

Terra Primate Introductory Pack

You hear thudding hoof beats and the crack of a rifle as the primitive humans around you flee in terror. Racing alongside them through the tall grass, you wonder what could be pursuing you. Suddenly, a horse bursts through the greenery in front of you. Its rider hurls a net over you. As you struggle to free yourself, you look up and realize with terror that it's a gorilla! Armor covers its muscular body, but there's no mistaking the simian features or the intelligence in those deep-set brown eyes. It snarls, "Settle down, human!" A club crashes down on your head and everything goes dark . . .

Introduction

Welcome to the *Terra Primate* demo pack. It contains everything you need to begin roleplaying in a world of intelligent apes. Just take home one of these free packs, read it through, get some friends together, gather a few gaming dice (a four-sided—D4, a six-sided—D6, an eight-sided—D8, and, most importantly, a ten-sided die—D10), and it's time to play.

One person (most likely the one who picked up this pack) should be the Ape Master (the person who runs the game). The rest of the players are characters, or Cast Members, in an interactive, shared storytelling—a roleplaying game. Ape Masters should read through this entire pack. Players should read only what the Ape Masters allows them to.

Terra Primate belongs to the **Unisystem** family of games. These games, including *All Flesh Must Be Eaten* and CJ Carella's *WitchCraft*, all use the same game mechanics. Aspects of all **Unisystem** games are interchangeable, so features of any can be used with any other. If you enjoy the *Terra Primate* demo pack, we recommend that you to try other games in the **Unisystem** line.

We hope that you enjoy this introduction to *Terra Primate*. Further information on the *Terra Primate* line of products can be found by visiting www.edenstudios.com/primate.

Setting

Terra Primate has no specific setting. The only constant is the concept of intelligent apes. Planet of the Apes is a movie about intelligent apes, but then again so is *Congo*. As long as the characters are interacting with intelligent apes—or are intelligent apes themselves!—the game could be set in a pulp era of adventure, on a post-apocalyptic Earth, or on a faraway alien planet.

The adventure in this demo pack starts out in modern America. The characters have no idea that they are about to be transported to a strange world dominated by apes. This is one of the staples of the genre. The astronauts in *Planet of the Apes* did not expect to crash-land on a future Earth ruled by apes. And the castaways in *The Island of Dr. Moreau* did not plan to encounter a mad scientist and his uplifted animals on a remote tropical isle.

As the Ape Master, you should try to throw a few surprises at your players. Just give the players a copy of the Archetypes below. Hide the notes behind a screen. Do not let the players know that this will be a game involving intelligent apes until the first shocking encounter. Then have fun as the players try to figure out what's going on.



Archetypes

Archetypes are pre-generated Cast Members that are used in the *Terra Primate* game. The Archetypes in this demo pack are Pre-Heroic Character Types, regular people built on 50 points who are slightly above average. They aren't Charlton Heston, but they ought to be able to survive a fair amount of adversity. They should be given a name and may even be modified by anyone familiar with *Terra Primate* or any of its sister **Unisystem** games.

All characters have Attributes. These are the basic physical and mental abilities of the Cast Member. The Primary Attributes in *Terra Primate* are Strength, Dexterity, Constitution, Intelligence, Perception, and Willpower. Human Attributes usually range from one to five, with two being average. The maximum Attribute possible for a human being is six.

Secondary Attributes are determined from the Primary Attributes. In this demo pack they have already been provided for the Cast Members. Life Points (LPs) are the amount of damage that a character can take. If a character suffers from an injury, that amount of damage is taken from the Life Points. Endurance Points (EPs) are the amount of fatigue that a character can withstand. Speed (Spd) is the how fast a person can run (in miles per hour; half that amount for yards per second). The Essence Pool is the strength of the character's soul. While crucial in some **Unisystem** games, Essence is not of major importance in this *Terra Primate* demo pack.

Qualities and Drawbacks are positive and negative traits that help round out the character. The game effects of the character's Qualities and Drawbacks will be explained under each entry.

Skills are the abilities of the Cast Member. Like Attributes, Skills are represented numerically. Skill level one represents an amateur. A two or three represents general competency. Extreme competence from years of study and practice are represented by a four or five. Higher levels are possible and would indicate a true master of that skill.

The following Archetypes are simple versions of what can be created with *Terra Primate* and are provided to get the group playing as quickly as possible. The Ape Master should hand them around the table and have each player read the personality text in the order presented.

Zombies and Apes

As a humorous twist, you could use the Archetypes provided with the *All Flesh Must Be Eaten* demo pack (found at the Retailer Support section of www.edenstudios.net). The adventure in that pack, which introduces a game of survival horror in a world overrun by zombies, involved a group of college students encountering the living dead while on a road trip.

After the conclusion of that adventure, perhaps the Cast Members tried to escape the growing zombie hordes by boat—only to stumble into a new adventure on a world dominated by intelligent apes, as described later in this *Terra Primate* demo pack.



The Scientist

Pre-Heroic Character

Str 1 **Dex** 2 **Con** 2
Int 4 **Per** 3 **Wil** 3
LPs 22
EPs 23
Spd 8
Essence 15

Qualities/Drawbacks

Contacts (University) 3 (*access to friends and allies at a major university*)

Photographic Memory (+1 on any skill involving memory, +1 to +3 on any Task using memory, both applied at the Ape Master's discretion)

Minority (African American) -1 (*will experience prejudice in most areas of the world*)

Resources (Middle-class)

Skills

Bureaucracy 1

Computer Programming 2

Computers 2

Driving (Car) 1

Instruction 3

Notice 3

Myth and Legend (Bermuda Triangle) 3

Research/Investigation 3

Sciences (Paranormal) 4

Sciences (Physics) 4

Swimming 2

Writing (Scientific) 2

Gear

Pocket protector with pens

laptop computer

Geiger counter

handheld Global Positioning System receiver

digital thermometer

barometer

specimen bottles for sampling ocean water

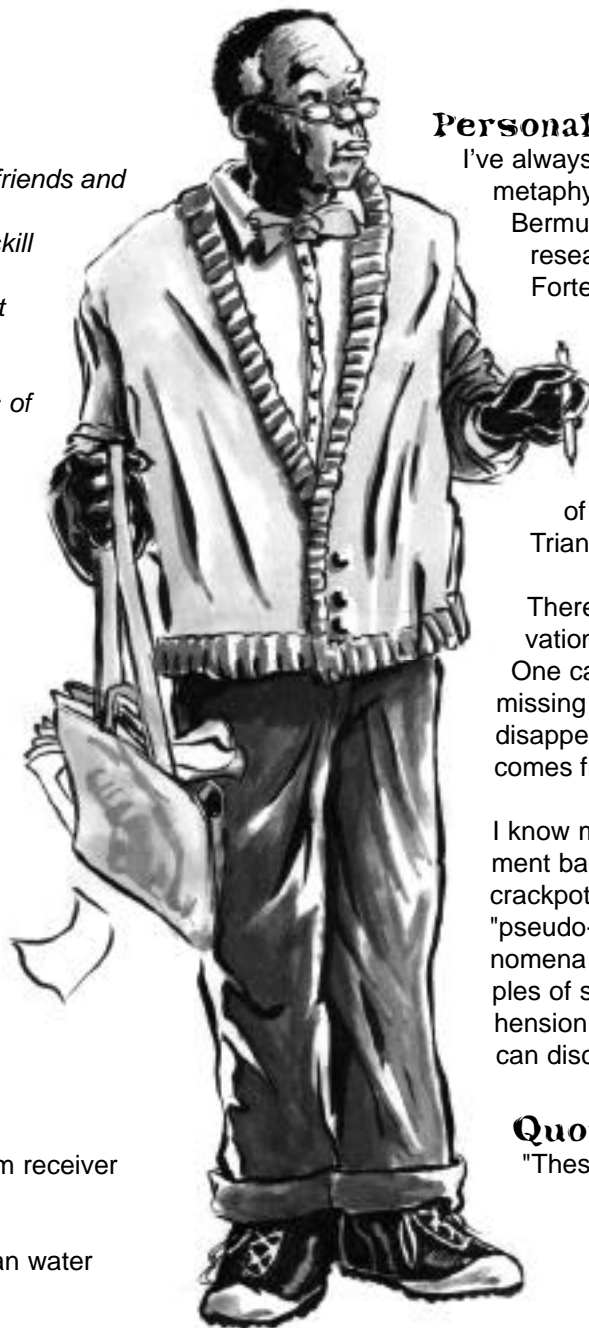
notebook

sandwich

pager

wristwatch with lots of extra dials

\$83.12



Personality

I've always been fascinated by the reputed metaphysical properties of the so-called Bermuda Triangle. Unfortunately, research grants for investigating such Fortean oddities are rather difficult to come by. I'm not certain about the ethics of accepting money from a science fiction cable channel. Still, the check allowed me to hire a film crew and charter this boat for an up-close examination of the bizarre phenomena of the Triangle.

There's no substitute for first-hand observation in the pursuit of science, I say.

One can examine stacks of documents on missing bomber flights and reports on ship disappearances for years, but the real data comes from fieldwork.

I know my colleagues in the physics department back at the university consider me a crackpot for my interest in what they call "pseudo-science," but I believe that phenomena such as the Triangle may be examples of science beyond our present comprehension. I'm very eager to see what we can discover out here on the ocean.

Quote

"These readings are very unusual."

The Grad Student

Pre-Heroic Character

Str 2 **Dex** 2 **Con** 2
Int 3 **Per** 3 **Wil** 4
LPs 26
EPs 29
Spd 8
Essence 16

Qualities/Drawbacks

Acute Vision (+3 to *Perception-related Tasks* or *Tests involving sight*)

Covetous (Ambitious) (*desire for advancement dominates his life, but he won't break rules to achieve it*)

Minority (Asian American) (*will experience prejudice in most areas of the world*)

Resistance (Fatigue) 1 (*reduces all Endurance Losses by one*)

Situational Awareness (+2 on *Perception Tests to sense trouble*)

Skills

Bureaucracy 2

Hacking 1

Computer Programming 2

Computers 3

Driving (Car) 2

Guns (Rifle) 2

Instruction 2

Research/Investigation 2

Running (Marathon) 3

Sciences (Astronomy) 3

Sciences (Physics) 3

Swimming 3

Writing (Academic) 2

Gear

Sunglasses

laptop computer with astronomy thesis

astronomy textbook

student ID

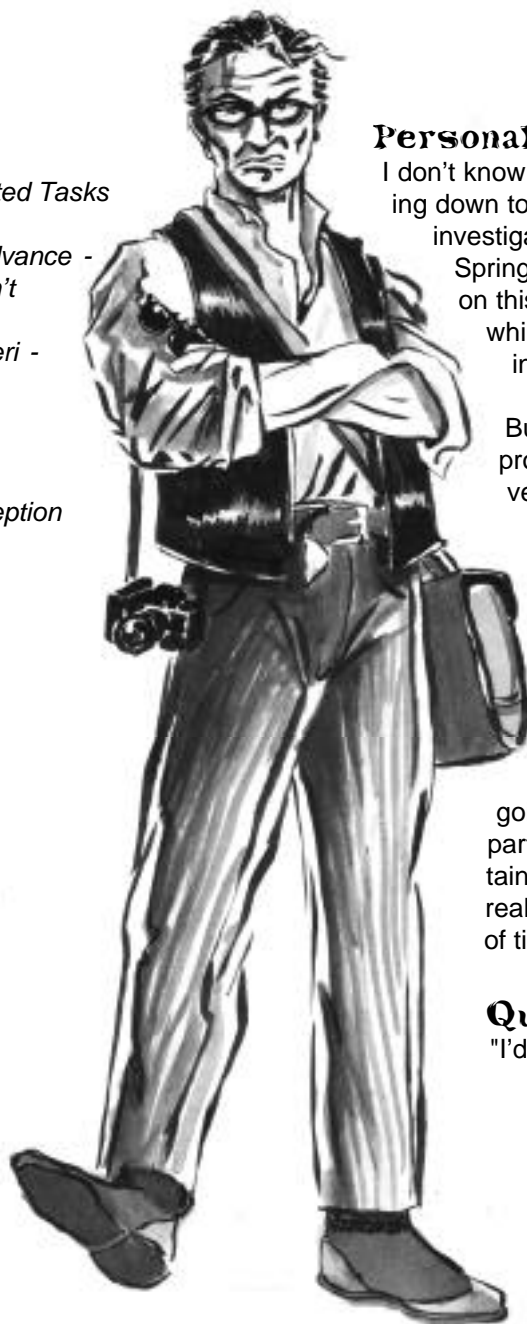
a liter of Mountain Dew

bag of Doritos

cellular phone

crappy wristwatch

\$23.05



Personality

I don't know why I let the professor talk me into coming down to the Florida Keys for this cockamamie investigation of the Bermuda Triangle. It's Spring Break, for God's sake! Now I'm stuck on this stupid boat in the middle of the ocean while everyone else I know is partying it up in Mexico.

But assisting the profs on their research projects is the way to get ahead at the university. Hey, if we discover something really interesting, maybe the professor will let me write up a scientific paper on it. I've got to start getting published in some of the science journals if I want to make a name for myself and get on at a prestigious university after I earn my degree.

Academia—it's a snakepit. But I'm going to come out ahead of all those goofs partying their brains out this week. I certainly hope so, anyway. I'm going to be really annoyed if this turns out to be a waste of time.

Quote

"I'd better be getting course credit for this!"

The Boat Pilot

Pre-Heroic Character

Str 3 **Dex** 3 **Con** 2
Int 2 **Per** 3 **Wil** 2
LPs 36
EPs 26
Spd 10
Essence 15

Qualities/Drawbacks

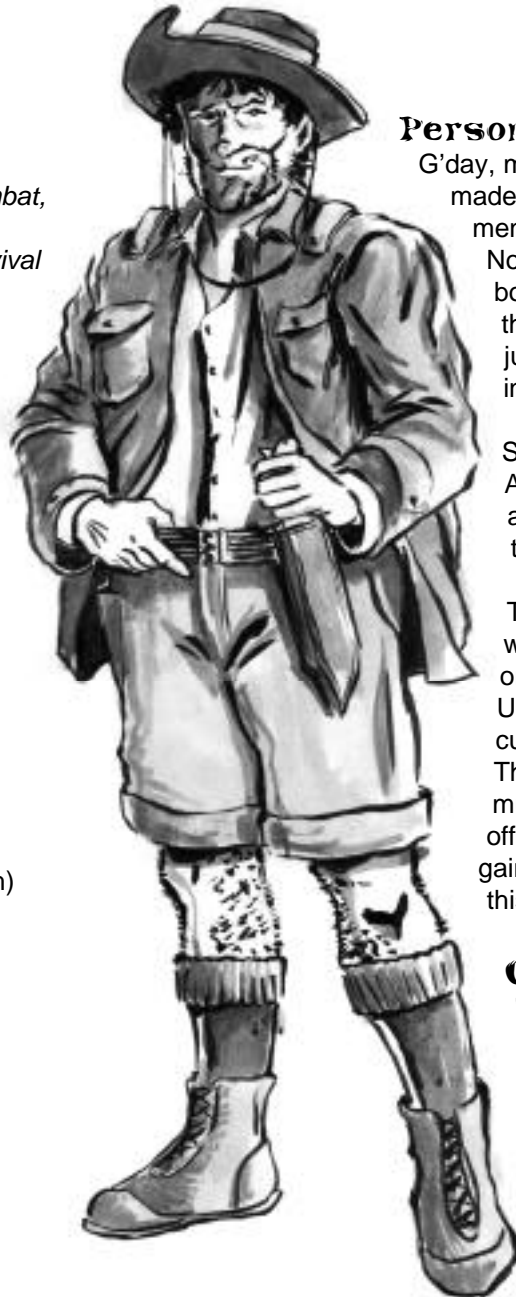
Charisma 1 (+1 to *Social Tasks*)
 Fast Reaction Time (*acts first in combat, +1 on Fear Checks*)
 Hard to Kill 2 (*extra LPs; +2 on Survival Tests*)

Skills

Brawling 3
 Dodge 2
 Driving (Car) 2
 Hagglng 3
 Hand Weapon (Knife) 2
 Notice 2
 Piloting (Cruiser) 4
 Smooth Talking 3
 Stealth 1
 Storytelling 3
 Swimming 3
 Throwing (Knife) 2

Gear

Akubra bush hat
 hunting knife (damage D4 x Strength)
 36-foot cabin cruiser
 radio set
 waterproof wristwatch
 fishing tackle
 cooler of beer and soft drinks
 \$32.39



Personality

G'day, mate! Christ, I could throttle the bastard made that *Crocodile Dundee* movie, not to mention that croc hunter wanker on TV. Now all the bloody tourists who charter me boat expect me to talk about shrimps on the barbie and wrestlin' crocs all day long, just because I'm an Australian living here in the States.

Still, it pays the bills. So I've got me Akubra and me colorful Aussie slang. It's all straight from the movies—you don't think we really talk like that, do ya?

This crew's an int'restin' mob. They wanna investigate the Bermuda Triangle or somethin'. Well, I've never run into any UFOs out here, but whatever makes the customer happy. And the money's good. These academic types mustn't get out much—the scientist there took me first offer on the price. Didn't even try to bargain me down. I wish all me charters were this bloody easy.

Quote

"I'll g'day you, ya <mumble-mumble> . . . Oh, nothing, just talkin' to meself. G'day! Step right aboard the best charter boat in the Florida Keys."

The Grease Monkey

Pre-Heroic Character

Str 4 **Dex** 3 **Con** 3
Int 2 **Per** 2 **Wil** 2
LPs 41
EPs 32
Spd 12
Essence 16

Qualities/Drawbacks

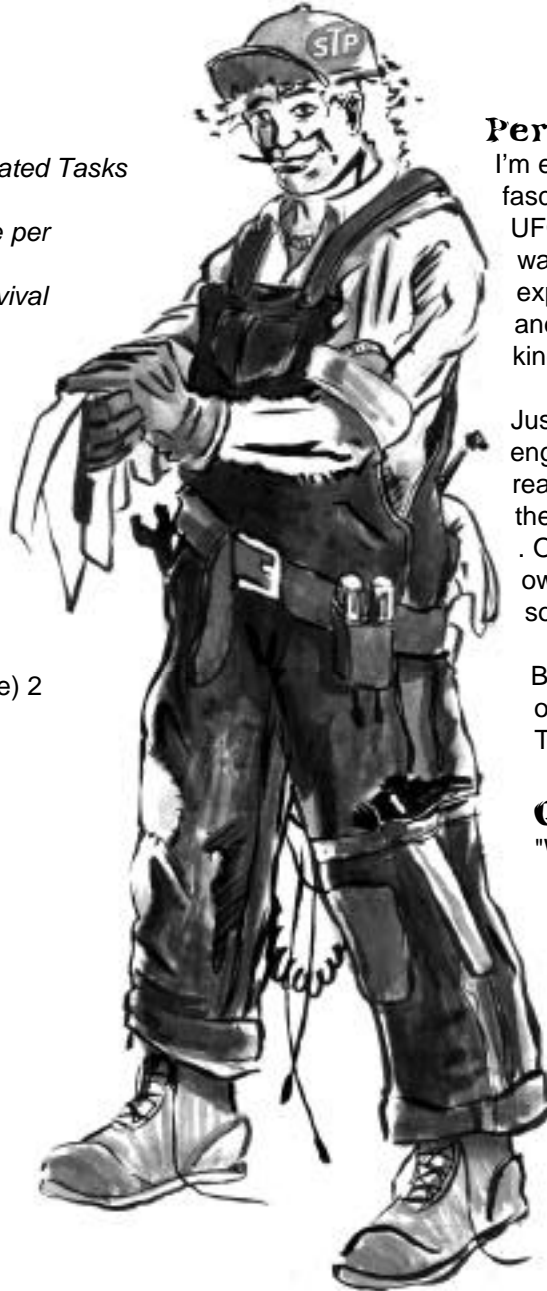
Acute Hearing (+3 to Perception-related Tasks or Tests involving hearing)
 Good Luck 1 (+1 to any action once per game session)
 Hard to Kill 2 (extra LPs; +2 on Survival Tests)
 Resources (Below Average)

Skills

Brawling 3
 Dodge 3
 Driving (Car) 2
 Electronics 3
 First Aid 1
 Guns (Rifle) 2
 Mechanic 4
 Myth and Legend (Bermuda Triangle) 2
 Piloting (Boat) 1
 Running (Dash) 2
 Sport (Football) 3
 Swimming 2
 Weight Lifting 2

Gear

Grease-stained STP ball cap
 tool kit
 oily rag
 rolled-up UFO magazine
 Miami Herald sports pages
 \$8.00



Personality

I'm excited about this charter. I've been fascinated by the Bermuda Triangle, UFOs, Bigfoot, you name it, ever since I was a kid. Oh, I know. You wouldn't expect an ex-high school football star and boat mechanic to know about those kinds of things, would you?

Just because I'm good at tinkering with engines doesn't mean I'm not smart. I read books and magazines. I've studied the Triangle and its history. My partner . . . OK, OK, my boss, the Aussie guy who owns this tub . . . to him, this is just some easy money.

But I can't wait to see what happens once we get into the heart of the Triangle.

Quote

"Well, I'll be a monkey's uncle!"

The TV Personality

Pre-Heroic Character

Str 3 **Dex** 4 **Con** 3
Int 1 **Per** 2 **Wil** 2
LPs 34
EPs 29
Spd 14
Essence 15

Qualities/Drawbacks

Attractiveness 3 (+3 on *Social Tasks*)
 Cowardly (*Simple Willpower Test* required to avoid fleeing danger or even taking small chances)
 Good Luck 2 (+2 to any action once per game session, can be taken as one bonus of +2 or two bonuses of +1 at player's discretion)
 Resources (Well-off)
 Showoff (*seeks public acclaim at all times*)
 Status 1 (*cable TV personality*)

Skills

Acting 3
 Beautician 2
 Computers 1
 Dodge 2
 Driving (Car) 2
 Questioning 3
 Research/Investigation 1
 Riding (Horse) 3
 Seduction 2
 Storytelling 4
 Smooth Talker 3
 Stealth 2
 Swimming 2

Gear

Hairbrush
 makeup kit
 designer sunglasses
 CD Discman with headphones
 Britney Spears CDs
 People magazine
 suntan lotion
 unread briefing paper on the expedition
 gourmet lunch
 satellite phone
 Rolex
 credit card with \$5,000 limit on expense account
 \$152.18



Personality

This salt air is going to wreck my hair! I knew my producer on the weird news show was angry over my being taken in by that hoax about the alien autopsy film, but I didn't think she'd hold a grudge for this long. It's been ages since I got a decent assignment.

Oh, well. I'll take a boating jaunt off Florida any day over that last story—going to Alaska to look for a UFO frozen in the ice? Ugh. I still get chills just thinking about that trip. Not that I'm going to win any prizes for this clip. A scientist bobbing around in a boat looking for mysterious readings in the Bermuda Triangle? Puh-leeze.

At least I'll be able to work on my tan once we get back to the hotel.

Quote

"So, could you explain that again for, uh, my viewers?"

The Camera Person

Pre-Heroic Character

Str 2 **Dex** 3 **Con** 2
Int 3 **Per** 3 **Wil** 2
LPs 29
EPs 23
Spd 10
Essence 15

Qualities/Drawbacks

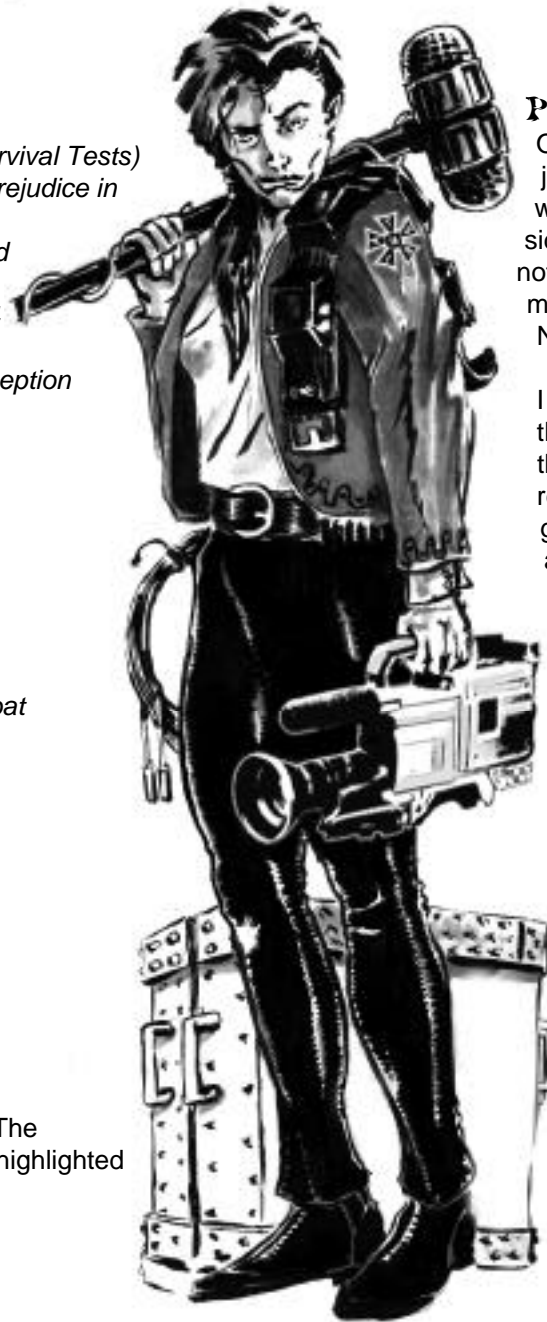
Hard to Kill 1 (*extra LPs; +1 on Survival Tests*)
 Minority (Latino) (*will experience prejudice in most areas of the world*)
 Nerves of Steel (*Fright Check need only be made in the most horrifying situations, and gain a +4 bonus*)
 Situational Awareness (+2 on Perception Tests to sense trouble)

Skills

Bureaucracy 1
 Driving (Motorcycle) 2
 Electronics 1
 First Aid 3
 Intimidation 2
 Language (Spanish) 5
 Martial Arts 3 (+3 to all close combat damage)
 Research/Investigation 3
 Stealth 3
 Streetwise 2
 Swimming 2

Gear

Sunglasses
 video camera
 sound gear
 microphone
 electronics repair kit
 book on the Bermuda Triangle by The Scientist with important passages highlighted
 pager
 pocket watch
 peanut butter and jelly sandwich
 \$13.09



Personality

Oh, great. The famous TV personality just dozed off again. I wonder if anyone would notice if I pushed him over the side of the boat? Heh. Well, at least it's not like the time he started snoring in the middle of the press briefing for the Loch Ness expedition.

I know twice as much as he does about the paranormal—not that I believe any of that bunk—and 10 times as much about reporting. But the consultants say he's got "on-air charisma." He doesn't have any off-camera, that's for sure. So he gets the big salary and the airtime. I get to lug all this heavy camera and sound gear around.

You know, if I just rolled him over with my foot as I walked by, he'd go right into the ocean. No one would ever know . . .

Quote

"Hey, bozo! Quit brushing your hair and get on camera. Time to earn that oversized salary."



The Rules

Roleplaying games are still games, and like most games they have rules. The main rule is for the Ape Master and the players to have fun.

Rules are not necessary for many of the things that the characters will do. Simple things like talking or picking up an object do not require the rules. Only if the outcome of an action is in doubt, and the results of that action are important, do the rules come into play. That's when you start rolling dice.

The ten-sided die (D10) is the one most commonly used in the game. Tasks and Tests are resolved with a D10. Basically, a player rolls a D10 and adds the appropriate Attribute and/or skill to the number rolled. If the result is nine or higher, then the action was successful. If it is less than nine, it failed. A higher total value is a more spectacular success, and some actions may be more difficult than others (if modifiers are applied).

Most actions are considered Tasks. These use one Attribute and one skill to determine the result of a particular action. The Ape Master always determines which Attribute and skill should be used for a particular action. A D10 is rolled and the sum of the Attribute and skill are added to the die roll.

Tests are used when there is no appropriate skill. Instead of adding an Attribute to a skill, the player just uses the value of the character's Attribute. There are two types: Simple and Difficult. In a Simple Test, the value of the Attribute is doubled and then added to the die roll. In a Difficult Test, the value of the Attribute is not doubled before adding it to the die roll. The Ape Master determines which Attribute is used for the Test, and whether it is Simple or Difficult.

For example, Janice is playing stranded astronaut Sarah Prentice, who has just escaped from the primate research center in

the ape city. Janice wants Sarah to hide from a gorilla search party by ducking into the weed-covered mouth of a large drainpipe leading to a river. The Ape Master decides that this should be resolved with a Task using Sarah's Dexterity 3 and Stealth 3. The player rolls a four on a D10, and adds six (Attribute 3 plus Skill 3). The result is ten. Since this is higher than nine, the action is successful and Sarah slips unseen into the drainpipe.

The Ape Master then tells the player that she needs to roll a Simple Perception Test. Sarah's Perception is three, so this is doubled to six. A D10 is rolled and comes up a six, for a total of 12. The Ape Master informs the player that Sarah hears the gorilla soldiers approaching. The gorilla sergeant barks, "You, soldier! Check out that storm drain!" Sarah begins backing down the pipe . . .

If a character does not have the appropriate skill, then an Unskilled Attempt may be tried. This uses the appropriate Attribute (without doubling it) with a minimum penalty of -2. Regardless of the outcome of the attempt, the Success Level will never be more than Decent (see below). For example, Roger has no Riding (Wagons) skill. He is trying to control horses drawing a cage wagon containing his captured friends in an attempt to escape. Unless Roger can slow the spooked horses, the wagon may tip over in the sharp curve ahead. He rolls a D10 and adds his Dexterity (not doubled, and with a -2 penalty) to the roll. As his Dexterity is three, only one is added to whatever comes up on the die. Roger had better roll something high.

Sometimes a character attempts something and another character tries to stop her. Either that, or an action may be noticed or foiled by its target. This is a Resisted Task or Test. It is resolved as a normal Task or Test, but both sides get to roll. If both rolls fail, neither side gets the desired effect. If one fails and one succeeds, the successful character wins. If both rolls are successful, the better result wins.

The Role of Luck

Not everything is going to be a simple matter of success or failure. Some successes are so amazing that the character knows she's done something special. Sometimes a character completely botches a simple feat. When a roll comes up as a one or a ten (before anything is added to it or subtracted from it), something either really bad or really good may happen.

On a natural ten, the player rolls a D6 and adds it to the result. If a six is rolled on the D6, it is added and the die is rolled again. Truly large numbers can be generated that way. On a natural one, the player rolls a D6 and subtracts the result. If a six is rolled on the D6, it is rolled again and subtracted again. This can result in very low negative numbers.

Modifiers

Sometimes circumstances make an attempted Task easier or more difficult. In such a case, a positive or negative modifier (as determined by the Ape Master) may be added to the attempt. The following table shows some modifiers that may be used.

Routine: No roll need

Easy: +5 to roll

Moderate: +3 to +4

Average: +1 to +2

Challenging: No modifier (this includes most combat rolls)

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

Combat

Terra Primate is a game of adventure and excitement, so often events turn into a life and death struggle. Violent actions are resolved like any other actions, through the use of an appropriate Task roll. To simplify things, combat is broken down to a series of actions called Turns. A Turn lasts about one to five seconds of Game Time in length. This is long enough to draw a gun, throw a firebomb, punch someone in the face, or dive behind some crates for cover.

At the beginning of each Turn, the players declare the intentions of their Cast Members. This is where they say, "I want to punch the gorilla" or "I want to throw a firebomb." The Ape Master decides if that action is possible in one Turn. Most simple actions will be—but if a character wants to dive behind a crate, find a spare ammo clip in her backpack, reload her pistol and shoot at some gorilla soldiers, she is going to need more than five seconds.

The Ape Master determines initiative. Most of the time this is just a matter of common sense. Whoever initiates the violence goes first at the beginning of a fight. After that first Turn, initiative is determined by what happened before. The combatant who manages to land a blow gets to go first afterward. A character with a ranged weapon goes before someone who only has a hand weapon (or no weapon). A psychic attack activated by thought goes off before a ranged attack or hand-to-hand attack in most circumstances. Catching somebody by surprise gives the character initiative. As always, the Ape Master has the last word.

Once initiative is decided, the intended Tasks and Tests are rolled. Usually, a character may only take one action per Turn. If she wishes to do more than that, each additional action suffers a cumulative -2 penalty. So the first action in a Turn is resolved normally, a second action taken in that same Turn incurs a -2, a third action -4, and so on. Close combat (fighting an opponent at

Outcome Table

A result of nine or more generally means that the attempt was accomplished, but sometimes the degree of that success is important. In such a case, take the final result (including all negative and positive modifiers) and consult the table below.

9-10 — Adequate: The Task or Test gets done but is nothing special.

11-12 — Decent: The Task or Test is accomplished with relative ease and even a little flair. Complex Tasks take 10% less time to complete. Social Skills gain future benefits for the character (including a +1 to further attempts to the same people in similar circumstances)

13-14 — Good: The Task or Test is completed with ease. Artistic results are appreciated by connoisseurs and well liked by the public. Complex Tasks take 25% less time to complete. Social Skills gain a +2 on future attempts (not cumulative with subsequent high rolls, only the highest bonus ever applies).

15-16 — Very Good: The Task or Test is very successful. Complex Tasks are completed in half the time. Social Skills produce a lasting impression and have a +3 on future attempts. In the case of combat, increase the damage rolled by one before applying the multiplier.

17-20 — Excellent: The Task or Test produces excellent results. Artistic endeavors lead to fame and recognition. Social Skills have a future bonus of +4. Increase the damage rolled by two before applying the multiplier.

21-23 — Extraordinary: The Task or Test produces amazing results, accomplishing far more than intended. Artists gain fame, but all future accomplishments will be measured against this one. Social Skills have a future bonus of +5. Increase the damage rolled by three before applying the multiplier.

Further Levels — Mind-Boggling: For every +3 to the total above 23, increase the Success Level by one, the Social Skills future bonus by one, and the damage rolled by one before applying the multiplier.

arm length or closer) is a little bit different—one attack and one defense Task are allowed per Turn. Beyond that, the cumulative -2 penalty applies.

In close combat, the character with initiative gets to strike first while the opponent defends. Attacking is a Task using the appropriate skill (Brawling, Martial Arts, Hand Weapon) and Dexterity. If the target has a hand weapon, he may attempt to parry with a Hand Weapon and Dexterity Task. Characters with Martial Arts may attempt to parry a weapon with their bare hands; those with Brawling or no fighting skill may not. Anyone may attempt to dodge out of the way of an attack. If the character has a Dodge skill, a Dodge and Dexterity Task is used. If he does not have that skill, a Difficult Dexterity Test is required. Attacking and defending are treated as Resisted Tasks.

Ranged attacks use a weapon skill and Dexterity Task. This Task has modifiers based on the range. Point blank range adds a +1 to the strike Task and +1 to the damage multiplier. Short range has no modifier. Long range has a -3 to the strike Task and the damage multiplier is reduced by one. Extreme range has a -6 to the strike Task and a -2 to the damage multiplier. Ranged weapons list their ranges in yards, separated by slashes (for example, a shotgun with buckshot is 10/30/50/100/200).

Lighting can affect any combat. Poor light (a dark alley or moonlight) gives a -1 to the combat Task. Bad lighting (a moonless night) gives a -4. Total darkness is a special case. Roll a D10 and only a natural nine or higher strikes the target. If the character makes a Difficult Perception Test, she can add the Success Levels of that roll to the darkness attack roll. This signifies the use of other senses besides sight to hit the target.

Multiple shots are possible with ranged weapons. For each additional shot fired in a single Turn, the strike Task suffers a cumulative -1, or -2 in the case of weapons with heavy recoil. Some guns have scopes. These add anywhere from a +2 to a +5 to the strike Task. All this gunfire can be pretty distracting. Anyone who is being shot at must pass a Simple Willpower Test in order to carry out her stated intention. Otherwise, she freezes, hesitates, or huddles down in a corner and tries desperately not to be hit.

Once everyone has finished hitting, slashing, or shooting whomever they intended, damage is determined according to the weapon used. Armor Values are then rolled (if necessary) for the target, and that much is subtracted from the damage inflicted.

Damage that remains after armor (if any) decreases the targets Life Points. If the Life Points are reduced to zero, the character is critically injured and risks death. Most damage in the **Unisystem** is determined by rolling a die and multiplying the result by the damage multiplier. For instance a .22 pistol does D4 x 2. The two is the multiplier. A D4 is rolled and the result is multiplied by two. This is the amount of damage caused.

The Effects of Injury

A character reduced to five Life Points is seriously hurt. It is difficult to do much of anything and all actions have a negative modifier of anywhere from -1 to -5. At zero points or below, the character is knocked down, stunned and semi-conscious. A Consciousness Test (Con and Wil minus the number of Life Points below zero) is necessary. So, at -7 Life Points, a Consciousness Test suffers a -7. At -10 Life Points, a Survival Test is required (Con and Wil minus one for every ten Life Points below zero). The Survival Test must be passed once every minute until the character receives some First Aid. Each additional Test is at a cumulative -1.

For example, Liz Rosen is shot twice by a 10mm for 50 points of damage. She had 22 Life Points and is now at -28. She has Constitution 2 and Willpower 2. This total of four will be reduced by two (one for every ten points below zero) for her Survival Test. She needs to roll a six or better to live. (If she does not receive any kind of medical attention, a minute later she has to make another Survival Roll with a -1 penalty.) If she lives, she must make a Consciousness Test to avoid passing out. This will be at a -28, so unless she rolls a string of sixes after rolling a ten, she is going to go unconscious.





Objects

Objects have a Damage Capacity. The Damage Capacity is comparable to Life Points. Once that number is exhausted, the object is destroyed. The Ape Master can decide whether a certain attack will damage a certain object. For example, a gorilla can pound or bite a plasteel starship hull all day, but will only damage himself.

Objects may also have an Armor Rating. This indicates how many points of damage are stopped before Damage Capacity is decreased. Armor Ratings may also be applicable for items worn by characters. Again, this number is subtracted from any damage done to the character.

Endurance Loss

Hard work (like running away from a mounted party of apes) can reduce a character's Endurance Points. Hard work reduces a character's Endurance Points by one for every ten minutes of labor. Very Hard Work reduces Endurance by D4 every minute. Frenzied Activity reduces Endurance by D4 every Turn.

Characters also need at least seven hours of sleep in a 24-hour period. For every hour missed, Endurance Points are reduced by one. If the character stays awake longer than 24 hours, one Endurance Point is lost for every hour, beyond 24, which he stays awake. Thus, a character who has stayed awake for 36 hours loses a total of 19 Endurance Points. These points can only be regained through sleeping.

Once Endurance Points drop to five or less, -2 is applied to all actions. If the character gets below zero Endurance Points, a

Consciousness Test must be passed to stay awake. This Test must be passed every Turn, so eventually the character will pass out.

Characters recover one Endurance Point per Constitution level per half hour of sleep, or hour of rest.

Essence Loss

At the Ape Master's discretion, mental stress and exhaustion may reduce a character's Essence Pool. For every hour spent in a stressful non-combat situation (like hiding in the water for hours while ape soldiers search along the riverbank for you), characters lose D4 Essence Points that cannot be regained until the situation changes. In combat, two Essence Points are lost per Turn of ranged combat and three points are lost per Turn of close combat.

A character reduced to half Essence pool feels numb. All mental Tasks are performed at a -1 penalty until the Essence is regained. At one or zero points of Essence, the character falls into a deep depression. All Tasks and Tests are at a -3. If the Essence is reduced below zero, then the victim must pass a Difficult Willpower Test with a -1 for every five points below zero. If failed, the character temporarily loses one level in one Mental Attribute. If Essence is reduced to -30 or below, the character must pass a Survival Test with a -1 for every ten points of Essence below zero. Characters killed by loss of Essence have no apparent cause of death. Medical examiners usually just call it heart failure and leave it at that.

Normal humans regain Essence at a rate of one point for each level of Willpower per hour.

Monkeying Around

The following adventure can be used by new Ape Masters to introduce their players to *Terra Primate*. It is recommended that the pre-generated Cast Members that appear in this demo pack be used by the players.

The Basic Facts

The adventure begins aboard a cabin cruiser on the ocean off the Florida Keys. The Scientist and The Grad Student have hired the boat, crewed by The Boat Pilot and The Grease Monkey, to conduct an investigation of the Bermuda Triangle. The TV Personality and The Camera Person are from a cable news show that focuses on paranormal phenomena. Their producers helped finance the expedition in exchange for exclusive coverage.

A Strange Mist

The boat enters the famed Bermuda Triangle, a place of mysterious disappearances and bizarre events. At first, nothing unusual happens. After an hour or so of taking readings at various map coordinates, however, a thick fog suddenly rolls in. Within minutes, visibility drops to a few feet at best.

A check of the boat's compass reveals that it is spinning wildly. Global Positioning Satellite equipment gives no readings. Cellular phones and radios register only static. If any Cast Members think to check their wristwatches, they discover each watch moving at a different speed. One watch even moves backwards!

The Cast Members spend hours in the mist. No matter which way they turn the boat or how hard they push the engine, they cannot seem to escape.

Eventually, the seas turn rough and the fog begins to slowly lift. By the time the Cast Members are fully out of the strange mist, they find themselves in the midst of a furious storm.

Castaways

Black, roiling clouds split by flashes of lightning cover the sky as rain pelts the seas and enormous waves batter the boat. A coastline is visible less than a mile away; Cast Members may conclude they drifted back to shore while wandering in the fog.

Malfunctioning electronic equipment begins to work normally again, although GPS readings remain blank and no one replies to radio hails.

The violent storm puts the boat in serious danger. The Boat Pilot, or whoever is operating the boat, must make a Dexterity and Piloting (Cruiser) Task once each minute to keep it from capsizing. Each minute, a cumulative -1 penalty applies to the Task as the storm worsens.

There are enough life jackets (+5 to Swimming Tasks) for all the Cast Members. The boat's emergency locker also contains a medic's kit (+2 to First Aid Tasks) and a flare gun with six flares. Flares from the gun illuminate a 100-yard (meter) diameter with dim, shadowy light. When a flare is fired, anyone not shading their eyes must make a Simple Dexterity Test or be blinded for the

duration of the flare plus D6 Turns. Being shot with a flare causes D6 x 3(9) points of regular damage; if 10 or more damage is inflicted the flare lodges in the body or clothing. If so, the target suffers burns of D10(5) points per Turn from the intense heat.

The life raft in the locker will not inflate. The inflating tank has a faulty meter—it looks fully charged but is actually empty.

Eventually, the boat capsizes, hurling the Cast Members into the angry seas. As the boat sinks beneath the waves, the Cast Members strike out for shore.

Hopefully, all the Cast Members took the time to put on life jackets, which give them a +5 bonus to Swimming Tasks. The Cast Members must make a Constitution and Swimming Task with a +1 bonus to stay afloat if fully clothed or carrying equipment. Shedding clothing increases the bonus to +4. If the Task is failed, the Cast Member sinks and drowns in a number of Turns equal to his Constitution. Shedding clothes or equipment allows the Cast Member to try the Task again. The Ape Master can also permit another try if other Cast Members throw the drowning victim a life buoy or other flotation device.

Cast Members who make their Swimming Task roll can swim for shore. They move at a speed equal to their Swimming skill in yards. Cast Members who are fully clothed or carrying equipment move at half speed. Towing someone also reduces speed by half.

Swimming unclothed costs one Endurance Point per minute at half speed, and five Endurance Points per minute at full speed. Swimming clothed doubles the Endurance cost.

Exhausted, the Cast Members finally stumble ashore as the sun sets. The beach appears to be deserted, and no signs of civilization are evident. Perhaps they are in a national park or wildlife refuge. The Cast Members can stagger into the trees for protection from the rain, and probably fall asleep as the storm rages on into the night.

Stranded

The rising sun awakens the slumbering Cast Members the next morning. The storm seems to have ended sometime during the night, and the castaways find themselves in a primeval forest thick with vegetation and animal life. Colorful tropical birds screech and caw, while squirrels and other small creatures scamper along tree limbs thick with hanging vines.

Curiously, there are no signs of habitation or civilization. The ocean is empty of boats or ships, and no aircraft are visible in the sky. Any Cast Members who explore the empty beach find only a bare human footprint in the sand above the high-tide mark.

After the Cast Members have had time to explore for a while, the Ape Master should have them make Simple Perception Tests. Any who succeed spot a hot air balloon in the sky a few miles inland. It appears to be tethered to the ground, and several figures can be seen in the basket hanging below the balloon.

The Cast Members will no doubt set out for the balloon, since it is the only sign of civilization they have yet encountered. As they walk through the forest, they catch occasional glimpses of the balloon through the branches, enabling them to stay on course.

A Strange Encounter

After about a half-hour walk through the forest, the Cast Members emerge into an open savanna where the grass grows higher than a man's head. The hot air balloon can still be seen off in the distance.

As they push their way through the grass, the party stumbles across a young girl. She appears to be about eight years old, and her clothing seems to be made from some kind of badly tanned deerskin. The girl has brown eyes, and long brown hair with natural blond highlights from the sun. The Cast Members have surprised her as she kneels by an anthill, and the girl jumps up with a screech of alarm.

The tall grass rustles and suddenly the Cast Members are surrounded by 20 or so primitive-looking humans. The people have shaggy, unkempt hair, and the men have beards. They wear crude clothing made from animal skins or furs. None of the people speak; they seem to communicate by grunting and gestures.

If any of the Cast Members try to talk to them, the primitive humans appear startled and shy away—they seem to be on the verge of panic. They can be coaxed back if the Cast Members refrain from speaking, but any use of language seems to frighten them further.

As long as the Cast Members do not scare them, the primitive humans appear friendly, if somewhat confused. Cautiously, they reach out to touch the strange clothing worn by the characters. The primitive humans also offer the Cast Members fruit to eat. The child first encountered by the Cast Members again kneels down by the anthill, jams a stick into the hole, then puts the ant-covered stick in her mouth and eats the insects. She collects more ants on the stick and offers it to a Cast Member. The rest of the tribe watches curiously to see how he reacts, but only laugh if he refuses or makes a funny face as he eats the ants.

Roundup

The sound of a hunting horn echoes through the landscape, followed by another and another. The sound instills terror in the primitive humans, and after a moment of confusion the tribe begins to flee in utter panic through the tall grass.

If the Cast Members do not follow, some of the primitive humans try to push them or take their hands to pull them along as they run. If the Cast Members resist, the tribe members try to communicate through grunts and gestures that they must escape. Regardless of the response, after a few moments, the savages run off into the grass themselves.

As the Cast Members run or try to hide, they hear the sound of pounding hoof beats—soon joined by the crack of rifles firing. A Difficult Perception Test can be made to hear orders being shouted in English as the riders chase down the fleeing primitive humans.

One by one, the Cast Members encounter the marauders pursuing the panicked humans—they are gorillas!

Standing nearly six feet tall and weighing more than 400 lbs., the gorillas are extremely muscular with broad chests. Brownish-gray hair covers the body, and a spark of intelligence glints in the deep-set brown eyes. Unlike natural apes, these gorillas seem to walk upright with ease. Even more incredibly, the apes speak English, carry rifles or nets, and wear clothing!



The gorilla soldiers wear helmets that resemble a stylized version of the aviator's helmets worn by bomber crews in World War II. Their uniforms look something like bomber's jackets from the same era. (The helmets provide an Armor Value of D6+1, and the jackets an AV of D4.)

The gorillas on horseback carry nets to throw over humans, and bolt-action rifles (range: 10/50/150/600/1000, damage: D8 x 6, shots: 1). They try to avoid shooting any humans unless attacked, instead using the rifles to drive frightened prey toward fellow gorillas with nets ready for capture.

Some of the gorilla soldiers are on foot. Also armed with nets, they lie in wait along trails through the grass to surprise and capture fleeing humans. These gorillas carry clubs (damage: D6 x Strength) to subdue struggling captives. They strike to knock out victims, not kill them, so the damage comes off Endurance rather than Life Points.

In order to capture humans in nets, the gorillas make a Strength and Throwing (Nets) Task. The target human makes a Dexterity and Dodge Task, or a Difficult Dexterity Test, as a Resisted Task to get out of the way. Anyone hit by a net is trapped. The captive can make a Difficult Dexterity Test to try to wriggle out of the net, although the gorillas will club anyone trying to escape.

Cast Members can also try to hide from the marauding gorillas. This requires a Resisted Task of Dexterity and Stealth versus a Simple Perception Test for the apes. If any Cast Members hide successfully from the apes, several primitive humans try to hide with them but inadvertently give the hiding spot away to the gorilla soldiers.

The gorillas will be somewhat surprised if any of the Cast Members speak to them or show other signs of advanced intelligence, but are not shocked. They have encountered talking humans before apparently.

Eventually, most or all of the Cast Members should be captured along with most of the primitive humans. If any Cast Members manage to escape capture, they can follow the ape soldiers back to their encampment and wait for an opportune time to free their imprisoned comrades.

The Ape Encampment

The captured humans are tied together in a line and forced to walk behind one of the horses. The ropes are very thick and tied with easy expertise. The other gorilla soldiers ride alongside the line of captives to watch for attempts at escape. Any Cast Members who try to speak to the apes or cause a disruption are clubbed and told to keep quiet.

The party moves through the grassland and small groves of trees toward the hot air balloon. After about 45 minutes, it arrives at a large encampment directly beneath the balloon.

Several large canvas tents have been erected in a clearing, along with neat rows of smaller pup tents apparently used by the soldiers. Apes of all types inhabit the camp, and they all walk upright and speak English. There are more gorilla soldiers, several chimpanzees and a few orangutans. The orangutans seem to be in charge, and the chimpanzees seem to be scientists or academics of some kind. Many of them carry small notepads or

books. The gorilla soldiers wear uniforms, but the clothing of the orangutans and chimps varies and seems to be civilian in nature.

The hot air balloon is tethered to a large stake in the ground in the center of the camp.

A few humans, who appear to be slaves, are also visible. An older man carrying wood to a cook fire stops to look closely at the arriving captives, especially any Cast Members wearing modern clothing. After the Cast notices him, the chimpanzee cook slaps him on the head and yells at him for dawdling.

The arrival of the captive humans creates a stir of excitement in the camp, and many apes stop to look at the prisoners as they go about their business. One chimpanzee with graying hair around his muzzle shakes his head sadly as the train of bound humans passes by him.

Caged

The human captives are untied and herded inside a giant cage constructed of freshly cut wood lashed together with rope. About a dozen primitive humans are already imprisoned inside the cage.

Any Cast Members who are distinguishable from the primitive humans—wearing modern clothes, talking, using technology or showing other signs of intelligence—are searched and placed in a separate, smaller cage. The cage is empty. One of the gorilla soldiers comments that, "Dr. Maximillian will want to talk to these ones," and begins laughing.

Two gorilla soldiers are posted to watch the main cage and, if any Cast Members are placed in the smaller cage, two more soldiers are posted there. The soldiers mostly ignore the captives unless they spot one trying to escape or causing some kind of disturbance. They club any disruptive humans through the bars if possible, but call for more gorilla soldiers if they must open the gate and go in after someone.

The primitive humans are very frightened of the apes and shy away from any who approach the cage. They sit or stand in small groups, grooming each other for lice.

Cast Members who wish to create a disturbance, perhaps to cover an escape attempt, can fairly easily incite the primitive humans—perhaps by starting a fight with one, or pushing several of them around. Once excited, the primitive humans begin shrieking, running around and trying to climb the bars of the cage. The gorilla soldiers call for reinforcements and begin beating the humans with their clubs to restore order.

If the captives are behaving themselves, some food is tossed into the cage about mid-day. This consists of overripe fruit, wilted vegetables and a scorched, half-cooked deer haunch—all liberally coated with dirt from the floor of the cage. The primitive humans hungrily dig into the food, apparently not noticing or caring about its unpalatable nature.

As the hours pass, Cast Members who make Perception and Notice Tasks, or Difficult Perception Tests, can tell that ape spotters in the hot air balloon appear to be directing troops of gorilla soldiers to tribes of primitive humans. Directions and distances are shouted down from the balloon, and units of soldiers ride out to hunt down the humans.

Visitors at the Zoo

At mid-afternoon, a group of four apes approaches the cages. The gorilla soldiers snap to attention and salute one of the approaching apes, a gorilla with two stars on his bomber jacket-style uniform. This gorilla, much larger and stronger than the others, returns the salute. Accompanying him are an orangutan and two chimpanzees—one of whom is the graying chimp who shook his head sadly as the human captives were dragged into the camp.

"General Barak, how are the hunting parties faring?" asks the orangutan.

"Very well, Dr. Maximillian," replies the gorilla. The general seems somewhat deferential to the orangutan, but clearly outranks everyone else in the camp. "The spotters in the balloon are very effective. I expect to have enough new slaves and experimental subjects to fulfill our mission in two to three more days. But Dr. Maximillian, I must again protest the Council's orders. I think it is a mistake to bring even more humans into the city. They should all be killed."

Behind the gorilla's back, the Cast Members spot a brief look of disgust cross the face of the chimpanzee scientist with the graying muzzle.

"Now, now, General Barak," replies Dr. Maximillian. "We've been over that before. They're only humans. Properly disciplined, they're no more dangerous than any other animal."

The general appears to be controlling his agitation with difficulty. "What about the ones who speak?" he grunts. If any of the Cast Members have been identified as intelligent and caged separately, he gestures toward them.

"An aberration, nothing more," says Dr. Maximillian. If any Cast Members are caged separately, the orangutan looks them over curiously but does not speak to them. If any Cast Members speak up, General Barak erupts in rage. Rushing to the cage, he grabs the offending Cast Member around the neck with a Dexterity and Brawling Task. If he succeeds, he lifts the Cast Member off the ground, choking him. Regardless, he shouts, "You dare speak to an ape without permission, human?!" After a Turn, he hurls the Cast Member to the ground. The gorilla general turns to Dr. Maximillian and repeats, "They should all be killed!" before stalking off angrily toward the tents of the soldiers.

As Dr. Maximillian turns to go, the chimpanzee with the graying muzzle tugs at his sleeve. "Yes, Dr. Lucas, what is it?" says the orangutan.

"Dr. Maximillian, with your permission, I'd like to interview the captives for my research," says Dr. Lucas, looking deferentially at the ground.

"Oh, that foolish gateway theory of yours?" snorts Dr. Maximillian derisively. "Very well. But be sure this doesn't interfere with your health inspections later. We don't want any humans spreading disease or parasites in the city, now. That is your top priority."

"I understand, Dr. Maximillian," says Dr. Lucas. The orangutan and the other chimpanzee, apparently his secretary, stroll off toward one of the large tents.

Interview with the Ape

Dr. Lucas tries to speak to the primitive humans, but they all shy away at the sound of his voice. If any Cast Members have been caged separately or identify themselves as being intelligent, Dr. Lucas eagerly introduces himself and begins questioning them. At all times, he stays out of arm's reach from the cage. The chimpanzee scientist asks how the Cast Members arrived, the date and year they last recall, how many humans are with them, and other questions about their journey. He does not seem surprised at the story of the strange mist, and takes notes as the Cast Members talk.

If the Cast Members are reluctant to talk, Dr. Lucas offers to bring them fresh food in exchange for their cooperation. As a last resort, he tells them that he may be able to protect them from General Barak, who considers intelligent humans extremely dangerous, but only if he can tell Dr. Maximillian that they are vital to his research.

At first, Dr. Lucas is reluctant to answer questions from the Cast Members. Soon, however, the gorilla guards become bored and wander off a short distance to gossip about their officers. The Ape Master should have the players roleplay their conversation with Dr. Lucas, but if a roll is necessary they could make an Intelligence and Smooth Talk Task to persuade the chimpanzee to answer their queries.

Dr. Lucas tells the Cast Members that, on this world, apes are the dominant species. Native humans are mute and barely intelligent. They are used as slaves and experimental subjects in the ape city, which lies about a week's travel to the north from the camp. Some apes, such as Dr. Lucas himself, believe this is wrong and want better treatment for humans. But they are in the minority.

The expedition has been sent to capture fresh slaves and experimental subjects. Dr. Maximillian, part of the ape council ruling the city, and General Barak, head of the ape army, are co-leaders of the expedition. Dr. Lucas accompanied the expedition because he hopes to prove that the talking, intelligent humans who sometimes appear are actually transported here from another world via a dimensional gateway of some sort in the nearby ocean. Unfortunately, most scientists scoff at his theory.

In fact, Dr. Lucas believes these otherworldly arrivals have had a profound influence on the culture and technology of the apes. He has kept this part of his theory to himself, however. It would be very dangerous to question the superiority of apes to all humans.

While he is very sympathetic to their plight, Dr. Lucas most likely will not agree to directly help the Cast Members get away from the camp. Helping human slaves escape is a capital crime in the ape city. If the Cast Members do a good job of roleplaying as they try to persuade him to help, Dr. Lucas says he will see what he can do.

If any Cast Members are still caged with the primitive humans, Dr. Lucas orders the gorilla soldiers to put them with the others in the separate cage. After he leaves the cage area, the Cast Members see Dr. Lucas stop to talk to one of the human slaves in the camp—the older man who was carrying firewood when the captives first arrived. The human nods and hurries off.

A Fellow Castaway

About 30 minutes after Dr. Lucas departs, the human approaches the cage housing the Cast Members bearing a basket filled with fruit and vegetables. He walks up to the gorilla soldiers and stops, looking firmly at the ground, until one of the soldiers says, "Oh, alright, what?"

"Respectfully, Dr. Lucas orders me to feed these humans as an incentive for further cooperation, masters," says the human.

"Hmph," snorts the gorilla. Ordering the Cast Members to the other side of the cage, he opens the door and shoves the human slave inside. "Damn talking humans give me the creeps," mutters the gorilla soldier to his companion as they wander off a few steps to continue gossiping.

Speaking very softly, the human identifies himself as Lt. Ned Bailey, US Navy. He asks the Cast Members what year it is back on Earth. Bailey tells them he vanished in the Bermuda Triangle on Dec. 4, 1945, as part of Flight 19. Both The Scientist and The Grease Monkey recognize the reference. Flight 19 was a squadron of five US Navy Avenger torpedo bombers that took off from Fort Lauderdale on a routine training mission. Several hours later, radio transmissions indicating the flight was lost and instruments were acting strangely were received, and the flight was never seen or heard from again.

Bailey tells the Cast Members he was one of the pilots on Flight 19. The planes passed through a strange mist and emerged hours later over the ocean. They crashed into the sea when their fuel ran out, and only Bailey made it to shore. He was captured by the apes and taken to their city as a slave.

Although Flight 19 disappeared more than 55 years ago on Earth, Bailey has only been in the ape world for about 20 years. He has met a few other castaways from Earth, including some who vanished years earlier than he did but arrived well after him. Bailey has concluded that time must be warped somehow during the passage between dimensions.

Bailey tells the Cast Members that Dr. Lucas has asked him to help them escape. He can give them a small knife with which to cut the ropes holding the cage together, and suggests they steal the hot air balloon to drift back out to sea in search of the strange mist. But Bailey will only help the Cast Members escape if they agree to take him with them. If so, he slips one of the Cast Members the knife (damage: D4 x Strength - 1) while pretending to pass out food.

Bailey agrees to cooperate in any reasonable escape plan that the Cast Members devise. After they are done eating, he takes the basket and asks to be let out. The gorilla soldiers laugh at him but eventually open the gate and Bailey returns to his duties at the cook fires.

Escape

No one else comes to visit the humans. As night falls, the hot air balloon returns to earth and two weary chimpanzees with spyglasses climb out. The balloon is moored to stakes in the ground, while chimpanzee attendants replace what appears to be a salvaged propane bottle on the burner. It appears that they will sleep alongside the balloon so they can periodically reheat the air in the balloon to keep it inflated during the night.

When it is fully dark, two small moons are visible in the sky and the constellations are unrecognizable to the Cast Members. Most of the apes go to sleep in their tents, though gorilla guards remain posted near the cages. They are relieved by fresh soldiers every four hours.

Presumably, the Cast Members plan to make their escape at night using the hot air balloon. It's much easier to sneak around at night—Cast Members receive a +4 to all Dexterity and Stealth Tasks.

If Lt. Bailey gave the Cast Members a knife, they can use it to saw at the ropes holding the bars together to create an opening large enough to crawl through. The gorilla soldiers must make a Resisted Task using a Simple Perception Test to spot the Cast Members. If they spot the humans escaping, they shout an alarm and chase after them with their clubs.

Other gorilla soldiers rush over from their camp carrying rifles if roused by an alarm, but it takes them five Turns to wake up and get to the balloon. They begin firing their rifles at the humans. General Barak also arrives in response to any alarm and, if possible, attacks Cast Members hand-to-hand in a berserk rage using his enormous strength to toss them around.

Dr. Maximillian also comes to investigate the commotion. Quick-thinking Cast Members may grab the orangutan and threaten him with a knife or other weapon to win their freedom. If so, Dr. Maximillian orders the other apes to release any recaptured Cast Members and let the humans escape in the balloon. He does not resist unless the Cast Members try to take him with them in the balloon, at which point he tries to break free of their grasp while shouting for help from the gorillas. Dr. Maximillian keeps any bargain he makes with the Cast Members, as long as they uphold their end.

Four chimpanzee attendants are asleep around the hot air balloon. They cower and try to run away if the Cast Members act intimidating, however. Once the Cast Members are out of the cage, Lt. Bailey—who has been watching from the shadows—joins them as they dash for the balloon.

Four thick ropes tie the balloon to the ground. All four must be untied or cut for the balloon to rise. Untying a rope takes one Turn. Severing a rope requires the Cast Member to do at least four points of Damage with a knife or other sharp object.

Anyone who is not in the basket when the balloon lifts off is in serious danger of being left behind. If the basket is within leaping distance, the person could try to jump up and hang on with a Difficult Dexterity Test. The people in the basket could try to grab him by also making Difficult Dexterity Tests.

Balloon Ride

Seven people can fit into the basket of the hot air balloon, though it is very crowded and extremely heavy. Firing the burner, which is fueled by propane bottles apparently salvaged from some wrecked craft from Earth, causes the balloon to rise faster.

Anyone who falls from the balloon takes D6 damage per yard fallen, up to a maximum of D6 x 50.

Once the hot air balloon lifts off, the gorilla soldiers begin shooting their rifles at the humans in the basket. If General Barak

is present, and not consumed by rage, he orders them to shoot the balloon instead. The Ape Master should remember to take range into account for these shots. Also, all ranged combat has a -1 penalty at night.

By using the burner and finding air currents, the Cast Members can direct the balloon out to sea in search of the strange mist that brought them here. If the balloon has been damaged, leaking hot air causes it to slowly deflate and lose altitude until it finally crashes to earth.

Conclusion

The conclusion of the adventure depends on the wishes of the Ape Master and players. If they have had enough fun for now, the Ape Master should have the balloon run into the mysterious fog and return the Cast Members to Earth—or maybe somewhere else!

If, on the other hand, the players and Ape Master want to continue to explore this strange planet of apes, the search for the mist could be unsuccessful. At least the Cast Members have escaped from the ape encampment. They could set the balloon down and go on to new adventures—perhaps finding the city of the apes or leading a slave revolt. Maybe the primitive humans aren't really mute; it's just that no one has ever taught them to speak.

The possibilities are endless.

The Supporting Cast

Chimpanzee Scientists

SUPPORTING CAST/ADVERSARIES

Str 5 Con 3 Dex 6 Int 3 Per 4 Will 2

Life Points 42 Endurance Points 35

Speed 18 Essence Pool 23

Qualities/Drawbacks: Fast Reaction Time (acts first, +1 on Fear Checks)

Skills: Bureaucracy 1, First Aid 2, Instruction 2, Medicine 3, Notice 2, Research/Investigation 3, Sciences (Biology) 3, Writing (Scientific) 2

Natural Attacks: Bite damage Strength + 1

Gear: Notepad, delousing powder

Native Humans

HUMAN SUPPORTING CAST

Str 3 Con 3 Dex 3 Int 0 Per 2 Will 1

Life Points 34 Endurance Points 26

Speed 12 Essence Pool 12

Qualities/Drawbacks: Animal Communication (incapable of speech), Minority 3 (hunted and enslaved)

Skills: Brawling 1, Dodge 1, Notice 2, Survival (Forest) 2, Stealth 1, Unconventional Medicine (Naturopathy) 1

Gorilla Soldiers

SUPPORTING CAST/ADVERSARIES

Str 8 Con 5 Dex 4 Int 2 Per 2 Will 3

Life Points 62 Endurance Points 53

Speed 18 Essence Pool 24

Qualities/Drawbacks: Military Rank (Private), Delusion (Prejudice vs. Humans)

Skills: Brawling 3, Dodge 2, Guns (Rifles) 2, Hand Weapon (Club) 3, Riding (Horse) 2, Stealth 2, Throwing (Net) 2

Natural Attacks: Bite damage Strength + 1

Gear: Bolt-action rifle (range: 10/50/150/600/1000, damage: D8 x 6, shots: 1), club (damage: D6 x Strength), net, armor (AV: D4), helmet (AV: D6+1)

General Barak

GORILLA SUPPORTING CAST/ADVERSARIES

Str 10 Con 6 Dex 4 Int 2 Per 2 Will 4

Life Points 74 Endurance Points 35

Speed 20 Essence Pool 28

Qualities/Drawbacks: Cruel 2 (enjoys inflicting pain on enemies), Delusions (Ape Supremacist), Military Rank (General), Nerves of Steel (Fright Check need only be made in the most horrifying situations, and gain a +4), Situational Awareness (+2 on Perception Tests to sense trouble)

Skills: Brawling 4, Dodge 3, Guns (Pistol) 3, Guns (Rifles) 3, Hand Weapon (Club) 3, Hand Weapon (Sword) 3, Intimidation 4, Myth and Legend (Ape Religion) 2, Notice 2, Riding (Horse) 3, Stealth 1

Natural Attacks: Bite damage Strength + 1

Gear: Sword (Damage: D8(4) x Strength), Armor (AV: D4), Helmet (AV: D6+1)

Dr. Lucas

SUPPORTING CAST/ADVERSARIES

Str 4 Con 2 Dex 5 Int 4 Per 4 Will 3

Life Points 34 Endurance Points 32

Speed 14 Essence Pool 22

Qualities/Drawbacks: Contacts 2 (other scientists), Honorable 1 (does not lie or betray friends), Fast Reaction Time (acts first, +1 on Fear Checks), Obsession (proving his gateway theory dominates his life), Zealot (pacifist and human rights supporter)

Skills: Bureaucracy 2, First Aid 3, Instruction 2, Medicine 3, Notice 3, Research/Investigation 3, Sciences (Biology) 3, Sciences (Dimensional Travel) 1, Smooth Talking 2, Questioning 1, Writing (Scientific) 2

Natural Attacks: Bite damage Strength + 1

Gear: Notepad

Dr. Maximillian

ORANGUTAN SUPPORTING CAST/ADVERSARIES

Str 4 Con 4 Dex 5 Int 3 Per 3 Will 2

Life Points 42 Endurance Points 35

Speed 18 Essence Pool 21

Qualities/Drawbacks: Charisma 3 (+3 to Social Tasks), Contacts 10 (Influential ape city citizens), Delusions (believes humans are inferior), Honorable 2 (always keeps his word and fulfills bargains), Resources (Well-off), Status 5 (sits on ape city ruling council)

Skills: Bureaucracy 4, Hagglng 3, Myth and Legend (Ape Religion) 2, Notice 3, Questioning 3, Smooth Talking 3, Writing (Bureaucratic) 3

Natural Attacks: Bite damage Strength + 1

War Horses

Str 7 Con 5 Dex 4 Int 0 Per 3 Will 3

Life Points 80 Endurance Points 50

Speed 38 Essence Pool 22

Natural Attacks: Hoof damage D10 x (Strength +1)

Skills: Brawling 4, Notice 3

Cabin Cruiser

Weight: 13,000 lbs

Speed: 42 mph/21 yards per second

Acceleration: 17 mph/9 yards per second

Range: 220 miles

Damage Capacity: 56

Armor Value: 3

Lt. Ned Bailey

HUMAN SUPPORTING CAST

Str 2 Con 3 Dex 4 Int 2 Per 2 Will 3

Life Points 36 Endurance Points 29

Speed 14 Essence Pool 16

Qualities/Drawbacks: Hard to Kill 2 (extra LPs; +2 on Survival Tests), Military Rank (Navy lieutenant), Minority 3 (human slave), Situational Awareness (+2 on Perception Tests to sense trouble)

Skills: Brawling 3, Guns (Handgun) 2, Humanities (Ape Culture) 2, Piloting (Propeller Plane) 3, Survival (Forest) 2, Systems Operation (Communications) 2, Swimming 2

Hot Air Balloon

Weight: 800 lbs

Speed: Based on wind speed

Acceleration: Based on wind speed

Range: Varies based on wind speed and temperature

Damage Capacity: 32

Armor Value: 0

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