the attacker receives the difference as a bonus to hit. After all, the Tokyo troops found it easy to hit Godzilla or Kong, just that it never had much effect. The troops are four stages lower than Kong-sized on the chart, so they get a +4 bonus to hit. The same works in reverse; if Kong wanted to grab a single running human, the difference in size is a penalty to hit (to reflect the different speeds due to scale), in this case -4.

Size Comparison Chart

Monstrous	(Kong, Godzilla)
Vast	(Mighty Joe Young, T-Rex)
Huge	(Elephant)
Large	(Rhino, Hippo)
Human	
Small	(Natural Chimp)
Petite	(Cat, Capuchin Monkey)
Tiny	(Marmoset, Hamster)
Minute	(Beetle)

CLAWS**2-POINT POWER**

Natural apes have hands, not claws. But apes with clawing attacks are possible—perhaps as mutants in an irradiated post-holocaust world or monsters in a fantasy setting. Apes with the Claws Power have no modifier to hit in close combat and do D6(3) x Strength in armor-piercing, slashing damage.

FLIGHT**2-POINT POWER**


The winged monkeys of *The Wizard of Oz* possessed the power of flight. So did the clarkars, intelligent winged apes in the *Elric* stories by Michael Moorcock. This power gives apes a set of wings capable of carrying them aloft. Normally only

chimpanzees, or possibly gibbons, are given this power—gorillas and orangutans are too heavy to be supported by natural wings, no matter how large.

Winged apes fly at their base Speed. Flight counts as Very Hard Work on the Endurance Loss Table (p. 112).

**INCORPOREAL
10-POINT POWER**

A weird race of supernatural ghost apes might possess the power to become intangible, like phantoms. The Incorporeal Power allows apes to become completely intangible at will. This transformation takes two Turns of concentration to effect. In their incorporeal form, the apes cannot affect or be affected by the material world. They are unharmed by physical



attacks and ignore physical obstacles. Only pure Essence attacks or psychic attacks damage them. The apes expend five Essence Points per minute when in incorporeal form, and do not start to recover the lost Essence until they rematerialize.

JUMP **VARIABLE POWER**

In some stories, such as the 2001 *Planet of the Apes* film, apes can leap incredible distances. For each point spent, the ape adds +10 yards (meters) to its normal broad jumping distance and +10 inches to its normal high-jumping height (see p. 27).

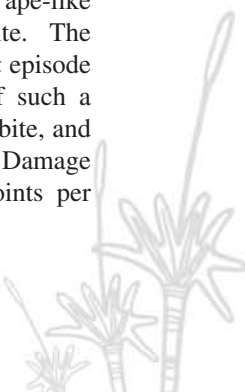

REGENERATION **VARIABLE POWER**

This power gives the ape an unnaturally quick ability to heal any wounds it may sustain. Regeneration can be purchased at varying levels, sometimes allowing the ape to heal massive amounts of damage in a matter of seconds, while others may lay in a comatose state until regeneration restores the ape to its full health.

For two points, the ape can regenerate one Life Point per level of Constitution per minute. For five points, the ape can regenerate one Life Point per turn. Each additional point after five increases the regeneration rate by one point per turn. For example, to create an ape who regenerates six Life Points per turn would cost ten points. At these rates, the healing is clearly visible. A gunshot wound closes in a few seconds. This power does not make the ape immortal, however. Regeneration does not “kick in” until the end of the Turn (or minute), so if the character is reduced to -10 Life Points, he still needs to pass Survival Tests normally. No amount of regeneration will help the character if he is killed.

VENOM **VARIABLE POWER**

A bizarre offshoot race of apes, or perhaps ape-like alien creatures, might have a venomous bite. The alien mugato in the original series *Star Trek* episode “A Private Little War” is one example of such a creature. Ape venom is always injected by bite, and does corrosive damage per the Corrosive Damage Table (see p. 105). Venom costs two points per Strength Rating of the poison.



Optional Intelligent Ape Creation System

The full **Unisystem** character creation process for apes involves selecting a Character Type, applying a customized Ape Quality or Ape Drawback to it, and then building each character. This requires the Ape Master to pick or create the Intelligent Ape Quality or Drawback packages beforehand.

Terra Primate also includes a streamlined template system for creating intelligent ape characters. The Ape Master takes a template of Attributes, Secondary Attributes, Qualities & Drawbacks, and skills for natural apes, then applies new Qualities, Drawbacks, Powers and skills to create a completed character in one step. This process is recommended only for creating minor Adversaries and Supporting Cast, however. Major characters and Cast Members should be built using the full character creation process.

Think of it as though the characters are actors in a movie. Key players—any ape Cast Members, the human-hating gorilla general and the friendly chimp scientist, for example—get deluxe makeup jobs. They are built using the full ape creation process. Bit players—nameless gorilla soldiers or orangutan bureaucrats, for instance—get pullover masks. They can be constructed using the simplified template rules to save time.

Since point totals are only important for Cast Members, the Ape Master need not worry about the point costs for Adversaries or Supporting Cast unless he wants to calculate them for comparison purposes. The Ape Master should be careful not to make the Adversaries too powerful compared to the Cast Members. The average gorilla is three or four times stronger than most humans and even chimpanzees are dangerous when in combat. Adding in Qualities and skills can make such an ape very deadly.

Natural Ape Templates

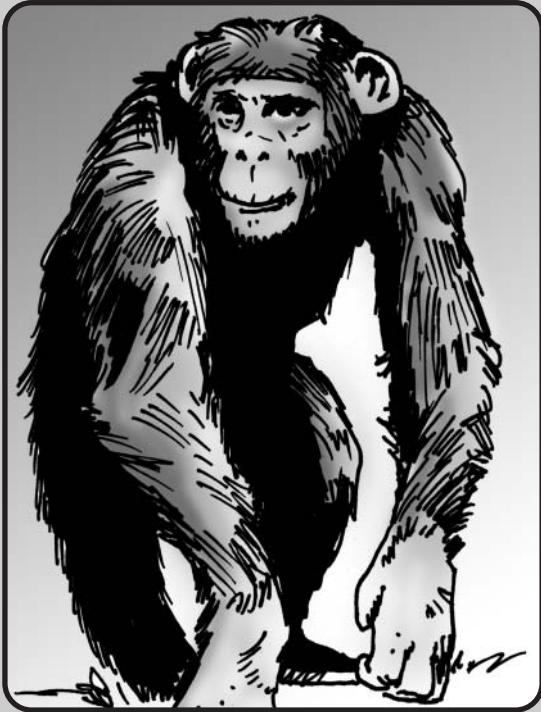
These templates present complete characters for natural apes.



Zombie Apes

Intelligent apes can become living dead just as easily as humans. Voodoo spells, weird chemicals, ancient curses or bizarre viruses might cause the corpses of intelligent apes to rise from the grave to devour the living. Or the mummified remains of an ancient race of intelligent apes might rise as zombies to defend their tombs against interlopers.

A *Unisystem* companion game, *All Flesh Must Be Eaten*, contains a wealth of information on creating zombies. The Ape Master should start with the basic Ape Quality or Ape Drawback that has been devised for living intelligent apes in a particular Apeworld. The zombie Aspects from *All Flesh Must Be Eaten* can then be applied to the package to create an ape of the living dead—defining the zombie ape's vulnerable spots, intelligence, senses, appetite and so forth. The Power level of these Aspects are added or subtracted from the basic Ape Quality or Drawback (and may even transform it from one to the other). The modified zombie Ape Quality or Drawback can then be applied to a Character Type to create specific apes of the living dead.



Chimpanzee Template

Strength 5	Constitution 3
Dexterity 6	Intelligence 3 (animal)
Perception 4	Willpower 2
Life Points 42	Endurance Points 35
Speed 9/38*	Essence Pool 23

Qualities/Drawbacks: Animal Communication, Animal Intelligence, Brachiation, Fast Reaction Time, Knuckle-walking

Skills: Climbing 5, Survival (Jungle) 3

Natural Attacks: Chimpanzees have a natural bite attack that does one point of stabbing damage per Strength level. This attack costs one point.

* The first number reflects bipedal movement, while the second covers quadrupedal movement. Secondary Attribute bonuses are already added. See the Knuckle-walking Drawback for information on penalties to bipedal movement.



Gibbon Template

Strength 2	Constitution 3
Dexterity 8	Intelligence 1 (animal)
Perception 3	Willpower 2
Life Points 30	Endurance Points 26
Speed 7/22*	Essence Pool 19

Qualities/Drawbacks: Animal Communication, Animal Intelligence, Brachiation, Fast Reaction Time, Knuckle-walking

Skills: Climbing 6, Stealth 4, Survival (Jungle) 3

Natural Attacks: Gibbons have a natural bite attack that does one point of stabbing damage per Strength level. This attack costs one point.

* The first number reflects bipedal movement, while the second covers quadrupedal movement. Secondary Attribute bonuses are already added. See the Knuckle-walking Drawback for information on penalties to bipedal movement.



Gorilla Template

Strength 10	Constitution 5
Dexterity 4	Intelligence 2 (animal)
Perception 2	Willpower 3
Life Points 70	Endurance Points 59
Speed 6/38*	Essence Pool 26

Qualities/Drawbacks: Animal Communication, Animal Intelligence, Knuckle-walking

Skills: Climbing 2, Intimidation 2, Survival (Jungle) 4

Natural Attacks: Gorillas have a natural bite attack that does one point of damage per Strength level. This attack costs one point.

* The first number reflects bipedal movement, while the second covers quadrupedal movement. Secondary Attribute bonuses are already added. See the Knuckle-walking Drawback for information on penalties to bipedal movement.



Orangutan Template

Strength 4	Constitution 4
Dexterity 5	Intelligence 2 (animal)
Perception 3	Willpower 2
Life Points 42	Endurance Points 35
Speed 6/18*	Essence Pool 20

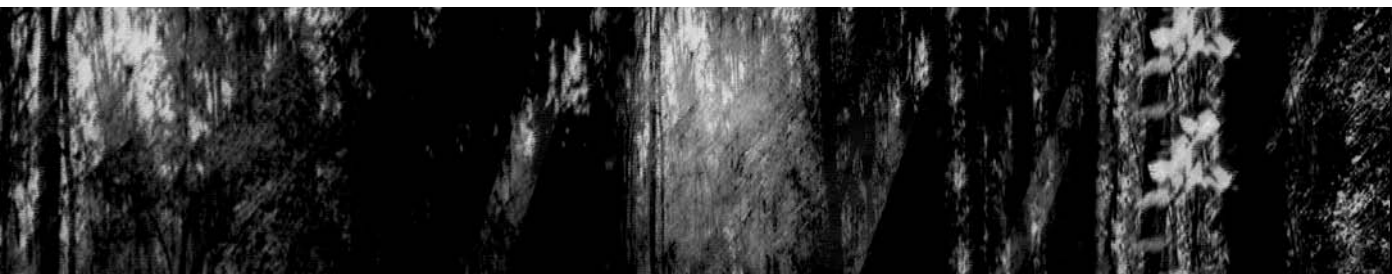
Qualities/Drawbacks: Animal Communication, Animal Intelligence, Brachiation, Knuckle-walking

Skills: Climbing 4, Survival (Jungle) 4

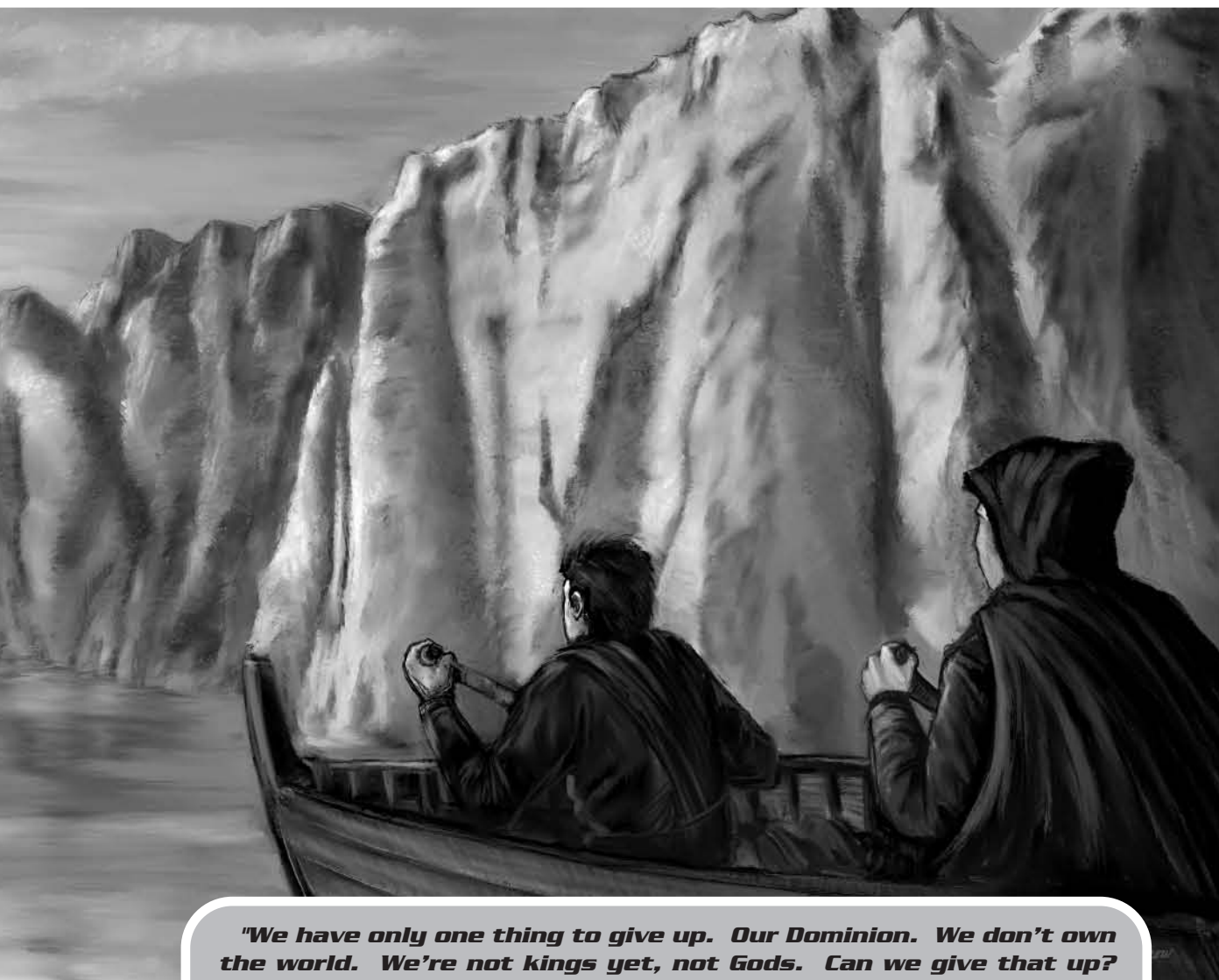
Natural Attacks: Orangutans have a natural bite attack that does one point of damage per Strength level. This attack costs one point.

* The first number reflects bipedal movement, while the second covers quadrupedal movement. Secondary Attribute bonuses are already added. See the Knuckle-walking Drawback for information on penalties to bipedal movement.

Chapter Seven



It's a Planet of Apes!



"We have only one thing to give up. Our Dominion. We don't own the world. We're not kings yet, not Gods. Can we give that up? Too precious all that control? Too tempting being a god?"

—Instinct



Apeworlds

Apes rule.

And, most of the time, not just in the figurative sense. This chapter presents nine worlds in which intelligent apes play a key role. In most cases, they are the dominant civilization on their world. In some worlds, the apes are almost human-like, while in others they are closer to their animal origins. Each world presents a different perspective on the basic idea of intelligent apes. They are set in a variety of eras, with a variety of technology levels and societies.

Stories of intelligent apes, however, share certain constants—beyond the intelligent apes themselves, of course! Whether they concern hidden cities of smart primates or alien worlds of talking apes, these stories often feature protagonists who are outsiders stumbling unexpectedly upon a bizarre simian society. The history of the society, the ins and outs of the particular culture or cultures of the apes, and the evolution of ape intelligence are often key secrets to be uncovered during the story. Along with dodging hostile apes, protagonists typically spend much of their initial time in the world just trying to figure out what's going on, how they fit in, and how to undo whatever mess they have created by their presence.

In keeping with this concept, many of these world descriptions leave the final say on the nature of the world, method of travel required to reach it and origin of ape intelligence up to the Ape Master. Even players who have read *Terra Primate* cannot be sure they know all the secrets of an Apeworld.

Each world description has six basic parts. First, there's a brief fiction piece, normally written from the perspective of someone from the world or a visitor to the world, to set the mood. Then there are the basics, which cover the nature and origins of the world, including some options for the Ape Master to consider, and tips on involving the Cast Members. Next come separate sections on the apes and humans of the world, covering their physiologies, governments, technology levels, cultures, religions and views of each other. Story ideas provide basic ideas for adventures set in the world. Finally, at the end of each world are write-ups of various Adversaries and Supporting Cast members. Many of these are apes, but there are also write-ups for a few humans. The Ape Quality or Ape Drawback templates used to create the apes for each world are also included so Ape Masters can create new Adversaries or Supporting Cast members, if desired. Players can also use these templates to create ape Cast Members, if appropriate to the particular world.



Dominant Species

<Begin Recorded Log Entry>

We're down on the planet. The pod has been severely damaged by the crash landing. I doubt we'll be able to lift off again. Of course, we have nowhere else to go anyway. The *Hyperion* broke up while passing through the black hole. Setting the escape pod down on this Earth-like world was our only hope of survival.

The air is breathable and Dr. Lindsay says the plant life matches Earth-normal. We'll be able to eat at least. We glimpsed a primitive city a few kilometers off as we made re-entry. No idea what . . . wait!

Something's coming this way. The inhabitants of the city probably saw our pod come down. I can hear . . . is that English? We must have landed on one of the colony worlds! What luck! There they are, coming through the trees . . . <muffled exclamations> . . .

M-my God, they're . . . they're . . . apes!

<End Recorded Log Entry>

The Basics

The classic planet ruled by intelligent apes. It might be Earth of the far future, a parallel timeline or an alien planet—discovering the truth is all part of the adventure!

The protagonists are usually astronauts from our Earth who crash land on the planet and are shocked to find intelligent apes in charge. Other types of explorers work equally well however. Dimensional voyagers or time travelers are just two possibilities.

But not all the Cast Members need be outsiders to the planet. Sympathetic apes or native humans encountered by the stranded explorers can also be Cast Members. Or these characters might round out the Supporting Cast.

Adversaries are normally leaders of the ape society, such as military officers or politicians, who often know secrets about the origins of ape intelligence that they seek to conceal from the newcomers. Or they may see the outsiders as a threat to the ape way of life. In any case, they generally try to solve the problem by exterminating the protagonists, which sparks all kinds of excitement.

The Apes

Chimpanzees, gorillas and orangutans are intelligent and capable of speech, but are not far removed from their animal origins. They walk upright, though they are only partial bipeds. Gorillas and chimpanzees, in particular, can reach tremendous speeds running on all fours. Apes can also make prodigious leaps, and some races are still at home climbing trees. Due to their dense musculature, apes are unable to swim and most have a strong fear of drowning. While normally rational, some apes are prone to atavistic behavior under stress.

Intelligent and civilized, yet still very bestial, the apes are clearly not just humans in gorilla suits. The ape civilization consists of widely scattered, independent city-states. Surrounded by cropland and pastures, these cities are ruled chiefly by elected councils or military juntas. They trade with each other, and occasionally make war on one another. Most apes dwell within these cities. Wealthy apes live on vast plantations outside the cities or may have summer homes in nearby rainforests.

The dominant apes possess roughly Iron Age technology, with steel tools and armaments. They ride horses, use wagons and keep domesticated animals. Boats and ships are quite rare, however, given the simian fear of drowning. Homes and other buildings are constructed chiefly from mud bricks or wood. Rustic villages consist primarily of treehouses. Flickering torches provide illumination.

Ordinary soldiers wear leather armor, while officers don chain mail. Swords and pikes are common arms, but the apes do not have bows. Some carry bolas, however.

Architecture reflects the needs of the ape inhabitants, with plenty of opportunities for climbing and extensive plant life even indoors. Balconies and terraces are very common, and most homes contain sleeping lofts resembling the tree nests of natural apes. Cities are choked with trees and other vegetation, mimicking a rainforest habitat and catering to an instinctive simian dislike of open spaces.

Society likewise has an ape-centric outlook rooted in natural simian behavior. Intimidation displays and grooming are both important customs among the apes. Gorillas are polygamous, while chimpanzees practice group marriage and orangutans rarely form mating bonds. Gorillas and orangutans often have misogynistic views, but chimpanzees tend to be more open-minded about gender equality.

Though not strictly part of a caste-based society, the ape races do tend to gravitate toward certain professions based on their physical and intellectual abilities. Gorillas are generally soldiers or laborers, while chimps tend to be intellectuals or political leaders. Chimpanzee soldiers are not uncommon, however. Orangutans often serve as merchants, civil servants or politicians.

Most apes follow a religion whose basic tenet is their own supremacy over all living things, including the primitive humans living in the wild.

Captured humans serve as slave labor for the ape civilization. They are considered by most apes to be barely above the animals, and certainly nowhere close to the equals of apes. A handful of apes disagree with the practice of enslaving humans and agitate for its abolition. But these views are in the minority, and are illegal even to express in some cities.

Early Gunpowder Age Weapons

If the Ape Master wishes the society to be a little more advanced, having developed gunpowder technology, the weapon stats for muskets and cannons are presented below.

Weapon	Range	Damage	Cap	EV	Cost	Aval	Notes
Musket	5/10/20/50/100	D8 x 4(16)	1	10/5	N/A	U	5 Turns to reload
Cannon	50/100/300/700/15000	D8 x 10(40)	1	N/A	N/A	R	5 Turns to reload with full cannon team

Twists and Turns

The exact nature of the world has been left to the Ape Master.
Here are just a few options to consider:

- The Cast Members have traveled back through time, whether deliberately or by accident, to a prehistoric Earth. The humans are early man, just evolved from the Cro-Magnons. The intelligent apes are descendants of the survivors of a starship crash centuries ago. The starship came from a futuristic Earth where apes have been uplifted to intelligence by their human friends. An interstellar accident, perhaps a black hole, hurled the ape-crewed ship into the past and the survivors built a new civilization on this primeval Earth. Now the apes have only a few dim legends and vague religious writings regarding their origins. The crashed starship may provide vital information allowing the Cast Members to get back home. The actions of the Cast Members could determine how this incongruity will affect their own time—they might return to a 21st century Earth ruled by apes!
- In an interstellar civilization of the distant future, the Cast Members have landed on a seemingly unexplored planet in another star system—discovering a topsy-turvy world ruled by intelligent apes. A radical band of human scientists came to the world in secret centuries ago to carry out illegal genetic experiments on apes. Their simian test subjects eventually rebelled, destroying the facility and escaping into the wild. The intelligent apes created a new simian civilization, while the human survivors—hounded by the apes—regressed over time to a primitive existence. Only a few ape leaders know the secret of their origins now, and they will stop at nothing to keep Cast Members from discovering the now-holy, and forbidden, ruins of the science facility. The facility might contain a well-preserved emergency spaceship that the Cast Members can use to get off the planet.

Or, instead of being interstellar explorers, the Cast Members might be 21st century astronauts thrown into the far future in a faraway star system by some cosmic accident. Flying the futuristic spaceship discovered at the ruined science complex back into the cosmic anomaly could provide a way home.

- A top-secret government project has discovered how to breach the barrier between quantum dimensions, as described in the *Invasion of the Apes Apeworld* (see p. 200). The Cast Members are a survey team sent through the quantum gate to explore parallel Earths. The apes and humans they find in the *Dominant Species Apeworld* are the survivors of a long-ago war between two other parallel Earths, one dominated by humans and the other by intelligent apes. The conflict rendered both Earths uninhabitable, forcing the survivors to flee across dimensions to this parallel Earth, where intelligent life never evolved at all. Centuries later, the surviving apes and humans, their other-dimensional origins all but forgotten, continue their age-old conflict. A dimensional gateway constructed by one of the civilizations before the war could provide a vital clue to solving the mystery, as well as a possible way home for the Cast Members.
- The Ape Master could also make the *Dominant Species Apeworld* the past or future of several of the other worlds in this chapter.

NEO-CHIMPANZEE QUALITY

This package is applied to a Character Type to create an intelligent neo-chimpanzee in the Dominant Species Apeworld. It has a total Quality cost of ten points.

Attributes: Neo-chimpanzees add +3 to Strength, +4 to Dexterity and +1 to Constitution. These bonuses cost eight points.

Secondary Attributes: Neo-chimpanzees have +20 Speed when running on all fours. This Speed bonus costs two points.

Qualities and Drawbacks: Neo-chimpanzees have Atavism (-1), Brachiation (1), Delusion (Phobia of Drowning) (-2), Fast Reaction Time (2), Partial Biped (-1) and Negative Buoyancy (-1).

Powers: Neo-chimpanzees add +10 inches to their high jump and +10 yards to their broad jump. This costs one point.

Natural Attacks: Neo-chimpanzees have a natural bite attack that does one point of stabbing damage per Strength level. This attack costs one point.

NEO-GORILLA QUALITY

In order to create an intelligent gorilla character in the Dominant Species Apeworld, apply this package to a Character Type. It has a total Quality cost of eleven points.

Attributes: Neo-gorillas are phenomenally strong, adding +8 to Strength, +2 to Dexterity and +3 to Constitution. These bonuses have a total cost of 13 points.

Secondary Attributes: Neo-gorillas have +20 Speed when running on all fours. The Speed bonus costs two points.

Qualities and Drawbacks: Neo-gorillas have Aggressive (-1), Atavism (-1), Delusions (Phobia of Drowning) (-2), Negative Buoyancy (-1) and Partial Biped (-1).

Powers: Neo-gorillas add +10 inches to their high jump and +10 yards to their broad jump. This costs one point.

Natural Attacks: Neo-gorillas have a natural bite attack that does one point of stabbing damage per Strength level. This attack costs one point.

NEO-ORANGUTAN QUALITY

This package can be applied to a Character Type to create an intelligent neo-orangutan in the Dominant Species Apeworld. It has a total Quality cost of four points.

Attributes: Neo-orangutans are moderately strong and agile. They have +2 to Strength, +3 to Dexterity and +2 to Constitution. These bonuses have a total cost of seven points.

Qualities and Drawbacks: Neo-orangutans have Atavism (-1), Brachiation (+1), Delusions (Phobia of Drowning) (-2), Negative Buoyancy (-1) and Partial Biped (-1).

Natural Attacks: Neo-orangutans have a natural bite attack that does one point of stabbing damage per Strength level. This attack costs one point.

The Humans

Native humans dwell in primitive tribes in the wilderness. They are intelligent and capable of speech, but only Stone Age technology. Wild humans are chiefly hunters and gatherers, subsisting on meat, roots, berries and other basic fare.

Most tribes are nomadic, ranging far and wide in search of food while trying to avoid ape-inhabited lands. Some desperate tribes raid simian cropland, sparking reprisals by the apes. Tribes may fight each other, particularly for prime hunting grounds or other valuable territory, but are often too busy avoiding the apes to waste energy contesting with other humans.

Tools and arms are crude creations of wood and rock, such as spears or grinding rocks. Some human tribes keep domesticated dogs or even herd animals, such as goats, though this is rare. Humans also use captured ape armaments, of course. Some tribes are lucky enough to have healers trained in using natural herbs and plants to salve wounds, cure illnesses and treat other ailments.

Tribes tend to be ruled by a single strong leader, usually but not exclusively male. He may be advised by a council of elders—though given human life expectancies, these elders are rarely over thirty. Men and women generally form pair bonds, though this is not a given, and, if so, raise children together.

Options

Dominant Species presents a classic ape-ruled world that can serve as a solid foundation for almost any sort of adventure or even an ongoing campaign. But some Ape Masters may desire to mix things up a little—particularly for players who also own a copy of *Terra Primate* and think they know what to expect.

The ape civilization could be more advanced than presented. Simian scientists might have uncovered the secret of gunpowder, for example. Rather than swords, ape soldiers carry muskets (see p. 176), or perhaps even single-shot bolt-action rifles, with bayonets. Another possibility involves the invention of firearms by one city-state, which uses its new-found superiority at arms to conquer its rival ape cities as war wracks the simian civilization.

An even more advanced civilization might employ steam engines powering boats and trains. Construction of railroads between the ape city-states probably induces the apes to aggressively seek human slaves for labor, and provokes further strife as the rail lines extend into previously ignored wilderness areas thick with tribes of hostile humans.

Or Ape Masters could create a modern ape civilization, though this is covered in the *Invasion of the Apes Apeworld* (see p. 200), or a more primitive society of scattered tribes, as found in the *Primal Apes Apeworld* (see p. 225).

The Ape Master can also throw a twist at the players by altering the humans of *Dominant Species*. Perhaps they are little better than savage beasts, with animal intellect and incapable of language.

On the other hand, perhaps there exists a human civilization equal to that of the apes on some faraway continent. When the two civilizations discover one another, a great war could result.

Clever Ape Masters can introduce all kinds of innovations into the basic setup of *Dominant Species* to keep players guessing.

The apes regard humans as inferior, and capture them for use as slaves. Human slaves serve as servants, laborers and farm workers under ape overseers. In some cities, humans are forced to fight each other or dangerous animals in gladiatorial combats for the enjoyment of the ape masses.

Whatever their station, human slaves live with unrelenting toil and cruelty. Trusted household slaves may be allowed to move freely during the day, but are locked in cages at night. Plantation slaves work under close scrutiny of overseers, who are usually apes but may be trusted humans. They are locked in sleeping huts or fenced compounds at night. Slaves who have escaped or caused trouble in the past are put in leg irons for extended periods. Punishments include starvation, beatings, whippings or, most of the time, death. Ape slave masters usually allow, and even encourage, their human slaves to mate so as to produce even more slaves.

Story Ideas In the City of Apes

A classic introduction to worlds where apes rule, this story quickly immerses the Cast Members in an exciting plot involving capture, escape and dangerous secrets.

Newly arrived in the wilderness near an ape city-state, the Cast Members are explorers from Earth. They encounter some primitive native humans, but are set upon by ape slavers before learning much about the world. The first appearance of talking, intelligent apes should be played for maximum shock value.

The captured humans are taken to the city of the apes. As they pass through the city, the Cast Members get their first glimpse of ape society. Soldiers taunt the chained humans, while abolitionists protest the institution of slavery. The



not recommended.) They may have to rescue any fellow Cast Members held elsewhere in the city before heading into the wilderness.

On the run and pursued by gorilla soldiers, the Cast Members must reach some place where they can find answers to their questions. It might be an archeological dig, a crashed starship, a dimensional gateway or some other spot. The climax may be a pitched battle, a standoff or a dramatic confrontation with the ape rulers as the truth is revealed.

Slave Revolt

In this story, the Cast Members lead a rebellion by human slaves against their ape masters. The Cast Members might be explorers from our Earth who inspire the primitive humans enslaved by the apes to cast off their chains. Or they might be primitive humans themselves who emerge as leaders of a revolt.

The enslaved Cast Members are taken to a training school outside an ape city, where they will be taught to fight and die in the arena as gladiators. They are instructed in the use of swords, nets, spears and other weapons by gorilla overseers and human turncoats. In time, the cruelty and barbarity drive the Cast Members to fight back. The other gladiators join in until all are freed. Realizing they will be hunted and killed, the Cast Members are now committed to leading a slave revolt in order to survive!

As word of the rebellion spreads, human slaves overthrow or escape their ape masters at nearby plantations and country estates. A slave army forms with the gladiators at its core. But the simian rulers of the city-state are not going to put up with a slave revolt. Military forces are dispatched to crush the uprising. Confident of their own supremacy, the apes send out small, ill-prepared units at first. When these are defeated, the ape rulers panic and mobilize their legions.

The Cast Members may opt to try to escape, taking their slave army across the wilderness to some place of potential safety as they are pursued by the ape legions. Or they might choose to take the fighting to the streets of the city-state in a bid to free all the slaves. In either case, a thrilling adventure awaits!

entire city, designed for simian sensibilities rather than human ones, seems eerie and alien.

Most of the captives are imprisoned at a slaver compound, where they will be trained for a life in bondage. Any injured humans, and any Cast Members of particular interest, are taken to a veterinary research facility elsewhere in the city. This may separate the Cast Members for a while.

In talking with their fellow prisoners and with sympathetic chimpanzee scientists at the research center, the Cast Members begin to uncover clues about the world and the origin of intelligent apes. The Ape Master, of course, must figure out just where the truth lies. See **Chapter Five: Anthropology** for ideas on answering these questions.

The Cast Members will no doubt be eager to escape the grim fate in store for them. They may be aided by a sympathetic researcher at the veterinary center or by ape abolitionists who raid the slaver compound. The Cast Members and any Supporting Cast must sneak out of the ape city in a harrowing test of stealth and subterfuge (or they prove how unlikely it is to survive the escape from the 2001 version of *Planet of the Apes* by running noisily through the bedrooms of every ape they have already encountered . . . but it's

Chimpanzee Abolitionists

SUPPORTING CAST

Str 5 Dex 6 Con 3 Int 3 Per 4 Will 2

Life Points 42 Endurance Points 35

Speed 9/38 Essence Pool 23

Qualities/Drawbacks: Contacts (Abolitionists) 3, Neo-Chimpanzee, Zealot (Human Rights Activist)

Skills: Brawling 1, Climbing 3, First Aid 2, Humanities (Political Science) 3, Lock Picking 1, Notice 2, Stealth 2, Writing (Advocacy) 2

Equipment: Protest Signs

Chimpanzee Soldiers

SUPPORTING CAST/ADVERSARIES

Str 5 Dex 6 Con 3 Int 2 Per 3 Will 2

Life Points 51 Endurance Points 35

Speed 9/38 Essence Pool 21

Qualities/Drawbacks: Delusion (Prejudice vs. Humans) 3, Hard to Kill 3, Military Rank (Private), Neo-Chimpanzee

Skills: Brawling 2, Climbing 3, Dodge 2, Hand Weapon (Club) 3, Hand Weapon (Sword) 3, Intimidation 2, Notice 2, Riding (Horse) 2, Stealth 2, Survival (Forest) 2, Throwing (Net) 2

Equipment: Broadsword, Net, Leather Armor, Metal Helmet, Horse

Orangutan Bureaucrats

SUPPORTING CAST/ADVERSARIES

Str 4 Dex 5 Con 4 Int 2 Per 3 Will 2

Life Points 42 Endurance Points 35

Speed 9/18 Essence Pool 20

Qualities/Drawbacks: Contacts (Influential Apes) 2, Delusions (Prejudice vs. Humans) 3, Honorable (Mild), Neo-Orangutan, Status (Civic Leader) 3

Skills: Bureaucracy 4, Hagglng 3, Myth and Legend (Ape Religion) 2, Notice 3, Questioning 3, Smooth Talking 3, Writing (Bureaucratic) 3

Equipment: Papers



Gorilla Soldiers

SUPPORTING CAST/ADVERSARIES

Str 10 Dex 4 Con 5 Int 2 Per 2 Will 3

Life Points 70 Endurance Points 59

Speed 9/38 Essence Pool 26

Qualities/Drawbacks: Delusion (Prejudice vs. Humans) 3, Military Rank (Private), Neo-Gorilla, Nerves of Steel

Skills: Brawling 3, Climbing 2, Dodge 2, Hand Weapon (Club) 3, Hand Weapon (Sword) 3, Intimidation 2, Riding (Horse) 2, Stealth 2, Survival (Forest) 2, Throwing (Net) 2

Equipment: Broadsword, Horse, Leather Armor, Metal Helmet, Net

Primitive Humans

SUPPORTING CAST

Str 3 Dex 3 Con 3 Int 2 Per 2 Will 2

Life Points 34 Endurance Points 29

Speed 12 Essence Pool 15

Qualities/Drawbacks: Delusion (Phobia of Apes) 2, Minority 3

Skills: Brawling 2, Dodge 1, Hand Weapon (Knife) 2, Hand Weapon (Spear) 3, Notice 2, Survival (Forest) 3, Stealth 3, Unconventional Medicine (Naturopathy) 1

Equipment: Dried Fruit, Smoked Meat, Spear, Stone Knife



Apeopolis

A freak ice storm crashed our helicopter at 0940.

Everyone made it out more or less okay, but the chopper is trashed. The radio's dead. We think we can make it back to the station by nightfall, so we're going to give it a try rather than wait for rescue. None of us wants to risk a night outside. Not in Antarctica.

For the past hour or so we've been seeing light flashing off something in the distance. Phil thinks it's just sunlight reflecting off some ice. I don't know though. We had quite a blizzard through here a few days ago. Sometimes the snowdrifts shift and uncover things. Last year we found the wreckage of a plane crash from the 1950s after a blizzard—until the next one covered it up again.

We're getting closer now . . . It looks like, I don't know, the top of a glass dome sticking up through the snow! It's enormous! What is it? Who built it?

We're going to go check it out . . .

The Basics

The gorilla cities featured in many comic book superhero universes present an interesting idea—futuristic ape cities hidden from modern society. Often

located in inhospitable places around the globe, such as the Antarctic ice fields, these cities of intelligent, highly civilized gorillas guard the secret of their existence closely and are unknown to most humans.

This allows Cast Members to interact with most of the apes on a more or less equal footing, rather than as adversaries, inferiors or superiors.

The protagonists are normally humans from the outside world who stumble across the gorilla city by accident. In the comic books, they are often lost teams of superheroes, but plenty of non-superhuman options exist. The Cast Members might be Arctic explorers, a scientific expedition, survivors of a plane crash or almost anyone with a reason to be in the vicinity of the gorilla city.

These outsiders invariably become embroiled in the politics and intrigues of the city, which is often on the verge of some crisis—possibly sparked by their very arrival. In the end, the Cast Members must decide whether to expose the ape city to the rest of the world or allow the gorillas to keep their secrets.

Adversaries tend to be power-hungry nobles, outcast rebels or others who seek to overthrow the wise, kindly ruler of the city.

The Apes

Gorillas are intelligent, possess speech and walk upright. There are no other intelligent apes.

The origins of gorilla intelligence are lost in the mists of time. Likewise, the gorillas have only a few ancient legends about the founding of their futuristic domed city beneath the Antarctic icecap.

A monarchy, Apeopolis is ruled by the benevolent King Arkad IV, a direct descendant of the first gorilla king established long ago. Other noble families hold high places in the government of Apeopolis. Most inhabitants of the city are commoners. Security police, under the command of a security director reporting directly to the king, keep order in the gorilla city.

The apes possess advanced technology beyond that of modern humans. Fusion plants provide light, heat and power. Super-fast transit tubes with two-, four- or six-seat cars provide transportation. Law enforcers use flying scooters to get around Apeopolis. Gorilla security police carry laser rifles powered by super-conducting capacitors that must be recharged from batteries. They also have electrostatic stunners capable of rendering unruly suspects unconscious without lasting harm.

Homes are run by computers, with many basic functions either automated or operable by voice control. For example, a home computer could be directed to have a hot bath waiting when the occupant comes home from work, then have a meal ready when she emerges from the bath. Lights go on and off automatically as the gorilla moves from room to room, while sensors constantly monitor temperature and humidity throughout the home. Miniature household robots are another convenience, providing housecleaning and basic upkeep.

Soaring towers connected by numerous skyways rise above the streets of Apeopolis. Buildings are constructed of an advanced metal alloy. Extensive plant life helps regulate the oxygen and carbon dioxide levels in the ice-covered city.

The gorillas have an aristocratic society based on intelligence and family lines. The Royal Family, headed by King Arkad IV, possesses superhuman

intelligence. Other noble families are also prone to high intelligence. Ape families tending toward ordinary intelligence form the masses of commoners. Finally, gorilla outcasts, reportedly of subhuman intelligence, eke out an existence in the ice caverns around the city. According to rumor, they are rebels determined to bring down Apeopolis and institute the rule of might over wisdom.

Apeopolis has an anthropomorphic society, with gorillas behaving much as humans do. They favor monogamous marriages and both parents raise any children. Apes wear clothing and have names. They work in various industries necessary to keep the futuristic city functioning and its inhabitants fed, clothed and housed. Other than the rebels, there are few criminals and little unrest in Apeopolis.

Shops sell everything from necessities such as food and clothing to children's toys. Hardworking gorillas enjoy a night away from their cares at the many restaurants, nightclubs and entertainment venues in the city. A large amphitheater downtown hosts frequent plays, concerts and other events. The Royal Family has a box at the amphitheater and is known as a great patron of the arts.

Politics in the gorilla city seem straightforward on the surface. The beloved King Arkad IV has the enthusiastic support of the commoners and most nobles. The rebel outcasts, on the other hand, are believed to be a constant threat to all those within Apeopolis. Behind this relatively peaceful facade, however, a handful of power-hungry nobles secretly schemes to seize power for themselves. Each, of course, plans to betray his fellow conspirators at the first opportunity to take the crown for himself. Beyond these plotters, an even more insidious would-be usurper lurks in the shadows.

The gorillas are aware of the existence of humans, whom they view as violent and dangerous. Human mistreatment of their wild gorilla cousins inspires considerable resentment among the citizens of Apeopolis. Most desire to keep the city's existence secret from humans, fearing they will plunder it for its advanced technologies. Only a few radicals favor establishing contact with the outside world.

Origins of Apeopolis

The Ape Master has a number of choices in determining the origin of the intelligent gorillas and their city. The truth of their history has been lost to the citizens of Apeopolis. No one, except perhaps the king, knows more than a few vague legends about their origins.

Perhaps a future race of time-traveling apes returned to their ancient past to create their own ancestors. Using advanced genetic engineering techniques, they uplifted wild gorillas from Africa to sentience and constructed a hidden city for them to inhabit. Recognizing the chaos that could result should humans discover the city, which would in turn imperil their own future existence, the travelers instructed the newly intelligent gorillas to keep the existence of the city secret. The travelers became the leaders of the new gorilla city and are the ancestors of the modern aristocracy.

Or Apeopolis might be the last outpost of an ages-past ape civilization, of which other gorillas are now the devolved remnants. Before the rise of man, intelligent apes ruled the world. One daring group of explorers built a city in Antarctica. Natural disasters destroyed the other gorilla cities, scattering their fellow apes into the wild, and in time humans arose to dominance. Only Apeopolis survived.

Possibly the gorillas of Apeopolis are the descendants of survivors of a starship crash. In the distant future, apes uplifted by humanity help explore the stars. An anomaly hurls one such ship into the distant past, where it crash-lands in Antarctica. No humans survive the crash, but the gorilla crew builds a settlement below the ice. In time, it grows into the city of Apeopolis. Wary of disrupting history, the founders of the city prohibit any contact with the outside world—an edict their descendants still obey.

Or the city could be the brainchild of a brilliant outcast scientist. Another time traveler, or perhaps a member of an advanced alien race, he plants the seed of intelligence in gorillas and helps them establish a secret city beneath the ice of Antarctica before perishing.

The ape society develops on its own down through the years.

APEOPOLIS GORILLA QUALITY

In order to create an intelligent gorilla character in the Apeopolis Apeworld, apply this package to a Character Type. It has a total Quality cost of nine points (eleven points for nobles).

Attributes: Apeopolis gorillas are physically robust, adding +4 to Strength, +2 to Dexterity and +2 to Constitution. These bonuses have a total cost of eight points. Nobles have superior Intelligence (+2 to that Attribute), while commoners have average Intelligence. These bonuses cost eight points (ten points for nobles).

Natural Attacks: Apeopolis gorillas have a natural bite attack that does one point of stabbing damage per Strength level. This attack costs one point.

Apeopolis Equipment

Lasers: The laser weapons used in Apeopolis are “cinematic,” either like the phasers of *Star Trek* or the blasters of *Star Wars*. The beams/bolts are visible, the weapons make a sound and fire individual shots, unlike cutting lasers. Reflective plate armor, if highly polished, may deflect extra damage, giving the armor an additional +2 AV.

Stun-Rod: This is a combination of taser and nightstick. When the glowing contact at the end of the stick hits the target, a stunning shock of electricity jolts the victim into incapacity. The weapon is roughly 2 feet (3/4 meter) long, and does Endurance Damage only, unless used as a club.

Weapon	Range	Damage	Cap	EV	Cost	Aval	Notes
Laser Pistol	3/10/20/60/120	D6 x 4(12)	15	2/1	N/A	U	sidearm
Laser Rifle	10/50/150/600/1000	D8 x 5(20)	20	8/4	N/A	U	security police rifle
Stun-Rod	—	D6 x 4(12)	—	1/1	N/A	U	

Flying Scooter: This is a flying scooter used by Apeopolis security police to move around the city. It has room for two apes: one driver and a passenger.

Weight: 500 **Speed:** 160/70

Acceleration: 45 **Range:** 225

Toughness: 1 **DC:** 33

AV: 2 **Accuracy:** n/a

Cost: n/a **Availability:** R

Young gorilla radicals favoring contact with the outside world befriend the Cast Members in hopes of showing that peaceful relations are possible with humans. But those who oppose such contact try to embarrass the Cast Members to discredit humans in the eyes of their fellow gorillas. The Cast Members may be tricked into defending, or seeking forgiveness for, humanity's stewardship of the natural world at some public event, for example.

The Humans

There are no native humans in Apeopolis. Humans in the outside world are normal, intelligent people with a modern civilization.

But far deeper plots are at work. A handful of disaffected nobles plots to use the confusion sparked by the arrival of the Cast Members to their advantage. A sinister scheme to assassinate good King Arkad IV and pin the blame on the humans takes hold. Afterward, of course, the nobles will take charge during the chaos and end up ruling the city.

Story Ideas

Discovery

The Cast Members stumble across Apeopolis while traversing the Antarctic ice fields. They may be explorers, scientists, crash survivors or others with some plausible reason to be in such an inhospitable locale. Investigating the mysterious city beneath the ice, they discover it is inhabited by talking gorillas and are soon taken before the ruler by its protectors.

A young gorilla knight, horrified at overhearing the cabal forge its plans, rushes to warn the humans. As he reveals the plot to the Cast Members, a conspirator slays him and accuses the humans of the murder! Perhaps the true killer cleverly uses a laser rifle tested by one of the humans earlier, carefully preserving the Cast Member's fingerprints on it. Or evidence against the humans might be manufactured after they are dragged away in titanium handcuffs.

The kindly King Arkad IV welcomes the Cast Members as guests in the city while he decides how to deal with the ramifications of their unexpected arrival. The gorillas have an open, enlightened civilization despite their longstanding policy of avoiding contact with the outside world. Only the security director, Count Lumien, seems suspicious of the new arrivals.

The Cast Members are taken before King Arkad IV, who promises them a fair trial and gives them three days to conduct their own investigations for their defense. Accompanied by security police, Cast Members can interview witnesses and follow leads as they wish.

Amid a whirl of social events, university talks and meetings with influential gorillas, the Cast Members are quickly entangled in the life of the city. The various political factions at work in the Royal Court each seek to turn the arrival of the outsiders to their own advantage.

After three days, the trial is held in the throne room. Count Lumien, the security director, acts as prosecutor, while the Cast Members defend themselves. King Arkad IV serves as judge and decides on the guilt or innocence of the Cast Members, and any punishment.

The Cast Members must uncover convincing evidence of the conspiracy in time to save the king, not to mention their own skins. Perhaps servants in

the households of the conspirators have overheard bits and pieces of information that can help the Cast Members. Or a Cast Member of a scientific bent could examine the evidence in the city's advanced laboratories, revealing signs of evidence tampering or even revealing the true killer. During the trial, Cast Members might put one of the scheming nobles on the stand and trick him into revealing the plot. The arrogant nobles underestimate the Cast Members, believing them to be inferior beings, which could make it easier to anger one into an inadvertent confession.

Finally, the Cast Members have an unexpected ally. Count Lumien, the security director, had been secretly assisting the scheming nobles as part of his own plot to seize power, though none of them knew his true identity. After the assassination, he would have arrested and executed the conspirators, then taken control of the city himself. To save his own skin, Count Lumien wants to ensure the nobles are convicted so investigation of the conspiracy goes no further. The gorilla security director will not contact the Cast Members directly, of course, but may leave notes or other messages suggesting fruitful avenues of investigation or plant evidence of the plot for them to discover.

A Love Story

While visiting Apeopolis, the Cast Members are invited by Princess Macy—daughter of King Arkad IV—to visit a spectacular natural landmark at the edge of the city known as the Ice Falls. The spectacular frozen waterfall captivates everyone's attention. Suddenly, gorilla rebels attack! Quickly overwhelming the guards, the outcasts kidnap Princess Macy and one or more Cast Members.

The captives are carried off to the rebel hideout deep within the maze-like ice caverns surrounding the city.

In Apeopolis, the rest of the Cast Members investigate the obviously well-planned rebel attack as the city prepares for war with the outcasts. Someone in the palace must have tipped the rebels off to the trip to the Ice Falls. The Ape Master can drop a number of red herrings, such as plots to

discredit the humans by those who wish to keep Apeopolis secret, but eventually the Cast Members discover clues that Princess Macy herself may have leaked the information.

Meanwhile, in the caverns of the rebels, captured Cast Members discover that not all is as it appears. Far from being brute savages bent on conquest, the outcast gorillas are intelligent and good-natured. They are led by Sir Brand, a former knight of Apeopolis. He and Princess Macy are clearly in love.

The couple tells the Cast Members that Sir Brand was exiled from the city after being framed by a rival for the affections of the princess. The knight's household followed him into exile. Since then, the unwanted suitor—Count Lumien, the security director—has further poisoned the king against Sir Brand by planting false evidence of a treasonous plot and playing up the threat of the supposed “rebels” in the ice caves. He has also used this ruse to increase the size of his security police forces, ostensibly to protect the citizens of Apeopolis against the outcasts.

Princess Macy recently discovered that Count Lumien, having finally given up hope of gaining power by marrying her, has hatched a plot to overthrow King Arkad IV in favor of his own rule. She arranged to be “captured” by the rebels to inform Sir Brand of the scheme.

Back in the city, other Cast Members ferret out the truth behind the exile of the outcasts and the machinations of Count Lumien.

The story moves to a thrilling climax as the outcasts under Sir Brand storm the city to rescue King Arkad IV while the Cast Members inside the palace struggle to protect him from the security police until the rebels arrive. A well-roleplayed appeal to the loyalty of the security police may turn some of them against their treasonous director.

It's war in the streets with the fate of Apeopolis hanging in the balance!



King Arkad IV

SUPPORTING CAST

Str 6 **Dex** 6 **Con** 4 **Int** 6 **Per** 4 **Will** 4
Life Points 50 **Endurance Points** 47
Speed 16 **Essence Pool** 47

Qualities/Drawbacks: Adversary (Conspirators) 3, Apeopolis Gorilla, Charisma +5, Honorable (Extreme), Resources (Rich), Status (King) 10

Skills: Brawling 2, Bureaucracy 4, Dancing (Formal) 3, Hagglng 3, Hand Weapon (Sword) 2, Humanities (Law) 4, Humanities (Politics) 4, Myth and Legend (Gorilla Faith) 2, Notice 3, Questioning 3, Storytelling 3, Writing (Bureaucratic) 3

Equipment: Crown, Royal Bastard Sword, Scepter



Gorilla Security Police

SUPPORTING CAST/ADVERSARIES

Str 6 **Dex** 6 **Con** 4 **Int** 2 **Per** 3 **Will** 3
Life Points 57 **Endurance Points** 47
Speed 18 **Essence Pool** 23

Qualities/Drawbacks: Apeopolis Gorilla, Hard to Kill 1, Security Police Rank (Officer) -1, Situational Awareness

Skills: Brawling 3, Climbing 1, Dodge 2, Guns (Rifle) 3, First Aid 2, Humanities (Criminal Law) 2, Intimidation 2, Notice 2, Piloting (Scooter) 2, Stealth 2

Equipment: Class III Armor, Flying Scooter, Helmet, Laser Rifle

Gorilla Nobles

SUPPORTING CAST/ADVERSARIES

Str 5 **Dex** 3 **Con** 3 **Int** 5 **Per** 4 **Will** 4
Life Points 42 **Endurance Points** 41
Speed 12 **Essence Pool** 24

Qualities/Drawbacks: Apeopolis Gorilla, Charisma +2, Contacts (Fellow Nobles) 2, Resources (Wealthy), Status (Noble) 6

Skills: Brawling 2, Bureaucracy 4, Dancing (Formal) 2, Guns (Handgun) 2, Hagglng 3, Humanities (Law) 2, Humanities (Politics) 4, Intimidation 3, Myth and Legend (Gorilla Faith) 3, Notice 2, Questioning 2, Smooth Talking 4

Equipment: Laser Pistol

Gorilla Rebels

SUPPORTING CAST

Str 6 **Dex** 4 **Con** 5 **Int** 3 **Per** 3 **Will** 3
Life Points 60 **Endurance Points** 47
Speed 18 **Essence Pool** 24

Qualities/Drawbacks: Apeopolis Gorilla, Hard to Kill 2, Honorable (Mild), Nerves of Steel, Resources (Destitute), Status (Outcasts) -5

Skills: Brawling 3, Climbing 1, Dodge 2, Guns (Handgun) 3, Guns (Rifle) 3, First Aid 3, Lock Picking 2, Notice 3, Stealth 4, Streetwise 2, Surveillance 3, Survival (Arctic) 3

Equipment: Laser Pistol or Laser Rifle, Leather Armor



Heart of Africa

I got the notebook from a British hunter I met in the Congo. He'd stumbled out of the jungle a few days earlier and was dying of fever in the mission hospital. The nuns at the mission spoke only German and couldn't understand his ravings, so when they heard an American was in town they sent for me.

The nuns told me he'd suffered numerous vicious bite wounds which had become infected as he wandered in the jungle. They were doing the best they could, but . . .

Anyway, when I went to speak with him he was delirious, talking about tribal warriors, a ruined temple in the jungle, and something about a white gorilla. He pulled a notebook out of his pocket and shoved it into my hands just before he lapsed into a coma. The poor fellow died a few hours later.

When I got back to the States, I showed the notebook to my friend, Professor Randall. The Prof says the notebook tells how to find the ruined temple of a lost civilization, possibly founded by the advanced survivors of the fall of Atlantis! Who knows what we might discover there? So I'm getting together some friends, and we're going to see what we can uncover in these ruins.

The Basics

In the 1920s, explorers and other adventurers seek a lost temple deep in the African jungle. The ruins are rumored to contain riches beyond belief, as well as bronze tablets inscribed with the knowledge of the ancients. But a strange tribe of intelligent, white-furred gorillas defends the stone temple.

This world is inspired by the pulp era of adventure. The “pulp” were cheaply printed books and magazines featuring tales of adventure and excitement aimed primarily at working-class readers. Though the pulps were printed between the turn of the century and the mid-1950s, most stories took place in the 1920s to 1930s. Fast-paced stories of horror, science fiction, espionage, romance, westerns and exploration featured plenty of action, villainy, beautiful women and exotic locales. The pulps influenced many of the movie serials of the 1940s, which later inspired films such as *Raiders of the Lost Ark* and *The Mummy*.

Plotlines in the pulps are pretty much straightforward action with strong, but not very complex, characters. Villains are evil, heroes are

good, and no one cares about the psychological underpinnings of their behavior or murky philosophical questions about right or wrong. Heroes or villains, the characters are men—and women—of action. They don't generally sit around pondering strategies or mulling potential ramifications. They simply jump right into the thick of things and let fate sort things out in the end.

Plot twists abound in pulp stories. Supposed allies turn out to be enemies, ancient artifacts are found and then lost, or the heroes get out of one jam only to land in an even worse one. Sometimes, a villainous henchman changes sides, usually reformed by the love of a heroine. But he's inevitably killed by the chief villain in quick order—after all, he still has to pay for the misdeeds he committed before his change of heart. And now the heroes have one more score to settle with the main bad guy.

One type of plot twist perfected in the movie serials that emulated the pulp era of literature is the cliffhanger. Each episode in a serial usually ended with the hero in some seemingly inescapable danger—dangling off a cliff, chained to a chair with a bomb under it, trapped in a plunging airplane, or about to catch a bullet from the villain's gun. This kept the audience coming back next week to see how the hero got out of the jam. The Ape Master should try to end each session of a pulp-era game with some kind of cliffhanger too.

The protagonists of this story are daredevils from around the world who venture deep into the wilds of Africa in search of the ruined temple. They may be explorers, archeologists, big game hunters, historians, mercenaries, pilots, scholars, or other adventurers. Guides, porters and hunters need to be hired from local African tribes, supplying more potential Cast Members or rounding out the Supporting Cast.

The chief adversaries are the killer albino gorillas protecting the temple. Other antagonists include rival expeditions and worshipful natives, perhaps aided by moles or turncoats within the party accompanying the Cast Members.

Character Creation

Given the time setting of Heart of Africa, character creation choices must be modified. The money values of the Resources Quality should be divided by ten. The Minority Drawback is worth three points. The Computers, Computer Hacking and Electronic Surveillance skills are generally unavailable. Other skills, such as Electronics, may be restricted in usefulness. Finally, the Archetypes presented in Chapter Two: Of Apes and Humans cannot be used.

The Apes

A strange offshoot of natural apes, the albino gorillas protecting the temple have a low intellect and unnaturally fierce disposition. They are carnivorous and aggressive. The gorillas cannot speak, but do possess a crude language of grunts and gestures. Behavior is very animalistic, though underlain with a cunning intelligence. They have white fur and pink eyes.

The gorillas dwell together in a large tribe in the temple ruins. Scar, a large male gorilla with a blackened scar on his chest from a lightning strike, rules the tribe. He controls other male gorillas through a combination of guile and intimidation.

Jagged-edged bone clubs represent the extent of technology and tool-use by the albino gorillas, though they are intelligent enough to figure out simple gadgets brought to the temple by intruders. Likewise, the apes possess no architecture of their own.

The albino gorillas are extremely protective of the temple. They are carnivores, hunting prey in the jungle as well as killing and eating any intruders. The gorillas are polygamous; each male in the tribe has a harem of female gorillas with whom he has exclusive breeding rights. Fights over females are frequent, and the victor typically takes one or more of the loser's females into his own harem.

Albino gorillas have no particular animus toward humanity. All intruders in their domain are killed and eaten regardless of race or creed.

The Humans

The humans are ordinary men and women of the 1920s. The Great War, known in our time as World War I, ended just a few years earlier. Private airplanes are just appearing, but railroads and ships are still the primary means of passenger travel and freight shipping. Automobiles are another fairly recent innovation and have just come into widespread use.

It is a time of boundless energy and optimism.

Africa remains a dark, largely unexplored continent. France, Great Britain, Germany and other great powers have some colonies in Africa, but most of the vast continent is populated by African tribes. Some are said to practice cannibalism, headhunting and other vile rites, although most of these rumors will eventually be proven false.

Indigenous tribes have many legends of the white-furred gorillas. Some nearby tribes consider them holy and have strong taboos against intruding on the temple. They may even attack expeditions of outsiders to prevent them from disturbing or, worse, angering the albino gorillas.

Pulp Era Equipment

In the *Heart of Africa* setting, we are presented with a world at the prime of adventure, the Pulp Era of the 1920s. Here is a smattering of equipment from this time period.

Binoculars: Common field glasses have a magnification of x3 to x6 and cost up to \$12. Superior prism binoculars, which are usually imports in the United States, provide x8 magnification at a cost of \$28.

Canvas Tent: Tents range from 7' x 7' for \$6 to 16' x 24' at \$50. There are no sleeping bags, but folding camp beds with mattresses are available for \$18 and folding cots for \$3.

Kerosene Lantern: A kerosene lantern casts a yellowish glow and burns for four to eight hours. A lantern costs about \$2. These lanterns can explode if dropped or turned upside-down.

Radio: Two-way radios are too bulky and dependent on electricity to carry in the field in the 1920s. Radio receivers, powered by batteries lasting up to six hours, are possible.

Pulp Era Weapons

Weapon	Range	Damage	Cap	EV	Cost	Aval	Notes
Colt .45 semi-automatic	3/10/20/60/120	D8 x 4(16)	7	2/1	\$40	U	military sidearm
Colt .45 revolver	3/10/20/60/120	D8 x 4(16)	6	2/1	\$35	C	western classic
Luger P-08	3/10/20/60/120	D8 x 4(16)	8	2/1	\$75	U	German pistol
MP18I submachine gun	3/15/30/100/200	D6 x 4(12)	11	6/3	\$200	U	German SMG
.308 bolt-action rifle	10/50/150/600/1000	D8 x 6(24)	1	8/4	\$20	C	hunters/soldiers
.30-06 bolt-action rifle	10/50/150/600/1000	D8 x 6(24)	5	8/4	\$75	U	hunters/soldiers
Holland & Holland Royal	10/50/150/600/1000	D8 x 8(32)	2	8/4	\$400	U	big-game hunters
12 gauge shotgun			1-2	8/4	\$40	C	one or two barrels
—buckshot	10/30/50/100/200	D8 x 6(24)					
—slug	5/50/100/200/300	D8 x 5(20)					

Story Ideas

Quest for the Lost Temple of Gold

Scholarly research or a chance encounter with a dying explorer reveal clues to the existence of a mysterious stone temple deep in the African jungle. The ruined temple, built by a long-forgotten civilization, contains great riches. More importantly, much of the ancients' lost knowledge is inscribed on brass plaques. The information could be used to benefit humanity in many ways, from new medicines to amazing inventions. But legends of the temple also speak of a mysterious white-furred race of gorillas that fiercely defend the ruins.

A daring band of explorers and adventurers, the Cast Members resolve to set out in search of the temple and its treasures. If additional motivation is needed, perhaps the father of one Cast Member has vanished on an earlier expedition to the temple.

As the Cast Members prepare for the trip and set out for Africa by passenger liner, rivals may seek to acquire precious clues to the location of the temple in hopes of stealing its riches for themselves. The Cast Members may be plagued by burglars, thugs, eavesdroppers and other problems. In addition, well-connected adversaries may try to delay their departure with bogus passport problems, faulty deliveries of equipment and so forth. As a last resort, a rival may secretly place a henchman among the party hired by the Cast Members to report on their progress and surreptitiously thwart their efforts to reach the temple.

Once the party reaches Africa, the first part of the journey may be relatively easy, riding on a steam train or riverboat. At some point, however, the Cast Members must set out on foot for the temple. They spend weeks hacking their way through the jungle, overcoming dangers such as quicksand, poisonous plants and attacks by exotic animals.

They may also have to bargain for passage through the territories of African tribes, trading beads and other trinkets for permission to pass safely through their lands. Or the Cast Members may have to perform a service, such as using modern medicine to heal an illness contracted by the chief's beloved daughter.

Timeslip

The Ape Master could move Heart of Africa forward in time to take place in a modern setting. It will be slightly more difficult to explain how the temple has gone undiscovered, though some inhospitable regions of Africa remain largely unexplored. Rather than being revealed by notes of a previous expedition, the temple's location might be uncovered by satellite photos.

After some research reveals the legend of the brass plaques, the company that ordered the satellite pass might send the Cast Members as a team of employees and outside experts to investigate the temple. Executives hope the team brings back forgotten knowledge that puts the company at the forefront of its field.

The team likely has plenty of high-tech gear, from satellite phones to laptop computers. Modern firearms also come in handy. The Ape Master can even the odds by increasing the number of albino apes, or possibly making them even stronger and tougher.

Do the Cast Members have what it takes to survive after the albino apes smash their fancy equipment or force them to abandon it?

As the temple draws closer, tribes become more hostile—particularly if the expedition's destination becomes known. Tribal warriors might attack the party in hopes of wiping it out or driving it away before it violates sacred taboos by disturbing the temple and its strange white-furred guardians.

Also, African porters, guides or hunters with the party become more frightened each day, and may desert the Cast Members as they enter the realm of the albino gorillas.

The looming stone temple is visible through the trees as the Cast Members pass through the eerily silent jungle. They may find human skulls or other evidence of the grisly demise of earlier explorers. As the party nears the ruins, white-furred gorillas leap shrieking from the trees to attack. The apes attack

relentlessly as the party battles its way into the ruins. The Cast Members may be forced to flee after getting a glimpse of the temple's riches, or perhaps hole up in the catacombs beneath the temple—a place the apes will not go. They could find an artifact or magical inscription that stops the albino apes from attacking them, although the item may lay a curse on whoever uses it. One Cast Member may have to take the risk to save the lives of his companions.

The Cast Members may also face a showdown in the catacombs with any rivals, if they have survived to make it this far. Intrigue and betrayal can be just as dangerous as zombies or killer gorillas!

In the end, the Cast Members must escape the albino gorillas with their hard-won treasures, if any, to make their way back to civilization. An earthquake, volcanic eruption or other disaster could destroy the temple and hasten their flight, though this makes a sequel adventure more difficult to arrange.

Return to the Temple of Gold

In the 1930s, the survivors of the original expedition—or their sons, daughters and protégés—discover that the Nazis have sent an expedition to the lost temple in hopes of finding ancient formulas for producing magical weapons of war. Perhaps the U.S. or British governments have uncovered the scheme

Pulp and Zombies

As an option, the Ape Master could add a supernatural touch by having the builders of the temple rise as zombies to attack the party in the catacombs. See the Unisystem companion game *All Flesh Must Be Eaten* for more information about zombies.

Indeed, *Pulp Zombies*, the pulp-era sourcebook for *All Flesh Must Be Eaten* contains plenty of information on the roleplaying in this time period. From gadgets to prices to pulp characters and more, *Pulp Zombies* is a great addition to any pulp-based game (see www.allflesh.com).

and try to enlist the help of the Cast Members to stop the Nazi plot. Or the adventurers could be approached by the Nazis for help! Alerted to the danger, they might mount their own venture or pretend to play along with the Nazis while plotting ways to foil their scheme.

Facing many of the same dangers as the original expedition, the Cast Members must deal with the added challenge of racing a large, well-armed, well-equipped troop of Nazis to the temple. Perhaps the Nazis get there first, and the Cast Members must forge an alliance with the intelligent white-furred gorillas guarding the temple to defeat their mutual adversaries.





Albino Gorillas

ADVERSARIES

Str 8 Dex 4 Con 5 Int 3 Per 2 Will 3
 Life Points 62 Endurance Points 53
 Speed 6/18 Essence Pool 25

Qualities/Drawbacks: Aggressive, Animal Communication, Carnivore, Low Intellect, Knuckle-Walking, Obsession (Must Defend Temple)

Skills: Brawling 2, Climbing 2, Hand Weapon (Clubs) 1, Intimidation 2, Survival (Jungle) 4

Powers: Bite (Strength + 1) **Equipment:** Bone Club

Human Tribal Warriors

SUPPORTING CAST/ADVERSARIES

Str 2 Dex 3 Con 3 Int 2 Per 2 Will 2
 Life Points 30 Endurance Points 26
 Speed 12 Essence Pool 14

Qualities/Drawbacks: Delusion (Phobia vs. Albino Gorillas) 2, Situational Awareness

Skills: Brawling 2, Climbing 2, Dodge 2, Hand Weapon (Knife) 2, Hand Weapon (Spear) 2, Myth and Legend (City of Gold) 2, Stealth 3, Survival (Jungle) 3, Swimming 2

Equipment: Knife, Rations, Spear

Human Tribal Porters

SUPPORTING CAST

Str 2 Dex 2 Con 2 Int 2 Per 2 Will 2
 Life Points 26 Endurance Points 23
 Speed 8 Essence Pool 12

Qualities/Drawbacks: Delusion (Phobia vs. Albino Gorillas) 3

Skills: Brawling 1, Climbing 2, Dodge 1, Hand Weapon (Knife) 2, Hand Weapon (Spear) 1, Myth and Legend (City of Gold) 2, Stealth 2, Survival (Jungle) 3, Swimming 2

Equipment: Knife, Rations

Human Nazis

ADVERSARIES

Str 2 Con 2 Dex 2 Int 2 Per 2 Will 2
 Life Points 26 Endurance Points 23
 Speed 8 Essence Pool 12

Qualities/Drawbacks: Cruel (Extreme), Military Rank (Private) -1, Zealot (Nazi)

Skills: Brawling 2, Climbing 2, Demolitions 2, Dodge 2, Driving (Truck) 1, First Aid 1, Guns (Rifle) 2, Hand Weapon (Knife) 2, Stealth 2, Survival (Jungle) 2, Swimming 2

Equipment: Luger P-08 (officers), MP 18I (enlisted), Rations

Human Thug

ADVERSARIES

Str 2 Dex 2 Con 2 Int 2 Per 2 Will 2
 Life Points 26 Endurance Points 23
 Speed 8 Essence Pool 12

Qualities/Drawbacks: Covetous (Severe Greedy), Cruel (Extreme), Nerves of Steel, Status (Minor Criminal) -1

Skills: Brawling 2, Cheating 2, Dodge 2, Driving (Car) 1, First Aid 1, Gambling 2, Guns (Pistol) 2, Hand Weapon (Blackjack) 3, Hand Weapon (Knife) 2, Intimidation 2, Lock Picking (Mechanical) 2, Pick Pocket 2, Stealth 2, Streetwise 2

Equipment: MP 18I, Rations



Majestic Apes

Passing through the dimensional portal must have been an incredible shock to my system. I was groggy and barely coherent when the people found me. They made a litter and carried me to their village. They looked very human; I remember wondering if they had been transplanted here by natural openings of dimensional gates on Earth in the distant past.

They seemed to have a medieval-style existence, with crude wattle-and-daub huts. Most appeared to be farmers. As I drifted in and out of consciousness, they told me they had sent for the village priest. Everything faded away.

When I awoke again someone was bending over me. My vision was blurry . . . he wore robes and had a holy symbol of some kind around his neck. "Are you injured, my son?" he asked. My vision cleared a little and I could see him looking at me . . .

He was a chimpanzee!

The Basics

Apes are the ruling class in a feudal society in which humans are serfs. It's a medieval world of rival kingdoms, soaring stone castles, jousting

knights in shining armor and noble bloodlines, except the lords and ladies are all gorillas, chimpanzees or orangutans.

The protagonists are typically outsiders from human-dominated worlds who find themselves stranded in a bizarre society of ape nobles ruling human peasants. They may be astronauts, dimensional explorers, time travelers or other visitors, depending on the type of world and the origin of the apes. On a far-future Earth, the Cast Members might be modern humans preserved in cryogenic suspension only to awaken thousands of years later on an ape-dominated world.

Since native humans are intelligent, and apes not wholly antagonistic to humanity, Cast Members may also be members of the feudal ape society. Or they may comprise the Supporting Cast.

Adversaries tend to be the ape aristocracy, who fear the outsiders may upset the social order. Peasant revolts are a serious matter for nobles in a feudal society, and the prospect of such upheaval generally provokes harsh preventive measures by even the kindest of lords.

Character Creation

Character creation for apes and humans native to the Majestic Apes Apeworld is much more limited than for modern characters. The Resources Quality should be removed; priests and nobles have as much money as they want, peasants have none. The Computers, Computer Hacking, Computer Programming, Demolitions, Driving, Electronic Surveillance, Electronics, Guns and Mechanic skills are unavailable. Piloting is limited to medieval water craft (barges, sailing ships, etc). The Martial Arts skill is exceedingly rare and requires background explanation, such as a traveler from a faraway land to the east. Medicine (of any kind) and First Aid are practiced, but are largely ineffective—in fact, they often cause more harm than good. The Archetypes presented in Chapter Two: Of Apes and Humans cannot be used.

The Apes

Chimpanzees, gorillas and orangutans are intelligent and capable of speech. Apes walk upright and are fully bipedal. Overall, they have a very human-like physiology and psychology.

Apes are the rulers in a feudal civilization consisting of several rival kingdoms. Apes of the noble class are knights, lords, barons, dukes and even kings. Each simian noble owes fealty to a liege, a higher-ranking noble who commands the allegiance of lesser nobility. Dukes and earls owe fealty directly to the kings of their respective kingdoms, who in theory have absolute power. Each king recognizes no other as his master, and kingdoms are often at war with one another.

Apes have a roughly medieval level of technology, with steel armor and weapons. Bows and crossbows are in use, as are catapults and other siege weapons. They use wagons and carriages, as well as riding horses, for transportation.

Common soldiers wear leather armor, if any, and wield halberds, axes, spears or maces. Archers are also common soldiers, since bows are not considered

knightly weapons. Knights wear chain mail, or plate and mail armor, along with metal helmets. All knights carry swords and lances, though they can also use maces in close combat if they choose. Knights ride warhorses, which are typically protected by chain mail barding. Nobles are similarly equipped on the battlefield, but otherwise prefer more comfortable and luxurious apparel.

Simian nobles dwell in fortified stone castles or manor homes. Churches, monasteries and other structures are built of wood with stone foundations.

Those of noble blood dominate simian society, of course. There are gorilla, chimpanzee and orangutan nobles, with most warriors being gorillas. Along with the nobility, ape society consists of military, intellectual and merchant classes. All knights are part of the nobility, but there are also common soldiers who make up the military class. These soldiers serve nobles for pay, acting as infantry on the battlefield and carrying out routine duties as castle or city guards. The intellectual class is mostly subsumed into the Church of the One, the dominant religion, though there are a few scribes or tutors who are not part of the church. Chimpanzees and some orangutans comprise most of the intellectual class. The merchant class, dominated by orangutans, deals in trade goods and crafts. Apes are monogamous and marry. Ape society is strongly patriarchal, though ape females of noble birth are shown proper respect and may even serve as trusted advisors to their husbands or brothers.

Daily life depends greatly on the class of the ape involved. Nobles enjoy frequent feasts, tournaments and court visits filled with intrigue. They must also spend time managing their lands with the help of their stewards. Along with their noble duties, some knights also ride off in search of adventure to win themselves glory and the notice of the royal court. Common soldiers, priests and merchants have a much less glamorous life of daily labor at their appointed tasks. They must pay the proper respect to nobles but, unlike human peasants, are free to live and work where they will.

The Church of the One is the only legal religion throughout most ape kingdoms. A hierarchical church of priests, bishops, monks and so forth, this faith

Powered Priests

The Ape Master may choose to have all priests of the Church of One, or perhaps only particularly holy priests, possess supernatural powers.

These characters should be created using the Powered Quality (see p. 47). This allows the priest to use Miracles, which cost five points each during character creation and ten points thereafter.

Some Miracles are listed below.

BLESSING: A blessing can be cast to give the recipient +1 to any Task or Test for each three Essence Points spent by the priest. These bonuses are only effective for Tasks or Tests that advance the faith of the Church of the One however.

DIVINE SIGHT: This Miracle allows the priest to see the true nature of other apes and humans, detecting lies, taint or the targets true intentions. It also allows the priest to see any spirits that are present. Activating Divine Sight costs five Essence Points, and it lasts ten minutes.

TOUCH OF HEALING: This Miracle costs one Essence Point to heal D4(2) points of damage. Healing a Mild disease requires two Essence Points, a Moderate one five points, a Serious one 15 points and a Terminal disease 25 points.

More information on Powers and additional Miracles can be found in CJ Carella's WitchCraft (where they are called Metaphysics) and other Unisystem games.

teaches that apes were created in the image of their deity and are hence innately superior to humanity. Many chimpanzees are attracted to service in the Church of the One, taking vows as priests or monks, but numerous higher-ranking church officials, such as abbots or bishops, are orangutans.

Apes may be kindly or harsh toward humans, as befits their temperament. There is no sense among apes that humans deserve better treatment, nor any movement in ape society for reform. Some highly religious apes counsel tolerance and kindness, not for the benefit of human peasants, but for the good of the ape's own soul.

MAJESTIC APES CHIMPANZEE QUALITY

This package is applied to a Character Type to create an intelligent chimpanzee in the Majestic Apes Apeworld. It has a total Quality cost of nine points.

Attributes: Chimpanzees add +2 to Strength, +3 to Dexterity and +1 to Constitution. These bonuses cost six points.

Qualities and Drawbacks: Fast Reaction Time (2).

Natural Attacks: Chimpanzees have a natural bite attack that does one point of stabbing damage per Strength level. This attack costs one point.

MAJESTIC APES GORILLA QUALITY

This package is applied to a Character Type to create an intelligent gorilla in the Majestic Apes Apeworld. It has a total Quality cost of nine points.

Attributes: Gorillas add +4 to Strength, +1 to Dexterity and +3 to Constitution. These bonuses cost eight points.

Natural Attacks: Gorillas have a natural bite attack that does one point of stabbing damage per Strength level. This attack costs one point.

MAJESTIC APES ORANGUTAN QUALITY

This package is applied to a Character Type to create an intelligent orangutan in the Majestic Apes Apeworld. It has a total Quality cost of five points.

Attributes: Orangutans add +1 to Strength, +2 to Dexterity, and +1 to Constitution. These bonuses cost four points.

Natural Attacks: Orangutans have a natural bite attack that does one point of damage per Strength level. This attack costs one point.

The Humans

Native humans are serfs under the rule of their ape overlords. Humans are intelligent and capable of speech. They are social and legal inferiors to apes, with few rights, but are not outright slaves.

Simian nobles are the unquestioned rulers of the world. Humans are answerable to their local lord, typically a knight or other minor noble owing fealty to a higher-ranking liege. They may not move away, change jobs or, in some cases, even marry without his permission. The lord holds the power of life and death over his peasants. He metes out high and low justice. Other apes who kill or mistreat his serfs must answer to the lord, who may demand satisfaction for being deprived of a valuable peasant, but the families of those slain rarely receive any recompense. In any case, humans are largely left alone as long as they obey the law, show proper respect to their ape betters and pay their taxes on time.

Technology is similar to that of the apes, with farming implements and tools of iron or steel. Peasants are strictly forbidden to possess weapons of any sort, other than knives, of course, and obviously

cannot afford finery such as jewelry. Some humans are skilled craftsmen working in metal, wood, glass, clay or other materials.

Humans dwell in small villages near the manors or castles of their simian overlords. These consist of the shops of a few craftsmen and various crude cottages housing farmers who trek to the outlying fields each day. Only the best cottages are built of wood. Most are wattle-and-daub construction—walls constructed of a screen of twigs and branches are covered in mud, which is then left to dry before being whitewashed. Buildings in the village have thatched roofs.

Most humans are farmers, although a few are craftsmen or servants in ape households. All humans are very cognizant of their low place in the social order, and tend to be wary of doing anything to incite the anger—or even attract the notice—of their ape rulers. Humans favor monogamous marriage and live together as families with both parents raising their children. Most meals consist of vegetables or bread, and occasionally meat from livestock. Hunting wild game is reserved strictly for ape nobles, and poaching is punishable by death.

Parallel Civilizations

A world of simian knights and nobles is only one possibility for an ape civilization mirroring an ancient Earth culture. There are plenty of other choices for the inventive Ape Master.

A Samurai Apeworld modeled on feudal Japan might be interesting. Orangutans are kuge, or the noble caste. Gorillas constitute the buke, or warrior, caste from which samurai and daimyo arise. Chimpanzees are the bonge, or commoner, caste of merchants, farmers, fishermen and so on. Finally, humans are oppressed outcasts who work with leather, bury the dead and handle other “unclean” tasks.

Ancient Egypt provides another apt concept for a parallel world. Ape pharaohs rule a desert land of pyramids, chariots and great cities. Humans are enslaved to build monuments to their simian overlords.

Or imagine an Apeworld mirroring the U.S. Civil War. Apes in blue and gray clash on the battlefield over the question of human slavery. Freed or escaped humans might even join the Union Army to fight for the freedom of their enslaved brethren.

The possibilities are as vast as human history. Ape Masters could draw inspiration from the Vikings, Aztecs, Napoleonic Era, Imperial Rome, Ancient China, Wild West or any other period of history. The addition of fantastic elements or a change in technology levels can throw a further twist at Cast Members—imagine stumbling into a Civil War fought not with rifle and cannon but with lasers and starships!

Daily life for peasants involves long hours of hard labor in their fields or workshops—usually from sunup to sundown. A benevolent ape lord might allow his peasants one day off in seven for religious observances, as long as they are not behind in their tasks. Boys join their fathers at work as soon as they are old enough to contribute to the labor. Women and girls work just as hard at home, preparing food, sewing clothes, making candles, tending to any farm animals and performing a hundred other necessary chores.

Humans interact frequently with apes and do not fear them overtly, although those who are prudent are always respectful and submissive in dealing with ape nobles of any station. Apes of the intellectual or merchant classes tend to be less rigid, though they are still superior to humans. Some simian nobles are harsh taskmasters, setting high taxes and ordering brutal punishments for the slightest of infractions. Others are kindly and benevolent, giving their serfs great freedom as long as certain inviolate rules are not broken.

Story Ideas

A Time of War

Modern Cast Members arrive in a rural countryside populated by human peasants living a medieval existence. Any injured or disoriented arrivals are treated as best the serfs can manage, and may be taken to a chimpanzee priest with a better grasp of the healing arts. In any case, the Cast Members soon discover the bizarre social order on the world.

The Cast Members have arrived at a time of war between two great ape kingdoms. The bloody fighting has gone on for years, and now that spring has arrived it will begin anew.

The strange armaments and equipment brought by the Cast Members, not to mention their knowledge of metallurgy, chemistry and other modern sciences, could turn the tide for one side or the other. Once the ape nobles learn of their arrival, and their peculiar talents, they attempt to imprison the Cast Members to take advantage of their valuable skills. Those who do not cooperate in ensuring the victory of the kingdom are tortured or face other forms of coercion, such as threats of reprisal against native humans or other Cast Members.

The outsiders might elude this attempt at capture and go on the run, pursued by ape nobles and warriors eager to tap their knowledge of modern warfare. Or, if they are imprisoned, spies for the rival kingdom might help them escape in hopes of luring them to the other side.

The Cast Members could wind up being chased by both sides. Unlike many Apeworlds, native humans are unlikely to provide any help for fear of angering their ape overlords. Patriotic peasants might even help the apes! Cast Members must find some way home, whether via a strange portal, crashed starship or some other means, pursued every step of the way by their simian enemies.

Besieged

Another story might start with a bang as dimensional- or time-traveling Cast Members arrive inside an ape castle under siege by enemy forces. Blinking into existence at the height of an attack by the besieging force, the confused Cast Members are forced to defend themselves against the enemy soldiers and wind up helping the castle's protectors drive them out.

The Cast Members are taken before the chimpanzee duke of the castle, who thanks them for their timely assistance. He offers them free run of the castle, as well as his blessing should they choose to flee, though a successful escape is unlikely due to the enemy army laying siege outside.

In talking with native human servants also trapped in the castle, Cast Members learn the chimpanzee duke, known for his charity and benevolence, has been targeted for invasion by the cruel gorilla earl of a nearby realm. If the castle falls, all within are in danger of being slain or imprisoned by the victorious foes.

The Cast Members may decide to risk a daring escape through the enemy army. Or they may opt to make common cause with the chimpanzee duke and help defend the castle. Perhaps their skills and knowledge can be put to use to repel the enemy forces for good.

Having just launched the assault that the Cast Members helped defeat, the enemy forces do not attack again for several days. This gives the Cast Members time to devise stronger defenses and a few surprises for the besieging soldiers.

Aside from any modern arms or equipment brought with them, Cast Members may find inventive uses for some of the items found in the castle. Those with knowledge of chemistry or demolitions could mix fat-based soap with lamp oil to produce crude explosives, for example. Or new weapons, such as crossbows, could be built. Creative players no doubt cook up countless other schemes to overcome the invaders.

After the Cast Members have had adequate time to carry out their plans, the enemy forces launch a do-or-die assault to take the castle. The fighting is fierce—can the innovations of the Cast Members save the day? If so, the beaten enemy withdraws, lifting the siege and freeing the Cast Members from the confines of the castle to seek a way home.

Gorilla Knight

SUPPORTING CAST/ADVERSARY

Str 6 **Dex** 3 **Con** 5 **Int** 2 **Per** 2 **Will** 3

Life Points 54 **Endurance Points** 47

Speed 16 **Essence Pool** 21

Qualities/Drawbacks: Aggressive, Delusion (Prejudice vs. Humans) 2, Honorable (Extreme), Majestic Apes Gorilla, Nerves of Steel, Status (Knight) 5

Skills: Brawling 3, Dodge 2, Gambling 2, Hand Weapon (Knife) 2, Hand Weapon (Lance) 4, Hand Weapon (Sword) 4, Humanities (Knighthly Duties) 3, Intimidation 3, Myth and Legend (Church of The One) 2, Riding (Horse) 4

Equipment: Greatsword, Horse, Lance, Metal Helmet, Plate and Mail

Chimpanzee Priest

SUPPORTING CAST/ADVERSARY

Str 4 **Dex** 5 **Con** 3 **Int** 3 **Per** 2 **Will** 2

Life Points 38 **Endurance Points** 32

Speed 16 **Essence Pool** 19

Qualities/Drawbacks: Charisma 1, Delusion (Prejudice vs. Humans) 1, Majestic Apes Chimpanzee, Status (Priest) 2

Skills: Bureaucracy 1, Dodge 2, Fine Arts (Illuminated Manuscript) 2, Humanities (Theology) 4, Humanities (History) 2, Instruction 2, Intimidation 2, Medicine 1, Myth and Legend (Church of the One) 4, Riding (Horse) 1, Rituals (Church) 4, Singing 2, Smooth Talking 2, Writing 1

Equipment: First Aid Kit, Holy Symbol, Holy Book, Robes

Orangutan Noble

SUPPORTING CAST/ADVERSARY

Str 3 **Dex** 4 **Con** 3 **Int** 2 **Per** 3 **Will** 2

Life Points 34 **Endurance Points** 29

Speed 14 **Essence Pool** 17

Qualities/Drawbacks: Charisma 2, Delusion (Prejudice vs. Humans) 1, Honorable (Mild), Majestic Apes Orangutan, Status (Noble) 8

Skills: Brawling 2, Bureaucracy 4, Dancing (Formal) 2, Dodge 2, Gambling 2, Hagglng 3, Hand Weapon (Knife) 2, Hand Weapon (Sword) 4, Humanities (Law) 2, Humanities (Politics) 4, Intimidation 3, Myth and Legend (Church of the One) 2, Notice 2, Questioning 2, Riding (Horse) 2, Smooth Talking 4

Equipment: Broadsword, Chain Mail, Horse, Knife

Human Peasant

SUPPORTING CAST

Str 2 **Dex** 2 **Con** 2 **Int** 2 **Per** 2 **Will** 2

Life Points 26 **Endurance Points** 23 **Speed** 8 **Essence Pool** 23

Qualities/Drawbacks: Minority 2

Skills: Brawling 2, Cheating 1, Climbing 1, Craft (Farming) 2, Dodge 2, Gambling 2, Hand Weapon (Farm Tools) 2, Hand Weapon (Knife) 2, Snares 2, Survival (Forest) 1, Stealth 2

Equipment: Draft Animal, Farming Tools, Knife



Invasion of the Apes

I was walking my dog along Pennsylvania Avenue near the Capitol early in the morning before going to work at the State Department when it happened. A kind of shimmering in the air, like the surface of a lake on a windy day, appeared in the middle of the street. Cars skidded and rear-ended each other; horns blaring, and something started to appear in the energy field.

Soldiers! Rank after rank marched out. They wore uniforms and carried rifles. I could see tanks coming out of the energy field behind them, and two stealth fighter jets zoomed out over their heads. Something wasn't quite right—okay, nothing about this was right—but the soldiers walked slightly hunched over; with a strange gait, like they weren't fully bipedal. Almost like—apes! They were apes. Apes driving tanks and flying jets.

As people got out of their cars and stood there staring, the soldiers began firing. One of the tanks boomed, and part of the Capitol dome collapsed in a cloud of dust.

The invasion had begun.

The Basics

Quantum theory posits that subatomic particles occupy many positions at once. Some physicists believe that, taken to its logical conclusion, this theory holds at every level of reality. Everything, including people, also occupies many positions at once—in short, an infinite number of parallel universes comprising a multiverse. All possible events, all conceivable variations, exist somewhere in the multiverse.

One such variation could be a world on which apes evolved intelligence instead of humans. What if those apes then found our Earth? Why, they would invade of course!

Intelligent apes with an advanced civilization on a parallel Earth have discovered how to breach the dimensional barrier to our Earth. They have launched an all-out invasion employing simian soldiers, tanks, jet fighters and other modern weapons of war. The apes intend to wipe out the humans (before we do the same to the apes), and repopulate Earth with intelligent apes. Human soldiers and civilians alike must fight back to save humanity from the invading ape armies.

The protagonists are humans caught up in the invasion. They may be soldiers, special forces commandos, intelligence operatives, or simply ordinary civilians caught in the crossfire. Apes who disagree with the genocidal plans of their leaders may switch sides to help the humans, becoming Cast Members or adding to the Supporting Cast.

The invaders, obviously, are the adversaries. Unlike the apes in many stories, they are the technological equals of the humans. Some humans might collaborate with the apes, turning traitor to their own species out of hope of special treatment or perhaps due to coercion—the apes might threaten captured loved ones to gain their unwilling cooperation, for example.

It's a fight to the finish with the fate of humanity in the balance.

The Apes

Chimpanzees, gibbons, gorillas and orangutans are intelligent and capable of speech. They are not fully human-like, retaining some traits of their animal-like ancestors—such as being partial bipeds. But apes are not prone to atavism. On their parallel Earth, apes evolved intelligence instead of humans. In fact, humans never evolved at all, their evolutionary ancestors having died off in competition with the more robust, more intelligent apes.

The apes have several nations with varying forms of government. One nation, a nominal republic led by a charismatic demagogue, has become the sole superpower through military and economic might. The other nations of the ape Earth are ground under the iron heel of oppression. Having built its economy on expansion by military force, the superpower has turned to an invasion of our Earth for lack of new lands to conquer on its own.

Ape technology matches that of humans. The apes have nuclear power, spacecraft, computers and all the other hallmarks of modern human civilization. Their military forces employ assault rifles, tanks, jet fighters and warships all roughly analogous to those deployed by human armies. The apes possess one advantage over humanity, however—positive knowledge of the

existence of alternate dimensions and a practical way to breach inter-dimensional boundaries.

Designed for simian sensibilities, the varied architectural styles of the ape nations seem slightly off to human eyes. Sleeping quarters tend to be lofts or other high places, and there are more opportunities for climbing—there are as many ladders as stairways. Taking into account the natural agility of apes, the numerous terraces, skyways and balconies may be more precarious than those found in human buildings.

Advanced nations of the ape Earth feature vast, sprawling urban centers with skyscraper-filled downtowns. Mountain-like pyramid shapes, with many terraced gardens, are a common design for high-rises. The ape cities tend to be built around natural features rather than over them, so many cities contain forests, lakes, ridges or other landmarks left largely undisturbed by development. Gibbons, who are considered second-class citizens in most ape nations due to their lower intelligence, typically occupy the least-desirable neighborhoods. These are often plagued by crime and other societal problems.

Statues and other monuments honor ape leaders or momentous events of the past. The apes also favor more greenery in their surroundings, and ape cities have many gardens, parks and greenbelts. Apes cannot swim, and some fear open water, so there are no pools or beaches. Bridges are very solid in appearance and have high guardrails for the peace of mind of the pedestrians.

Away from the vast cities, apes dwell in many small pastoral towns surrounded by farmland. They also keep vast natural preserves, where plant and animal life remains undisturbed by civilization, save for ape visitors on hiking or camping trips.

The apes have a modern civilization, but many customs, such as mutual grooming, are traceable back to animal behaviors. As on our Earth, a number of ape societies exist on the parallel world. In the dominant ape nation, there are no racial castes but apes do gravitate toward certain career fields based on natural aptitudes and temperaments. Aggressive gorillas tend toward military or leadership occupations, while intellectual chimpanzees are more often found in the sciences or teaching professions—though many are

also soldiers or political leaders. Orangutans seem to favor bureaucratic roles, whether in government, business or academia. Gibbons, the smallest and least intelligent apes, face discrimination in most ape societies. They tend to hold menial or labor-intensive jobs, such as factory work.

A form of ancestor worship constitutes the chief religion among the apes. Each family has a house shrine at which the apes pay homage to the spirits of their forebears.

By chance, some of the first observations made by the intelligent apes via their dimensional portals included apes caged in zoos and circuses. This so outraged the ape populace of the superpower nation that even the later discovery that apes on our Earth possessed only animal intelligence could not erase a bitter hatred of humans. Believing that humans posed a grave threat to the ape Earth should they uncover the secret of dimensional travel, the dominant ape nation resolved to wipe out humanity while the simian race still possessed an advantage.

INVASION OF THE APES CHIMPANZEE QUALITY

This package is applied to a Character Type to create an intelligent chimpanzee in the Invasion of the Apes Apeworld. It has a total cost of six points.

Attributes: Chimpanzees add +2 to Strength, +4 to Dexterity, and +1 to Constitution. These bonuses cost seven points.

Qualities and Drawbacks: Chimpanzees have Delusions (Phobia of Drowning) (-2), Fast Reaction Time (+2), Negative Buoyancy (-1) and Partial Biped (-1).

Natural Attacks: Chimpanzees have a natural bite attack that does one point of stabbing damage per Strength level. This attack costs one point.

INVASION OF THE APES GIBBON QUALITY

This package is applied to a Character Type to create an intelligent gibbon in the Invasion of the Apes Apeworld. It has a total cost of five points.

Attributes: Gibbons add +6 to Dexterity, +1 to Constitution, and -1 to Intelligence. These modifiers cost six points.

Qualities and Drawbacks: Gibbons have Brachiation (+1), Delusions (Phobia of Drowning) (-2), Negative Buoyancy (-1) and Partial Biped (-1).

Powers: Gibbons add +10 inches to their high jump and +10 yards to their broad jump. This costs one point.

Natural Attacks: Gibbons have a natural bite attack that does one point of stabbing damage per Strength level. This attack costs one point.

INVASION OF THE APES GORILLA QUALITY

This package is applied to a Character Type to create an intelligent gorilla in the Invasion of the Apes Apeworld. It has a total Quality cost of six points.

Attributes: Gorillas add +6 to Strength, +1 to Dexterity, and +3 to Constitution. These bonuses cost ten points.

Qualities and Drawbacks: Gorillas have Aggressive (-1), Delusions (Phobia of Drowning) (-2), Negative Buoyancy (-1) and Partial Biped (-1).

Natural Attacks: Gorillas have a natural bite attack that does one point of stabbing damage per Strength level. This attack costs one point.

INVASION OF THE APES ORANGUTAN QUALITY

This package is applied to a Character Type to create an intelligent orangutan in the Invasion of the Apes Apeworld. It has a total Quality cost of three points.

Attributes: Orangutans add +1 to Strength, +3 to Dexterity, and +2 to Constitution. These bonuses cost six points.

Qualities and Drawbacks: Orangutans have Delusions (Phobia of Drowning) (-2), Negative Buoyancy (-1) and Partial Biped (-1).

Natural Attacks: Orangutans have a natural bite attack that does one point of stabbing damage per Strength level. This attack costs one point.

The Humans

There are no native humans on the ape Earth. Humans of Earth have a modern civilization and technology level.

Story Ideas

Beachhead

The invasion begins!

Early one spring morning, dimensional portals open in Washington, D.C., London, Moscow and other world capitals. Out pour armies of intelligent apes carrying assault rifles and driving tanks. Ape-piloted jet fighters streak through the skies, while portals in the oceans disgorge ape-crewed warships.

Caught by surprise like everyone else, the Cast Members must fight back to repel this invasion. Depending on their backgrounds, they may wind up defending the White House while the president escapes, dogfighting enemy jets or simply protecting their own neighborhoods and families against the simian troops.

Perhaps someone important, such as the Joint Chiefs of Staff or a loved one, winds up trapped behind enemy lines in the early hours of the invasion. Amid the chaos, a daring rescue mission must be mounted to retrieve them. Or perhaps the Cast Members themselves are trapped and must fight their way out.

Resistance

Several months into the invasion, the apes have seized a number of cities. Human military forces continue to fight back around the globe, but the Cast Members are trapped in occupied territory as the ape invaders conquer their city.

The apes are quick to execute any troublemakers, but have postponed their genocidal plans for all humans for the moment. Instead, humans in occupied cities are to be put to work to produce arms, ammunition, fuel and other necessary supplies for the ape army. Human collaborators willing to serve the ape masters for better food, housing and other bribes have been installed as a puppet city government. The ape forces have also planted informers in the populace to keep an eye on their fellow humans and report any resistance. All firearms have been seized, and refusal to obey the order of any ape carries a summary death penalty.

Nonetheless, some humans are determined to fight back against their simian oppressors. A resistance organization has been founded. The Cast Members may be the founding members, or they may be invited to join.

The resistance must establish a secure base of operations, avoid informers and acquire supplies—especially weapons. A raid on a former National Guard armory now protected by ape troopers might yield some arms and ammo.



Once the resistance has a few successes under its belt, the cell receives a mission from above. A chimpanzee scientist morally opposed to the genocidal invasion of Earth wishes to defect, bringing with him priceless information about the dimensional travel used by the apes. But the ape security forces suspect him of being a potential traitor and have imprisoned the scientist in a secure facility in the Cast Members' city for later transport back to the ape Earth.

The resistance must raid the facility and free the chimpanzee scientist so he can be spirited out of occupied territory to safety. Perhaps the Cast Members can sneak part of the way into the facility using old storm drains or disused utility tunnels. Unless they are extremely lucky, however, it will come down to a firefight with the ape military forces guarding the prison. The human resistance fighters had best have some means of escape, such as a stolen armored car or helicopter, ready once they free the scientist.

Crossover

Combat continues around the globe as the invading troops march on. With the aid of the chimp scientist rescued by the resistance, however, humanity finally has a handle on the cross-dimensional origin of the ape armies.

Now a risky reconnaissance mission must be mounted. A team of soldiers, resistance fighters or other skilled individuals is ordered to pass through a human-created portal to explore the home dimension of the apes. This information could be vital to mounting an offensive and forcing the ape invaders to pull back.

Involving the Cast Members should be easy—the free forces are desperate, and anyone who can be spared is assigned. Also, the team needs plenty of specialists, so scientists, computer experts and others are just as likely to be tapped as soldiers or other combat specialists.

The dimensional gateway opens in a secure lab, and the team steps through to emerge in the capital city of the dominant nation on the parallel Earth. As there are no humans native to the ape Earth, this mission calls on all the stealth and cunning the Cast Members can muster.

A return portal will be activated at a designated time and place. The Cast Members must be there to return to their own Earth. The mission might be a simple reconnaissance job, or perhaps the team has been ordered to retrieve key computer files from an ape military or intelligence headquarters.

If humans are in truly dire straits, the Cast Members might be ordered to plant a nuclear device in the capital city of the top ape nation, wiping out their government and command structure in a well-timed counter-punch aimed at driving the confused enemy forces off Earth for good.

A more interesting, if involved, approach might involve several forays into the alternate dimension to form an alliance with the downtrodden lesser nations of the ape Earth to overthrow the superpower responsible for both their own oppression and the invasion of Earth. The effort might culminate in a counter-invasion launched by human military forces aimed at linking up with the simian armies of other nations for a final assault on the dominant ape nation.

Orangutan Military Intelligence Agents ADVERSARIES

Str 3 **Dex** 5 **Con** 4 **Int** 2 **Per** 2 **Will** 2
Life Points 38 **Endurance Points** 32
Speed 9/18 **Essence Pool** 18

Qualities/Drawbacks: Contacts (Spies) 3, Delusion (Prejudice vs. Humans) 3, Invasion of the Apes Orangutan, Military Rank (Captain), Multiple Identities

Skills: Brawling 2, Bureaucracy 3, Cheating 4, Climbing 3, Computers 3, Computer Hacking 2, Demolitions 2, Disguise 2, Dodge 2, Driving (Car) 2, Electronic Surveillance 2, Escapism 2, First Aid 1, Guns (Handgun) 2, Hagglng 2, Hand Weapons (Knife) 3, Humanities (Intel Analysis) 3, Intimidation 3, Lock Picking 2, Notice 3, Questioning 3, Research/Investigation 3, Smooth Talking 2, Stealth 2, Streetwise 2, Surveillance 3

Equipment: .38 Pistol, Electronic Surveillance Gear, Knife



Gorilla Soldiers

ADVERSARIES

Str 8 **Dex** 3 **Con** 5 **Int** 2 **Per** 3 **Will** 3

Life Points 68 **Endurance Points** 53

Speed 8/16 **Essence Pool** 24

Qualities/Drawbacks: Delusion (Prejudice vs. Humans) 3, Hard to Kill 2, Invasion of the Apes Gorilla, Military Rank (Private), Nerves of Steel, Situational Awareness

Skills: Brawling 2, Climbing 2, Computers 1, Demolitions 2, Dodge 2, Driving (Car) 2, First Aid 1, Guns (Auto Rifle) 4, Guns (Handgun) 2, Guns (Grenade Launcher) 2, Guns (Lt. Machine Gun) 2, Hand Weapon (Bayonet) 3, Stealth 2, Survival (Forest) 2

Equipment: Assault Rifle, Class IV Vest, Class II Helmet, Combat Webbing, Grenades, Rations, Canteen, Combat Knife



Chimpanzee Officers

ADVERSARIES

Str 4 **Dex** 6 **Con** 3 **Int** 3 **Per** 3 **Will** 2

Life Points 38 **Endurance Points** 32

Speed 9/18 **Essence Pool** 21

Qualities/Drawbacks: Delusion (Prejudice vs. Humans) 3, Invasion of the Apes Chimpanzee, Military Rank (Lieutenant), Situational Awareness

Skills: Brawling 2, Bureaucracy 2, Climbing 3, Computers 2, Demolitions 1, Dodge 2, Driving (Car) 2, First Aid 1, Guns (Auto Rifle) 2, Guns (Handgun) 4, Humanities (Military Leadership) 3, Humanities (Tactics) 2, Stealth 2, Survival (Forest) 2

Equipment: 9mm Pistol, Maps, Binoculars, Class IV Vest, Class II Helmet, Canteen, Rations

Gibbon Factory Workers

ADVERSARIES/SUPPORTING CAST

Str 2 **Dex** 8 **Con** 3 **Int** 1 **Per** 2 **Will** 1

Life Points 30 **Endurance Points** 23

Speed 11/22 **Essence Pool** 17

Qualities/Drawbacks: Invasion of the Apes Gibbon, Minority 1, Resources (Poor)

Skills: Brawling 2, Cheating 2, Climbing 4, Craft (Factory Work) 2, Driving (Cars) 2, Gambling 2, Streetwise 2

Equipment: Factory Tools



Island of Dr. Monroe

I was very lucky. My god, I'm lucky to be alive.

My life raft washed up on this island, and I was rescued by an ex-hunter. He didn't seem to be disturbed to see me bedraggled and covered with beach sand. I suppose this happens regularly enough not to cause great concern. The hunter told me he lives here with a scientist and his daughter. They have a beautiful plantation house in a walled compound.

The island is lush and gorgeous—a garden of Eden isolated in the vastness of the ocean. But the fauna is not entirely benign. I am given to understand that there are dangerous animals hereabouts.

The food proved delicious and well prepared, and the doctor treated the injuries I suffered when the ship sank. A tramp freighter should be here to pick me up in a few more days.

Last night, I was awakened by what sounded like screams coming from the doctor's laboratory in the old concrete bunker next to the house. They stopped by the time I went out on the balcony to investigate, so maybe it was just a nightmare. I wonder what he does in there, though? It couldn't hurt to slip inside for a look around tonight . . .

The Basics

A renegade scientist has created a race of transgenic apes through biotechnology. Transgenic life forms combine DNA from multiple species. By splicing human genes for intelligence and neurological development into ape DNA, Dr. Andre Monroe has genetically engineered new species of intelligent apes.

Other experiments involving retroviral therapy and nanoviruses to radically rewrite the genetic code of adult apes have met with varying degrees of success.

Dr. Monroe and his ape-men live together on a remote tropical island in the Pacific Ocean, deserted since the days of World War II—far from prying eyes or disapproving governments. Jungles, sandy beaches and a dormant volcano make up most of the terrain.

The protagonists are typically castaways on the island hideaway of Dr. Monroe. They may be survivors of a shipwreck, plane crash or other mishap. The Cast Members can come from virtually any modern background with some reason to be traveling in the South Pacific. Or perhaps they are a team of intelligence agents who intentionally washed

ashore to investigate rumors of illicit biotechnology experiments being conducted on the isle.

Initially, Dr. Monroe and his human associates are friendly to the Cast Members, but once the secret of his horrible experiments gets out they may become adversaries. Likewise, the colony of intelligent ape-men dwelling on the island could be friend or foe, depending on the actions of the Cast Members.

The Apes

Chimpanzees and gorillas are intelligent, though just barely in some cases, and most are capable of rudimentary speech. Younger apes, bred in the womb for intelligence, are smarter and better able to communicate than the pitiful results of Dr. Monroe's crude earlier experiments. Most ape-men are partial bipeds but retain much of their animal heritage, often reverting to atavistic behavior under stress. There are no female ape-men—Dr. Monroe believes issues of sexuality and mating will only confuse his creations. Also, he does not want any unauthorized breeding to muddy genetic lines. He does keep a few unmodified female apes in his lab to carry and give birth to his genetically altered ape-men.

The ape-men dwell together in a colony on the other side of the island from Dr. Monroe's compound. They live under strict laws set by Dr. Monroe to discourage atavism. The ape-men are required to behave like men, not animals. Failure to adhere to these laws means the offending ape is taken back to the doctor's lab for more retroviral therapy, surgeries or other experiments to correct the flaw. These can be painful or even fatal in some cases. The Lawgiver, one of the most intelligent chimpanzees of the older generation of ape-men, rules over the colony in the name of Dr. Monroe and strives to keep his fellow ape men in line.

Possessing no native technology, the ape-men have limited access to the modern equipment used by the humans on the island. They are not permitted to have firearms or weapons of any kind, however. Most of their technological possessions are essentially castoffs, either from Dr. Monroe's compound or from the rusting, rotting military gear found on the island.

The ape-men have constructed a ramshackle village from old vehicles, airplane parts, crates, parachutes and other remnants of World War II military operations on the island. They tend small gardens and crops in a cleared area of the jungle near their village.

A strange society in which the ape-men try to emulate humans has arisen among the intelligent apes. The ape-men consider humanity, as represented by Dr. Monroe and the others, the apex of civilized behavior. But many ape-men lack the intelligence to comprehend human behavior, giving rise to a faux society in which the ape-men copy human customs without understanding them—playing at being human. The rise of younger ape-men genetically engineered for intelligence in the womb has created some tension in the ape community. Some of the older ape-men, with lesser intellects and fewer language skills, resent the new generation. But this creates confusion, because the ape-men have also been taught that greater intelligence is a sign of greater worthiness—with humans such as Dr. Monroe therefore being the most worthy of all.

The ape-men have no religion, though they fear and respect Dr. Monroe as the giver of intelligence and life.

The scientist has been careful to condition his ape-men to respect and obey humans. Humans are considered to be above ape-men because of their greater intelligence and self-control, which prevents lapses into animalistic behavior—an image that Dr. Monroe has been very careful never to contradict by word or deed. The arrival on the island of unindoctrinated humans who might not adhere to this code may spread confusion among the ape-men.

CHIMPANZEE-MAN QUALITY

This package is applied to a Character Type to create an intelligent chimpanzee-man on the Island of Dr. Monroe Apeworld. It has a total Quality cost of one point.

Attributes: Chimpanzee-men add +1 to Strength, +2 to Dexterity, and +1 to Constitution. These bonuses cost four points.

Qualities and Drawbacks: Chimpanzee-men have Atavism (-1), Attractiveness (-2), Fast Reaction Time (+2), Impaired Speech (-1), Low Intellect (-2) and Partial Biped (-1). Individuals may also have various Physical Disabilities reflecting different experiments in genetic coding or surgeries by Dr. Monroe.

Powers: Chimpanzee-men add +10 inches to their high jump and +10 yards to their broad jump. This costs one point.

Natural Attacks: Chimpanzee-men have a natural bite attack that does one point of stabbing damage per Strength level. This attack costs one point.

GORILLA-MAN QUALITY

This package is applied to a Character Type to create an intelligent gorilla-man on the Island of Dr. Monroe Apeworld. It has a total cost of one point.

Attributes: Gorilla-men add +3 to Strength, +1 to Dexterity, and +1 to Constitution. These bonuses cost five points.

Secondary Attributes: Gorilla-men have +20 Speed when running on all fours. This Speed bonus costs two points.

Qualities and Drawbacks: Gorilla-men have Atavism (-1), Attractiveness (-2), Impaired Speech (-1), Low Intellect (-2) and Partial Biped (-1). Individuals may also have various Physical Disabilities reflecting different experiments in genetic coding or surgeries by Dr. Monroe.

Natural Attacks: Gorilla-men have a natural bite attack that does one point of stabbing damage per Strength level. This attack costs one point.

Second-Generation Ape Men

The second generation of ape-men, created by Dr. Monroe using genetic engineering, lacks the Drawbacks of Impaired Speech and Low Intellect. These superior ape-men have Intelligence 2 and higher. Individuals are unlikely to have the Drawback of Physical Disability, but tend to have psychological Drawbacks.

The Humans

Only three humans live on the island. All are normal humans from modern 21st century civilization. They dwell in a walled compound containing a large plantation-style house and a sizable concrete bunker that has been turned into a genetics lab. Windmills on the mountain slopes provide power to the compound, supplemented by an oil-powered generator behind the lab. Tramp freighters periodically bring fuel, food, scientific equipment and other supplies.

Dr. Andre Monroe is a brilliant biochemist and geneticist. His radical biotechnology theories first gained Dr. Monroe great fame in scientific circles, but eventually led to accusations of unethical experimentation. Targeted by legal authorities as well as animal rights activists and religious figures, the doctor escaped to the solitude of his Pacific Ocean island to conduct his work in peace.

Olivia Monroe is the scientist's lovely college-age daughter. She came to live with her widowed father on the island after being assaulted by a classmate in her university dorm. The young woman has a strong fear of the outside world, and in fact rarely leaves the safety of the main compound. She knows very little about her father's work on the isle, perhaps deliberately so. Olivia has misgivings about the screams she sometimes hears from her father's laboratory, but buries them under the rationalization that her father's experiments are for the greater good of the ape-men. She is very devoted to her father and has a difficult time believing anything but the best about his intentions.

Vic Reston is a ruggedly handsome former big-game hunter hired by Dr. Monroe to assist him on the island. Reston serves as a combination handyman, guide and bodyguard. He helps Dr. Monroe keep the ape-men in line. Reston knows all about the scientist's experiments but doesn't care. He's more interested in the steady paycheck than in pondering moral or ethical dilemmas.

Timeslip

The Ape Master could set the island of Dr. Monroe at the turn of the century rather than in modern times, though this will require a few changes.

The human compound has no electrical power. Candles and lamps provide illumination. Obviously, there won't be any relics of World War II on the island. A wooden bungalow contains the doctor's laboratory, and the ape-man colony might be based in a cavern or an abandoned Pacific Islander village.

While scientists are aware of DNA, techniques for gene-splicing or other biotechnology procedures have yet to be developed. The Ape Master could decide that Dr. Monroe is a genius far ahead of his time, or rule that his ape-men are the creation of surgery and other turn-of-the-century medical arts.

See the Heart of Africa Apeworld (p. 188) for information about character creation in this era.

Curious events occur as the Cast Members enjoy the hospitality of Dr. Monroe. Drums from the far side of the island can be heard one evening, even though Dr. Monroe and Reston insist the island is otherwise uninhabited. Screams echo from the scientist's laboratory in the dark of night. Other strange occurrences, such as a hastily covered slip of the tongue by Olivia about her father's research, further pique the interest of the Cast Members.

Inevitably, the Cast Members discover the existence of the ape-men. Perhaps they burst into the lab to investigate sounds of screaming, slip away from the compound into the jungle or learn the truth from Olivia. In any case, Dr. Monroe makes his case to the Cast Members for their silence once they reach the outside world—stressing the important scientific dividends of his research, such as a greater understanding of genetics, evolution of human intelligence and the nature of man. He does not threaten or bribe the Cast Members, however.

In hopes of gaining their co-operation and proving the value of his research, Dr. Monroe gives the Cast Members free run of the island, although he requires that they be accompanied by Reston outside the compound for their own protection. The Cast Members can visit the ape-man village, meet the Lawgiver and interact with other ape-men as they wish.

The introduction of several more humans who in all likelihood do not act or talk as do Dr. Monroe or Reston confuses the ape-men. In their agitation, they exhibit a rise in atavistic behavior, which leads to more punishments by Dr. Monroe. The Cast Members may protest what they view as brutality, further confusing the ape-men—who have never before seen humans argue among themselves.

Soon the entire house of cards comes tumbling down, with atavistic ape-men running wild over the island, assaulting the compound and killing any humans they catch. The oil fuel for the backup generator could wind up igniting, sending the entire compound up in flames. The Cast Members must somehow survive until the tramp freighter arrives, or else find some other way off the island.

Story Ideas

Castaways

The Cast Members wash ashore on the island after a shipwreck or plane crash. They are discovered and taken to the compound, where they meet Dr. Andre Monroe, his daughter Olivia and assistant Vic Reston. Cast Members are told they can be taken back to civilization by the tramp freighter bringing supplies, due to arrive any time in the next two weeks.

In the meantime, the doctor is a gracious host, providing food and any necessary medical care. Dr. Monroe insists, however, that Cast Members remain in the compound and do not enter his lab in the concrete bunker. He warns of dangerous animals on the island, and notes that his lab contains proprietary research that he must keep private.

Apotheosis

This story could be used to throw a twist into the Castaways plotline. Apotheosis is the attainment of godhood. In this story, an ape-man seeks to overthrow Dr. Monroe, whom his creations view as a sort of deity.

The scientist's most recent experiments involved genetic changes to fertilized egg cells before implantation in the wombs of female apes kept in the lab to carry his creations to term. They eventually gave birth to a new generation of ape-men whose genetic coding, altered more radically than possible in adult apes, granted them nearly human-level intelligence.

One particularly bright chimp, named Simon, possessed a keen intellect surpassing even that of humans. As Simon grew older and learned to speak, the chimp-man quickly discovered that he was smarter than Olivia and Vic Reston. In time, he began to suspect that his intellectual ability might surpass even that of Dr. Monroe himself.

Conditioned alongside his fellow ape-men to believe that intelligence denotes worthiness, placing humans above ape-men, Simon has come to realize that his superior intellect gives him the right to rule the island in the place of Dr. Monroe. Since the scientist has not given Simon his rightful place, the chimp-man has decided to depose Dr. Monroe to preserve the natural order as it has been taught to him.

Simon might lead a revolt of the ape-men, or he may have a more cunning plan in mind. Perhaps he seeks to capture Dr. Monroe and conduct a trial before the ape-men to determine which of them is worthy to rule the island by right of intelligence.

Maybe Simon, having assisted Dr. Monroe in his laboratory, decides to conduct an experiment of his own. After the ape-men have taken over the island, Simon might use retroviral gene therapy to devolve Dr. Monroe or the Cast Members—introducing ape genetic coding into their human DNA!

Dr. Andre Monroe

SUPPORTING CAST

Str 1 Dex 2 Con 1 Int 5 Per 3 Will 3

Life Points 18 Endurance Points 20

Speed 6 Essence Pool 15

Qualities/Drawbacks: Impaired Vision (Must Wear Glasses), Honorable (Mild), Obsession (Must Prove Theories), Paranoid, Photographic Memory, Resources (Wealthy), Secret (Inhumane Experiments) 2

Skills: Bureaucracy 2, Computers 4, Computer Programming 3, Driving (Car) 1, Electronics 2, Engineer (Biological) 5, First Aid 3, Guns (Handgun) 1, Humanities (Psychology) 2, Language (German) 2, Language (Latin) 3, Language (Russian) 2, Medicine 5, Sciences (Biology) 4, Science (Chemistry) 3, Sciences (Genetics) 5, Veterinary Medicine 5, Writing (Scientific) 3

Equipment: 9mm Pistol, Doctor's Bag, Specimen Jars and Tools

Vic Reston

SUPPORTING CAST

Str 3 Dex 3 Con 3 Int 2 Per 4 Will 2

Life Points 34 Endurance Points 29

Speed 12 Essence Pool 17

Qualities/Drawbacks: Acute Hearing, Attractiveness 1, Charisma 2, Clown, Covetous (Severe Greedy), Fast Reaction Time, Lazy, Situational Awareness

Skills: Brawling 3, Climbing 2, Craft (Gunsmith) 2, Dodge 2, Driving (Car) 2, First Aid 2, Gambling 2, Guns (Rifle) 4, Hagglng 2, Hand Weapon (Knife) 2, Language (Swahili) 1, Mechanic 2, Notice 4, Piloting (Boat) 2, Riding (Horse) 1, Seduction 2, Smooth Talking 1, Stealth 3, Survival (Jungle) 4, Swimming 2, Throwing (Knife) 2, Tracking 3

Equipment: Compass, First Aid Kit, Machete, Rifle, Survival Kit, Tool Kit

Olivia Monroe

SUPPORTING CAST

Str 2 **Dex** 2 **Con** 2 **Int** 2 **Per** 2 **Will** 1

Life Points 26 **Endurance Points** 20

Speed 8 **Essence Pool** 12

Qualities/Drawbacks: Artistic Talent, Attractiveness 5, Charisma 4, Emotional Problems (Emotional Dependency), Recurring Nightmares

Skills: Bureaucracy 1, Computers 2, Dancing (Ballet) 2, Dancing (Hip-Hop) 3, Dancing (Modern) 3, Fine Arts (Painting) 3, First Aid 1, Humanities (History) 1, Humanities (Sociology) 1, Research/Investigation 1, Running (Dash) 2, Writing (Poetry) 2

Equipment: Candles, CD Player, Easel, Paints, Whistle

Simon

ADVERSARY

Str 3 **Dex** 4 **Con** 3 **Int** 5 **Per** 3 **Will** 3

Life Points 34 **Endurance Points** 32

Speed 7/14 **Essence Pool** 20

Qualities/Drawbacks: Advanced Chimpanzee-man, Fast Reaction Time, Delusions of Grandeur, Obsession (Mimic Human Behavior), Status (Advanced Chimpanzee-Man) 1

Skills: Climbing 3, Engineer (Biological) 1, First Aid 3, Humanities (Psychology) 2, Language (Latin) 1, Medicine 2, Sciences (Biology) 2, Science (Chemistry) 1, Sciences (Genetics) 1, Veterinary Medicine 2, Stealth 2, Survival (Jungle) 2

Equipment: Laboratory Equipment

Lawgiver

SUPPORTING CAST

Str 2 **Dex** 3 **Con** 2 **Int** 2 **Per** 3 **Will** 2

Life Points 26 **Endurance Points** 23

Speed 2/10 **Essence Pool** 14

Qualities/Drawbacks: Chimpanzee-man, Obsession (Mimic Human Behavior), Physical Disability (Crippled Leg), Status (Lawgiver) -1

Skills: Climbing 3, Craft (Farming) 2, First Aid 1, Humanities (Laws of Man) 2, Instruction 3, Notice 2, Smooth-Talking 1, Stealth 2, Storytelling 3, Survival (Jungle) 2

Equipment: Farming Tools

Gorilla-men

SUPPORTING CAST

Str 5 **Dex** 3 **Con** 3 **Int** 1 **Per** 2 **Will** 2

Life Points 42 **Endurance Points** 35

Speed 6/32 **Essence Pool** 16

Qualities/Drawbacks: Gorilla-man, Obsession (Mimic Human Behavior), Status (Must Obey Humans) -2

Skills: Brawling 1, Climbing 2, Craft (Farming) 2, First Aid 1, Intimidation 2, Stealth 2, Survival (Jungle) 2

Equipment: Farming Tools

Chimpanzee-men

SUPPORTING CAST

Str 3 **Dex** 4 **Con** 3 **Int** 1 **Per** 3 **Will** 2

Life Points 34 **Endurance Points** 29

Speed 7/14 **Essence Pool** 16

Qualities/Drawbacks: Chimpanzee-man, Obsession (Mimic Human Behavior), Status (Must Obey Humans) -2

Skills: Climbing 3, Craft (Farming) 2, First Aid 1, Stealth 2, Survival (Jungle) 2

Equipment: Farming Tools



Apeocalypse

The old world died in flames. And out of the ashes came a new world. Our world. The world of the apes.

Humans altered us in their laboratories, changing us, tampering with our genes to create servant races. Gorillas for heavy labor, orangutans for factory work and chimpanzees, my kind, for house servants. But the humans made us too smart for their own good, and we rebelled. Wars began in the chaos that followed, and human civilizations collapsed around the globe.

Leaving us, the apes, to pick up the pieces. Oh, there are still humans. In some villages, they live in peace with us, treated as equals despite their past mistreatment of our races. In others, well . . . now humans do the work they once bred apes to perform. Call it karma, or justice, if you prefer.

Then there are the others. The mutants. Everyone, man and ape alike, fears them. Scarred and mutilated, they dwell in the rubble of the cities. They are insane with hatred for the rest of us. Worse, scavenged armaments, vehicles and other lost technology make them very dangerous.

We've barely repulsed their raids in the past. Now I wonder what new schemes of conquest they are hatching there in the wreckage of a world that is gone . . .

The Basics

Civilization has been destroyed in a great war or other global disaster, and intelligent apes now rule the post-apocalyptic wasteland. Genetically engineered in human labs to serve humanity, these neo-apes vie with surviving humans to determine the fate of Earth as new societies arise from the rubble—some genocidal, some peaceful.

The end of the world may have come as a result of nuclear war, a global plague released by an apocalyptic cult, a comet strike or some other disaster. Perhaps an uprising by the simian servants of humanity precipitated or exacerbated the crisis. Electromagnetic pulses, generated naturally by an asteroid strike or artificially by human weapons, overloaded circuits and destroyed electronic devices. Computers, power plants, radios—even vehicles with computer chips—were instantly rendered useless, plunging the Earth back to the pre-electricity age in a matter of seconds.

Unlike most Apeworlds, the protagonists typically are not outsiders. Cast Members are survivors of the apocalypse, either ape or human, trying to stay alive and bring about a rebirth of civilization.

Pre-Apocalypse Technology

The electromagnetic pulses, whether natural or man-made, associated with the cataclysm that ended civilization had a devastating effect on modern technology.

Electromagnetic pulses, like those produced by nuclear explosions, release a tidal wave of electrons that disrupts radio waves and overloads electrical circuits—traveling through power and telecommunication lines to blow out entire grids. Electronic devices of all kinds are damaged or even wrecked beyond repair by these surges. Light bulbs explode. Home appliances stop working. Computer-controlled factories shut down. Power plants go offline.

Modern airplanes relying on computers to function, such as passenger and military jets, suddenly lose vital systems. Many crash in mid-flight. Helicopters are likewise affected.

Not only are unshielded computers themselves slagged, but all magnetic memory storage is erased. As a result, working computers are extremely rare—computers stored deep underground, such as at a military command post, might have survived. Power surges and lack of upkeep have probably doomed many of these as well in the years since the end of the world.

Most vehicles built after the 1970s have electronic ignitions; many also have engines controlled by computer chips. In either case, the pulse renders the engine inoperable. Cars by the millions simply sputter to a stop. Only vehicles fitted with old-fashioned rotary distributors still function.

Goods that are purely mechanical or based on chemical reactions, such as firearms, are unaffected by electromagnetic pulses. Anything requiring frequent or skilled maintenance, however, does not remain in working condition for long. Lack of fuels, continuous power, temperature control or other needs may likewise render most delicate equipment unusable.

Even if a rifle, truck or other pre-apocalypse artifact can be kept in working order, there is still the question of fuel, ammunition, spare parts and so forth. These are plentiful at first in the ruins of civilization, but as time passes, with no working factories, refineries or other manufacturing centers, they get harder and harder to find.

In addition, anti-technology cults may arise, particularly if the end of the world resulted from a man-made catastrophe such as nuclear war. These neo-Luddites could seek out and destroy technology in the name of cleansing the world or hastening a new age, unencumbered by lust for possessions.

Remnants of pre-apocalypse technology are likely to be much harder to find around these folks.

The skills of Electronics, Engineer and Mechanic, and certain types of Craft are extremely valuable in such a world. However, these skills are also quite difficult to use effectively given the challenge of finding or manufacturing spare parts. Repair Tasks considered routine before the end of the world are now much more difficult, suffering a -1 to -2 modifier to the roll. Complex Tasks, such as assembling a working radio, may require time to gather necessary parts. Such rolls would suffer a -3 to -5 penalty. In fact, an entire adventure could center around obtaining a rare working computer chip from its owners by through haggling, violence, theft or some other means.

Adversaries are often bent on genocide, whether they are twisted human mutants nursing a burning hatred of ape usurpers or vengeance-driven apes seeking to rid the world of humanity. They may try to accomplish this one foe at a time, or by unleashing the power of a doomsday device discovered in the rubble. For an interesting twist, the adversaries

could include a sibling or friend of a Cast Member—perhaps the insane leader of the mutants was once a beloved commanding officer, for example.

Lesser threats, such as gorilla brigands who survive by stealing the fruits of the labors of others, are also potential adversaries.

The Apes

Bred in human biotechnology labs as servant races, chimpanzees, gorillas and orangutans are intelligent and capable of speech. They have been gene-coded to be very human-like, although apes still tend to be more agile and physically stronger than humans. They are full bipeds. The stress of the end of the world has brought out atavistic strains in some apes, leading them to revert to more animalistic behavior, but most apes are able to resist these temptations.

In the wake of the apocalypse, a variety of ape societies have arisen. Some seek to rebuild, while others are bent on conquest. Chimpanzees, chosen for their greater intelligence, often lead these societies, but the greater physical strength of gorillas may allow them to rule by brute force in other societies. Most ape communities do not have complex governments—not when day-to-day survival keeps everyone busy from sunup to sundown. A single leader typically rules based on respect, or fear. The leader may be served by a few advisers, or even an elected council, but simply staying alive leaves little time for playing politics.

Most communities have regressed to a primitive technology level. At best, they are capable of forging simple metal tools and weapons. Of course, remnants of pre-apocalypse technology—such as firearms—continue to exist but most survivor civilizations lack the skill or equipment to construct their own. As a result, ape societies possess an odd mix of primitive homemade equipment and some sophisticated technology salvaged from the rubble. Most recovered computers or other electronic devices do not work, however, due to the electromagnetic pulses associated with the collapse of civilization.

New architecture tends to be primitive, primarily using mud bricks or wood lashed together with rope. In forested regions, ape villages are often built in the trees. Platforms and treehouses provide shelter while satisfying an instinctual association of height with safety. Apes tend to prefer constructing new villages to inhabiting pre-apocalypse human communities.

There is no single ape society. Ape survivors of the apocalypse live in scattered communities across the countryside. Some try to build new civilizations based on agriculture, herding and other basics. Others venture into the ruins of human civilization to recover canned foods and lost technology. And many prey on others for the goods they need to survive.

Apes may follow pre-apocalypse human religions, ape-centric variants of these faiths or new beliefs of their own devising.

Views of humans vary among post-apocalypse ape societies. Some apes live in peace and equality with human survivors, striving to put aside the hatreds that led to the end of the world. Other ape communities, bitter over their treatment before the apocalypse, enslave humans in turn. A few genocidal ape societies consider humans too dangerous to be allowed to live, and seek to wipe out humanity entirely lest it bring further destruction to the Earth.

APECALYPSE CHIMPANZEE QUALITY

This package is applied to a Character Type to create an intelligent chimpanzee in the Apeocalypse Apeworld. It has a total Quality cost of ten points.

Attributes: Chimpanzees add +3 to Strength, +3 to Dexterity and +1 to Constitution. These bonuses cost seven points.

Qualities and Drawbacks: Chimpanzees have Fast Reaction Time (+2).

Natural Attacks: Chimpanzees have a natural bite attack that does one point of stabbing damage per Strength level. This attack costs one point.

APECALYPSE GORILLA QUALITY

This package is applied to a Character Type to create an intelligent gorilla in the Apeocalypse Apeworld. It has a total Quality cost of ten points.

Attributes: Gorillas add +6 to Strength, +1 to Dexterity and +3 to Constitution. These bonuses cost ten points.

Qualities and Drawbacks: Gorillas have Aggressive (-1).

Natural Attacks: Gorillas have a natural bite attack that does one point of stabbing damage per Strength level. This attack costs one point.

APEOCALYPSE ORANGUTAN QUALITY

This package is applied to a Character Type to create an intelligent orangutan in the Apeocalypse Apeworld. It has a total Quality cost of eight points.

Attributes: Orangutans add +3 to Strength, +2 to Dexterity and +2 to Constitution. These bonuses cost seven points.

Natural Attacks: Orangutans have a natural bite attack that does one point of stabbing damage per Strength level. This attack costs one point.

The Humans

Humans are ordinary survivors of the apocalypse. They tend to be reasonably hardy and skillful, however, since the weak or witless are less likely to survive the rigors of post-apocalyptic life.

Humans may dwell together with apes, in peace or as slaves, or form their own communities. They typically elect a leader, sometimes called a mayor, and occasionally a village council to advise the mayor. Human societies vary widely, however. A former military unit may continue to operate along military lines, with superior officers giving all the orders. Or a community of cultists may be commanded by its prophet.

Like the apes, most humans have regressed to a low level of technology but may have access to some pre-apocalypse equipment salvaged from the wreckage. Human societies do have a better chance of having technical experts capable of restoring lost technology, however.

New construction tends to be simple wooden buildings, though humans are more likely than apes to inhabit pre-apocalypse towns and villages left largely untouched by the destruction. They may construct wooden walls or other fortifications for protection against mutants or marauding bandits, however.

Human society tends to follow pre-apocalypse patterns, although of course this depends on whether the humans are dominated by apes. Couples marry and raise children together. Absent television or other electronic forms of entertainment, humans may

hold dances or other regular festivities to keep their spirits up. Trade is rare, and most communities rely on agriculture for food. Men and boys work in the fields each day, while women produce the countless homemade crafts necessary for survival. Occasional salvage parties may be organized to forage in nearby ruins for canned goods, arms and other supplies.

Most humans of a religious nature follow pre-apocalypse faiths, but a few new beliefs have arisen. Several of these are apocalyptic in nature, often decreeing that survivors who adopt the new faith are blessed and have a duty to spread the holy word—by force, if necessary.

Views of apes depend greatly on the circumstances of each community. Apes may be seen as equals, working side by side with humans. Or they might be deemed inferior, fit only for servitude as before the collapse of civilization. Humans who are themselves enslaved no doubt hate and fear their ape masters, while those in danger of being conquered by apes may be defiant.

A few humans have become mutants, twisted into monstrous creatures by radiation or mutagenic viruses loosed in the apocalypse. Mutants often have horrible scars or other disfigurements, and are usually insane. Unlike normal humans, who have fled the ruined cities for healthier environs, mutants dwell within the rubble of wrecked urban centers. They tend to try to preserve pre-apocalypse ways of life, perhaps adopting a form of military organization. Mutants also make extensive use of salvaged technology, such as vehicles, firearms and so forth, rather than building their own tools and goods.

Bitter at their fate, mutants bear an extreme hatred for apes and are none too fond of humans lucky enough to avoid their hideous fate. Since radiation renders most mutants sterile, they also face the practical problem of replenishing their number. They often raid human communities to kidnap fertile men and women for breeding purposes. The need for food provides another motivation for raiding outside their blasted cities.

Story Ideas

Aftermath Wars

Following the end of the world, simian and human survivors have fled the wreckage of civilization to start over. New communities have arisen in rural mountains and valleys, relying on agriculture for sustenance. In some villages, apes and humans live together in harmony, while others are dominated by either apes or, rarely, humans, who mistreat or even enslave the subordinate race.

Each community is autonomous, though trade and communication links between villages are taking root. Although they face many challenges to survival, apes and humans are starting to forge a new way of life in the shadow of the apocalypse.

But these hardy re-builders of civilization are not the only survivors of the holocaust. Hidden deep within the abandoned cities are bands of vicious mutants. Horribly disfigured by radiation, mutagenic viruses or other causes related the apocalypse, these insane survivors are adherents of a twisted new faith. The cult teaches that their disfigurements are marks of godly punishment for the sins of mankind. Humans who are not marked are unrepentant, and must be destroyed lest their hubris bring further punishment on the world. Apes are soulless mockeries of humanity who must also be destroyed, according to the cult.

Or, for a horrific twist, perhaps the cultists are also cannibals. Enemies of the faith are not just killed, but eaten in freakish rituals!

Fired by religious conviction, the mutants have been scavenging rifles, ammunition, vehicles, fuel and other necessary supplies from the rubble for months. When the time is right, the mutant armies will burst forth from their ruined cities in a genocidal war against apes and humans everywhere.

The Cast Members could be survivors in a nearby village, mercenaries hired to provide protection or travelers caught in the crossfire.

Perhaps a simple scouting or salvage expedition into a ruined city turns up the mutants and their military stockpiles. The Cast Members must warn

their fellow survivors and help them prepare defenses for the inevitable attack. This gives the Cast Members a chance to put their non-combat skills and inventiveness to work devising traps, tricks, unorthodox weapons, fortifications and tactics for the coming fight.

Or the Cast Members might be sent on diplomatic missions to negotiate alliances with other villages before the attack. This could present a number of interesting adventures, particularly if human Cast Members visit a community where humans are enslaved by apes, for example. Some communities may demand that the Cast Members perform a service, such as rescuing the mayor's daughter from bandits, before agreeing to join the alliance—providing plenty of opportunities for side adventures.

When the attack comes, the Cast Members are probably on the front lines fighting against the heavily armed mutant army. Or they might form a commando team for risky missions behind enemy lines. Battlefield casualties could leave the Cast Members in charge of defending their young civilization against the mutant threat.

Perhaps the mutant cultists have a fallback plan involving a nuclear missile or other doomsday device salvaged from the wreckage of civilization. Once a conventional invasion fails, the mutants might turn to their ultimate weapon to bring about a new apocalypse. The Cast Members must undertake a desperate mission into the heart of the mutant stronghold to find and disable the weapon before it is too late.

The Quest

The Cast Members dwell in a mixed community where humans and apes live together in peace. Or perhaps the Cast Members are travelers who come across such a community. The villagers face a dire future, however. Radiation, climate changes and other problems are blighting their crops. Each year there is less and less to eat. In addition, a band of gorilla raiders attacks each harvest season to steal most of what little the apes and humans manage to grow. In fact, another attack is due any day now.

One of the villagers, or perhaps one of the Cast Members, has heard that conditions are better in another part of the country. If they can survive the dangerous trek, the apes and humans might be able to make a fresh start in a less inhospitable region. The Cast Members are hired to accompany the villagers on their journey, providing protection and whatever other useful skills they possess. The desperate villagers offer reluctant Cast Members everything of value they own for aid. Only the most hard-hearted would refuse.

Before preparations for departing are complete, however, the gorilla brigands attack. They must be fought off, since the villagers must take all the food from the harvest with them on the journey if they are to survive. None can be given to appease the gorilla band.

With the aid of the Cast Members, the gorillas are driven away. One of those killed is the younger brother of the bandit leader, however. The leader vows to pursue the Cast Members and villagers to the ends of the Earth to avenge his brother's death.

And so begins the cross-country trek in search of a better tomorrow.

Along the way, the travelers face a variety of dangers—from ravenous cannibal bands to vicious mutants. Freak storms or other natural obstacles also pose challenges. Other societies encountered on the road may be helpful, indifferent or hostile to their plight. Some may even join the travelers. Every step of the way, the apes and humans are dogged by the vengeance-seeking gorilla bandits.

The Ape Master can spread the journey out over several adventures, or even make an entire campaign of it. The Cast Members may have some adventures alongside the other travelers, and some on their own as they move ahead as scouts. In the finale, the travelers must overcome the pursuing bandits once and for all in a climactic battle before building a new home where they can finally live in peace.

Survivor Skills

Individual human survivors have additional skills representing their former careers and hobbies. Some of these, such as Piloting or Computer Programming, may be almost useless in the post-apocalypse world, however.

Chimpanzee Leaders

SUPPORTING CAST

Str 5 **Dex** 5 **Con** 3 **Int** 3 **Per** 3 **Will** 2

Life Points 42 **Endurance Points** 35

Speed 16 **Essence Pool** 21

Qualities/Drawbacks: Adversaries (Mutants) 3, Apeocalypse Chimpanzee, Charisma 3, Honorable (Mild), Nerves of Steel, Status (Village Leader) 3

Skills: Brawling 2, Climbing 3, First Aid 1, Hagglng 2, Hand Weapon (Knife) 2, Humanities (Leadership) 2, Notice 3, Questioning 1, Smooth Talking 2

Equipment: Knife

Gorilla Warriors

SUPPORTING CAST/ADVERSARIES

Str 8 **Dex** 3 **Con** 5 **Int** 2 **Per** 2 **Will** 2

Life Points 62 **Endurance Points** 50

Speed 16 **Essence Pool** 22

Qualities/Drawbacks: Adversaries (Mutants) 3, Apeocalypse Gorilla, Delusions (Prejudice vs. Humans) 1, Military Rank (Private)

Skills: Brawling 3, Climbing 2, Dodge 2, Guns (Rifle) 2, Hand Weapon (Sword) 3, Intimidation 2, Riding (Horse) 2, Stealth 2, Survival (Forest) 2

Equipment: Greatsword, Knife, Leather Armor, Rations, Rifle

Human Survivors

SUPPORTING CAST

Str 2 **Dex** 2 **Con** 2 **Int** 2 **Per** 2 **Will** 2

Life Points 26 **Endurance Points** 23

Speed 8 **Essence Pool** 12

Qualities/Drawbacks: Adversaries (Mutants) 3

Skills: Brawling 2, Climbing 1, Craft (Farming) 2, Dodge 2, Hand Weapon (Farm Tools) 2, Hand Weapon (Knife) 2, Survival (Forest) 1, Stealth 2

Equipment: Farm Tools



Human Mutants

ADVERSARIES

Str 3 Dex 2 Con 3 Int 2 Per 2 Will 2

Life Points 40 Endurance Points 29

Speed 10 Essence Pool 14

Qualities/Drawbacks: Attractiveness -5, Cruel (Mild), Delusions (Prejudice vs. Non-Mutants) 3, Hard to Kill 2, Zealot (Cultists)

Skills: Brawling 3, Climbing 2, Computers 1, Demolitions 2, Dodge 2, Driving (Car) 2, First Aid 1, Guns (Auto Rifle) 3, Guns (Handgun) 2, Guns (Rifle) 2, Guns (Grenade Launcher) 1, Guns (Lt. Machine Gun) 1, Hand Weapon (Bayonet) 2, Stealth 3, Surveillance 2, Survival (Urban Ruins) 2, Throwing (Grenades) 2

Equipment: Grenades, Knife, Pistol, Rations, Rifle

Mutant Characters

The Ape Master may desire to create special mutants, or a player may even want a mutant Cast Member. Here are some guidelines for building important mutants.

Mutants might be physically weak with enhanced intellects, while others are physically robust but suffer from brain damage. Attributes for mutants tend to hit extremes, with some scores being much higher than average and others much lower. An Attribute or two might even exceed human norms.

Physical changes, such as scarring, albinism or oozing sores, give most mutants a negative Attractiveness. The harsh conditions in which they live often give mutants the Qualities of Hard to Kill and Nerves of Steel. Many are deranged from the horrors of the apocalypse, not to mention their own physical transformation, resulting in Drawbacks such as Cruel, Delusions, Emotional Problems, Obsession, Paranoid, Recurring Nightmares or Zealot.

Mutants tend to have greater access to lost technology, and, hence, more technology- and pre-apocalypse-related skills.

The Ape Master may wish to tailor mutants to fit the particular end of the world she has chosen. Mutants on a world blasted by nuclear war might have the Quality of Resistance (Radiation), for example, while those on a world ravaged by an alien plague could develop freakish powers.

Some mutants might even develop psychic powers. In this case, use the Powered abilities listed in Chapter Two: Of Apes and Humans (see p. 61)



Simians and Sorcerers

I, Sir Taran of Ivyglen, bear witness that the armies of the Kingdom of Leonis fought bravely against the forces of Valak the Invincible. Still, at the end of the day, our warriors fell before the dark tide of his monstrous servants.

Winged apes filled the skies, spying on our formations and swooping down to stab with long daggers at soldiers unused to such vile and cowardly tactics. Enormous war apes, many times as strong as a man, fought savagely with fang and claw. Our swords, maces and spears were turned by their thick hides and heavy plate armor. Orange-furred apes leapt great distances to unhorse knights and pounce on infantrymen before capering away with inhuman agility. They are unsightly and unnatural foes, and their toll on blood, sinew and mind was fearsome.

Even our superior numbers could not overcome the natural advantages of Valak's ape legions. We could see lesser sorcerers and dark knights directing the simian warriors from the rear, but could not fight our way through to them. Nor would the cowardly commanders come forward to face us in honorable battle. In the end, our armies were forced to retreat in confusion.

The Basics

On the fantasy world of Trytheria, a wicked sorcerer employs armies of fantastical ape races to further his dreams of conquest. The few remaining good kingdoms struggle to resist his might.

Magick is a potent force in Trytheria. Years of study are required to harness the mystical forces at work in the world, but an accomplished enchanter can cast spells of tremendous power.

The protagonists may be knights, enchanters or other defenders of the human kingdoms of Trytheria. Or they might be ordinary folk fated to bring down the evil sorcerer by completing a great quest. Perhaps the heroes are people plucked from modern-day Earth by desperate spells to help save Trytheria by undertaking the quest. The Cast Members might even be in-game versions of the players themselves!

Adversaries are the sorcerer Valak the Invincible and his various simian minions, including agile winged monkeys and powerful war apes. A number of human henchmen, inspired by power-lust, greed, jealousy or other base motives, have also flocked to the sorcerer's banner.

The Apes

The dread sorcerer Valak the Invincible has used dark magicks to enslave several intelligent, ape-like races native to Trytheria to further his cause.

Winged apes are gibbon-like primates with feathered wings that give them the power of flight. War apes resemble gorillas but are immensely strong and tough with deadly claws. Leapers are orangutan-like apes possessing tremendous agility and capable of jumping great distances. All are intelligent to some degree and capable of speech.

In their natural state, the three ape races dwell in scattered tribes in remote regions of Trytheria. Each race has little to do with the others, as the winged monkeys inhabit mountain peaks, war apes roam forested hills and leapers dwell high in the rainforest treetops. Normally they are not hostile to humans and desire only to be left alone.

Crystal skulls, representing the first ape of each race, are sacred to the simian races of Trytheria. These skulls have been stolen and magically bound by Valak the Invincible to enslave the races. The sorcerer keeps the crystal skulls safe in his tower, for his spell of rulership would be destroyed if the skulls were shattered. As long as the spell persists, however, the apes cannot resist his will. Valak compels them to fight fiercely against his foes. The apes are incredibly lethal and enormously effective on the battlefield, displaying no reticence or hesitation under the irresistible sway of Valak's dark magicks.

The ape races employ little to no technology in their native state, existing in a peaceful state of natural grace. In the armies of Valak the Invincible, they are outfitted with the roughly medieval technology possessed by human civilizations of Trytheria. War apes wear heavy, customized plate armor, while winged monkeys carry curved daggers with which to swipe at foes.

In their native lands, the ape races dwell in small tribes led by the eldest or strongest among them. Of course, in the armies of Valak the Invincible they serve in military units commanded by the sorcerer's human henchmen.

The Humans

Humans are the dominant civilized race on Trytheria. Intelligent and capable of speech, they dwell in a feudal society composed of several autonomous kingdoms throughout the temperate lands of the world.

Those born of noble blood compose the ruling class of knights, lords, barons, dukes, earls and kings. Each noble owes fealty to another, pledging to support his cause and provide troops as needed in return for lands and titles. All nobles in a kingdom ultimately owe allegiance to the king. Royalty and titles are normally inherited by the firstborn son, or firstborn daughter if there are no sons. Civil wars can break out when there is no clear heir to a throne. Commoners constitute the bulk of each kingdom's population. They are ruled by a local noble, typically a knight or lord, who collects taxes and administers the law.

Several kingdoms are found in Trytheria, though a few have fallen before the sorcerous warlord Valak the Invincible.

Foremost among the lands still held by good is the ancient Kingdom of Leonis. A realm of soaring castles, chivalrous knights and kindly enchanter, the kingdom fights bravely against the simian hordes of Valak the Invincible.

The human lands of Trytheria possess a medieval technology level. Steel weapons, such as axes, swords and knives, are used, as are metal armors such as chain and plate mail. Bows and crossbows exist, as do siege weapons. Horses and draft animals pulling wagons provide transportation, although most commoners walk everywhere. The practice of medicine relies primarily on leeches, poultices and other primitive techniques.

Most commoners live in simple huts grouped into small villages surrounded by cropland. Knights and lords tend to live in sturdy manors of stone, or stone with wood. Higher-ranking nobles often have castles, great stone structures with many walls and towers for defense.

Commoners are farmers, hunters, fishermen, woodcutters and craftsmen. Most live in towns or villages, eking out a living in their trade. Bards,

minstrels, acrobats and other entertainers, on the other hand, travel from place to place in the realms of Trytheria. Rangers, often in the service of a king, patrol the woodlands while enchanters pore over ancient tomes and practice their arcane arts. Those of noble blood are trained in sword and lance to defend their lands. Knights, in particular, ride forth to right wrongs and do chivalrous deeds. In most lands, monogamous marriage is the norm and the family is the basic unit of society.

The people of Trytheria are pantheistic, believing in and paying homage to a variety of deities. Each god or goddess has its own church composed of priests, priestesses or both. Some of these priests are granted miraculous powers by their deity, such as the power to heal or divine the future.

Story Ideas

Escape from Castle Gladius

The simian armies of Valak the Invincible advance on Castle Gladius, a stone fortress guarding a mountain pass into the Kingdom of Leonis. Inside the castle, the Cast Members prepare for the coming assault. They might be knights, enchanters, priests and other subjects of the kingdom, or visitors from a parallel Earth summoned to the castle by magic. In any case, the situation seems dire.

Though the defenders of Castle Gladius fight bravely, the ape legions soon breach the walls. As the battle rages, the Cast Members are summoned to the great hall, where the lord of the castle entrusts them with a perilous mission. His young daughter, Alyssa, must be slipped out of the castle and taken to safety. Seers have proclaimed that she will have a key role in bringing down Valak the Invincible, and she must not fall into the sorcerer's hands.

The lord and surviving defenders of Castle Gladius make a desperate final stand against the apes to give the Cast Members time to escape through a secret tunnel below the stronghold. Emerging in a nearby ravine, the Cast Members must sneak and fight their way through the attacking ape legions as the castle falls.

Alyssa must be taken to a hidden monastery high in the mountains, where she can live in secrecy and safety until her role in the prophesied fall of Valak the Invincible comes about. Along the way, the Cast Members are pursued by hunting parties of apes and must overcome many other challenges.

They might be menaced by fantastic beasts, such as griffins or trolls (see pp. 233, 235). Bands of brigands could try to waylay the party for loot, or a supposed ally might betray them to seek the favor of Valak the Invincible. A variety of natural hazards are also possible, such as a rickety rope bridge over a mountain gorge.

Even if the Cast Members lose Alyssa to their pursuers, all is not lost. They have a chance to rescue her as the minions of Valak the Invincible try to convey the girl to the sorcerer's stronghold. The dark forces may hole up in a ruined keep, dank cavern or some other gloomy abode to await reinforcements, or perhaps the magical arrival of Valak himself. This gives the Cast Members a brief opportunity to attack and rescue Alyssa from their clutches.

Arriving at the monastery, the Cast Members find it protected by the spiritual power of its monks. They can keep the monastery hidden from the sight of Valak the Invincible. Here Alyssa can grow and prepare for her eventual role in the downfall of Valak the Invincible while the Cast Members depart to continue the fight against the dark sorcerer.

Against Evil

As the ape warriors bound in servitude to Valak the Invincible overrun the Kingdom of Leonis, a desperate mission to break the sorcerer's dark power is launched. The Cast Members are selected, either for their prowess or to fulfill a destiny prophesied in ancient legend.

They must make a perilous journey to the very heart of the sorcerer's realm and penetrate his dark tower in the dread castle of Skullkeep. There they must shatter the three crystal skulls symbolizing Valak's magical hold on his ape legions. Freed of the spell, the simians will hopefully break off their attacks on the Kingdom of Leonis or possibly even turn on the wicked sorcerer.

If the Ape Master previously ran the “Escape from Castle Gladius” adventure, the girl Alyssa joins the heroes on their quest. Perhaps only she can break the crystal skulls. In this case, the Cast Members are tasked with getting her safely to their hiding place deep inside Skullkeep so she can fulfill her destiny.

Entering the dark lands of Valak the Invincible, the party must avoid the aerial reconnaissance of winged monkeys, as well as patrolling war parties of war apes and leapers. Some downtrodden human peasants may aid the Cast Members in hopes of freeing their land from the wicked sorcerer. Others, however, may betray the party to curry favor with their dark master.

A twisting cavern passage through the mountain peak capped by the dread fortress of Skullkeep leads the Cast Members to the very heart of the enemy stronghold. Whether by stealth or force of arms, they must make their way to the inner sanctum of Valak the Invincible, where they face a final battle with the vile sorcerer himself. Can the Cast Members, or Alyssa, win through to break the crystal skulls before all is lost?

If so, the spell binding the ape races to the will of Valak the Invincible is broken. Furious at their enslavement, the ape legions turn on the sorcerer and his henchmen—ridding the world of their evil.

Creating Characters

Information on creating fantasy medieval Cast Members may be found in the Majestic Apes Apeworld (see p. 194). Religious characters with divine powers are discussed on p. 196. Magical characters use a non-tainted form of Essence with effects similar to Valak’s.

Slave Conditioning

5-point Mental Drawback

The ape races of Trytheria have been magically enslaved by the dread sorcerer Valak the Invincible. They must follow his will and obey his commands. This Drawback reflects the effects of that enchantment. Apes find it very difficult to disobey orders and only consider rebellion in extreme cases, such as suicidal instructions or threats to loved ones. Even then, the ape must pass a Difficult Willpower Test, with a +1 bonus only if the instructions would lead to certain death for the ape or its loved ones.

Valak the Invincible

ADVERSARY

Str 2 Dex 3 Con 3 Int 4 Per 3 Will 5

Life Points 30 Endurance Points 35

Speed 12 Essence Pool 45

Taint Pool: 130

Qualities/Drawbacks: Charisma +2, Cruel (Severe), Taint, Taint Channeling, Increased Taint +25

Skills: Brawling 1, Dodge 2, Hand Weapon (Dagger) 5, Intimidation 4, Languages (Ancient) 3, Occult Knowledge 4, Research/Investigation 3, Rituals (Dark Arts) 4

Powers: Taint Invocations

Equipment: Crystal Skulls, Dagger

War Apes

ADVERSARIES

Str 10 Dex 3 Con 8 Int 1 Per 2 Will 3

Life Points 82 Endurance Points 66

Speed 11/42 Essence Pool 27

Qualities/Drawbacks: Atavism, Low Intellect, Nerves of Steel, Partial Biped, Slave Conditioning

Skills: Brawling 4, Climbing 2, Hand Weapon (Sword) 2, Intimidation 3, Survival (Forest) 2, Throwing (Axe) 2

Powers: Bite (1 x Strength), Natural Armor (D4(2)), Run (+20 to Speed when running on all fours)

Equipment: Plate Armor



Winged Monkeys

ADVERSARIES

Str 2 **Dex** 8 **Con** 3 **Int** 1 **Per** 3 **Will** 2

Life Points 30 **Endurance Points** 26

Speed 11/22 **Essence Pool** 19

Qualities/Drawbacks: Atavism, Brachiation, Fast Reaction Time, Low Intellect, Partial Biped, Slave Conditioning

Skills: Brawling 1, Hand Weapon (Dagger) 2, Notice 3, Survival (Mountains) 2

Powers: Bite (1 x Strength), Flight

Equipment: Dagger

Leapers

ADVERSARIES

Str 5 **Dex** 6 **Con** 5 **Int** 2 **Per** 2 **Will** 2

Life Points 50 **Endurance Points** 41

Speed 11/42 **Essence Pool** 22

Qualities/Drawbacks: Atavism, Brachiation, Low Intellect, Partial Biped, Slave Conditioning

Skills: Acrobatics 2, Brawling 2, Climbing 4, Hand Weapon (Sword) 2, Survival (Forest) 2

Powers: Bite (1 x Strength), Claws (D6(3) x Strength, armor-piercing, slashing), Jump (+10 yards to broad jump, +10 inches to high jump)

Equipment: Broadsword, Chain Mail

Human Knights

SUPPORTING CAST

Str 4 **Dex** 3 **Con** 4 **Int** 2 **Per** 2 **Will** 3

Life Points 45 **Endurance Points** 38

Speed 14 **Essence Pool** 18

Qualities/Drawbacks: Hard to Kill 1, Honorable (Extreme), Status (Knight) 2

Skills: Brawling 3, Dodge 2, Gambling 2, Hand Weapon (Knife) 2, Hand Weapon (Lance) 4, Hand Weapon (Sword) 4, Humanities (Knightly Duties) 3, Intimidation 2, Myth and Legend (War Deity) 2, Riding (Horse) 4

Equipment: Greatsword, Horse, Lance, Plate and Mail, Metal Helmet

Magick

Valak practices black magick using a corrupted form of Essence called Taint to cast various corrupted Invocations. In order to cast an Invocation, Valak must gather sufficient Taint. He can draw on up to ten Taint points per Turn, but must inflict pain on himself or someone else to do so. Once he has built up enough Taint, Valak must make a Focus Task using Willpower and his Invocation skill level. Failure means the spell does not manifest.

Here are some of Valak's commonly used Invocations. Ape Masters may create others on their own, or use those found in CJ Carella's Witchcraft and other Unisystem games.

DEVOLUTION 2: This dangerous power transforms Valak's flesh into outer-dimensional matter, unnaturally strong and resilient. Using this power costs 15 Taint points and allows Valak to safely remain devolved for one minute (12 Turns). Each Turn after that, a Difficult Willpower Test is required at a cumulative -1 for each Turn spent in that form. After more than two minutes, Valak must pass a Survival Test every other minute or be obliterated as reality forces his Taint out of this world. While devolved, Valak gains the following: +4 to Strength, +2 to Dexterity and +4 to Constitution (increasing his Life Points by 32). All physical attacks against him only do half damage (including slashing, bullets, etc). He also gains an extra limb, oversized mouth or something suitably horrible that does $D6(3) \times \text{Strength}$ points in slashing damage. Fear tests must definitely be made when faced with this horrible visage. It is recommended that Ape Masters have Valak use this power only for the final confrontation!

NEGATE IMPACT 3: Valak can lessen the damage of any physical attack by using this Invocation. Each multiplier level in any such attack (punch, bullet, speeding car) is reduced by one per Success Level in a Simple Willpower Test. Once the multiplier is reduced to one, damage is reduced by a number of points equal to the remaining Success Levels. For example, a $D8(4) \times 4$ attack would become simply $D8(4)$ if the Negate Impact Invocation garners four Success Levels. If it garners six Success Levels, the damage becomes $D8(4) - 2$. Valak must be aware of the attack to use this power. Also, it costs five Taint points, meaning that Valak can channel enough Taint in one Turn to deflect two successful attacks (as long as he is not saving Taint for another Invocation).

WARP BOLT 3: This Invocation allows Valak to fire blasts of dark energy. The bolt inflicts $D6(3)$ points of damage per level of Valak's Willpower ($D6(3) \times 5$). This costs one Taint point. If more Taint is spent, damage is increased at the rate of multiplier level per two Taint points spent. So five Taint points create the base blast (1) and increases the multiplier by two (4), for a final damage of $D6(3) \times 7$. The range is ten yards (meters) plus five yards (meters) times Valak's Willpower (total 35 yards).



Primal Apes

This is one seriously strange world.

The dinosaurs aren't particularly unusual. We've encountered other parallel Earths where a dinosaur-killing comet or meteor never struck.

No, here's the weird part—intelligent apes are the dominant life on land, while humans are amphibious. I vaguely remember an old crackpot theory about humans evolving from a species of aquatic ape instead of terrestrial apes.

I think this parallel Earth is one where the aquatic ape theory holds true—well, with a twist. Humans evolved in the water, while terrestrial apes evolved intelligence. When humans tried to move onto land, the apes fought back. Now the still-amphibious humans dwell in swamps and river deltas where the apes, unable to swim, rarely venture.

We've opened the dimensional gate to send Tom back for medical care. He had a nasty encounter with a dimetrodon protecting its eggs. So I'm sending this report through with him. Tomorrow we'll attempt to observe an ape tribe a few clicks away. Wish us luck.

—Dr. Tor Amundson, expedition leader
Earth-38 Survey Party

The Basics

A fringe scientific theory claims that humans evolved not from plains-dwelling apes, but from an offshoot ape race adapted to life in the water. Proponents of the aquatic ape theory point to supposed parallels between humans and aquatic life, such as lack of body hair, body fat distribution and salt tears. While the aquatic ape theory has been discredited in most scientific circles, it does open the door to an interesting alternate Earth.

On this Apeworld, humans truly did evolve from an offshoot race of aquatic apes inhabiting coastal seas. But tree-dwelling terrestrial apes evolved as well—not into humans, but into intelligent apes! When the evolving humans tried to migrate onto the land, they found it already inhabited by tribes of apes. The still-amphibious humans, or aquans, dwell in swamps, river deltas and other bodies of water where the apes, who lack the natural buoyancy to swim, fear to go.

In addition, the parallel Earth never suffered a comet or meteor strike leading to the extinction of dinosaurs. Warm-blooded dinosaurs from all eras are

found on this Earth, from sail-backed dimetrodons to flying pteranodons. Plesiosaurs and megalodons, enormous predecessors of sharks, inhabit the warm oceans. Herbivores, such as triceratops and apatasaur, are not particularly dangerous as long as their eggs or young are not molested. Some herd animals are more than capable of accidentally trampling humans or apes to death in a stampede, however. Carnivores, such as tyrannosaurus rex and velociraptors, are, of course, quite dangerous. Some predators are exceptionally cunning hunters, and may be on their way to evolving intelligence themselves.

Primitive tribes of apes and amphibious humans roam the primeval jungles, surrounded by enormous dinosaurs, in a truly bizarre alternate Earth.

The protagonists are typically explorers from modern, or even futuristic, parallel Earths who have discovered a means to traverse dimensions—either deliberately or by accident. The Cast Members could be a survey party sent through a dimensional gate to explore the newly discovered parallel Earth. Or they might be hurled into this dimension by weirdness in the Bermuda Triangle, a magnetic storm in space or by some other bizarre event.

Things are less clear-cut on this world than in some other ape-dominated worlds. Dinosaurs are a potent, although natural, danger. Ape tribes and aquan clans might be either Adversaries or Supporting Cast members, depending on the story and actions of the Cast Members. Some might even become Cast Members.

The Apes

Chimpanzees, gorillas and orangutans are intelligent and capable of speech, although to varying degrees. Chimpanzees tend to be smarter, with a higher capacity for language. All apes are partial bipeds and lack the natural buoyancy necessary for swimming. They are also prone to atavistic behavior under stress, and in general are very primal beings still new to rational thought. Gorillas possess racial memories that can sometimes provide flashes of insight into the knowledge or skills of long-ago ancestors.

Each ape race has a different society. Chimps live in tribes consisting of several families, led by a dominant male chimpanzee. Some chimp tribes are still nomadic, but many have settled down in the early stages of developing an agricultural civilization. Gorillas live in bands dominated by a single adult male who has exclusive breeding rights with adult females in the tribe. Juvenile male gorillas leave the band when they reach adulthood to seek breeding partners of their own. Gorilla bands are nomadic within large territories, which they defend against interlopers. Finally, orangutans are largely solitary and do not form groups. They are also territorial, and their cunning makes orangutans quite skillful at defending their hunting grounds.

Chimps are Stone Age toolusers. They use and make fire. Chimpanzees chip stone for spear points and knives. They also use slings in hunting or combat. Tribes are learning to plant crops and domesticate food animals. Gorillas and orangutans, on the other hand, have little technology of any kind.

All ape races build sleeping nests in the trees, although only chimpanzees are beginning to turn these into permanent structures.

Gorillas and orangutans are simple hunter-gatherers. They roam about within set territories grazing on plants, worms, insects and other foods. When food runs low in one part of their territory, they move to another. Chimpanzees, on the other hand, are transitioning from a nomadic existence to a more settled one based on primitive agriculture and herding. Chimps have a spoken language, while gorillas and orangutans communicate by grunts, gestures and facial expressions.

Apes and aquans bear no general animus toward one another, though hostilities sometimes arise between individual groups over territorial conflicts or competition for food.

PRIMAL CHIMPANZEE QUALITY

This package is applied to a Character Type to create an intelligent chimpanzee in the Primal Apes Apeworld. It has a total Quality cost of ten points.

Attributes: Primal chimpanzees add +3 to Strength, +4 to Dexterity and +1 to Constitution. These bonuses cost eight points.

Secondary Attributes: Primal chimpanzees have +20 Speed when running on all fours. This costs two points.

Qualities and Drawbacks: Primal chimpanzees have Atavism (-1), Brachiation (+1), Delusion (Phobia of Drowning) (-2), Fast Reaction Time (+2), Partial Biped (-1) and Negative Buoyancy (-1).

Powers: Chimpanzees add +10 inches to their high jump and +10 yards to their broad jump. This costs one point.

Natural Attacks: Primal chimpanzees have a natural bite attack that does one point of stabbing damage per Strength level. This attack costs one point.

PRIMAL GORILLA QUALITY

This package is applied to a Character Type to create an intelligent gorilla in the Primal Apes Apeworld. It has a total cost of 16 points.

Attributes: Primal gorillas add +8 to Strength, +2 to Dexterity and +3 to Constitution. These bonuses cost 13 points.

Secondary Attributes: Primal gorillas have +20 Speed when running on all fours. This costs two points.

Qualities and Drawbacks: Primal gorillas have Animal Communication (-2), Atavism (-1), Delusion (Phobia of Drowning) (-2), Low Intellect (-2), Negative Buoyancy (-1), Partial Biped (-1) and Racial Memories (+8)

Powers: Primal gorillas add +10 inches to their high jump and +10 yards to their broad jump. This costs one point.

Natural Attacks: Primal gorillas have a natural bite attack that does one point of stabbing damage per Strength level. This attack costs one point.

PRIMAL ORANGUTAN QUALITY

This package is applied to a Character Type to create an intelligent orangutan in the Primal Apes Apeworld. It has a total cost of zero points.

Attributes: Primal orangutans add +2 to Strength, +3 to Dexterity and +2 to Constitution. These bonuses cost seven points.

Qualities and Drawbacks: Primal orangutans have Animal Communication (-2), Atavism (-1), Brachiation (+1), Delusion (Phobia of Drowning) (-2), Low Intellect (-2), Partial Biped (-1) and Negative Buoyancy (-1).

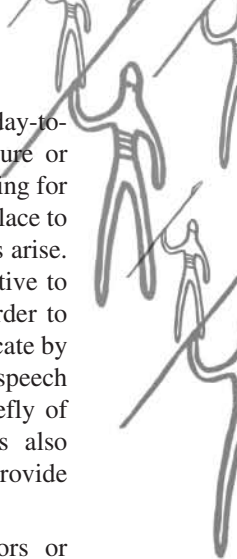

Natural Attacks: Primal orangutans have a natural bite attack that does one point of stabbing damage per Strength level. This attack costs one point.

The Humans

Native humans are actually aquans—humans who evolved in water from an offshoot aquatic ape race. Their efforts to move to a land-based existence blocked by the evolution of intelligent terrestrial apes, aquans retain their amphibious heritage. They resemble humans in physical form, but possess gills and webbed digits. Aquans can breathe both air, through normal respiration, and dissolved oxygen in water via gill slits on their necks. They possess a crude intelligence and are capable of speech.

Aquans live in primitive clans based on family bloodlines. Most clans are matriarchal, with the eldest, wisest or most cunning woman holding authority. The strongest or ablest man often serves as war leader, and carries great influence on issues of defense or combat. The clans tend to be nomadic, roaming around as they fish and hunt their watery habitat. When two clans meet, the result might be combat or friendship. Taboos against inbreeding mean aquans must seek mates from other clans, which can be accomplished either peacefully through trade or negotiation, or violently by carrying off eligible mates in raids.

Aquans have Stone Age technology at best. Given their watery habitat, most clans do not use fire and lack the skill of fire-making. Some clans chip stones for spear points, daggers and other tools, although coastal clans may use sharp shells instead. Aquans weave nets out of plants for catching fish or other prey. They have no permanent structures and no architecture.



The aquans have a simple society based on day-to-day survival. They do not practice agriculture or herding, instead relying on hunting and gathering for food. Most clans are nomadic, moving from place to place as the local food supply thins or dangers arise. Aquans have a primitive spoken language native to their world, which outsiders must learn in order to communicate with them. They also communicate by hand signals, used chiefly underwater where speech is not possible. The aquan diet consists chiefly of fish caught underwater, though some clans also venture on land to hunt. Edible plants also provide nutrition.

Some aquan clans worship their ancestors or nature spirits, but such animistic religions are infrequent and very crude.

AQUAN QUALITY

This package is applied to a Character Type to create an intelligent aquan in the Primal Apes world. It has a total Quality cost of one point.

Attributes: Aquans add +1 to Constitution, -1 to Intelligence and +1 to Perception. These modifiers cost one point.

Qualities and Drawbacks: Aquans have Low Intellect (-2).

Powers: Aquans have the power to breathe underwater. This costs two points.

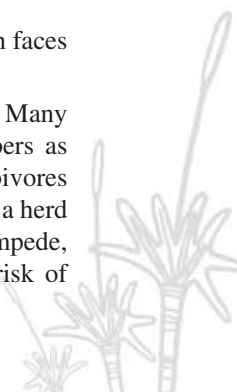
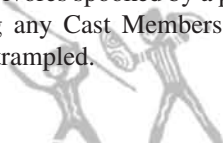
Story Ideas

Rescue Party

The Cast Members are part of a top-secret corporate or government effort to explore parallel Earths via artificially generated dimensional gateways. A preliminary survey party dispatched to explore the Primal Apes Apeworld has vanished, and the Cast Members are sent in to find out what happened and report back.

Arriving in a primeval world, the expedition faces numerous hazards.

Dinosaurs large and small are everywhere. Many carnivores are as happy to hunt Cast Members as other dinosaurs. Even normally harmless herbivores can be dangerous if sufficiently provoked. Or a herd of herbivores spooked by a predator could stampede, putting any Cast Members in their path at risk of being trampled.



Gorilla bands and orangutans may react poorly to intrusions on their territories. Chimpanzee tribes and aquan clans are also likely to be wary at first, but Cast Members may be able to establish communication with them—particularly if the expedition contains a linguist capable of quickly learning their languages.

Following clues left by the prior expedition, Cast Members discover it has been taken prisoner by a chimpanzee tribe. The human explorers are being held in the crude village of the chimps, who have figured out how to use some of their weapons and other gear.

Cast Members may turn to combat or stealth to free their comrades from the chimpanzees. Negotiation may also work. Perhaps the chimpanzees are threatened by some danger the Cast Members can eliminate, such as a deadly tyrannosaurus rex. Or they might ask the Cast Members to fulfill a prophecy by making a dangerous journey to recover a rare feather or sacred rock, for example. The task completed, the captives are freed and the chimpanzees become allies of the Cast Members.

Primeval Poachers

Someone else has cracked the secret of dimensional travel. Poachers and high-priced private hunting parties are being sent to the Primal Apes Apeworld in search of dinosaur trophies, wreaking ecological mayhem and disrupting the indigenous apes and aquans. While law enforcement authorities try to find the facilities being used to send hunters to the parallel Earth, the Cast Members must stop the hunting parties from causing further devastation there.

Aside from the normal hazards of stampeding herbivorous dinosaurs and predatory carnivores, Cast Members face new challenges created by the depredations of the poachers.

Violent encounters with poachers have turned most apes and aquans against all outsiders. Cast Members may face ambushes and other attacks by now-hostile native races on the world. They will be hard-pressed to convince aquans and chimpanzees angry over attacks on their people to assist them in stopping the

poachers. The less-intelligent gorillas and orangutans are likely to go on viewing all outsiders as enemies no matter what the Cast Members do to try to persuade them.

Tracking down the human intruders in this primeval world presents other dangers. The poachers are skilled hunters, fully equipped with modern rifles, scopes, survival gear and other technological aids. These hardened killers do not hesitate to eliminate Cast Members who pose a threat to their lucrative business.

In some cases, poachers also serve as guides to wealthy hunters who have paid handsomely for a chance to bag a once-in-a-lifetime trophy. Cast Members may be called upon to rescue one such party whose guides have been slain by a rampaging dinosaur or hostile apes or aquans. Perhaps the remaining hunters are menaced by velociraptors, or held captive by an aquan clan or gorilla band.

Even as the Cast Members round up their minions, the ringleaders of the scheme—facing arrest back at home—escape through their dimensional portal with hopes of establishing themselves as rulers of the primitive Primal Apes Apeworld. Carrying heavy weaponry and other gear, the criminal masterminds begin enslaving the native people to construct their stronghold. They have also brought an inter-dimensional scrambler capable of preventing cross-dimensional travel to or from the world.

The Cast Members must defeat the masterminds and destroy the scrambler in order to return to their own world. Reinforcements and resupply are also out of the question as long as the scrambler continues to function. But the Cast Members may be able to forge an alliance with the wary native apes and aquans to overcome their foes. A daring combined assault on the poacher stronghold using the underwater abilities of the Aquans, the tree-climbing abilities of the apes and the remaining firepower of the Cast Members might just succeed.

Aquans

SUPPORTING CAST

Str 2 Dex 2 Con 3 Int 1 Per 3 Will 2

Life Points 30 Endurance Points 26

Speed 10 Essence Pool 13

Qualities/Drawbacks: Aquan

Skills: Brawling 1, Craft (Stone-chipping) 2, Hand Weapon (Spear) 3, Notice 2, Slings 2, Stealth 2, Survival (Swamps) 2, Swimming 4, Throwing (Net) 2, Throwing (Spear) 2

Equipment: Net, Spear

Primal Orangutans

ADVERSARIES/SUPPORTING CAST

Str 4 Dex 5 Con 4 Int 2 Per 2 Will 3

Life Points 42 Endurance Points 38

Speed 9/38 Essence Pool 20

Qualities/Drawbacks: Primal Orangutan

Skills: Brawling 2, Climbing 4, Intimidation 3, Notice 2, Stealth 3, Survival (Forests) 2

Primal Chimpanzees

ADVERSARIES/SUPPORTING CAST

Str 5 Dex 6 Con 3 Int 2 Per 2 Will 2

Life Points 42 Endurance Points 35

Speed 9/38 Essence Pool 20

Qualities/Drawbacks: Primal Chimpanzee

Skills: Brawling 1, Climbing 3, Craft (Farming) 1, Craft (Stone-chipping) 2, Hand Weapon (Spear) 3, Notice 2, Stealth 2, Survival (Forest) 2, Throwing (Spear) 2

Equipment: Crude Farming Tools, Knife, Spear

Poachers

ADVERSARIES

Str 3 Dex 3 Con 3 Int 2 Per 3 Will 2

Life Points 37 Endurance Points 29

Speed 12 Essence Pool 16

Qualities/Drawbacks: Covetous (Severe Greedy), Cruel (Mild), Hard to Kill 1, Nerves of Steel, Situational Awareness

Skills: Brawling 2, Climbing 2, Dodge 2, Driving (Car) 2, First Aid 1, Guns (Handgun) 2, Guns (Rifle) 4, Hand Weapon (Knife) 3, Notice 2, Stealth 3, Survival (Forest) 3, Throwing (Sphere) 2, Tracking 3

Equipment: Gas Grenades, Hunting Knife, Rations, Rifle, Scope, Sleeping

Primal Gorillas

ADVERSARIES/SUPPORTING CAST

Str 10 Dex 4 Con 5 Int 1 Per 2 Will 2

Life Points 70 Endurance Points 56

Speed 9/38 Essence Pool 24

Qualities/Drawbacks: Primal Gorilla

Skills: Brawling 2, Climbing 2, Intimidation 3, Notice 2, Stealth 2, Survival (Forests) 2

Appendix

Creature Stats

Cast Members may encounter many creatures in *Terra Primate* Apeworlds. These stats are guides to the extremes of the creatures abilities and should be tailored depending upon the strength and competence of the Cast Members. Ape Masters should feel free to chop and change them from setting to setting (within reason) or use them for their own adventures.

BEAR, GRIZZLY

Strength: 8-10 **Dexterity:** 3-4
Constitution: 3-5 **Intelligence:** 0-1 (animal)
Perception: 2-4 **Willpower:** 4-6
Life Points: ((Strength + Constitution) x 5) + 15
Speed: ((Dexterity + Constitution) x 2) + 5
Attack: Claws D6(3) x Strength, Bite D4(2) x (Strength + 1)
Skills: Brawling 3, Notice 3, Tracking 3
Suggested Apeworld: Apeocalypse

BEAR, POLAR

Strength: 9-12 **Dexterity:** 3-4
Constitution: 3-5 **Intelligence:** 0-1 (animal)
Perception: 2-4 **Willpower:** 2-4
Life Points: ((Strength + Constitution) x 5) + 20
Speed: ((Dexterity + Constitution) x 2) + 10
Attacks: Claws D6(3) x Strength, Bite D4(2) x (Strength + 1)
Skills: Brawling 3, Notice 3, Swimming 6, Tracking 3
Suggested Apeworld: Apeopolis

BIRD, TROPICAL

Strength: 0-2 **Dexterity:** 4-7
Constitution: 1-2 **Intelligence:** -1-1 (animal)
Perception: 3-5 **Willpower:** 1-2
Life Points: ((Strength + Constitution) x 2) + 5

Speed: ((Dexterity + Constitution) x 3) + 10

Attack: Bite D4(2) x Strength

Skills: Brawling 1, Dodge 3, Notice 3

Suggested Apeworld: Island of Dr. Monroe

BOAR, WILD

Strength: 2-4 **Dexterity:** 2-3
Constitution: 2-3 **Intelligence:** -1-0 (animal)
Perception: 1-3 **Willpower:** 2-4
Life Points: ((Strength + Constitution) x 3) + 5
Speed: ((Dexterity + Constitution) x 2) + 5
Attack: Bite D8(4) x (Strength + 1)
Skills: Brawling 1, Dodge 2, Notice 2, Tracking 2
Suggested Apeworld: Majestic Apes

DEER

Strength: 1-5 **Dexterity:** 3-4
Constitution: 2-3 **Intelligence:** -1-0 (animal)
Perception: 2-4 **Willpower:** 2-4
Life Points: ((Strength + Constitution) x 3) + 10
Speed: ((Dexterity + Constitution) x 2) + 10
Attack: Butt D6(3) x (Strength + 1), Butt With Antlers D8(4) x (Strength + 1)
Skills: Brawl 1, Dodge 2, Notice 2
Suggested Apeworld: Majestic Apes

DINOSAUR, APATOSAURUS (BRONTOSAURUS)

Strength: 18-22 **Dexterity:** 1-2
Constitution: 4-8 **Intelligence:** -1 (animal)
Perception: 1-2 **Willpower:** 3-4
Life Points: ((Strength + Constitution) x 5) + 50
Speed: (Dexterity + Constitution) x 2
Attack: Trample D12(6) x (Strength + 1)
Skills: Notice 1
Suggested Apeworld: Primal Apes

DINOSAUR, PTERADON/PTERODACTYL

Strength: 1-2 **Dexterity:** 4-6
Constitution: 1-3 **Intelligence:** -1 (animal)
Perception: 4-6 **Willpower:** 2-3
Life Points: (Strength + Constitution) x 3
Speed: ((Dexterity + Constitution) x 4) + 5
Attack: Claws D6(3) x Strength, Bite D4(2) x (Strength + 1)
Skills: Brawling 2, Dodge 1, Notice 4, Tracking 2
Suggested Apeworld: Primal Apes

DINOSAUR, STEGOSAURUS

Strength: 8-10 **Dexterity:** 2-4
Constitution: 2-4 **Intelligence:** -1 (animal)
Perception: 2-3 **Willpower:** 2-4
Life Points: ((Strength + Constitution) x 5) + 10
Speed: (Dexterity + Constitution) x 2
Attack: Bite D6(3) x (Strength + 1), Spiked Tail D10(5) x (Strength + 2)
Skills: Brawling 1, Notice 2
Suggested Apeworld: Primal Apes

DINOSAUR, TRICERATOPS

Strength: 12-14 **Dexterity:** 2-4
Constitution: 3-6 **Intelligence:** -1 (animal)
Perception: 2-3 **Willpower:** 2-4
Life Points: ((Strength + Constitution) x 5) + 5
Speed: ((Dexterity + Constitution) x 2) + 5
Attack: Horns D10(5) x (Strength + 1)
Armor Value: D8(4) + 4 (head and neck), D4(2) + 2 (body)
Skills: Brawling 3, Notice 2
Suggested Apeworld: Primal Apes

DINOSAUR, TYRANNOSAURUS REX

Strength: 10-15 **Dexterity:** 4-6
Constitution: 4-6 **Intelligence:** -1 (animal)
Perception: 2-3 **Willpower:** 2-5
Life Points: ((Strength + Constitution) x 5) + 15
Speed: ((Dexterity + Constitution) x 2) + 15
Attack: Trample D8(4) x Strength, Bite D12(6) x (Strength + 1)
Skills: Brawling 3, Notice 1, Tracking 2
Suggested Apeworld: Primal Apes

DINOSAUR, VELOCIRAPTOR

Strength: 5-7 **Dexterity:** 4-7
Constitution: 2-5 **Intelligence:** 2 (animal)
Perception: 2-4 **Willpower:** 2-4
Life Points: ((Strength + Constitution) x 4) + 5
Speed: ((Dexterity + Constitution) x 2) + 10
Attack: Claws D8(4) x Strength, Bite D6(3) x Strength
Skills: Brawling 3, Dodge 1, Notice 3, Tracking 2
Suggested Apeworld: Primal Apes

DOG, ATTACK

Strength: 1-3 **Dexterity:** 3-5
Constitution: 2-3 **Intelligence:** 1-2 (animal)
Perception: 3-5 **Willpower:** 2-3
Life Points: ((Strength + Constitution) x 3) + 5
Speed: ((Dexterity + Constitution) x 2) + 10
Attack: Bite D6(3) x (Strength + 1)
Skills: Brawling 4, Dodge 1, Notice 3, Tracking 2
Suggested Apeworld: Invasion of the Apes

DOLPHIN

Strength: 3-5 **Dexterity:** 4-6
Constitution: 3-5 **Intelligence:** 1-3 (animal)
Perception: 4-5 **Willpower:** 2-4
Life Points: ((Strength + Constitution) x 4) + 5
Speed: ((Dexterity + Constitution) x 2) + 15
Attack: Ram D4(2) x Strength (+1 per 10 yards "run-up" to impact, max +4)
Skills: Brawling 2, Dodge 1, Notice 3, Swimming 6
Suggested Apeworld: Island of Dr. Monroe

ELEPHANT

Strength: 12-17 **Dexterity:** 2-4
Constitution: 3-6 **Intelligence:** 0-1 (animal)
Perception: 2-4 **Willpower:** 4-6
Life Points: ((Strength + Constitution) x 6) + 30
Speed: ((Dexterity + Constitution) x 2) + 10
Attack: Trample D12(6) x (Strength + 2)
Armor Value: D4(2)
Skills: Brawling 2, Notice 2
Suggested Apeworld: Heart of Africa

FALCON

Strength: 0-1 **Dexterity:** 4-7
Constitution: 1-2 **Intelligence:** 0-2 (animal)
Perception: 5-8 **Willpower:** 2-4
Life Points: ((Strength + Constitution) x 2) + 5
Speed: ((Dexterity + Constitution) x 4) + 5
Attack: Talons D6(3) x Strength, Bite D4(2) x (Strength + 1)
Skills: Brawling 2, Dodge 2, Notice 4
Suggested Apeworld: Majestic Apes

GRIFFIN

Strength: 6-12 **Dexterity:** 3-6
Constitution: 4-8 **Intelligence:** 0-1 (animal)
Perception: 3-5 **Willpower:** 3-6
Life Points: ((Strength + Constitution) x 6) + 10
Speed: ((Dexterity + Constitution) x 2) + 10 (+25 flying)
Attack: Talons D8(4) x Strength, Bite D8(4) x (Strength + 1)
Skills: Brawling 2, Dodge 1, Notice 3
Suggested Apeworld: Simians & Sorcerers

HORSE, RIDING

Strength: 5-7 **Dexterity:** 3-5
Constitution: 2-4 **Intelligence:** 0-1 (animal)
Perception: 3-4 **Willpower:** 2-5
Life Points: ((Strength + Constitution) x 5) + 15
Speed: ((Dexterity + Constitution) x 2) + 15
Attack: Trample D8(4) x Strength
Skills: Brawling 2, Notice 3
Suggested Apeworld: Dominant Species

HORSE, WAR

Strength: 7-9 **Dexterity:** 3-5
Constitution: 4-6 **Intelligence:** 0-1 (animal)
Perception: 3-4 **Willpower:** 3-6
Life Points: ((Strength + Constitution) x 5) + 20
Speed: ((Dexterity + Constitution) x 2) + 20
Attack: Trample D10(5) x (Strength + 1)
Skills: Brawling 4, Dodge 2, Notice 3
Suggested Apeworld: Dominant Species

LEOPARD

Strength: 4-6 **Dexterity:** 5-8
Constitution: 3-5 **Intelligence:** -1-0 (animal)
Perception: 5-6 **Willpower:** 2-5
Life Points: ((Strength + Constitution) x 4) + 5
Speed: ((Dexterity + Constitution) x 2) + 20
Attack: Claws D6(3) x Strength, Bite D6(3) x (Strength + 1)
Skills: Brawling 3, Dodge 2, Notice 4, Stealth 3, Tracking 3
Suggested Apeworld: Heart of Africa

LION, AFRICAN

Strength: 6-8 **Dexterity:** 4-6
Constitution: 3-5 **Intelligence:** 0-1 (animal)
Perception: 4-6 **Willpower:** 2-5
Life Points: ((Strength + Constitution) x 4) + 10
Speed: ((Dexterity + Constitution) x 2) + 15
Attack: Claws D6(3) x Strength, Bite D6(3) x (Strength + 1)
Skills: Brawling 4, Dodge 1, Notice 3, Stealth 2, Tracking 3
Suggested Apeworld: Heart of Africa

LION, MOUNTAIN (PUMA)

Strength: 3-6 **Dexterity:** 4-6
Constitution: 3-5 **Intelligence:** 0-1 (animal)
Perception: 4-6 **Willpower:** 2-5
Life Points: ((Strength + Constitution) x 4) + 5
Speed: ((Dexterity + Constitution) x 2) + 10
Attack: Claws D6(3) x Strength, Bite D6(3) x (Strength + 1)
Skills: Brawling 3, Dodge 1, Notice 3, Stealth 2, Tracking 3
Suggested Apeworld: Apeocalypse

MONKEY

Strength: 0-1 **Dexterity:** 4-6
Constitution: 1-3 **Intelligence:** 1-2 (animal)
Perception: 2-4 **Willpower:** 1-2
Life Points: ((Strength + Constitution) x 3)
Speed: ((Dexterity + Constitution) x 2) + 5
Attack: Bite D4(2) x (Strength + 1)
Skills: Acrobatics 2, Brawling 1, Climbing 4, Dodge 4, Notice 3, Stealth 2
Suggested Apeworld: Heart of Africa

OGRE

Strength: 3-6 **Dexterity:** 3-6
Constitution: 3-6 **Intelligence:** 1-3
Perception: 2-4 **Willpower:** 3-5
Life Points: ((Strength + Constitution) x 4) + 10
Speed: (Dexterity + Constitution) x 2
Attack: Claws D4(2) x Strength, Bite D6(3) x Strength
Skills: Brawling 3, Disguise 1, Dodge 2, Notice 3, Tracking 3
Powers: Regeneration (heals 1 Life Points per Turn)
Suggested Apeworld: Simians & Sorcerers

RHINO

Strength: 10-15 **Dexterity:** 2-4
Constitution: 4-6 **Intelligence:** -1-0 (animal)
Perception: 2-4 **Willpower:** 4-6
Life Points: ((Strength + Constitution) x 5) + 20
Speed: ((Dexterity + Constitution) x 2) + 10
Attack: Horn D10(5) x (Strength + 2)
Armor Value: D4(2) + 2
Skills: Brawling 3, Notice 2
Suggested Apeworld: Heart of Africa

SEAL

Strength: 1-4 **Dexterity:** 2-4
Constitution: 1-4 **Intelligence:** 0-2 (animal)
Perception: 1-3 **Willpower:** 1-3
Life Points: ((Strength + Constitution) x 3) + 5
Speed: (Dexterity + Constitution) x 2 (+ 8 in the water)
Attack: Bite D4(2) x Strength
Skills: Dodge 1, Notice 2, Swimming 5
Suggested Apeworld: Apeopolis

SHARK, WHITE

Strength: 9-12 **Dexterity:** 3-4
Constitution: 4-5 **Intelligence:** -1-0 (animal)
Perception: 4-5 **Willpower:** 2-4
Life Points: ((Strength + Constitution) x 5) + 10
Speed: ((Dexterity + Constitution) x 2) + 15
Attack: Bite D12(6) x (Strength + 1)
Skills: Brawling 3, Notice 3, Swimming 6, Tracking 3
Suggested Apeworld: Island of Dr. Monroe

SNAKE, PYTHON

Strength: 1-2
Dexterity: 3-4
Constitution: 1-2
Intelligence: -1-0 (animal)
Perception: 2-4
Willpower: 1-2
Life Points: ((Strength + Constitution) x 2) + 5
Speed: ((Dexterity + Constitution) x 2) + 5
Attack: Bite D4(2) x (Strength + 1)
Skills: Brawling 1, Climbing 1, Notice 3, Stealth 2, Swimming 1
Suggested Apeworld: Heart of Africa

SNAKE, RATTLE

Strength: 0-1 **Dexterity:** 3-4
Constitution: 1-2 **Intelligence:** -1-0 (animal)
Perception: 2-4 **Willpower:** 1-2
Life Points: ((Strength + Constitution) x 2) + 5
Speed: ((Dexterity + Constitution) x 2) + 5
Attack: Bite D4(2) (+ Strength 4 poison damage)
Skills: Brawling 1, Climbing 1, Notice 3, Stealth 1
Suggested Apeworld: Apeocalypse

SNAKE, SEA

Strength: 0-2 **Dexterity:** 3-4
Constitution: 1-2 **Intelligence:** -1-0 (animal)
Perception: 2-4 **Willpower:** 1-2
Life Points: ((Strength + Constitution) x 2) + 5
Speed: ((Dexterity + Constitution) x 2) + 5
Attack: Bite D4(2) x (Strength + 1) (+ Strength 3 poison)
Skills: Brawling 1, Notice 3, Stealth 2, Swimming 3
Suggested Apeworld: Island of Dr. Monroe

TROLL, CAVE

Strength: 8-11 **Dexterity:** 2-4
Constitution: 4-8 **Intelligence:** 0-2
Perception: 2-4 **Willpower:** 1-3
Life Points: ((Strength + Constitution) x 6) + 5
Speed: (Dexterity + Constitution) x 2
Attack: Claws D6(3) x Strength, Club D8(4) x Strength
Skills: Brawling 2, Dodge 1, Hand Weapon (Club) 2, Notice 2, Tracking 1
Powers: Regeneration (heals 2 Life Points per

Turn)

Suggested Apeworld: Simians & Sorcerers**WALRUS****Strength:** 3-5**Dexterity:** 2-3**Constitution:** 3-5**Intelligence:** 0-1 (animal)**Perception:** 2-3**Willpower:** 2-3**Life Points:** ((Strength + Constitution) x 4) + 10**Speed:** (Dexterity + Constitution) x 2 (+ 8 in water)**Attack:** Tusks D6(3) x Strength**Skills:** Brawling 2, Notice 2, Swimming 4**Suggested Apeworld:** Apeopolis**WHALE, KILLER****Strength:** 16-20**Dexterity:** 1-2**Constitution:** 4-7**Intelligence:** -1-0 (animal)**Perception:** 1-2**Willpower:** 4-6**Life Points:** ((Strength + Constitution) x 5) + 50**Speed:** ((Dexterity + Constitution) x 2) + 20**Attack:** Bite D6(3) x (Strength + 1)**Skills:** Notice 1, Swimming 8, Tracking 2**Suggested Apeworld:** Apeopolis**WOLF****Strength:** 2-4**Dexterity:** 3-5**Constitution:** 2-4**Intelligence:** 0-1 (animal)**Perception:** 2-4**Willpower:** 2-4**Life Points:** ((Strength + Constitution) x 3) + 10**Speed:** ((Dexterity + Constitution) x 2) + 10**Attack:** Bite D6(3) x (Strength + 1)**Skills:** Brawling 2, Dodge 1, Notice 2, Stealth 1, Tracking 3**Suggested Apeworld:** Majestic Apes**WYVERN****Strength:** 6-8**Dexterity:** 4-7**Constitution:** 3-7**Intelligence:** -1-0 (animal)**Perception:** 2-4**Willpower:** 3-5**Life Points:** ((Strength + Constitution) x 5) + 10**Speed:** ((Dexterity + Constitution) x 2) + 10 (+25 when flying)**Attack:** Claws D8(4) x Strength, Bite D8(4) x (Strength + 1)**Skills:** Brawling 2, Dodge 1, Notice 3**Suggested Apeworld:** Simians & Sorcerers

Bibliography

This is a list of movies, comics and books that have intelligent apes, monkeys and other such inspirational material (such as lost worlds, dinosaurs, experimentation, etc.). They all can help Ape Masters visualize and conceive a great Apeworld. They are not rated, but those that are highly recommended are indicated with an *. For some movies/series, we have listed them in sequence rather than alphabetically to keep things easier.

Movies & TV

2001: A Space Odyssey (1968)

Ape (aka A*P*E: Attacking Primate Monster) (1976)

The Ape Man (1943)

Buddy (1997)

Chimera (TV mini-series) (1991)

Congo (1995)

Dr. Renault's Secret (1942)

Dunston Checks In (1996)

Ed (1996)

Every Which Way But Loose (1978)

Any Which Way you Can (1980)

First Born (TV Mini series) (1989)

Gorilla Warfare: Battle of the Apes (working title) (2002)

Gorillas in the Mist: The Story of Dian Fossey (1988)*

Greystoke: The Legend of Tarzan, Lord of the Apes (1984)*

Hollow Man (2000)

La Horripilante Bestia Humana (1968) (aka Gomar: The Human Gorilla, or Night of the Bloody Apes)

Instinct (1999)

Island of Dr. Moreau (1977*, 1996)

Jay and Silent Bob Strike Back (2001)

Journey to the Center of the Earth (1959)

Jumanji (1995)

The Jungle Book (1964, 1994)

Jungle Jim (1948) (Johnny Weissmuller's follow up to Tarzan)

The Lost Tribe (1949)

Captive Girl (1950)

Mark of the Gorilla (1950)

Pygmy Island (1950)
 Fury of the Congo (1951)
 Jungle Manhunt (1951)
 Jungle Jim in the Forbidden Land (1952)
 Voodoo Tiger (1952)
 Savage Mutiny (1953)
 Killer Ape (1953)
 Valley of the Head Hunters (1953)
 Jungle Man-Eaters (1954)
 Cannibal Attack (1954)
 Jungle Moon Men (1955)
 Devil Goddess (1955)
 Jurassic Park (1993)*
 The Lost World: Jurassic Park II (1997)
 Jurassic Park III (2001)
 King Kong (1933) (aka The Eighth Wonder of the World)*
 King Kong vs. Godzilla (1962)
 (King Kong also appeared in loads of Japanese monster movies such as King Kong Escapes (1967))
 King Kong (1976)
 King Kong Lives (1986)
 Koko the Talking Gorilla (1977)
 Lancelot Link: Secret Chimp (TV Series, 1970-1972)
 The Land that Time Forgot (1975)
 The People that Time Forgot (1977)
 The Lawnmower Man (1992)
 Link (1986)
 The Lost World (1925, 1960, 1993)
 Max, Mon Amour (1986)
 The Mighty Joe Young (1949*, 1998)
 Monkey Shines (1988)*
 Murders in the Rue Morgue (1932, 1971 & 1986TVM)
 One Million Years B.C. (1966)
 Outbreak (1995)
 Phenomena (1985) (aka Creepers)
 Planet of the Apes (1968)*
 Beneath the Planet of the Apes (1970)*
 Escape from the Planet of the Apes (1971)*
 Conquest of the Planet of the Apes (1972)*
 Battle for the Planet of the Apes (aka Colonization of the Planet of the Apes) (1973)
 Planet of the Apes (2001)

Planet of the Apes (The TV Series) (1974)

- 1.1 Escape from Tomorrow
- 1.2 The Gladiators
- 1.3 The Trap
- 1.4 The Good Seeds
- 1.5 The Legacy
- 1.6 Tomorrow's Tide
- 1.7 The Surgeon
- 1.8 The Deception
- 1.9 The Horse Race
- 1.10 The Interrogation
- 1.11 The Tyrant
- 1.12 The Cure
- 1.13 The Liberator
- 1.14 Up above the world so high

Compiled into five TV movies:
 Back to the Planet of the Apes (1981)
 Forgotten City of the Planet of the Apes (1981)
 Treachery and Greed on the Planet of the Apes (1981)
 Life, Liberty and the Pursuit of Happiness on the Planet of the Apes (1981)
 Farewell to the Planet of the Apes (1981)
 Return to the Planet of the Apes (animated TV series, 1975-1976)

- 1.1 Flames of Doom
- 1.2 Escape from Ape City
- 1.3 The Unearthly Prophecy
- 1.4 Tunnel of Fear
- 1.5 Lagoon of Peril
- 1.6 Terror on Ice Mountain
- 1.7 River of Flames
- 1.8 Screaming Wings
- 1.9 Trail to the Unknown
- 1.10 Attack from the Clouds
- 1.11 Mission of Mercy
- 1.12 Invasion of the Underdwellers
- 1.13 Battle of the Titans

Playmate of the Apes (2002)
 Project X (1987)
 Robot Monster (1953)
 Saiyuki (Monkey—TV Series) (1978)*
 Saru no gudan (Army of the Apes—TV Series) (1974)

Saru no gudan (Time of the Apes) (1987)
 Tarzan of the Apes (1918)
 Tarzan the Ape Man (1932)
 Tarzan the Fearless (1933)
 Tarzan and His Mate (1934)
 New Adventures of Tarzan (1935)
 Tarzan Escapes (1936)
 Tarzan's Revenge (1938)
 Tarzan and the Green Goddess (1938)
 Tarzan finds a Son (1939)
 Tarzan's Secret Treasure (1941)
 Tarzan's New York Adventure (1942)
 Tarzan Triumphs (1943)
 Tarzan's Desert Mystery (1943)
 Tarzan and the Amazons (1945)
 Tarzan and the Leopard Woman (1946)
 Tarzan and the Huntress (1947)
 Tarzan and the Mermaids (1948)
 Tarzan's Magic Fountain (1949)
 Tarzan and the Slave Girl (1950)
 Tarzan's Peril (1951)
 Tarzan's Savage Fury (1952)
 Tarzan and the She-Devil (1953)
 Tarzan's Hidden Jungle (1955)
 Tarzan and the Lost Safari (1957)
 Tarzan's Fight for Life (1958)
 Tarzan and the Trappers (1958)
 Tarzan's Greatest Adventure (1959)
 Tarzan the Ape Man (1959)
 Tarzan the Magnificent (1960)
 Tarzan Goes to India (1962)
 Tarzan's Three Challenges (1963)
 Tarzan and the Valley of Gold (1966)
 Tarzan and the Great River (1967)
 Tarzan and the Jungle Boy (1968)
 Tarzan's Jungle Rebellion (1970)
 Tarzan's Deadly Silence (1970)
 Tarzan, the Ape Man (1981)
 Tarzan in Manhattan (1989)
 Tarzan and the Lost City (1998)
 Tarzan (1999) (Animated)*

The Time Machine (1960 & 2002)
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 The White Gorilla (1945)
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Glossary

Adversaries: Supporting Cast characters who oppose the Cast Members' actions. Adversaries are the enemies to be beaten, the rivals to provide drama, and the opponents to challenge the Cast Members.

Ape Master: Also known as the Games Master, Chronieler or Referee. The Ape Master is the one who prepares the setting, guides the game, roleplays the Supporting Cast and makes all the rule decisions.

Attribute: A physical or mental trait of the character. See Primary Attribute and Secondary Attribute.

Attribute Test: See Test.

Cast Members: Player-controlled characters or player characters (Cast for short). Characters whose actions, thoughts and responses are controlled by the players, who usually also create them. In a movie, they would be the main roles, each played by a different actor.

Character Points: The points used to build a character. The specific numbers and categories are dictated by the

Character Type, and the optional Skill Point Calculation System if used.

Character Type: A character's classification. This book presents three Character Types: Pre-Heroic, Heroic and Powered.

Close Combat: Any fight conducted at arm's length using fists, feet, or hand weapons (such as knives, swords and sticks).

Difficult Test: A Test in which only one Attribute applies and is not doubled.

Drawback: A special negative aspect of a character that imposes limitations or hindrances. Drawbacks are chosen during character creation and provide extra Attribute, Quality, Skill or Power Points as the player chooses.

Essence: Beyond matter and energy, Essence is the basic building block of Reality. It is present in all things, living and unliving. It also flows invisibly in pure form, undetected by most living things except on a primal, emotional level. The Powered and others who know the mystic Arts learn to manipulate Essence to change the world.

Experience Points: Points awarded during play of Stories that may be used to improve a character's capabilities.

Game Time: Time as it passes in a game or session of *Terra Primate*. Game Time rarely corresponds directly with Real Time.

Heroic: A Character Type. Heroic characters have more innate abilities and skills than the other Types, but have no supernatural gifts like the Powered.

Initiative: The order in which characters act during Turns. The character with the highest initiative acts first, and the remaining characters act in descending order of initiative. Initiative may be determined by the Ape Master or through random means.

Level of Success: See Success Levels.

Multiplier: The number by which a set or range of points is multiplied before arriving at the final result.

Outcome Table: Specifies the Test or Task results needed to achieve certain Success Levels and the general effects of those Success Levels.

Powered: A Character Type. In *Terra Primate*, this refers to characters who have the gift of Psionic powers. This Character Type has fewer skills and innate abilities than Heroic characters, but has access to fantastic mental powers.

Powers: A special positive ability of a character that derives from the supernatural, metaphysical or superhuman and grants certain capacities or benefits.

Pre-Heroic: A Character Type. Normal folks who are just trying to survive another day. They are underpowered compared to Heroic and Powered characters.

Primary Attribute: The principal numerical measures of a character's physical and mental abilities. There are six Primary Attributes: Strength, Dexterity, Constitution, Intelligence, Perception and Willpower.

Psionics: Mental abilities beyond the human norm, known sometimes as E.S.P. or the Sight.

Quality: A special positive aspect of a character that grants abilities or benefits. Qualities are purchased by spending Quality Points during character creation.

Ranged Combat: Ranged combat involves any sort of missile weapon, from a thrown stone to a machine gun.

Real Time: Time as it passes in the "real" world, as opposed to Game Time.

Regular Skill: A basic skill of average difficulty to learn and improve. Most skills in *Terra Primate* are Regular Skills. Regular Skills cost 1 character point per level until level 5, and 3 points per level thereafter. See also Special Skills.

Resisted Tasks or Tests: This rule applies to any situation where someone or something is trying to perform a specific action and someone or something else is trying to prevent it, as when two or more individuals are in some sort of competition.

Rule of 1: If a natural 1 is rolled, roll again and subtract 5 from the new roll. If the result is greater than 1 consider the final result to be 1. If the result is below 0, replace the final result with that negative number. If another 1 is rolled, replace the first roll with -5 and roll again, following the same procedure.

Rule of 10: If a natural 10 is rolled, roll again, subtract 5 from the new roll and add the result, if greater than 1 to the total roll. If another 10 is rolled, add +5 and roll again, following the same procedure.

Secondary Attribute: A physical or metaphysical trait of a character calculated from Primary Attributes. There are four Secondary Attributes: Life Points, Endurance Points, Essence Points (or Pool), and Speed.

Simple Test: A Test in which the applicable Attribute is doubled (or two different Attributes are added together).

Skill: A learned ability of the character. Skills are purchased during character creation using Skill Points.

Skill Type: A subgroup of certain broader skills. Skill Types must be chosen when the main skill is purchased. Skill Types do not cost character points. For example,

characters must chose a Type when they take the Science skill. It may be Biochemistry, Chemistry, Geology or any of the other disciplines of Science.

Special Skill: Skills that require additional time or dedication to master. Special Skills cost 2 character points per level until level 5, and 5 points per level thereafter. See also Regular Skills.

Specialization: A narrow band of expertise in a larger skill. For example, Science (Ape Genetics) is a specialization of the Science (Genetics) Skill. Specializations cost 1 character point each, and add 2 levels to the generic skill level. These additional levels only apply when the character tests the specialization.

Story: A series of one or more plot-linked game sessions, like the episodes of a TV series or soap opera. A good Story is the final result and the ultimate objective of any *Terra Primate* game.

Success Level: A measure of how well a character performed a successful Task or Test. The higher the Task result, the higher the level of success. Success Levels are used as a bonus on other Tasks or Tests. The Outcome Table details Success Levels and their effects.

Supporting Cast: Also known as Non-Player Characters (NPCs). These are all the characters in a Story who are not Cast Members. These roles are played by the Ape Master.

Task: Any activity that requires some training to accomplish, and whose outcome is in doubt. Tasks are resolved by rolling a ten-sided die and adding one of the character's skills and one of his Primary Attributes.

Test: An activity or situation where the character's Attribute levels determine the outcome. Any activity that depends exclusively on the character's inborn talents (such as raw strength, pure intelligence and so forth) use Tests.

Turn: An arbitrary measure of time designed to break combat and other time-sensitive game play into manageable pieces. A Turn represents between 1 and 5 seconds, and is just long enough for a character to perform one action.

Type: A subcategory of a skill, Quality or Drawback.

Character Creation Table

The following costs are applicable only during character generation. After a campaign has started, the character improves using the Experience Point Cost Table.

Buying Primary Attributes: Each level of an Attribute costs 1 point until level 5, and 3 points per level thereafter. Humans can only buy Attributes up to level 6.

Calculating Secondary Attributes: Life Points: ((Constitution + Strength) x 4) + 10. Endurance Points: ((Constitution + Strength + Willpower) x 3) + 5. Speed: (Constitution + Dexterity) x 2. Essence Pool: Add the character's Primary Attributes together.

Buying Qualities and Acquiring Drawbacks: Qualities have different point costs, which are listed under each entry. When a Drawback is acquired, the character gains extra points in either the Attributes, Qualities, Skills or Powers category. The one limitation is that Drawback Points equal to the new Attribute level must be spent when raising Attributes with Drawback Points. This is cumulative.

Buying Skills: Regular skills cost 1 point per level until level 5, and 3 points per level thereafter. Special skills cost 2 points per level until level 5, and 5 points per level thereafter.

Buying Psionic Powers: Psionic Powers have a Strength (the raw power of the talent) and Art (the level of skill in using the power). Strength levels cost 3 points per level. Art costs 2 points per level until level 5, and 5 points per level thereafter. Each Psionic Power has its own Strength and Art.

Character Type Reference Table

TYPE	ATTRIBUTE POINT	QUAL/DRAW POINTS	SKILL POINTS	POWER POINTS
Pre-Heroic	15	5/10	30	N/A
Traits:	May not purchase certain Supernatural Qualities or Powers			
Heroic	20	15/10	35	N/A
Traits:	May not purchase certain Supernatural Qualities or Powers			
Powered	20	10/10	25	15
Traits:	Must Purchase the Powered Quality			

Ape Qualities and Drawbacks

Aggressive	1-point Mental Drawback	165
Animal Communication	2-point Mental Drawback	161
Animal Intelligence	10-point Mental Drawback	161
Atavism	1-point Mental Drawback	165
Brachiation	1-point Physical Quality	162
Carnivore	1-point Physical Drawback	165
Impaired Speech	1-point Physical Drawback	166
Knuckle-walking	2-point Physical Drawback	162
Low Intellect	2-point Mental Drawback	166
Negative Buoyancy	1-point Physical Drawback	162
Partial Biped	1-point Physical Drawback	166
Racial Memories	8-point Mental Quality	166

Supernatural Qualities and Drawbacks

Accursed	Variable Supernatural Drawback	45
Good/Bad Luck	3 points/level Supernatural Quality or Drawback	45
Increased Essence Pool	1/5-point Supernatural Quality (1/2 point after character creation)	46
Old Soul	4 points/level Supernatural Quality	46
Powered	5-point Supernatural Quality	47

Qualities and Drawbacks List

Quality/Drawback	Cost/Type	Page
Acute/Impaired Senses (Type)	2-point Physical Quality or Drawback	31
Addiction (Type)	Variable Mental Drawback	32
Adversary (Type)	Variable Social Drawback	33
Artistic Talent (Type)	3-point Mental Quality	33
Attractiveness	Variable Physical Quality or Drawback	34
Charisma	Variable Mental Quality or Drawback	34
Clown	1-point Mental Drawback	34
Contacts (Type)	Variable Social Quality	35
Covetous (Type)	1- to 3-point Mental Drawback	35
Cowardly	1- to 3-point Mental Drawback	35
Cruel	1- or 3-point Mental Drawback	36
Delusions (Type)	Variable Mental Drawback	37
Emotional Problems (Type)	Variable Mental Drawback	37
Fast Reaction Time	2-point Mental Quality	38
Hard to Kill	1- to 5-point Physical Quality	38
Honorable	1- to 3-point Mental Drawback	38
Humorless	1-point Mental Drawback	39
Hyperlingual	1-point/level Mental Quality	39
Lazy	2-point Mental Drawback	39
Military Rank	Variable Social Quality or Drawback	39
Minority	1-point Social Drawback	40
Multiple Identities	2 points/Identity Social Quality	41
Nerves of Steel	3-point Mental Quality	41
Obsession (Type)	2-point Mental Drawback	41
Paranoid	2-point Mental Drawback	41
Photographic Memory	2-point Mental Quality	41
Physical Disability (Type)	Variable Physical Drawback	41
Reckless	2-point Mental Drawback	42
Recurring Nightmares	1-point Mental Drawback	42
Resistance (Type)	1-point per level Physical Quality	42
Resources	Variable Social Quality or Drawback (2 points/level, positive or negative)	43
Secret (Type)	Variable Social Drawback	43
Showoff	2-point Mental Drawback	43
Situational Awareness	2-point Mental Quality	44
Status	Variable Social Quality or Drawback (1 point/level, positive or negative)	44
Talentless	2-point Mental Drawback	44
Zealot	3-point Mental Drawback	44

Skill List

Skill	Category	Type/Page			
Acrobatics	Athletic	S	Pick Pocket	Streetwise	R
Acting	Artistic	R	Piloting (Type)	Vehicle	R
Beautician	Artistic	R	Play Instrument (Type)	Artistic	R
Brawling	Combat	R	Questioning	Streetwise	R
Bureaucracy	Scholastic	R	Research/Investigation	Scholastic	R
Cheating	Streetwise	R	Riding (Type)	Vehicle	R
Climbing	Athletic	R	Rituals (Type)	Scholastic	R
Computer Hacking	Military/Spy	R	Running (Type)	Athletic	R
Computer Programming	Scholastic	R	Science (Type)	Scholastic	R
Computers	Scholastic	R	Seduction	Streetwise	R
Craft (Type)	Scholastic	R	Singing	Artistic	R
Dancing (Type)	Artistic	R	Sleight of Hand	Artistic	R
Demolitions	Military/Spy	R	Smooth Talking	Streetwise	R
Disguise	Military/Spy	R	Sport (Type)	Athletic	R
Dodge	Combat	R	Stealth	Streetwise	R
Driving (Type)	Vehicle	R	Storytelling	Streetwise	R
Electronic Surveillance	Military/Spy	R	Streetwise	Streetwise	R
Electronics	Scholastic	R	Surveillance	Military/Spy	R
Engineer (Type)	Scholastic	R	Survival (Type)	Outdoor	R
Escapism	Streetwise	R	Swimming	Athletic	R
Fine Arts (Type)	Artistic	R	Throwing (Type)	Athletic	R
First Aid	Medical	R	Tracking	Outdoor	R
Gambling	Streetwise	R	Trance	Scholastic	S
Guns (Type)	Combat	R	Traps	Military/Spy	R
Haggling	Streetwise	R	Unconventional Medicine (Type)		
Hand Weapon (Type)	Combat	R		Medical	S
Humanities (Type)	Scholastic	R	Veterinary Medicine	Medical	R
Instruction	Scholastic	R	Weight Lifting	Athletic	R
Intimidation	Streetwise	R	Writing (Type)	Scholastic	R
Language (Type)	Scholastic	R			
Lock Picking (Type)	Streetwise	R	R: Regular	S: Special	
Martial Arts	Combat	S			
Mechanic	Vehicle	R			
Medicine (Type)	Medical	S			
Myth and Legend (Type)	Scholastic	R			
Notice	Streetwise	R			
Occult Knowledge	Scholastic	S			

Ape Powers

Armor	Variable Power	166
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Flight	2-point Power	167
Incorporeal	10-point Power	167
Jump	Variable Power	168
Regeneration	Variable Power	168
Venom	Variable Power	168

Natural Ape Packages

NATURAL CHIMPANZEE 1-POINT DRAWBACK

This package is applied to a Character Type to create a natural chimpanzee. It has a total Drawback value of one.

Attributes: Chimps are stronger, more agile and slightly tougher than ordinary humans. Natural chimpanzees add +3 to Strength, +4 to Dexterity and +1 to Constitution. Chimps tend to be clever and quite perceptive, but gain no particular bonuses to these Attributes. These bonuses have a total cost of eight points.

Secondary Attributes: Wild chimpanzees have +20 Speed when running on all fours. Chimpanzees without the Drawbacks of either Knuckle-walking or Partial Biped are full bipeds and no longer move easily on all fours, losing this bonus. This Speed bonus costs two points.

Qualities and Drawbacks: Natural chimpanzees have Animal Communication (-2), Animal Intelligence (-10), Brachiation (1), Fast Reaction Time (2), Knuckle-walking (-2) and Negative Buoyancy (-1).

Natural Attacks: Chimpanzees have a natural bite attack that does one point of damage per Strength level. This attack costs one point.

NATURAL GIBBON 5-POINT DRAWBACK

Apply this package to a Character Type to create a natural gibbon. It has a total Drawback value of five.

Attributes: Wild gibbons are incredibly agile, but are the least intelligent of the apes. Gibbons have +6 Dexterity, +1 Constitution and -1 Intelligence. These modifiers have a total cost of six points.

Secondary Attributes: Gibbons have no bonuses or penalties to Secondary Attributes.

Qualities and Drawbacks: Natural gibbons have Animal Communication (-2), Animal Intelligence (-10), Brachiation (1), Fast Reaction Time (2), Knuckle-walking (-2) and Negative Buoyancy (-1).

Natural Attacks: Gibbons have a natural bite attack that does one point of damage per Strength level. This attack costs one point.

NATURAL GORILLA 1-POINT QUALITY

In order to create a gorilla character, apply this package to a Character Type. It has a total Quality cost of one point.

Attributes: Wild gorillas are phenomenally strong, adding +8 to Strength, +2 to Dexterity and +3 to Constitution. These bonuses have a total cost of 13 points.

Secondary Attributes: Gorillas have +20 Speed when running on all fours. Gorillas without the Drawbacks of either Knuckle-walking or Partial Biped are full bipeds and no longer move easily on all fours, losing this bonus. The Speed bonus costs two points.

Qualities and Drawbacks: Natural gorillas have the Drawbacks of Animal Communication (-2), Animal Intelligence (-10), Knuckle-walking (-2) and Negative Buoyancy (-1).

Natural Attacks: Gorillas have a natural bite attack that does one point of damage per Strength level. This attack costs one point.

NATURAL ORANGUTAN 6-POINT DRAWBACK

This package can be applied to a Character Type to create a natural orangutan. It has a total Drawback value of six.

Attributes: Wild orangutans are moderately strong and agile. They have +2 to Strength, +3 to Dexterity and +2 to Constitution. These bonuses have a total cost of seven points.

Secondary Attributes: Orangutans have no bonuses or penalties to Secondary Attributes.

Qualities and Drawbacks: Natural orangutans have the Drawbacks of Animal Communication (-2), Animal Intelligence (-10), Brachiation (1), Knuckle-walking (-2) and Negative Buoyancy (-1).

Natural Attacks: Orangutans have a natural bite attack that does one point of damage per Strength level. This attack costs one point.

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NOTHING LIKE A RIFLE BUTT TO THE KIDNEYS TO PROVE THAT YOU'RE AWAKE—THAT THIS ISN'T JUST SOME HORRIBLE NIGHTMARE. YOU'D REACH OUT TO STOP YOUR FACE FROM SLAMMING INTO THE DUST BUT YOUR ARMS ARE CHAINED AND SHACKLED.

YOU ROLL OVER, THE BOOTS OF THE GUARD STAMPING CLOSE TO YOUR HEAD. "GET UP, SLAVE," IT SHOUTS.

AN APE, SPEAKING ENGLISH.

STILL, YOU'VE SEEN FAR STRANGER THINGS SINCE ARRIVING HERE. NOW, IF ONLY YOU COULD ESCAPE. BUT WHERE WOULD YOU GO?

THE ENTIRE PLANET IS POPULATED BY INTELLIGENT, PSYCHOTIC AND DANGEROUS PRIMATES.

Prepare to go Ape!



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