

# Beyond Heroes

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Companion Rules BH10

## DIMENSIONS



The Role Playing Game for all Genres

# The Beyond Heroes Roleplaying Game

## Book X: The Book of Dimensions

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## Foreword

The Beyond Heroes Role Playing Game is based on a heavily revised derivative version of the rules system from Advanced Dungeons and Dragons 2<sup>nd</sup> edition. It also makes extensive use of the optional point buying system as presented in the AD&D Player's Option Skills and Powers book. My primary goal was to make this system usable in any setting, from fantasy to pulp to superhero to science fiction.

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

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

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

Dimensional travel is the process of leaving the space of our universe and entering that of another one accomplished by physical, psychic,

psionic, or magical means. The magical means of dimension travel are unknown to all but a few. While magic is not the only way to enter another dimension, it is the most commonly used method.

This is the second version of this book, now including more material.

## **1. DIMENSIONAL TERMS**

### **Alternate Earth**

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

### **Astral Travel**

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

### **Beacons**

If the character is travelling through unfamiliar dimensions then some form of beacon must be maintained within the

user's dimension so he can find his way back again. On many occasions Doctor Strange has used a lit candle or his own amulet to provide a path of light back to his own dimension. A beacon allows the traveller to return to his own dimension with ease even if he passes through unfamiliar dimensions on the way. If the beacon is extinguished, the traveller becomes lost and must travel through dimensions at random until he finds a familiar one.

### **Continuity**

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

### **Dimension Phasing**

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

### **Effects of Dimension Travel**

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

### **Megaverse**

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

### **Multiverse**

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

### **Mystic Realm**

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

### **Nexus**

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

### **Omniverse**

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

### **Plane**

There are many, many planes throughout the multiverse. 2 planes can lie side by side like pages in a book, yet (since each plane is closed and self contained) it will be impossible to travel between them without the aid of a powerful source. Some are small and others vast. In some planets are arranged in solar systems and orbit suns. In others flat planets are warmed by tiny suns of their own. Some contain nothing but empty void, others are completely solid. Each has its own physical and magical laws.

### **Rift**

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

### **Travel Distance and Speed**

For game purposes the distance between any two dimensions is measured in the dimensions themselves. The placement of the dimensions is a random task filled by the GM rolling 2D10 and adding them together to determine the number of dimensions the player character has to travel before arriving at the right one.

This means that the character must pass through from 2 to 20 dimensions. The rate of Earth time spent in passing through these dimensions depends on the character's normal movement speed. Consider a dimension as equal to 3 areas for movement rate. Therefore, if a character has a normal movement rate of 3 areas per round, he can move through one dimension per round. This

represents a greatly accelerated speed used only for dimensional travel. A character must fully concentrate on his movement to pass through dimensions at this rate. He is allowed no use of universal or dimensional powers while he is moving through dimensions. If a character encounters another character or creature within another dimension the movement rate for both parties reverts to normal within the dimension.

A character who travels quickly through dimensions must be careful. In passing through dimensions faster than two dimensions per round the character can create a moebius or time loop where it is impossible to stop or turn back. Once caught on this the victim can even see himself, repeated on the opposite side of the loop, travelling along. If the victim collides with himself all is lost.

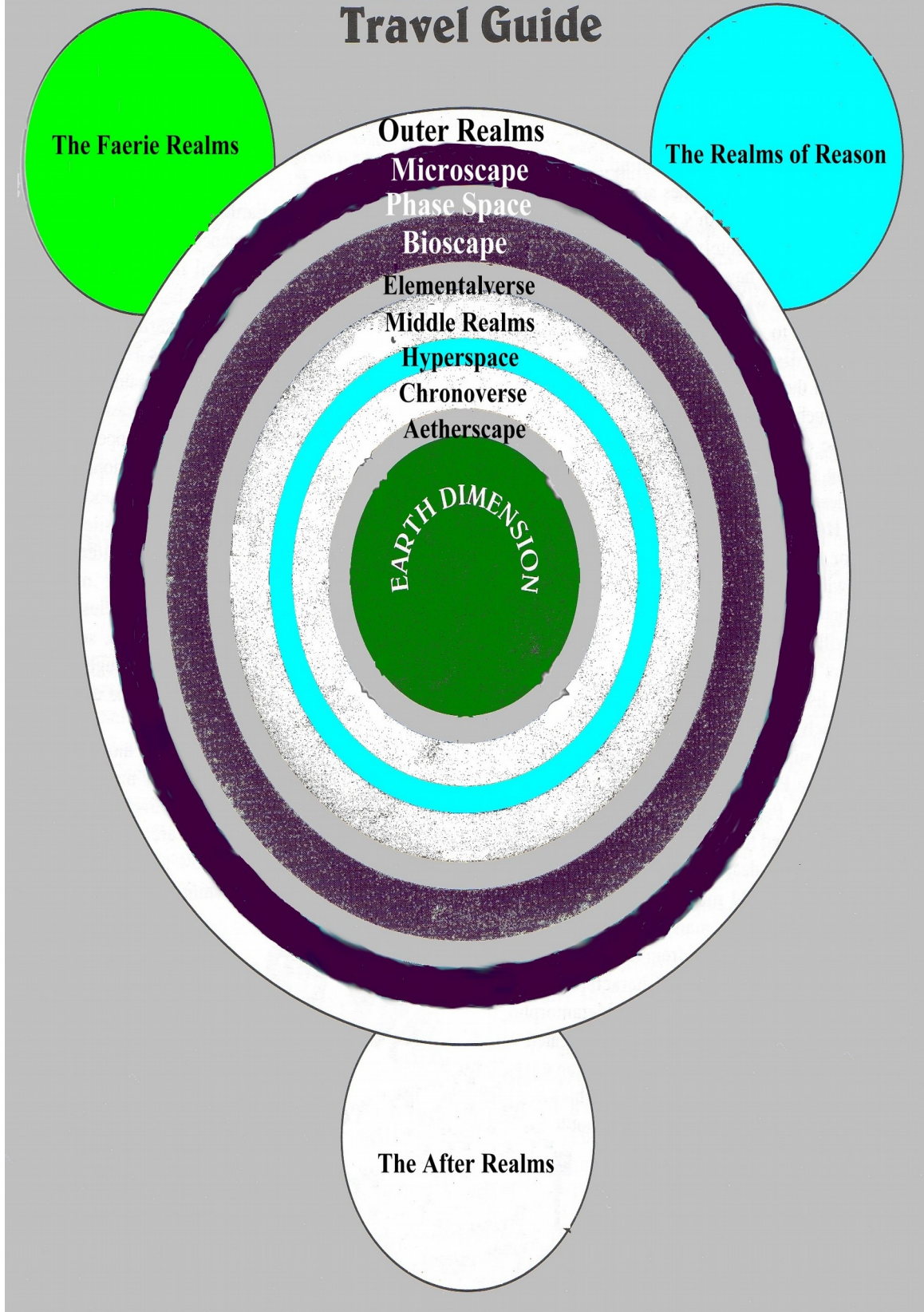
### **Vortex**

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

### **Wormhole**

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

# Dimension Travel Guide



## **2. BEYOND HEROES** **SURROUNDING** **DIMENSIONS**

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

### **The Planes Guide**

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

#### **0. Subspace**

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

#### **1. The First Realm**

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

#### **2. The Flat Realm**

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

#### **3. The Prime Material Plane**

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

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

#### **4. Aetherscape**

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

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

### **5. The Chronoverse**

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

### **6. Hyperspace**

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

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

### **7. Middle Realms**

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

### **8. Elementalverse**

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

### **9. Bioscape**

Part of Ninth Space and contains the following dimensions; the Faunascapes, the Florascapes, the Machinescapes, the Orescapes, the Quantumverses, and the Stratoscapes. The Faunascapes is further subdivided into; the Animorphicverses, the Antipodalverses, and the Arthropodicverses. While the Florascapes is further subdivided into; the Saphromorphicverses.

### **10. Phase Space**

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

### **11. Microscape**



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

## **12. The Outer Realms**

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

## Dimensions within the Middle Realms

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

### **Astralscape**

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

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

is actually the astral body of a being who has died.

### **Dreamscape**

This dimension derives its substance from the dreams of other-dimensional sleepers. If beings everywhere would stop dreaming, this dimension would cease to exist. The dimension itself is a bizarre collection of images and substances, essentially formless and ever changing, depending on the particular dream that one is experiencing. Some locations in the dimension are fixed in their form, though still sanity threatening in their own manner. The exact location of the Dreamscape has not, and most likely cannot, ever be known.

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

### **Screamscape**

Little is known of this interdimensional space. It is ruled by the Lord of Horrors operating out of his Hall of Fear, an ancient citadel. He travels through his domain by flying or using great grey monoliths as fixed Dimensional Apertures. Shade-Thralls attend his desires. There is some connection

between the Screamscape and the Dreamscape, possibly just the fact that dreams cannot exist without nightmare, but they do not occupy the same space. The dimension itself is very dark and foreboding, with some pieces of floating matter.

It is considered sanity-threatening. The Lord, and, presumably, his dimension, are insidious in their effect on mortals. Instead of one, all-out attack, or even lightning raids on a character or his senses, they slowly destroy the character's confidence by gnawing away with doubts and fears. For a magic wielder this can be dangerous, as a loss of confidence can cause a loss of power.

### **Shadowscape**

This is an infinite universe of all D'arqueness and the source of all D'arque abilities and magic. It is accessible to Earth only through shadows and by those who were born in that otherdimensional plane. When attempts at exploration thousands of years ago proved too dangerous even for the gods who dared to cross the magical threshold between the worlds, the investigations were halted. The Shadowscape lapsed into the realm of superstition and myth; it became a place that was used to frighten unruly children into submission. Atlanteans believed it to be the plane which housed their concepts of heaven and hell and the source of all the magical power in the universe. It was also believed to be home to a wide array of Atlantean deities, both good and evil, and of mythical demons, imps, and beasts. In truth, the Shadowscape came into being in a flash of thought, more than one billion years ago, in the mind of an other dimensional universal being whose dark dreams were given solid reality as a separate

dimension within the universal consciousness. At the very heart of the Shadowscape lies a nexus through which other dimensions and worlds can be accessed.

### **Realms within the Elementalverse**

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

#### **Celestialscape**

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

#### **Hydroscape**

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

#### **Negaverse**

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

#### **Pyroscape**

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

#### **Terrascap**

Also known as the Dimension of Earth, this is an infinite universe consisting of

solid soil mixture of all the differing mineral types.

### **Tranquilverse**

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

## Sub-Realms within the Elementalverse

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

### **Cirroscapes**

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

### **Corrosiverse**

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

### **Cryoverse**

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

### **Dynaverse**

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

### **Emberverse**

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

### **Entroscape**

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

### **Fissionverse**

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

### **Gravitiescape**

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

### **Illuminiscapes**

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

### **Mireverse**

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

### **Sludgeverse**

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

## Realms within the Bioscape

The Bioscape is a contradictory place. It is both a location and a state of being. If

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

### **The Faunascape**

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

### **The Florascape**

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

### **The Machinescape**

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

### **The Orescape**

Also known as the Dimension of Minerals. It connects every sentient mineral based lifeform; those which are

natural, inorganic, solid compounds with a regularly ordered crystalline structure or composed of minerals.

### **The Quantumverse**

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

### **The Stratoscape**

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

## Sub-Realms within the Faunascape.

### **Animorphicverse**

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

### **Antipodalverse**

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

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

### **Arthropodicverse**

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

### Sub-Realms within the

#### Florascape

#### **Saphromorphicverse**

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

### Dimensions within the Outer Realms

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

### After Realms

Also known as the Realms of the Just Dead, and Domains of the Gods. After death visits them, souls await the next stage of their journey in the formless limbo called the Realm of the Just Dead, also known as the Gateway to the After Realms, the Grey Worlds, and the Waiting Room. This afterlife can be a paradise or a torment, depending on the

kind of reward each person thinks he deserved. From here, souls pass on to Heaven, Hell, oblivion, or reincarnation. Strange creatures roam the Realm, grazing on ectoplasm, the excess matter thrown off by the dead as they pass through to the After Realms.

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

### Athabaska After Realms

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

### Europa After Realms

Alkyonide	Realm of the Thracian, Sardinian, and Macedonian gods.
Cruchan Feli	Realm of the Scottish gods.
Ditsov	Realm of the Armenian gods.
Elyssa	Realm of the Roman gods.
Galatia	Realm of the Gaulish gods.
Lusitania	Realm of the Lusitanian gods.
Midlands	Realm of the British gods.

Nartae	Realm of the Ossetian gods.
Olympus	Realm of the Greek gods.
Temair	Realm of the Irish gods.
Thule	Realm of the Etruscan gods.
Tir Na Nog	Realm of the Celtic and Welsh gods.
Ys	Realm of the Basque gods.

### Fertile Crescent After Realms

Akkadia	Realm of the Canaanite gods.
Chronopolis	Realm of the Babylonian and Assyrian gods.
Emesa	Realm of the Syrian gods.
Heliopolis	Realm of the Egyptian gods.
Kaaba	Realm of the Arabian gods.
Mitanni	Realm of the Hurrian gods.
Nibiru	Realm of the Phoenician gods.
Nineveh	Realm of the Semitic gods.
Nirvanah	Realm of the Hindu gods.
Stygia	Realm of the Mesopotamian and Sumerian gods.
Thuvaraiyam Pathi	Realm of the Afghani gods.

### Genesis After Realms

#### **Avalon**

Avalon is a pocket realm where the sword Caliburn (Excalibur) was forged. It is also home to the Lady of the Lake and spiritual centre of the old religions. It exists outside of the normal world but is accessible from it. This is described in greater detail in BH28 Mystical Locations.

#### **Battleverse**

The Lords of Order and the Lords of

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

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

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

#### **Dada**

Realm of the Pop gods.

#### **Heaven**

Heaven is the original construct, the first

creation. Into the Chaosplasm, the void of nonbeing, came being. It shimmered into existence along with the first creation, giving form to the void, and uttering the ineffable. Heaven can best be understood as a series of seven concentric spheres surrounding a core of unimaginable purity of essence. Each sphere is a step in greater goodness, reaching in to the greatest good. Around the outside are seven guardian angels. The foundation of Heaven is set in a rigid hierarchy, with levels of angels for protection. The judgment of Heaven sometimes seems severe, but it is always just and fair. Heaven is a metaphor for the ultimate self-knowledge, for being true to the self. There was a war in Heaven, causing Lucifer and his angels to fall from grace. For reasons more complex than can be simply understood, they were placed in charge of watching men torture and punish themselves. Its Mana Factor is +3.

### **Hell**

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

distasteful. They felt it unjust that their place in the cosmic scheme become secondary to such humble creatures.

Other angels, full of a love of God, abhorred the idea of bowing down to any other creature but God. And some angels simply wanted power, preferring to rule in Hell rather than serve in Heaven. Lucifer, also known as the angel Satan, began the rebellion, and he gathered about him greater and lesser angels for his army. The battle was at once horrible and glorious. The forces of Heaven triumphed and cast the rebellious angels into the abominable Chaosplasm that surrounds Heaven. The fall through the void twisted, burned, and disfigured the angels but did not destroy them. Instead, it transformed them into the demonic forms they now inhabit. Hell is a place of great torment, suffering, resistance, misery, and despair. The light of inner truth in Heaven is replaced by the flickering half-light of self-deception and delusion. The ultimate irony of Hell is that the people who suffer there do so of their own volition. By believing they are evil, they create their own perfect punishment. The Mana Factor of Hell is +3.

### **Purgatory**

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

### Orient After Realms

Abyrga	Realm of the Burmese and Cambodian gods.
Amenoukihashi	Realm of the Japanese gods.
Shambhala	Realm of the Mongolian and Tibetan gods.
Ta-Lo	Realm of the Chinese gods.

Tocharia      Realm of the Korean, Malayan, and Thai gods.

Zealandia      Realm of the Micronesian gods.

### Orisa Watta After Realms

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

### Realm of Isles After Realms

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

### Ural After Realms

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

### The Godwheel

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



## **Creation**

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

## **Primeval**

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

## **White Light**

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

## **Dimensions within the Faerie Realms**

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

## **Abyss**

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

## **Arcadia**

Home realm of many of the Fae races.

## **Chesscape**

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

## **ChiYou Island**

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

## **Gemscape**

Thousands of years ago, when magic began to drop in its levels on Earth due to a change in the alignment of the stars (caused by a star going nova) the most powerful sorcerer at the time discovered the Gemscape and with his companions and some Faerie migrated there. The Gemscape contains a variety of terrains, and has been settled by cultures from all around the world. Time moves at a different rate; a Gemscaper raised on Earth will change into an older form if brought back after several years, only to change back to normal if returned to Earth. The reverse is also true - a human raised in the Gemscape will de-age on Earth. The Gemscape's level of technology is medieval, and it is divided

into numerous Royal Houses, each represented by a type of gemstone; the Houses take turns ruling the Gemscape.

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

### **Hydros**

Hydros is an otherworldly alien dimension comprised completely of water. It is inhabited by a people who were, at one time, the rulers of the aquatic Atlantis until religious persecution drove them to seek a new home in another dimension. It is not known whether this race of telepaths is native to Earth or came to Earth from some other realm.

### **Lost Realm**

The Lost Realm was originally believed to exist within the Centre of the Earth, it was later discovered that it actually exists within a separate dimension that is sometimes accessible from the rest of the

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

### **Manascape**

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

### **Neververse**

The Neververse or Demon Realm is a universe where physical laws are almost entirely reversed, which makes the domain inimical to life from our world. Thousands of years ago demons ran rampant on the Earth making it a dark place upon which the Infernal ruled and nightmares came true. Eventually, the evil attracted the attention of the mystical Lords of Order and after a long and bloody struggle, the demons that were too difficult to destroy were banished to the Neververse. The inhabitants have ambitions of coming to Earth to rule it, and work through human

agents to accomplish that goal, but they have been thwarted thus far. It is rumoured to have once been a veritable paradise with blue-green skies and crimson clouds. Now it is simply the home of all Demon life and has become a chaotic evil universe unto itself with uncountable layers of infinite variety connected haphazardly. The landscape itself tortures the mind and body of all who dare to enter.

### **Shangri-La**

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

### **Tunnelverse**

The Tunnelverse is a realm in which outer space appears to be solid and the inhabitable surfaces are long tunnels snaking through the solid matter. It is an earth like world which is like a tunnel

and has gravity on its outer surface, narrowing toward its end where there exists a hole into an unknown void.

### **Wastelands**

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

## Dimensions within the Realms of Reason

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

### **Angleverse**

A dimension based purely on geometric shapes.

### **Animalverse**

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

### **Antimatterverse**

The Antimatterverse was created at the same time as the normal universe. The Antimatterverse is a mirror image of the Positive Matter Universe. This entire universe is comprised of antimatter, the fundamental state of sub-atomic particles which exist directly in opposition to our

own so called “normal” matter. Because of this opposition, should even the smallest amount of matter from the positive universe come in contact with anti-matter from that universe, the result would be a release of energy with tremendous destructive power.

The Antimatterverse is as vast and immeasurable as our own with planets, suns, lifeforms and civilizations to beggar the imagination. The counterpart to earth in this universe is Terra, a massive world, located in the exact centre of the universe. It is a horribly grey world dominated by steel and stone structures. The capital is surrounded by a dark, dangerous jungle that is mostly unexplored and covers half the planet. The other half of Terra is a cold, desolate desert. Many civilizations in the Antimatterverse have developed the technology for space travel.

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

Technology is often advanced, but always in the service of war. Construction on the planets is rapid and prolific, but the architecture is cold and ugly; the structures are executed in dull grey stone and metal. There are also a few Cosmic Gateways, which open and close at random intervals, that lead directly from our universe to this one.

These Gateways automatically reverse an individual’s structure from matter to antimatter and vice versa. However, it is impossible to predict where a Gateway will leave a person unfortunate enough to slip through it.

### **The Cyberscape**

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

### **Else Realms**

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

### **Inertiascape**

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

### **Logic Zone**

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

#### **Matterverse**

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

#### **Miraculverse**

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

#### **Mirrorverse**

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

#### **Prismscape**

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

### Outside the Realms

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

## **3. THE BEYOND HEROES MULTIVERSE**

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

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

Parallel Earths are Earths from a parallel dimension. This means that there is another universe out there that is travelling in the same direction but does not necessarily have the same origins or the same destination. On a Parallel Earth most or all of the characters from the original story exist on this other Earth but with significant differences. A

character from one Earth will have powers based upon magic while on the Parallel Earth the same character will have the same powers but with a scientific basis.

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

### Map of the known Universes within the Multiverse

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

#### **00 Heroverse Prime**

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

#### **01 Antimatterverse**

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

#### **02 Heroverse 1**

Alternate Beyond Heroes earth. Home dimension of Dragoon.

#### **03 Heroverse 2**

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

#### **04 Heroverse 3**

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

#### **05 Heroverse 4**

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

#### **06 Heroverse 5**

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

#### **07 Heroverse 6**

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

#### **08 Heroverse 7**

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

#### **09 Heroverse 8**

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

#### **10 Heroverse 9**

Home dimension of Fawcett Comics publications of the Shazam Marvel Family, the Crime Crusader Club and the Squadron of Justice; while the main

team of supervillains were the Monster Society of Evil.

**11 Heroverse 10**

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

**12 Heroverse 11**

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

**13 Heroverse 12**

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

**14 Heroverse 13**

Home dimension of of the Strikeforce Morituri.

**15 Heroverse 14**

Home dimension featuring the Thunder agents.

**16 Heroverse 15**

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

**17 Heroverse 16**

Home dimension of the 2012 Valiant universe.

**18 Heroverse 17**

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

**19 Heroverse 18**

Home dimension of the DNAgents and Airboy.

**20 Heroverse 19**

Home dimension of the Elementals.

**21 Heroverse 20**

Home dimension of the Justice Machine.

**22 Heroverse 21**

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

**23 Heroverse 22**

Home dimension of the Femforce.

**24 Heroverse 23**

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

**25 Heroverse 24**

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

**26 Heroverse 25**

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

**27 Heroverse 26**

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

**28 Heroverse 27**

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

**29 Heroverse 28**

Home dimension of the animated adventures of Birdman, Webwoman, the

Super 7, Manta and Moray, Tarzan, and Superstretch and Microwoman.

**30 Heroverse 29**

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

**31 Heroverse 30**

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

**32 Heroverse 31**

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

**33 Heroverse 32**

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

**34 Heroverse 33**

Home dimension of the Hero Alliance.

**35 Heroverse 34**

Home dimension of the Teenage Mutant Ninja Turtles.

**36 Heroverse 35**

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

**37 Heroverse 36**

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

**38 Heroverse 37**

Home dimension of the characters from the In Nomine RPG.

**39 Heroverse 38**

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

**40 Heroverse 39**

Home dimension of Gatchaman.

**41 Heroverse 40**

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

**42 Heroverse 41**

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

**43 Heroverse 42**

Home dimension of the characters from the James Bond movies.

**44 Heroverse 43**

Home dimension of Danger Mouse.

**45 Heroverse 44**

Home dimension of Mighty Mouse.

**46 Heroverse 45**

Home dimension of Under Dog.

**47 Heroverse 46**

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

**48 Heroverse 47**

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

**49 Heroverse 48**

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

**50 Heroverse 49**

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



**51 Heroverse 50**

Home dimension of the original Thundercats.

**52 Heroverse 51**

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

**53 Heroverse 52**

Home dimension of the Danger Girls.

**54 Heroverse 53**

Home dimension of Worldwatch.

**55 Heroverse 54**

Home dimension of Lara Croft and Witchblade.

**56 Heroverse 55**

Home dimension of the Greatest American Hero and Heroine.

**57 Heroverse 56**

Home dimension of the characters from Asterix.

**58 Heroverse 57**

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

**59 Heroverse 58**

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

**60 Heroverse 59**

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

**61 Heroverse 60**

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

**62 Heroverse 61**

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

**63 Heroverse 62**

Home dimension of the Power Rangers.

**64 Heroverse 63**

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

**65 Heroverse 64**

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

**66 Heroverse 65**

Home dimension of the characters from the Archie comics Crusaders.

**67 Heroverse 66**

Home dimension of the characters from Big Bang comics.

**68 Heroverse 67**

Home dimension of Zorro and Lady Rawhide.

**69 Heroverse 68**

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

**70 Heroverse 69**

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

**71 Heroverse 70**

Home dimension of Cat Claw.

**72 Heroverse 71**

Home dimension of Silver Star, Captain Victory and Dragonbane.

**73 Heroverse 72**

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

**74 Heroverse 73**

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

**75 Heroverse 74**

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

**76 Heroverse DC0**

Home dimension of the current 52 DC comics universe.

**77 Heroverse DC1**

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

**78 Heroverse DC2**

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

**79 Heroverse DC3**

Alternate DC comics universe from before the original Crisis.

**80 Heroverse DC4**

Alternate DC comics universe from before the Silver Age.

**81 Heroverse DC5**

Home dimension of the DC comics Crime Syndicate universe.

**82 Heroverse DC6**

Home dimension of the DC comics Lady Quark universe.

**83 Heroverse DC7**

Home dimension of the DC comics Inferior Five universe.

**84 Heroverse DC8**

Home dimension of the DC comics Kingdom Come universe.

**85 Heroverse DC9**

Home dimension of the DC comics Tangent universe.

**86 Heroverse DC10**

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

**87 Heroverse DC11**

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

**88 Heroverse DC12**

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

**89 Heroverse DC13**

Home dimension of the DC comics universe of the characters from the TV shows Batman the animated series (1992), Superman the animated series

(1996), Batman Beyond (1999), Static Shock (2000) and Justice League (2001).

**90 Heroverse DC14**

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

**91 Heroverse DC15**

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

**92 Heroverse DC16**

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

**93 Heroverse DC17**

Alternate DC comics universe of the New Frontier.

**94 Heroverse DC18**

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

**95 Heroverse DC19**

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

**96 Heroverse DC20**

Home dimension of the DC comics Impact universe.

**97 Heroverse DC21**

Home dimension of the DC comics Watchmen universe.

**98 Heroverse DC22**

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

**99 Heroverse DC23**

Home dimension of the DC comics Justa Lotta Animals universe.

**100 Heroverse DC24**

Home dimension of the DC comics Dark Knight Returns universe.

**101 Heroverse DC25**

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

**102 Heroverse DC26**

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

**103 Heroverse DC27**

Alternate dimension of the DC comics universe as portrayed in the Arrow, Flash, Supergirl, Legends, Izombie and Constantine TV shows.

**104 Heroverse DC28**

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

Titans, and Batman: The Killing Joke. As well as the DC Showcase shorts.

**105 Heroverse DC29**

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

**106 Heroverse MU0**

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

**107 Heroverse MU1**

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

**108 Heroverse MU2**

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

**109 Heroverse MU3**

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

**110 Heroverse MU4**

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

**111 Heroverse MU5**

Alternate marvel dimension of the Squadron Supreme.

**112 Heroverse MU6**

Alternate marvel dimension of the rebooted Squadron Supreme circa 2000.

**113 Heroverse MU7**

Alternate marvel dimension of the Ultimate variations.

**114 Heroverse MU8**

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

**115 Heroverse MU9**

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

**116 Heroverse MU10**

Alternate marvel dimension featuring the events of Days of Future Past where mutants live in concentration camps and robot Sentinels rule the United States. Also features Bishop, the XSE, Cable and Apocalypse.

**117 Heroverse MU11**

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

**118 Heroverse MU12**

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

**119 Heroverse MU13**

Alternate marvel dimension where everyone is now a zombie.

**120 Heroverse MU14**

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

**121 Heroverse MU15**

Alternate marvel dimension where everyone is now a zombie.

**122 Heroverse MU16**

Alternate marvel dimension where the Hulk becomes the Maestro.

**123 Heroverse MU17**

Alternate marvel dimension featuring the events of House of M.

**124 Heroverse MU18**

Alternate marvel dimension featuring the Micronauts.

**125 Heroverse MU19**

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

**126 Heroverse MU20**

Alternate marvel dimension featuring the animated Superhero Squad TV shows.

**127 Heroverse MU21**

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

**128 Heroverse MU22**

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

**129 Heroverse MU23**

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

**130 Heroverse MU24**

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

**131 Heroverse MU25**

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

**132 Heroverse MU26**

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

**133 Heroverse MU27**

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

**134 Heroverse MU28**

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

**135 Heroverse F0**

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

**136 Heroverse F1**

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

**137 Heroverse F2**

The Shattered Realms dimension of Mystara.

**138 Heroverse F3**

The Shattered Realms dimension of Abeir Toril.

**139 Heroverse F4**

The Shattered Realms dimension of Krynn or Dragonlance.

**140 Heroverse F5**

The Shattered Realms dimension of Dark Sun.

**141 Heroverse F6**

The Shattered Realms dimension of Greyhawk.

**142 Heroverse F7**

The Shattered Realms dimension of Birthright.

**143 Heroverse F8**

The Shattered Realms dimension of Eberron.

**144 Heroverse F9**

The Shattered Realms dimension of Empire of the Petal Throne.

**145 Heroverse F10**

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

**146 Heroverse F11**

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

**147 Heroverse F12**

The Shattered Realms dimension of Boot Hill, Gangbusters, Top Secret, RIP, Gamma World and Alternity. This is a

single earth with each setting representing a different time period.

**148 Heroverse F13**

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

**149 Heroverse F14**

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

**150 Heroverse F15**

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

**151 Heroverse F16**

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

**152 Heroverse F17**

The fantasy dimension of Palladia.

**153 Heroverse F18**

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

**154 Heroverse F19**

The fantasy dimension of Pathfinder.

**155 Heroverse F20**

The fantasy dimension of Warhammer Fantasy.

**156 Heroverse F21**

The fantasy dimension of Rolemaster and Spacemaster.

**157 Heroverse F22**

The fantasy dimension of Runequest.

**158 Heroverse F23**

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

**159 Heroverse F24**

The fantasy dimension of Earthdawn and Shadowrun.

**160 Heroverse F25**

The fantasy dimension of Hackmaster.

**161 Heroverse F26**

The fantasy dimension of Ars Magica.

**162 Heroverse F27**

The fantasy dimension of Harn.

**163 Heroverse F28**

The fantasy dimension of Final Fantasy.

**164 Heroverse F29**

The fantasy dimension of Legend of the 5 Rings.

**165 Heroverse F30**

The fantasy dimension of Pendragon.

**166 Heroverse F31**

The fantasy dimension of Lankhmar.

**167 Heroverse F32**

The fantasy dimension of Hero Fantasy.

**168 Heroverse F33**

The fantasy dimension of Chivalry and Sorcery.

**169 Heroverse F34**

The fantasy dimension of Dragonquest.

**170 Heroverse F35**

The fantasy dimension of Dangerous Journeys.

**171 Heroverse F36**

The fantasy dimension of Castles and Crusades.

**172 Heroverse F37**

The fantasy dimension of Blue Rose.

**173 Heroverse F38**

The fantasy dimension of Legendary Adventures.

**174 Heroverse F39**

The fantasy dimension of Talislanta.

**175 Heroverse F40**

The fantasy dimension of Tunnels and Trolls.

**176 Heroverse F41**

The fantasy dimension of Shadowworld.

**177 Heroverse F42**

The fantasy dimension of 7th Seas.

**178 Heroverse F43**

The fantasy dimension of Diablo.

**179 Heroverse F44**

The fantasy dimension of Everquest.

**180 Heroverse F45**

The fantasy dimension of Talisman.

**181 Heroverse F46**

The fantasy dimension of Runebound.

**182 Heroverse F47**

The fantasy dimension of Sacred.

**183 Heroverse F48**

The fantasy dimension of Titanquest.

**184 Heroverse F49**

The fantasy dimension of World of Warcraft.

- 184 Heroverse F50**  
The fantasy dimension of the Warcraft movies.
- 185 Heroverse F51**  
The fantasy dimension of Elfquest.
- 186 Heroverse F52**  
The fantasy dimension of Groo.
- 187 Heroverse F53**  
The fantasy dimension of Conan and Red Sonja.
- 188 Heroverse F54**  
The fantasy dimension of the Elder Scrolls.
- 189 Heroverse F55**  
The fantasy dimension of the Dungeon Keeper games.
- 190 Heroverse F56**  
The fantasy dimension of Tolkien's Hobbit and Lord of the Rings novels.
- 191 Heroverse F57**  
The fantasy dimension of Donaldson's Thomas Covenant novels.
- 192 Heroverse F58**  
The fantasy dimension of Donaldson's Mordant's Need novels.
- 193 Heroverse F59**  
The fantasy dimension of Jordan's Wheel of Time novels.
- 194 Heroverse F60**  
The fantasy dimension of Rowling's Harry Potter novels.
- 195 Heroverse F61**  
The fantasy dimensions of Moorcock's Elric, Corum, Hawkmoon and Erekoze novels.
- 196 Heroverse F62**  
The fantasy dimension of Goodkind's Sword of Truth novels.
- 197 Heroverse F63**  
The fantasy dimension of Eddings' Belgariad and later novels.
- 198 Heroverse F64**  
The fantasy dimension of Feist's Riftwar novels.
- 199 Heroverse F65**  
The fantasy dimension of Lewis' Narnia novels.
- 200 Heroverse F66**  
The fantasy dimension of the Narnia Chronicles movies.
- 201 Heroverse F67**  
The fantasy dimension of Brooks' Shannara novels.
- 202 Heroverse F68**  
The fantasy dimension of the Shannara Chronicles TV show.
- 203 Heroverse F69**  
The fantasy dimension of Irvine's Three World Cycle novels.
- 204 Heroverse F70**  
The fantasy dimension of Anthony's Xanth novels.
- 205 Heroverse F71**  
The fantasy dimension of Cook's Black Company novels.
- 206 Heroverse F72**



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

**207 Heroverse F73**

The fantasy dimension of Nix's Abhorsen novels.

**208 Heroverse F74**

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

**209 Heroverse F75**

The fantasy dimension of Nix's Seventh Tower novels.

**210 Heroverse F76**

The fantasy dimension of Turtledove's Videssos novels.

**211 Heroverse F77**

The fantasy dimension of Weeks' Night Angel novels.

**212 Heroverse F78**

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

**213 Heroverse F79**

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

**214 Heroverse F80**

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

**215 Heroverse F81**

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

**216 Heroverse F82**

The fantasy dimension of Shrek.

**217 Heroverse F83**

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

**218 Heroverse F84**

The fantasy dimension of the Beastmaster movies and TV show.

**219 Heroverse F85**

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

**220 Heroverse F86**

The fantasy dimension of the Pirates of the Caribbean movies.

**221 Heroverse SF0**

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

**222 Heroverse SF1**

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

**223 Heroverse SF2**

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

**224 Heroverse SF3**

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

**225 Heroverse SF4**

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

**226 Heroverse SF5**

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

**227 Heroverse SF6**

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

**228 Heroverse SF7**

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

**229 Heroverse SF8**

Home dimension of Babylon 5.

**230 Heroverse SF9**

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

**231 Heroverse SF10**

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

**232 Heroverse SF11**

Home dimension of the characters from the 4 Terminator movies.

**233 Heroverse SF12**

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

**234 Heroverse SF13**

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

**235 Heroverse SF14**

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

**236 Heroverse SF15**

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

**237 Heroverse SF16**

SF dimension of Warhammer 40,000.

**238 Heroverse SF17**

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

**239 Heroverse SF18**

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

**240 Heroverse SF19**

Home dimension of the rebooted Battlestar Galactica TV show.

**241 Heroverse SF20**

Home dimension of Dr Who.

**242 Heroverse SF21**

Home dimension of the Alien Legion.

**243 Heroverse SF22**

Home dimension of the Sword of the Swashbucklers.

**244 Heroverse SF23**

Home dimension of the 4400.

**245 Heroverse SF24**

Home dimension of the Starriors.

**246 Heroverse SF25**

Home dimension of the Atari Force.

**247 Heroverse SF26**  
Home dimension of the Power Lords.

**248 Heroverse SF27**  
Home dimension of Space 1999 TV show.

**249 Heroverse SF28**  
Home dimension of the UFO TV show.

**250 Heroverse SF29**  
Home dimension of Red Dwarf TV show.

**251 Heroverse SF30**  
Home dimension of the Aliens and Predators as appeared in the first 2 movies of each and the Dark Horse comics and novels.

**252 Heroverse SF31**  
Home dimension of the AD Police, Knight Sabres, Eswat, Dirty Pair and Tank Police.

**253 Heroverse SF32**  
Home dimension of the Macross UN Spacy, Zentran, Marduk, Eden colony and the Macross 7 colonies. as appeared in the TV shows Super Dimensional Fortress Macross, Macross II, Macross Plus, and Macross 7.

**254 Heroverse SF33**  
Home dimension of the Southern Cross cavalry which fought invaders on Glory colony as appeared in the Super Dimensional Cavalry TV show.

**255 Heroverse SF34**  
Home dimension of the Mospeda TV show in which the Inbit conquer Earth and later fight the Mars, Jupiter and Saturn colony fleets.

**256 Heroverse SF35**

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

**257 Heroverse SF36**  
Alternate Robotech dimension in which the Inbit arrived first followed by the Zentraedi and then the Robotech Masters. Only the RDF and Southern Cross existed here and the Sentinels were never encountered.

**258 Heroverse SF37**  
Alternate Robotech dimension in which the Inbit arrived first followed by the Robotech Masters and then the Zentraedi. Only the RDF and Southern Cross existed here and the Sentinels were never encountered.

**259 Heroverse SF38**  
Alternate Robotech dimension in which the Robotech Masters arrived first, followed by the Zentraedi and then the Inbit. Only the RDF and Southern Cross existed here and the Sentinels were never encountered.

**260 Heroverse SF39**  
Alternate Robotech dimension in which the Robotech Masters arrived first, followed by the Inbit and then the Zentraedi. Only the RDF and Southern Cross existed here and the Sentinels were never encountered.

**261 Heroverse SF40**  
Alternate Robotech dimension in which the Zentraedi arrived first, followed by the Inbit and then the Robotech Masters. Only the RDF and Southern Cross existed here and the Sentinels were never encountered.

**262 Heroverse SF41**

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

**263 Heroverse SF42**

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

**264 Heroverse SF43**

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

**265 Heroverse SF44**

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

**266 Heroverse SF45**

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

**267 Heroverse SF46**

Home dimension of the rebooted Captain Scarlet and Thunderbirds.

**268 Heroverse SF47**

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

**269 Heroverse SF48**

Home dimension of Seaquest.

**270 Heroverse SF49**

Home dimension of Snake Plissken as depicted in his comics and the movies

Escape from New York and Escape from LA.

**271 Heroverse SF50**

Home dimension of the Abyss movie.

**272 Heroverse SF51**

Home dimension of the Independence Day movies.

**273 Heroverse SF52**

Home dimension of the Logan's Run novels.

**274 Heroverse SF53**

Home dimension of the Logan's Run movie.

**275 Heroverse SF54**

Home dimension of the Logan's Run TV show.

**276 Heroverse SF55**

Home dimension of the Lost in Space TV show.

**277 Heroverse SF56**

Home dimension of the Lost in Space reboot movie.

**278 Heroverse SF57**

Home dimension of the Robocop movie and comics.

**279 Heroverse SF58**

Home dimension of the Men in Black movies.

**280 Heroverse SF59**

Home dimension of the first Matrix movie.

**281 Heroverse SF60**

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

**282 Heroverse SF61**

Home dimension of the Outland movie.

**283 Heroverse SF62**

Home dimension of the Starship Troopers movies.

**284 Heroverse SF63**

Home dimension of the Timecop movie.

**285 Heroverse SF64**

Home dimension of the Time Tunnel TV show.

**286 Heroverse SF65**

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

**287 Heroverse SF66**

Home dimension of the Starblazers cartoon.

**288 Heroverse SF67**

Home dimension of the 7 Days TV show.

**289 Heroverse SF68**

Home dimension of the Jeremiah TV show.

**290 Heroverse SF69**

Home dimension of the Man from Atlantis TV show.

**291 Heroverse SF70**

Home dimension of the Astroboy TV show.

**292 Heroverse SF71**

Home dimension of the Terra Nova TV show.

**293 Heroverse SF72**

Home dimension of the Jurassic Park novels.

**294 Heroverse SF73**

Home dimension of the Jurassic Park movies and comics.

**295 Heroverse SF74**

Home dimension of Williams' Otherland novels.

**296 Heroverse SF75**

Home dimension of the 1999 Mummy and Scorpion King movies.

**297 Heroverse SF76**

Home dimension of the Xfiles and Millennium TV shows.

**298 Heroverse SF77**

Home dimension of the original V TV show.

**299 Heroverse SF78**

Home dimension of the rebooted V TV show.

**300 Heroverse SF79**

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

**301 Heroverse SF80**

Home dimension of the Farscape TV show.

**302 Heroverse SF81**

Home dimension of the Reboot animated TV show.

**303 Heroverse SF82**

Home dimension of the Firefly TV show.

**304 Heroverse SF83**

Home dimension of the Evangelion animated TV show and movies.

**305 Heroverse SF84**

Home dimension of the Cadillacs and Dinosaurs animated TV show.

- 306 Heroverse SF85**  
Home dimension of the Cadillacs and Dinosaurs comics.
- 307 Heroverse SF86**  
Home dimension of the Alien Nation TV show.
- 308 Heroverse SF87**  
Home dimension of the Visitor TV show.
- 309 Heroverse SF88**  
Home dimension of Adams' Hitchhiker's Guide to the Galaxy novels.
- 310 Heroverse SF89**  
Home dimension of the Battlefield Earth novel.
- 311 Heroverse SF90**  
Home dimension of Harrison's Stainless Steel Rat novels.
- 312 Heroverse SF91**  
Home dimension of the Fifth Element movie.
- 313 Heroverse SF92**  
Home dimension of the Camelot 3000 comics.
- 314 Heroverse SF93**  
Home dimension and subdimensions of Torg.
- 315 Heroverse SF94**  
Home dimension of the original Paranoia.
- 316 Heroverse SF95**  
Home dimension of the Battletech game and novels.
- 317 Heroverse SF96**  
Home dimension of Space 1889.
- 318 Heroverse SF97**  
Home dimension of Traveller and Mega Traveller.
- 319 Heroverse SF98**  
Home dimension of Heavy Gear.
- 320 Heroverse SF99**  
Home dimension of the Mutant Chronicles.
- 321 Heroverse SF100**  
Home dimension of Wasteworld.
- 322 Heroverse SF101**  
Home dimension of Fallout.
- 323 Heroverse SF102**  
Home dimension of Renegade Legion.
- 324 Heroverse SF103**  
Home dimension of the Jovian Chronicles.
- 325 Heroverse SF104**  
Home dimension of Twilight 2000 and Traveller 2300AD.
- 326 Heroverse SF105**  
Home dimension of Macho Women with Guns.
- 327 Heroverse SF106**  
Home dimension of Car Wars.
- 328 Heroverse SF107**  
Home dimension of Halo.
- 329 Heroverse SF108**  
Home dimension of Burroughs' Warlord of Mars, Carson of Venus and Tarzan novels and comics.
- 330 Heroverse SF109**

Home dimension of Donaldson's Gap novels.

**331 Heroverse SF110**

Home dimension of the Primeval TV show.

**332 Heroverse SF111**

Home dimension of the Sanctuary TV show.

**333 Heroverse SF112**

Home dimension of the Gundam animated TV show.

**334 Heroverse SF113**

Home dimension of the Highlander movies and TV show.

**335 Heroverse SF114**

Home dimension of the Shogun Warrior toys and comics.

**336 Heroverse SF115**

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

**337 Heroverse SF116**

Home dimension of William Shatner's Tekwar novels.

**338 Heroverse SF117**

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

**339 Heroverse SF118**

Home dimension of Shelley's Officer novels.

**340 Heroverse SF119**

Home dimension of Zahn's Conqueror novels.

**341 Heroverse SF120**

Home dimension of Zindell's Neverness novels.

**342 Heroverse SF121**

Home dimension of the Yamato 2199 TV show.

**343 Horrorverse 0**

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

**344 Horrorverse 1**

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

**344 Horrorverse 2**

An amalgam universe combining Horrorverse 1 and Heroverse DC4.

**345 Horrorverse 3**

An amalgam universe combining Horrorverse 1 and Heroverse MU0.

**346 Horrorverse 4**

Home dimension of the Cthulhutech rpg.

**347 Horrorverse 5**

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

**348 Horrorverse 6**

Horror dimension where vampires terrified at losing their food supply aid humans in preventing earth from being overrun by zombies.

**349 Horrorverse 7**

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

**350 Horrorverse 8**

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

**351 Horrorverse 9**

Home dimension of the original World of Darkness rpgs.

**352 Horrorverse 10**

Home dimension of the rebooted World of Darkness rpgs.

**353 Horrorverse 11**

Home dimension of the Chill.

**354 Horrorverse 12**

Home dimension of World War Z.

**355 Horrorverse 13**

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

**356 Horrorverse 14**

Home dimension of a Cthulhu influenced DC universe.

**357 Horrorverse 15**

Home dimension of a Cthulhu influenced Marvel universe.

## **4. THE CHRONOVERSE**

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

Time travel is the concept of moving forward and backward to different points in time, much as we do through space. It

also includes travelling sideways in time between parallel realities or universes.

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

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

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

In science fiction it is a recurring plot device, used to set a character in a particular time not their own, and explore the character's interaction with the people and technology of that time—as a kind of culture shock. Other



ramifications explored are change and reactions to it, such as alternate histories. Albert Einstein's special theory of relativity (and, by extension, the general theory) very explicitly permits a kind of time dilation that would ordinarily be called time travel. The theory holds that, relative to a stationary observer, time appears to pass more slowly for faster-moving bodies: for example, a moving clock will appear to run slow; as a clock approaches the speed of light its hands will appear to nearly stop moving. The effects of this sort of time dilation is popularly known as the "twin paradox" (despite it not being a paradox).

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

Many in the scientific community believe that time travel is highly unlikely. This belief is largely due to Occam's Razor. Any theory which would allow time travel would require that issues of causality be resolved. What happens if you try to go back in time and kill your grandfather?—see grandfather paradox. Also, in the absence of any experimental evidence that time travel exists, it is theoretically simpler to assume that it does not happen. Indeed, Stephen Hawking once

suggested that the absence of tourists from the future constitutes a strong argument against the existence of time travel—a variant of the Fermi paradox, with time travellers instead of alien visitors. However, assuming that time travel cannot happen is also interesting to physicists because it opens up the question of why and what physical laws exist to prevent time travel from occurring.

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

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

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

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

### Type 1 Chronoverse

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

Time travel is constrained to prevent paradoxes. If one attempts to make a paradox, one undergoes involuntary or uncontrolled time travel. Michael Moorcock uses a form of this principle and calls it The Morphail Effect. In the

time-travel stories of Connie Willis, time travellers encounter slippage which prevents them from either reaching the intended time or translates them a sufficient distance from their destination at the intended time, as to prevent any paradox from occurring.

### Type 2 Chronoverse

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

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

This is depicted in the Dr Who TV show. This is also in the first Heroes Universe which I used in my campaign. The Middle Eastern Gods of this

universe attempted to manipulate time to their own ends.

### Type 3 Chronoverse

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

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

### Type 4 Chronoverse

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

travel to a point before 1999. Forward travel is possible though because time travel exists in the future. This is shown in the TV series 7 Days.

### Type 5 Chronoverse

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

### Type 6 Chronoverse

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

### Type 7 Chronoverse

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

### Type 8 Chronoverse

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

### Type 9 Chronoverse

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

### Forms of time travel

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

### **Magic**

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

### **Machines**

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

Others are fully self-contained, admitting nothing – not even light or air – to the machine and its crew during the passage, which must be carefully calibrated to avoid smothering the time travellers. Long trips into the past or future may need to be done in stages, or the time machine should be fitted with oxygen masks and breathing equipment like a bathysphere. Some machines (or theoretical models) “skip” the machine through a rapid series of wormholes, admitting photons and oxygen molecules every thousandth of a second (as experienced by the time traveller). The machines may also be vehicles or mechanical portals.

### **Meta powers**

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

## **Chronal Equipment**

The tech level of the equipment listed here varies greatly. It is up to the GM what would be available.

### **Chronal Anchor**

This device allows a character to anchor to his current time period and prevent being forced to another time. It also protects the wearer from any alterations to history.

### **Chronal Beacon**

This lantern-sized device acts as a navigational buoy in the river of time, making it simple for a time traveller to reach the exact time and location where the beacon was triggered. They’re often used as rescue alerts for a team in trouble, although they’ve been known to attract hostile attention as well. When time travelling to the chrono-location of a time beacon, no test is required. If the time travellers are being projected from a base, rather than carrying their time machine with them, perhaps each timetravelling party carries (must carry) a beacon which lets Base fix on them to pull them back. If the party is broken up, only those with the beacon will be able to communicate with Base (if that is possible in the campaign) or to call for return, or to be returned at all.

### **Chronal Blink**

A blink device gives a person the ability to flash in and out in combat, sliding forwards and backwards quickly in time to make himself a more effective combatant. Blinking Agents gain +4 to their Thac0 and AC, and suffer no

penalties for closing to Point-Blank range with a gun-wielding foe.

### **Chronal Communicator**

The standard communicator is a metallic disc that measures 3 centimetres in diameter. Its colour resembles that of copper. Both sides of the disc contain hundreds of fine, tiny grooves, something like the surface of a phonograph record. At the PC's option, the communicator can have a hole drilled near one edge, enabling the agent to wear the disc on a chain or leather thong, like a necklace or an amulet. The communicator responds to touch commands. It can put the user in verbal communication with any character who also has a communicator provided the user knows the touch code for the device he wants to contact. All PCs on a mission know the code for one another's communicators.

During communication, the device functions just like a radio. It is extremely sensitive, and can pick up and transmit the voice of the user even if that voice is barely audible. The communicator signals an incoming message in one of two ways (the receiver decides which one): it can beep to announce a message coming in, or it can radiate a gentle heat, sufficient to be noticeable to the touch. A character receiving a message must "touch in" a reception code. If this code is not touched, the communicator automatically stores all messages and replays them when the code is touched. The receiver can specify the volume at which the communicator relays its messages. The communicator has a range of 10,000 kilometres. It cannot be used to communicate backwards or forwards in time or across Parallels.

### **Chronal Cyclopedia**

The Cyclopedia is a dynamic and temporally centred guide to all of known history (more or less), making it an invaluable tool when dealing with altered time. It is dynamic because it is constantly updated wherever or whenever you are. The practical upshot of this is that the guide details your local changed history for you (unlike your tether, which always recalls true history).

### **Chronal Grenade**

Targets caught within the 2 metre blast radius are flung D4 rounds into the future, appearing in the exact same spot with no idea that intervening time has passed.

### **Chronal Interdictor**

Interdiction devices block time travel in both three dimensions (a given physical area) and four dimensions (a given period of time, radiating both forwards and backwards from activation). A small device the size of a pocket watch may block travel within 100 metres and a day; the largest (and rarest), most powerful spaceship-sized devices may function for thousands of kilometres and last for centuries. Time travelling into an era shielded by an interdiction device feels like airplane turbulence.

The Agent can choose whether to arrive just before the start of the device's effect, or after the effect ends. Some interdiction devices are coded to allow passage to anyone with an encrypted code. Some crystalline devices only allow psychic time travel and stop technological time travel. Some allow anyone to time travel in but prevent exit. Others might block incoming travellers but allow anyone to leave.

### **Chronal Medikit**

The medikit contains a diagnostic micro-computer, antibiotics and drugs which halt the progress of known infectious diseases, and antidotes for all known poisons. Also included are emergency surgical tools. The kit contains medical devices common to the time period being visited, too, enabling the owner to attempt to pose as a physician or healer of that period. The medical kit is usually packed in a disguised container that resembles a sack, bag, or small briefcase — whatever best conceals the kit.

### **Chronal Phone**

Normally, it's impossible for people in one era to speak or communicate with someone in a different time period. The one exception is the difficult to acquire, highly praised chronal phone. This allows you to speak across time to someone else (or to yourself), assuming they also have a phone. The reception isn't always perfect, but it's better than any other alternative for cross-time communication. The reason that these aren't commonly used by agents is that they're notoriously easy to tap, and at the GM's whim they occasionally connect to the wrong potential reality when calling into the future.

### **Chronal Regenerator**

This device is packed with microcircuitry and looks like a black plastic pearl the size of a grape. It's activated by swallowing, whereupon the regenerator anchors itself harmlessly in the stomach. Should the user's HPs drop to 0 while the device is active, it automatically restores all his health as if nothing had happened. This includes regenerating any lost limbs and organs. Once its done its job it disintegrates with no harm to the person.

### **Chronal Repeater**

This rare device uses a quantum matrix that can be entangled with a single sentience to create a self-perpetuating temporal loop. Once per mission, this traps one person in a loop where they must constantly repeat the last 24 hours of their life, retaining full memory of past cycles until they acquire the skill or personality trait determined by the activating Agent. Within the dominant time stream, the character appears physically unchanged to all observers, but will retain all memories of the time loop.

### **Chronal Restorer**

An emergency device for when the character is out of other options, this device taps into his childhood memories to restore his sense of self and help stabilize him. It uses psychic technology to replace any lost memories and remove amnesia.

### **Chronal Scanner**

The scanner is a device which can be used to see into the past; it is useful for archaeologists, detectives and genealogists. When activated, it provides a holographic image of whatever is occurring within a two-yard radius centred around the scanner, at some point in the past. Nothing outside that area can be seen - it can't be used as a "window" to scan the surrounding landscape. The place being scanned is relative to the nearest mass of continental size.

Thus, a scanner can only be used to scan planetary surfaces. In a background where history can be changed, you might see something different the next time you scan the same period. A scanner must be set for an arbitrary point in time in the past, e.g. 31 years, 84 days, 11 hours and 50 minutes ago. After the

scanner is ready, it will project the visual image of the area occupied by the scanner, and continue in "real time" until deactivated. This can be unhelpful if, in the time being scanned, the area presently occupied by the scanner is filled with solid material.

### **Chronal Stopwatch**

Quantum time-tunnelling microcircuitry crammed into a wristwatch far too small to actually accept it, this watch does exactly what you'd hope a stopwatch might do. It stops time. There are some conditions, though. It only stops time for you, and you can only slip between the seconds for a scant period before you put yourself in danger. Your actions are slightly limited by the fact that you're the only one stopped, however, as any vehicle you're travelling in will be frozen in time as well.

### **Chronal Tether**

No one expects your character — or you — to remember all the intricate details of recorded history. That's what your tether is for. This is a ring-sized personal digital assistant on overdrive. Your tether serves as your camera, your encyclopaedia, your journal, your holographic research assistant, and your personal historian for any information you don't already know. It can observe and record your surroundings, talk directly and secretly into your ear through a subdermal implant, feed information directly into linked contact lenses, holographically display and rotate 3-D maps, translate any known language instantaneously, interface with your weapons, manifest a holographic screen, and help you run technical tests if you need to investigate a crime scene. The AI in your tether is even capable of having its own personality, although not all agents enable this. Tethers access

records of true history, the correct recorded history as known by it. When history changes around you, your tether won't know anything about the newly created history, but it will tell you what originally should have happened instead. Your tether is chromomorphic; that means that it adjusts its appearance to your current time period. If you're in the 20th century, its holographic readouts might look like a newspaper; in the 15th century, like a woodcut. You usually get to choose.

## Time Machines

A Time Machine is the main prerequisite for time travel and all the other fun that goes along with it. The type of machine can combine with any of the different ways of experiencing the process of time travel and with the various degrees to which the past can be changed. With the Back To The Future-type machine, one simply gets into a vehicle of some sort, and the vehicle is transported to a certain time. When a traveller wants to go back, they use the machine again. This is pretty much the most common type, possibly having to do with the fact that one of the earliest time travel stories (The Time Machine) used this type.

A TARDIS-type machine works like a Back To The Future-type one except not only can you program it to go anywhere in time, but also anywhere in space. Basically it's a vehicle that can go anywhere in 4 dimensions. Terminator-type machines usually involve some sort of big device that projects a traveller back, but does not come with them. Once back in time, the person has no way back to the future besides The Slow Path, unless they can somehow build another device, or if they were able to bring an entire additional time machine with them to leave behind on that trip

also. (And this is sometimes precluded by time machines being too big, or the rules not allowing you to take things, or just time machines, with you.)

Sometimes these only allow backwards trips to start with. Timecop-type machines are a cross between the Back To The Future-type and the Terminator-type; the traveller is sent back by a machine that does not come with him, but has some sort of way (such as a remote or prearranged time portal) to make a trip back, utilizing the future time machine. Can also be used as a "time scoop" to bring things from the past into the present without going there. Losing the signaller or missing the prearranged portal can require past travellers Writing Back To The Future to get home.

A Time Portal provides a direct gateway between two points in space and time is another variation. These can be random, appear and disappear in a predictable way, or be permanent. A pre-existing Time Portal is a way to introduce Time Travel to a series without opening the Pandora's Box of "why didn't they just go back in time and stop the bad guy". A Time Dilation Field is a device that causes time inside a certain area to either go faster or slower. While not a time machine in the classical sense, a field with time set to go slower is a good way to travel forward in time. In Real Life, Time Dilation is an actual effect that occurs when bodies are moving at different relative velocities, or at different depths in a gravity well. This is generally too tame and prosaic for all but the hardest Science Fiction, though.

### **Chronal Belt**

The chronal belt contains a submicroscopic sliver of a fragment of

dark star, suspended in a powerful magnetic field. By adjusting the field strength with a dial, the wearer can increase the resonance between this sliver and the dark star. The wearer once in the past must "snap back" to the present before travelling elsewhere. The belt weighs 15 lbs., and is usually worn with a harness and a battery pack (good for 24 hours of continuous use) on the back to power the magnetic containment field. Should the field be breached or shut down, the belt becomes too heavy to lift or wear (doing 8D6 crushing damage to the wearer, if any), snaps back to the present, and cannot be used for time travel until repaired or recharged. Time travel using the belt is instantaneous.

### **Chronal Bubble**

Each Time Bubble has the capacity to hold up to six individuals in reasonable comfort. To use a Time Bubble, the occupants of the Bubble enter a set of time and destination coordinates into the craft's computer and activate the time travel mechanism. Originally, the trip through time was a relatively smooth process, with the only risk being the possibility that returning travelers might somehow fail to lock onto the signal of the Time Beacon, and thus return to an alternate reality. Note that a bubble's occupants must successfully establish the day, month and year of the time they have entered before they can accurately reset the controls for a new destination and re- enter the time stream.

### **Chronal Coils**

In 1940, the U.S. government established Project Rainbow to study the military potential of Nikola Tesla's power field theories. By July of 1943, the prototype "Rainbow Effect" device, a large series of Tesla coils nested in a



complex geometrical series, attached to a complex antenna array along the ship's mast and superstructure, had been installed on the destroyer escort USS Eldridge in the Philadelphia Navy Yard. In theory, the device would make the Eldridge invisible; what it actually did (on August 12 or October 28, 1943, depending on which report one believes) was rotate it out of conventional space-time and into a hyperdimension. Witnesses saw the Eldridge disappear from Philadelphia – and reappear 15 minutes later in Norfolk, Virginia, a distance of 300 miles. Also during that 15 minutes, some members of the Eldridge crew travelled up to 50 years into the future. Others, unfortunately, “phased” into the deck and died horribly, or went mad from the stress.

The Rainbow Effect coils on the Eldridge weighed one ton, and required a 500 KW generator; the “Philadelphia Experiment” seems to have generated speeds of 1,200 miles, and 200 years, per hour. Further testing would no doubt improve this performance, and reduce the hazards of hyperdimensional travel. Project Rainbow scientists reportedly conducted a series of land-based tests of the Rainbow Effect at Camp Hero (later the Montauk Air Force Station) in Long Island until 1984, and the Navy may have used the Eldridge to project American power throughout the time stream during the secret war against Nazi time travellers. The Rainbow Effect apparatus weighs 2,000 lbs. ; the antenna array weighs 200 lbs.

### **Chronal Cube**

The Time Cube uses the same principles as the Time Bubble to penetrate the time barrier. Unlike the Bubble, however, the Time Cube does not travel through time itself. Instead it projects its contents to

the preset destination. To return to one's original time, the transported party or object must be in the same spot where they/it arrived. The Time Cube has a maximum capacity of 6 people, and a maximum duration of 24 hours; it is also equipped with a viewer that allows the progress of those transported to be monitored.

### **Chronal Flux Drive**

This device simply channels an energy discharge into a point, opening an instantaneous time gate to a preset destination, at the same relative point on the Earth's surface. The initial version of the flux drive uses two magnetic plutonium slugs to force a subcritical reaction, which opens the gate; the plutonium instantly decays to lead during a time shift. The flux drive is normally mounted in a vehicle, especially since it requires a high rate of local speed to activate. A vehicle with a steel or steel-alloy construction is best, since it prevents outside objects from being sucked into the vehicle's temporal wake.

### **Chronal Nanites**

Nano-machines are injected into every cell in a character's body, disguised among the ordinary mitochondria. Each is a miniature time machine, and when working in concert can allow a person to walk through time and space.

### **Chronal Portal**

Chronal portals are doorways in time, employed in various fiction genres, especially science fiction and fantasy, to transport characters to the past or future. They differ from time machines in being a permanent or semi-permanent fixture linking specific points in time, and thus are an especially useful plot device when

the plot involves characters moving many times back and forth.

### **Chronal Scooter**

The chronal scooter can take a character to any time and place, and return him after he gets there. Each scooter contains a security scanner that prohibits anyone but the owner from operating it. If someone removes the scanner, the vehicle explodes immediately, inflicting 9D6 damage in a radius of 30 metres. The standard scooter carries one human and his or her equipment. It also features a collapsible storage compartment for hauling extra gear. The occupant is protected from travel in the chronoverse by a time field which surrounds the scooter.

### **Chronal Sphere**

This time apparatus, uses a fixed time projector to lower a converted bathysphere into the time stream. The 5' sphere is suspended from a thick cable (350' long) above the projector platform. When the zero-point energy source in the apparatus power plant is engaged, the platform opens, and a winch lowers the sphere through the yawning vortex below. The gravity fields of the Earth and sun interact with the zero-point field, and the controller (who remains in the present) homes in on the desired location in space-time. During this period, the raw energies of the time stream buffet the sphere; anyone outside the sphere is chronally disincarnated. The sphere can only travel to locations within the inner solar system before solar gravity becomes too attenuated to power the vortex. The crew of the sphere can use a telephone hookup braided through the cable to speak with the controller or anyone else at the control station.

The sphere has one very thick porthole, and a hatch set into the side next to it. While in the past, it rests on four thick, stubby legs; the cable stretches away into a twisty nothingness. The winch in the present can haul up the sphere at any time, but the sphere dangles suspended from its cable in midair in the past for D6 minutes before returning to the projector. Any number of "landings" are possible without a return to the present, as long as there is sufficient oxygen for the crew to breathe.

### **Chronal Tunnel**

Time travel is facilitated by time being portrayed as a static continuum, accessible at any point through the Time Tunnel as a corridor spanning its infinite reaches. The Tunnel is also a portal connecting the Chronal Tunnel "complex" with the same time periods in which time travellers visit. Other people can also be relocated by the Time Tunnel from their time.

### **Chronal Vehicle**

Chronal vehicles draw their power from several sources, but primarily from the nucleus of a black hole; a singularity. The power source is beneath the central column of the console. Other elements needed for the proper functioning of the vehicle and requiring occasional replenishment include mercury (used in its fluid links), the rare ore neutronium, and a time crystal. Before a vehicle becomes fully functional, it must be primed with the biological imprint of its owner, normally done by simply having the person operate the vehicle for the first time. This gives them both a symbiotic link to their vehicle and the ability to withstand the physical stresses of time travel. The vehicle usually travels by dematerializing in one spot,

traversing the chronoverse, and then rematerializing at its destination.

Apart from the ability to travel in space and time (and, on occasion, to other dimensions), the most remarkable characteristic of a chronal vehicle is that its interior is much larger than it appears from the outside. The explanation is that the vehicle is "dimensionally transcendental", meaning that its exterior and interior exist in separate dimensions. The vehicle also grants its passengers the ability to understand and speak other languages via a telepathic connection with the vehicle.

### **Chronal Watch**

The chronal watch may resemble either a wrist watch or pocket watch. Once activated, the time and destination are set and the device extends a brilliant purple sphere around the operator (and up to one adult-sized passenger, if neither mind close quarters). It spends 1 round calculating coordinates and charging its chronal field. One round after activation, the watch and anything within its chronal field clocks out and disappears. Time traveling mid-combat can be an extremely dangerous proposition. When the chronal field first activates, the watch and the operator are both quite vulnerable. Any attack during that round that hits the time traveler, regardless of damage, collapses the chronal field and causes the watch to stop working until repaired. After the one round of vulnerability watch chronal fields act as cover for the pilots inside them. After a jump a watch requires D4 rounds, rolled randomly as needed, before it recharges and can time travel or teleport again.

Broken watches can be repaired with several hours of work by someone who

knows how to fix them. Watches are usually set to adjust their arrival location to somewhere private where their distinctive sound and vibrant purple glow will not be seen. This can easily be turned off by an operator more interested in accuracy than secrecy. A watch can safely materialize underwater or in outer space and will protect the operator from atmosphere-based environmental hazards so long as the device remains active. Although operators can specify a spatial arrival coordinate, the watch's physical arrival accuracy is somewhat dependent on the distance traveled in time. Travel within a year, and it's usually exact; within a decade, and it lands in the same room as the intended spot; within a century, and it arrives in the same building, up to an error of perhaps twenty kilometers after traveling hundreds of millions of years.

### Time Misjumps

So what happens when a jump through time goes wrong? First roll to see in what direction he winds up. If still alive then determine how far off his jump is and then by what number.

### Is the character still on course?

01-75 Thrown through time in the correct direction but the time zone is off. Roll on next section to see how far.

76-99 Thrown through time in the opposite direction. Roll on next section to see how far.

00 Erased from existence.

### How far is he thrown off?

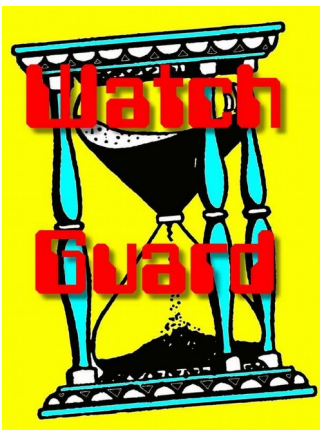
01-02 Hours

03-12 Days  
13-41 Weeks  
42-66 Months  
67-86 Years  
87-94 Decades  
95-98 Centuries  
99-00 Eons

By what increment?

01-20 xD4  
21-80 xD10  
81-00 xD20

## **5. CHRONAL ORGANIZATIONS**



### **The Watchguard**

The Watch Guard are a form of "Time Police" who try to keep the past and future safe from careless time travellers. They operate in a base that exists during the last possible moment in the universe, the last nanosecond before entropy ends everything, called Vanishing Point. They do not depend on consent; they enforce compliance. They have virtually no territory, their domain is simply and solely time. Within the time and space of their jurisdiction, they regulate what time travel goes on.

The Watch Guard is an organisation dedicated to the preservation of the timeline, without control or

predetermination by the conscious manipulation of the past, in which the decisions and choices made by free willed beings living then will determine the course of their lives. The Watch Guard believes in the right of every being to make choices based on conditioning elements arising from the free choices of beings living in their past, and condemn as unjust the distortion of that right by the manipulation of history with the benefit of hindsight.

Imposed conditioning elements direct history in a way chosen by those who impose them; this is incompatible with the continued freedom of those who will live in the changed future. In short, the Watch Guard fights an eternal war to defend the integrity of the past, and ensure the freedom of the future. The Watch Guard exists and acts because it must, to preserve creation itself. If an individual is in possession of anachronistic information or technology, they have the ability to influence or limit the freely made decisions of others, controlling them and manipulating events to the benefit of the controller.

Standing guard over history, the Watch Guard opposes those who would risk the existence of everything for a taste of personal power. They protect the right of life to find it's own way, whatever that way may be.

Sometimes it means standing back while murder is committed, while war is waged and people's lives are destroyed. Sometimes it means pain. Sometimes it means death. Sometimes non-existence. Always it means adventure. Most Watch Guard agents have a number of different postings during their career, as their skills and abilities change over the years.

The Watch Guard is an unprecedented achievement; thousands of different sapient species united. Bigotry, racism and xenophobia are not tolerated within the organization.

### **The Operations Section**

This is the heart of the Watch Guard. The Section Director has ultimate responsibility on a day-to-day basis for all Watch Guard agents. It is his duty to ensure that the agents of the various divisions within Operations are well motivated, equipped, briefed, trained and performing to the highest possible levels in the field. All of the Watch Guard's 200,000 active field agents belong to this section, and are sub-grouped into divisions for ease of management. While the majority of the divisions do not specialise in period or function, a small number do. These are listed below.

#### **Tempus Arbitres**

Though technically part of the Operations Section, this division has complete autonomy, reporting only to the Hour Council. This division is responsible for maintaining the Watch Guard's security against both external attack and internal corruption, and does so with extreme vigour and zeal. They are the Watch Guard version of Internal Affairs. But they do more than just that. Security personnel stand guard as sentries in restricted areas, secure classified data, maintain intruder deterrent systems, monitor the citadel, man the armouries and small arms lockers, and control and distribute safe, door and force field combinations and clearances.

#### **Tempus Astronomicus**

This division studies the nature of the known parallels, maps the location of new parallels, and analyses their

interactions to study the chronoverse in general. They get to explore new timelines first hand.

#### **Tempus Clandestinus**

This branch of the Watch Guard performs all strategic information gathering activities, and provides detailed scenario briefings for the Operations Section. They are the spies and undercover agents of the Watch Guard.

#### **Tempus Divinitus**

This division consists of about 5000 of the Watch Guards' most gifted Chronoal Sensitives. Usually assigned to the various Operations Divisions, their primary responsibility is to scan the histories covered by their assigned division, providing an early warning of any intrusion or discontinuity. This division of the Watch Guard monitors and records the flow of time, reporting any temporal disturbances that may indicate potential discontinuities or intrusions.

#### **Tempus Ingenium**

Divided into several specialised units, this division consists of meta psionics, magicana manipulators and supernatural entities. They provide training and support to the many Watch Guard agents capable of developing their true mental and spiritual potential. This includes those that are metagene active (also known as mutants) and who can eventually be transformed into a Phase Warrior (although this represents only 1%). As yet the Watch Guard has been unable to recruit any Chronal Walkers and remain wary of their activities.

#### **Tempus Libris**

This section performs the monumental task of gathering recording and

providing detailed historical information and every single new timeline that was created and eventually restored to the original. Libris will perform research on request for any other section of the Watch Guard, with requests from the Operations Section having the highest priority. Frequently, the staff of Libris will conduct extensive debriefs of agents on their return from the field, or request specific research missions.

### **Tempus Medicus**

The continued good health of Watch Guard personnel is the responsibility of this division. Medical Division uses tailored viruses, gene therapy, cloned organ replacements, enhancement therapy, and nanite implants to ensure that each Watch Guard agent is fully protected against any biological hazard they might encounter in the past, and are as fit as their missions require. The Medical Division is also responsible for the reversible cosmetic surgery frequently required for agents to blend in during missions. The Watch Guard requires that at least one team member on any mission in the field is a fully trained Med-tech, so this division has the majority of it's staff assigned to the Operations Section.

### **Tempus Proeliatius**

This is the standard force of the Watch Guard, consisting of agents recruited from throughout time. These agents act as escorts, recon and shock troops.

### **Tempus Scientus**

This section is responsible for the providing the technical and theoretical advances in research and design that allow the Watch Guard to function with maximum efficiency and minimum risk. Areas covered by this section include palaeontology, planetary and stellar

cartography, meteorology, botany, zoology, biology and the other physical sciences.

### **Tempus Taciturnitus**

These black ops agents are specially trained for offensive operations against those who would alter history. The operations are highly secret, revealed only on a need to know basis.

### **Tempus Tormentus**

This division focuses on several things. First off they conceive, design and test the devices and equipment used by the Watch Guard, from the chronal vehicles, to the equipment and weapons. Second they repair and maintain all of the hardware located at Watch Guard facilities. They can produce everything from starships to broadswords, on demand. Finally they are responsible for the construction, maintenance and removal of Watch Guard buildings, facilities and bases. Using advanced technologies, they can construct facilities capable of lasting up to half a million years, and then dismantle them so completely that absolutely no trace remains to disrupt the flow of established history.

## **6. ALTERNATE WORLDS**

Infinite parallel universes coexist with our own, each possessing qualities both like and unlike what we know as standard reality.

Parallels that share basic characteristics tend to be clustered together, even wound around one another like many threads woven together to form a rope. Each cluster can hold anywhere from several dozen to many thousands of Parallels, or perhaps even more.

Generally speaking, threads within a single cluster bifurcated relatively recently from one another (anywhere from a few seconds to thousands of years ago), as they share many historical similarities, but it's possible for an individual "thread" within a given cluster to have originated within a completely different cluster and "migrated" to its new location. Those educated in dimensional theory theorize that Parallels tend to "gravitate" toward those with similar characteristics, occasionally "escaping" from another cluster. Of course, the reality must be much more complex, but it provides a suitable mental picture.

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

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

### Roll Result

01-02 Recognized by all; nearly everyone on this world understands and

accepts the existence of multiple dimensions, and the fact that travel between them is possible. Of course, their interpretation of exactly what those alternate dimensions are may vary.

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

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

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

## 1. Parallel Divisions

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

As a traveller moves further from the cluster containing his home world, the Parallels visited grow more and more unusual. This reflects what theorists have classified as the four "divisions" of Parallel clusters: Historical, Biological,

Cosmological, and Fantastic. Some researchers theorize that additional divisions lie outside the Fantastic. However, due to the incredible dimensional distances involved, it is difficult to ascertain or even guess what broad divisions of dimensional lie beyond those divisions noted above.

Generally speaking, Parallels are conceptualized as lying somewhere in a two-dimensional continuum. Note that dimensional continues on toward infinity in all directions, and divisions likely exist which are so strange as to be utterly inconceivable to the human mind (but probably not to whatever form of life inhabits them, if any). While the two-dimensional model serves as a basis for understanding dimensional, some Parallel researchers instead rely on a the "Soap Bubble" model, which likens the collection of universes to a three-dimensional mass of soap bubbles.

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

The name given to each cluster merely serves as an overall defining characteristic (and that only for the reference point of Earth). Other characteristics (known as secondary characteristics) blend and vary within each of these clusters to a lesser extent—some of these characteristics may even include elements of other named clusters. For instance, the group of parallel universes where the result of the Cold War was a holocaust of nuclear fire is known as the "Nuclear Armageddon" cluster, even though in one of these Parallels, the war was between Victorian-style Europe and a vast American empire ruled by the Aztecs. However, just because other divisions are not listed here does not mean they do not exist within the infinity of parallel universes.

### Roll Result

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

### 1a. Biological Characteristics

For one reason or another, evolution has taken a different turn in Parallels of this division. In some, humans exist, but are subtly changed. In others, humans walk the Earth alongside other sentient creatures. And in still others, humans (or perhaps even mammals) never evolved, and nature filled the void with sentient



dinosaurs, sentient apes, or other sentient humanoid beings. In one cluster, insects developed an internal skeleton and organs enabling greater size, and thus insects fill nearly every niche from tiny pest to large predator to giant whale-sized seagoing insects. While the inhabitants of these Parallels can be dangerous to travellers, the Parallels themselves are generally friendly to most life forms.

### Roll Type

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

09-16 Humanoid Dinosaurs; Some indicated worlds possess regions where dinosaurs never died out, while on others, dinosaurs were reintroduced through genetic engineering (whether known or secret, or in large or small regions). Still other worlds somehow evolved humans and dinosaurs simultaneously; in some of these, many large species have been hunted to extinction, despite some groups' efforts to reintroduce the T-Rex back into its natural habitat over the objections of local ranchers. On other worlds, intelligent dinosaurs secretly exist on the edges of society. Generally speaking, these intelligent dinosaurs are no more than 2 to 3 metres tall.

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

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

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

otherwise, they share the planet with humans.

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

45-51 Plague World; An uncontrollable plague grips the indicated world. A common plague in the class is an airborne form of "flesh eating bacteria" called hell's breath. The breath resists antibiotics and was intentionally developed through biological weapons research for its rapid onset time (5 hours) and mortality rate; 80% of those exposed to it die within 24 hours as the bacteria cannibalizes their cells. This is a sight as terrible as it sounds. Enclaves of the uninfected survive in tightly patrolled perimeters away from large cities, killing all trespassers out of fear of contagion. Most of the large cities are burned out and home only to infected populations that act no better than animals, killing each other with eager abandon out of some hope that fresh blood from others will appease their own infection for a time. Other populations exist of horribly disfigured carriers whose symptoms last for years before death finally claims them. Finally, some individuals exist with a

proven immunity. These immune few attempt to gather together and start their own enclaves, but the infected ever seek them out for hope that their blood may be the cure they need. Cross-Parallel travellers are likely susceptible to hell's breath unless of a completely different species.

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

59-65 Sentient Dolphins and/or Whales; Partnership with intelligent marine mammals has allowed the dominant life form of the indicated world to inhabit the seas with almost as much success as on land. Citizenship in the floating cities and oxy-water enclaves is not decided by species, but by intelligence. Thus humans, dolphins, and even whales are full voting members of society, though their agendas and needs sometimes compete with those who were bred for dry land. Note that there is just as much room for questionable motives and downright evil in the mind of a whale as there is in the mind of a human.

66-72 Sentient Micro-organisms; What if one-celled organisms were intelligent? On indicated worlds, genetic research has created smart cells; all that "unused"

DNA is useful after all. In some worlds, smart cells are tightly controlled and programmed, functioning somewhat akin to nanotech robots. On other Parallel worlds the controls (if any ever existed) crash, and intelligent cells begin to take over the macro world. Every living creature becomes a potential galaxy for sentient cells. The dominant life forms on these worlds have a fight on their hands as the cells that constitute their own bodies rebel, if infected with the "smarts."

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

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

87-93 Underpopulated; On the other hand, "Underpopulated" worlds are woefully empty of sentient life. Civilization exists in small islands amidst a much vaster wilderness controlled only by Mother Nature. On some Parallels, the underpopulation is the result of planning, war, or plague and thus the signs of a much higher

population are still visible. For instance, a city built for two million souls that currently holds only ten thousand residents is obviously hollow and underutilized. On the other hand, some worlds of this class just aren't as populated as worlds of the Baseline class, and never have been (at least within recorded history).

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

## 1b. Cosmological Characteristics

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

### Roll Type

01-10 Arctic World; Another ice age encroaches, or has already come. The Parallel world in question has adapted in many ways to the cold and ice with changes in clothing, transport, and philosophy. Despite hothouse agronomy,

the population is likely much lower due to reduced crops and animal ranges.

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

21-28 Drowned World; The ice caps have thawed. In some worlds, this happened long ago, and the resultant society is quite integrated: Floating settlements, undersea cities, and underwater technologies are quite common. Waterbreathing races are also possible. On other such worlds, however, the rise of the waters is a current or recent event; with the rising waters, whole nations are drowned, famine is common, and only those on extremely high landforms or with access to large watercraft may survive the catastrophe.

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

37-44 Earth pulled from Sun's gravity; Crossparallel travellers come to a world that has been ripped from its normal gravitational mooring about the sun. Instead, it is in the grip of a nonradiating neutron star that snagged the Earth as an afterthought on its interstellar journey.

The planet is covered in condensed water ice in the lowest layers, and other gases (like oxygen, carbon dioxide) at higher levels. If other characteristics occur in conjunction with this characteristic, indicated inhabitants exist in protected domes under the ice, near natural heat vents, while others live entirely within subterranean hollows of varying sizes.

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

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

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

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

77-84 Mountain World; Perhaps due to geological instability, or maybe just from accelerated continental drift, this Earth has almost no large areas of flat terrain. Hills, cliffs, valleys, broken lands, and mountain ranges occupy well over three-quarters of all dry land, and as a result, civilization is much different. Difficulties in transportation result in many small, isolated communities developing their own ways of life. Groups of people only a few hundred miles apart might never even have met. Large-scale farming is near impossible, limiting the explosive population growth that resulted from improved agriculture. Of course, such a world would also create varying technological paths to answer its new needs.

85-92 Natural Holocaust; Earthquakes (or some other equally destructive natural force, such as a comet impact or extreme solar activity) have caused disastrous results to the planet. Newly formed seas swallow whole countries in only minutes, volcanoes erupt where once there were wheat fields, and chasms open below large metropolitan areas. Survival is difficult, and warlords and other opportunistic forces common

to other disaster scenarios are far less likely to develop, at least in the short term. Disasters claim too much attention on a personal level for power-grubbing individuals to organize and retain a power base.

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

### 1c. Fantastic Characteristics

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

### Roll Type

01-07 Divine Apocalypse; the world is approaching or in the process of a final divine apocalypse. Immense magical disasters and portents, armies of supernatural beings or insane and

desperate people, the sudden appearance of places of unearthly glory or hideousness all increase towards the appearance of the gods and a time of judgement.

08-14 Earth/Sun is Sentient; In this Parallel, one or more of the heavenly bodies in our solar system developed sentience. In worlds with the "Earth is sentient" characteristic, some twist of natural laws allowed our planet to develop intelligence-an interesting variation on the "Earth goddess" myths of many cultures. Such an intelligence might react poorly to ecological attacks by humans, responding with natural disasters or worse. If the "Sun is sentient" variant is chosen, the sphere of light we know as the sun is really a massively complex object, incorporating several layers of various gases and plasmas. Communication between the layers is accomplished through both pelagic convection and speed-of-light electromagnetic currents. In the indicated Parallels, the sun (and perhaps many stars in the sky) is a reasoning entity capable of sensing and interacting with its environment. Prominences are self-directed and can be used as magnetic "waldoes" of incredible force and reach. Other techniques available to a sentient sun include the lasing (through magnetic lenses) of high-energy particles, producing coherent beams powerful enough to blast a planet. Appeasing the sun god takes on an entirely new meaning on the indicated Parallel world.

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

can call upon spiritual assistance when needed, is up to the Gamemaster. Nonbelievers such as the heroes might be pitied, distrusted, or even hated. As with "Arcane Magic exists," most of these worlds will have a Heroic or Super Heroic tone.

22-28 Hollow Earth; On such worlds. Jules Verne merely recorded the journals of real explorers to Earth's hollow core. A viable ecosystem exists below the surface in vast caverns, incorporating life from all the past epochs of the world. Gargantuan mammals coexist with even larger dinosaurs, and stranger things never discovered in the fossil record live in the hollow Earth as well. Seas that plunge to depths greater than any attained on the surface teem with all forms of life. Primate races whose evolution didn't culminate in the creation of homo sapiens also hunt these nether spaces.

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

36-42 Literary Duplicate; In an infinity of parallel universes, anything is possible, and in fact, everything exists. Given such broad leeway, there are Parallels where Sherlock Holmes lives on Baker Street, worlds where John Carter fights across Barsoom and paraverses, where Saruman toys with the idea of making of Ring of Power for

himself. Almost every book of fiction on the library bookshelf portrays conditions as they actually exist on some Parallel somewhere in dimensional, though classes of such Parallels probably vary wildly, and many do not even lie in the same sequence. While many dimensional travellers may seek out specific literary duplicate Parallels, they prove devilishly difficult to track down. Moreover, distorted parallels exist on either side of the exact Parallel sought. Thus, in many cases, indicated worlds possess literary equivalents combined with one or more other characteristics on this table. Note that while this characteristic is listed as Fantastic, the GM is free to place the Parallel in whichever division seems most appropriate for the “story” it portrays.

43-49 Magic Exists; On these Parallel worlds magic exists to some degree. On some such worlds magic is relatively rare, practiced by only a handful of learned individuals. On others, it's so common that every homemaker knows a few magic spells to keep the house clean. Most worlds will have a Heroic or Super Heroic tone.

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

57-63 Psionics common; Early on, this world recognized and began studying the importance of the mind and its hidden abilities. A mental renaissance ensued, and all the arts of the mind were recognized and exploited in everyday

society. Telepathy, precognition, telekinesis, and a thousand additional abilities are common. In the current time, every contributing member of society has some mental ability to which they can lay claim, and in fact use as a sign of the advancement along the next evolutionary step. Sadly, those without any psionic capacities are viewed as genetic dead ends. On some worlds, natives who can't even manage simple psionic empathic contact are shipped to special locations where they can live out their lives amongst their own kind. Cross-Parallel travellers are in danger of being selected for just such treatment.

64-70 Silly; The indicated world has Teched along social pathways that travellers from other Parallels could only call "silly." For instance, on some worlds of this class, intelligent animals make up a segment of society. On others, schizophrenic computers control society, governing in frivolous and contradictory ways. Travellers had best not mistake silly for harmless—in fact, many a traveller has been lulled into a false sense of security by patently absurd situations, only to realize too late that silly can also be deadly serious in the end.

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

78-84 Super Powers exist; this indicates the presence of certain abilities in the natives of this Parallel. Such super powers may be relatively rare or very common, at the GM's discretion. Remember that just because such abilities exist doesn't require dozens of people to put on bright costumes and fly around town, though that's certainly an option. As with the other exists Parallel characteristics, most worlds will have a Heroic or Super Heroic tone.

85-91 Technology doesn't work; A convulsion of natural law retards the transmission of electrons through metallic and superconducting materials in the indicated world. Biological systems are not affected, but not even simple calculators work in the parallel world. Some worlds of this class incorporate other exceptions of natural law, invalidating other common technological processes, including natural laws that rely upon the flammability of fossil fuels and/or the flammability of gunpowder (normally composed of potassium nitrate, charcoal, and sulphur). It's possible that items made off Parallel with "banned" technology will work on the indicated world, if the item itself doesn't require any "banned" process in order to operate.

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

97-00 War world, Fantastic; This class of Parallel in some ways mimics the encompassing desecration described in the "War world" entry; however, these

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

### 1d. Historical Characteristics

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



characteristics of the Parallels lying in the Historical division.

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

### Roll Alien Characteristics

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

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

17-24 Aliens integrated on Earth; whether the result of colonization, refugees fleeing another world, or the forcible integration of a conquered species, one or more alien races live among humans in relatively peaceful coexistence. Such alien beings may live as equals or may be treated as second-class citizens.

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

33-40 Alone in the universe; At lower Tech Levels, the world in question suspects it and at higher Tech Levels, it seems a proven fact. There are no other forms of intelligent life in the universe save for those on the Parallel world. If

other rolls for characteristics indicate that there are indeed alien races, these races are hidden or have yet to be discovered.

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

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

57-64 Earth conquered by aliens; Greedy eyes from other stars, another planet in the solar system, or even another Parallel turned upon Earth and found it desirable. Indicated worlds are either caught up in a desperate struggle with the their rulers, or have only recently been conquered by the Gamemaster's choice of alien.

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

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

stages of the "galactic approval process," with the fate of humanity riding on the success of the planet's "application."

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

81-90 Secret alien subversion; Unbeknownst to most of the primary inhabitants of the indicated world, aliens from other planets of the same Parallel (or aliens from different Parallels completely) secretly entwine their agents and agenda into society. On some Parallels of this class, the aliens work in conjunction with splinter groups of the government, while on other worlds, the aliens work against the government. Depending on the particular infiltrator species, the good of humanity is either being worked toward or undermined. On some Parallels, alien subversion is so complete that the world is literally ruled from behind the scenes, using an array of technological methods to keep the masses unaware of their influence.

91-00 Universe teeming with life; Almost as soon as radio was developed, messages of obviously extraterrestrial origin were overheard. Parallels of this class are filled with life, and much of it

is sentient. In fact, the sentients of the local galaxy (numbering in the thousands) have participated in a Galactic Accord stretching back some four billion years. This vast span of time has proved more than sufficient to allow many races to evolve (or receive as a gift) sentience, reach prominence in the Accord, decline, then disappear forever. Thus, in Parallels of this class, planets at low to middle Tech Levels are probably utterly ignored, and only at Tech Levels of 6 and above are they even noticed. Even when admitted into the fellowship of the Galactic Accord, young species are cautioned against angering the older members, lest the young species be "accidentally" exterminated by routine hyperspace conduit routing.

### Roll Cultural Characteristics

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

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

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

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

selected cultures regardless of Tech Level.

33-40 Egyptian influence; The indicated world is suffused with ancient Egyptian culture, icons, decor, and even philosophies. Nearby worlds retain Sumerian flavours, while others of this class hold to Babylonian influences.

Even worlds that have attained a significant Tech Level retain their Egyptian ties (i.e., spacecraft resemble sphinxes, boats, and/or pyramids, while leaders are still referred to as Pharaohs).

41-48 Greco-Roman influence; The icons, philosophy, and architecture common to the historical Roman Empire of the Baseline Parallel class suffuse the indicated world, even at high Tech Levels. The Roman Republic is renowned for roadways, for bringing peace (Pax Romanum), and for safeguarding known space with hordes of invincible legionaries.

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

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

65-72 Native American influence; Colonizing Europeans were not up to the task of taking a continent away from the indigenous peoples, though there was

much bloodshed before this fact was conceded (and on some worlds of this class, these wars rage still). Native Americans develop technology in tandem with Europeans, though this technology is suffused with Native American icons, culture, and philosophy.

73-80 Nazi influence; The Nazis rule the world, and their twisted dreams of racial purity have driven many cultures into complete extinction. Africa has become one big concentration camp, where the Nazis ship all who can't claim Aryan blood and all who would dare to speak against the Reich. Hitler and his twisted heirs won WWII. and now their rocket research (never pilfered by the Americans in this Parallel class) has propelled them into the stars. Cross-Parallel visitors without the proper papers (and those who are obviously not of Aryan descent) had best move on to a cleaner Parallel as quickly as possible.

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

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

### Roll Government Characteristics

01-10 Anarchy; On this planet, the motto is "No Government is Good Government." Whether by choice or simply by the inability to properly

organize, humanity in these Parallels doesn't have a coherent governing force. All that matters is personal power and one's ability to defend oneself from the predations of others. Any heroes visiting these Parallels will likely have to defend themselves forcefully, especially if they carry expensive-looking gear.

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

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

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

37-44 Gynarchy; Fed up with the problems associated with a male

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

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

53-60 Monarchy; A single hereditary sovereign controls the indicated world, or a large portion of it. Some monarchies are tempered with laws, but on some Parallel worlds, a single king rules the planet with unlimited, absolute power. Such rulers expect and receive unquestioning obedience. In the event of questions of succession, the resulting civil wars embroil the entire world. Moon/Mars colonization. In Parallels of this class, humanity has turned to the Moon and/or Mars to hold its ever-

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

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

69-76 Plutocracy; The indicated world, or a large portion thereof, is ruled by the wealthy. The control is either direct, in the form of some sort of ruling council made up of the heads of the 500 largest megacorporations, or indirect, where government officials or leaders are bought outright and perform only as puppets to the will of their masters. Some worlds in this class may exist totally on the precept that money is the only power, and corporations are their own small nations. One would then be

both a citizen and an employee of a particular megacorp.

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

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

93-00 Ultra-capitalism; On the indicated world, everyone works for "the company." The concept of a nation-state is ancient history (or unknown); instead, the planet is dominated by one or more megacorporations that rule according to the bottom line. If the heroes can't prove they're "employed," they may be in for a difficult time. Don't confuse this with "Technocapitalism," which has a distinct cyberpunk aspect-these worlds simply

exemplify capitalism taken to its logical extreme.

### Roll Planetary Characteristics

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

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

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

31-40 Earth Reshaped; Cross-Parallel travellers arrive on what they at first believe to be a standard world; however, observation may reveal that the world is not a sphere. Variant shapes include a disc (with sun at the centre, otherwise

known as an Alderson Disc), a ringworld (with sun at the centre), a covered ringworld (no sun required), a massive rotating tube (no sun required), a great sphere 1 A.U. across encompassing the sun (a fused Dyson sphere), and other variants from the GM's imagination.

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

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

weapons always seem to be the most common artifact of an earlier time). Mutations have crippled many and sterilized even more, but life goes on. In some Parallels (especially Parallels that are near or within the Fantastic sequence of dimensional), mutations are more likely to prove beneficial, possibly even providing strange abilities or powers to their owners.

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

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

86-00 Weather Control; On the indicated world, the patterns of weather are completely controlled by humans. The savings in dollars (and lives) are tremendous, as predictable growing seasons ensure strong crops year after year and formerly storm-plagued areas thrive in safety. The technology allowing this control is guarded with amazing security by the world's leaders, as it could cause unimaginable chaos if it fell into the wrong hands.

### Roll Social Characteristics

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

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

any disagreement to turn into a firelight may well get tiresome after a while.

17-24 Art Prominent/Outlawed; Two versions of this characteristic exist. The "Art prominent" characteristic indicates that artists occupy the highest castes, and noncreative people of all types are looked down upon and discriminated against. In some Parallels with this characteristic, "noncreatives" are placed in reservation camps and regarded as morally bankrupt or evil. Cross-Parallel visitors who can't produce an artistic or publishing credit are in trouble. In an "Art outlawed" Parallel, all forms of artistic expression are seen as vain, obscene, and illegal. Any expression of creativity, be it written fiction, music, sculpture, or traditional illustration and painting, is punished with extreme penalties. On some Parallels with this characteristic, the penalty for an artistic endeavour is death. As is the way of things, artistic prohibition has created crime families and gangs that deal explicitly in black market art.

25-32 Bigoted; The indicated world is suffused with bigotry against one (or more) minorities, races, religions, cultures, or any number of other categories. Such worlds have gone to extreme lengths to act out their prejudice, including attempted (or successful) genocide against the particular target of unreasoning hate. Note that bigotry in some Parallels could easily be toward the following otherwise unlikely categories: thin people, blue-eyed people, unpopular surnames, natives who have the genetic predisposition to "curl" their tongues, and so on.

33-40 Conservative; Here, no one takes unnecessary risks, comes up with a groundbreaking idea, or says anything controversial. This could be due to any

number of reasons—religious, political, or governmental—but the effect is the same. On this world, the heroes should stand out like a sore thumb, and will probably be identified as "deviants" and locked away in a mental institution (or worse).

41-48 Decadent; Sloth, indolence, and degeneracy afflict major portions of the indicated world. The most prized commodity is a good time, but society as a whole has become so jaded that it is doomed for an eternal search. Given even a determined invasion or other disruption, the civilization of this world is likely to topple (it is already backsliding under its own weight).

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

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



a rude surprise when the Fiction Police descend upon them. The travellers' only hope may be to receive aid from underground tail-tale tellers.

57-64 Music Prominent/Outlawed; Like "Art prominent/outlawed," this characteristic has two variations. In "Music prominent," if you can't hold a note, you had better conceal that fact in the indicated world. Music is the preferred method of communication and the best composers and/or performers are the real movers and shakers, holding the highest offices and commanding the most exceptional perks. In other Parallels, characters in "musicals" are given to breaking into song when joyful, sad, or experiencing some other strong emotion. In this Parallel, regular people on the street do the same with no embarrassment. In fact, such behaviour is expected, and cross-Parallel visitors who can't unanimously join in soon come to be regarded as defective, and may be rounded up and placed in seclusion due to their unhealthy influence on minors. On the other hand, in "Music outlawed," rulers of society saw no immediately useful value in musical composition and have outlawed it. All albums, tapes, CDs, DVDs, 3Ds, and other media for storing music have been destroyed (through secret caches may still exist). If you're caught whistling a tune while you work, you could be slapped with a fine. Cross-Parallel visitors caught singing a song, or worse, producing prerecorded music of any type, are in trouble.

65-72 Polite; Polite behaviour is the oil that greases the "ball bearings" of society. On the indicated Parallel world, this fact has become law. Cross-Parallel travellers immediately notice how impeccably polite everyone is, even when they happen to be at odds with the natives. Unfortunately, if travellers are

not equally polite, they are likely to be incarcerated for a period of enforced instruction of The Golden Rule. At lower Tech Levels, brainwashing techniques are useful, and at higher Tech Levels, neurosurgery and implants might be deemed necessary for the edification of the travellers who didn't say "thank you."

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

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

productivity that sports bring. Football, baseball, basketball. and all other physical sports are just plain against the law. Such pastimes are seen at best as a waste of time, and at worst, as a criminal influence. Alternatively or concurrently, depending upon the Parallel in question, playing nonphysical games is also prohibited. Poker? A financial risk. Board games? Better to really live "Life" and to actually corner a market "Monopoly" than to only pretend to do so. Roleplaying games? The worst offenders of the lot, these insidious games are "linked" to schizophrenia and murderous impulses. Those caught playing games are soon visited by jackbooted thugs in the employ of the government branch responsible for keeping its citizens "game free."

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

### Roll Technological Characteristics

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

09-16 Cloning Technology; Tissue cloning is common on this world. In addition to cloning organs for personal use in the event of emergencies, complete clones are routinely used to fill out military regiments, for hazardous

mining details, and any number of other dangerous activities. At lower Tech Levels, cloning is achieved through alchemical mixtures of blood, tissue from a mare, and other bodily fluids.

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

25-32 Longer/Shorter Lifespan; In the "Longer lifespan" version of this characteristic, the true fountain of youth has been discovered (either literally or figuratively). Regardless of Tech Level, the primary inhabitants of the indicated world can realistically expect to live forever, barring disease or accident. On some worlds of this class, peace and universal harmony reign, but on others horrific wars occur following population explosions. Some worlds of high Tech Levels spread through the galaxy like a virus, using up resources at an ever-increasing rate. Societies particularly pressed for room that don't solve their problems through warfare are given to building massive artificial structures

capable of housing trillions or more. Such structures could conceivably span interstellar distances. In the "Shorter lifespan" version of this characteristic, humanity's desire for population control has resulted in a society where no one lives past a designated age, whether that is 21, 30, or any other number of the GM's choosing. This could be the result of genetic tampering, bizarre evolution, new laws, or a combination of the three. For whatever reason, individuals older than the specified age simply don't exist. If the age is less than the average age of the heroes, interesting (or dangerous) complications could occur as the "lawbreakers" are hunted down by a police force years or even decades younger than they were.

33-40 Machine Intelligence; Early breakthroughs in artificial intelligence ensured the rapid proliferation of machine-based sentience. even as early as Tech 5. Indicated worlds at lower Tech Levels contain hidden machine minds, possibly from other worlds, observing the advance of the lowtech inhabitants and interfering from time to time for their own purposes. On some worlds, mobile human-shaped "robots" are almost equals in society, while on other worlds of this class, genocidal war ranges against organic and machine life. Cross-Parallel travellers had best avoid planets where the machines have already won this war.

41-48 Missing Major Invention; While civilization in this parallel has Teched along lines similar to our own, it is missing one major technological advance that we take for granted. For instance, an otherwise-modern society might never have invented the combustion engine. Thus, instead of consuming fossil fuels, they might rely on steam, solar power, or some other form of energy.

49-56 Moon/Mars Colonization; In parallels of this class, humanity has turned to the Moon and/or Mars to hold its ever-growing population. Depending on the other attributes rolled (or the GM's whim), such colonists did or did not discover life (possibly sentient) on these worlds. If intelligent life did develop, expanding humans might well have treated the primitive indigents as they've historically treated less-advanced cultures since the disappearance of the Neanderthals. In these parallels, a mimicry of the "Wild West" exists on Mars, where the indigenous population is forever pushed back, wars rage, and frontier law is often rough and arbitrary.

57-64 Nanotechnology; The problems of scale that hamper the development of nanotechnology were overcome early in the indicated world, crude nanotech can be had on the open market. One of the most widespread uses of nanotechnology is for construction and fluid landscapes and/or fluid implements. Construction is achieved by programming a single miniscule unit with the blueprints of the structure to be built. The unit then multiplies at an exponential rate until sufficient miniscule units exist to build the structure, like trillions of Egyptian slaves toiling at gargantuan pyramids. Fluid structures are composed completely of nano-units, and change composition and shape via predetermined voice programs or voice orders. Fluid items are much the same; however, they are usually far more limited in the number of different modifications allowed due to total volume.

65-72 Primitive Civilization; The primary inhabitants of the indicated world never Teched beyond the hunter-gatherer level of social development. Technological visitors are likely to be viewed as gods, or possibly as thieves of

the gods' tools. If this characteristic is indicated in conjunction with other higher Tech Levels by multiple rolls on this table, the additional characteristics indicate hidden enclaves. Alternatively, society once existed at the indicated Tech Level, but turned back either through wilful choice, devolution, or some other mysterious factor.

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

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

91-00 Virtual Matter Technology; Physics describes space as seething with erupting virtual particles, apparently springing from nothingness only to be

annihilated by their twins. Virtual particles that spring into being near the extreme curvature of spacetime associated with black holes are sometimes separated: one of the pair falls into the black hole while the other radiates as energy. On some Parallels, the technology exists to artificially segregate virtual particles without resorting to extreme gravitational effects. As such, artificial structures can be created that are mostly composed of virtual matter. Such structures include walls, ammunition, and ship hulls. Using virtual matter in construction has the advantage of sidestepping mining/fabrication, procurement, and refining that normal construction material requires. Of course, it has the disadvantage of being subject to evaporation if the power source holding the virtual matter pairs in isolation for a particular object or structure is disrupted.

### Beyond the fantastic

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

On the other hand, it's possible that / X natural laws eventually move back toward dimensional "standard," and that survivable universes exist beyond this region. Unfortunately, the lethal nature of the Parallels outside the Fantastic division would likely prevent any exploration to the Parallels beyond (if any).

## 2. Parallel Characteristics

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

### **Adverse physical laws**

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

### **Altered molecules**

During the first few moments of the indicated Parallel's creation, natural laws flip-flopped, resulting in a fundamental shift in molecular arrangement. This arrangement is not necessarily noticeable on a macro level, and cross-Parallel travellers might not even find the visible differences common in alternative Parallels. Unfortunately, those who unconcernedly eat local foodstuffs slowly starve, as the "left-handed" molecules that make up protein in the indicated world have no nutritious value for the visitors. Medicines, drugs, and other related substances have no beneficial effect on travellers. In addition, 10% of all substances consumed while visiting the indicated world are toxic. Natives of the world react in just the same way to food and medications given them by the travellers.

### **Stalled time**

Indicated Parallels are caught up in a dimensional phenomenon of inexplicable origin, the effects of which have "stalled time" subjective to other Parallels. However, due to the travellers' extra-Parallel origin, they are immune to this effect-for a time. Thus, they can move freely through a frozen world, unable to affect anything in the Parallel. In most cases, such a world will serve as nothing more than a museum exhibit to the travellers; however, it's possible that the heroes' presence might "restart" time. To determine the hero's effect on the Parallel (and vice versa), a single hero should make a Resolve-mental resolve skill check every 24 hours while in the Parallel (use the hero with the best mental resolve skill rank). On an Ordinary or Good result, the travellers maintain their normal temporal "identities." However, with an Amazing result, the timestream begins to reset itself, and within another 24 hours it will

have resumed its normal rate. Of course, the natives won't have noticed a thing. With a Failure result, the heroes begin to lose their temporal individuality as their bodies slow down to match the Parallel. This results in a +1 step penalty to all actions until they leave the Parallel (multiple Failure results are cumulative). On a Critical Failure, the heroes become trapped in the Parallel along with its natives, waiting for someone else to come along and save them. A wise traveller will exit such Parallels immediately.

### **Temporal flux**

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

## **3. The Hazards of Travel**

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

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

### **Dimensional rip**

Sometimes, dimensional travellers don't show up at their intended target Parallel, and they're never seen again. No amount of searching by concerned comrades with similar Parallel spanning technology proves fruitful. In the end, it is assumed that the lost travellers ran afoul of some belligerent locals. What lies on the other side of a dimensional rip? It's hard to say, but some theorize that travellers are sent to the beginning of time, or to time's end. In any case, a return from such extremities of the continuum has so far proven impossible. Others contend that travellers who plunge through a dimensional rip simply "come undone," as their molecules and atoms are translated into so many unconnected neutrinos. While seemingly a painless and perhaps somewhat poetic way to go, no one in her right mind really wants to verify this effect personally.

### **Elastic effect**

Dimensional reacts poorly to forced tunnelling: An elastic effect creates a brief wormhole that yanks travellers back to their Parallel of origin. Unfortunately, some momentum and energetic charge is transferred during the rebound. Travellers subject to the elastic effect must make an Acrobatics-fall skill check when they return to their home Parallel with energy equivalent to a short

fall. At the Gamemaster's option, equipment used to travel between Parallels (if any) may be damaged and require a Technical Science-repair skill check to fix.

#### **Error in materialization**

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

#### **Flawless trip**

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

#### **Large detour**

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

#### **Large time delay**

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

#### **Routine trip**

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

#### **Small detour**

Newly spawned parallel universes between the Parallel of origin and target

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

#### **Small time delay**

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

## 4. Dimensional Anomalies

Across the myriad realities, physical laws are sometimes twisted and tweaked beyond normal dimensional tolerances. The resulting effects are often vanishingly small when viewed from the perspective of an entire Parallel (which, after all, is a complete universe unto itself), but from a local perspective, such effects can be quite impressive. There are more "strange" effects than can possibly be listed here, and more that have never been positively identified, observed, or even predicted by scientists (or magicians) interested in dimensional theory. On the other hand, in an infinity of realities, anomalies are relatively rare, and even those who travel through many worlds rarely see all the oddities that manifest between dimensions. Still, it behoves the conscientious researcher to

note the most prevalent anomalies. Listed below are several anomalies that may be encountered while travelling through dimensional. These strange effects occur far too infrequently to be part of the random generation of Parallels. As the GM, you should make a conscious choice to include an anomaly within a Parallel. If you decide that you would like to include an anomaly in addition to whatever other parallel characteristics you may have assigned to a new Parallel, choose from any of the anomalies listed below, or create your own.

### **Dimensional Pits**

Parallel worlds are sometimes replaced due to simple Pocket Bubbles, but in at least one case, this process has gone terribly wrong. Instead of replacement, a hole was ripped in the dimensional fabric itself. Such a hole, called a Dimensional Pit, is a stress on the fabric of infinity. In less time than it takes to describe, the parallel universe hosting the pit is drawn completely down a non-dimensional gullet, irrevocably gone, swallowed by the Dimensional Pit. It's not hard to understand how the "disappearance" of a single Parallel amongst a continuum of Parallels leads to local dimensional stress of unimaginable intensity. In layman's terms, the Parallels adjacent of the swallowed Parallel are squeezed into the empty space, but in so doing, come into contact with the dimensional pit. These Parallels then become subject to the same insane forces that swallowed the first Parallel.

Though the Parallels newly forced into the breach by dimensional pressure don't dissipate with the same rapidity as the first, the destruction of these parallel is still incredibly fast; they dissipate in a

matter of subjective weeks, and are gone forever. As such, the dimensional pit yawns wider as more Parallels are sucked into it, and yet more local Parallels come into jeopardy. Remember that each Parallel is an entire universe in and of itself. As a universe tumbles into the pit, stars begin to flare, natural laws begin to wobble, and the stuff of Creation begins to fray. Inhabited worlds within a Parallel abutting a dimensional pit experience storms of ever-increasing severity.

Such storms finally culminate in continent-sized tornadoes that literally suck away the mantle of the planet as the atmosphere boils. Storms of such magnitude arrive only scant hours before the entire Parallel is torn asunder and swallowed by the ravenous dimensional pit. Even those few inhabitants of worlds who survive the massive instability don't last too much longer unless they possess the means to flee the Parallel itself. Dimensional pits may be a threat to all of dimensional. Those aware of them wonder if, in time, all the myriad universes will eventually be drawn into a dimensional pit. Then again, this is only really a possibility if dimensional is not infinite.

### **Hyperrealistic Object**

There are objects in dimensional, some inert and some living, that exist in more than one Parallel. In fact, these objects can only be visualized when looking at a broad collection of many Parallels simultaneously. Imagine that every Parallel is a two-dimensional transparency. Now visualize a single dot marked upon each transparency. Singly, the marks seem meaningless, but stack the transparencies, and the dots coalesce into a three dimensional object. Familiar objects and creatures only exist in four



dimensions (the fourth dimension being time). Most creatures that live within the familiar divisions of dimensional, are not physically equipped to perceive things that simultaneously exist within additional dimensions. To humans, fifth (and higher) dimensional objects manifest as only a single speck of swirling dust.

Our minds are incapable of perceiving that such a speck of "dust" is in fact a tiny portion of a hyperrealistic object, akin to a single cell from a standard four-dimensional organism. Hyperrealistic objects (also called superdimensional objects) were discovered with the advent of dimensional travel. Technologies that allow a traveller to speed past hundreds of Parallels every second allow four-dimensional brains to visualize five-dimensional space like a child might visualize stickfigure animation by rapidly flipping a pad of paper. Usually, objects visualized in this manner are hazy, indistinct, and uncertain; travellers usually only see lumpy masses, usually quite large. A few reports suggest organic structures, not unlike vines or trees.

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

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

### **Pocket Bubble**

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

Usually, one of the realities is somehow stressed, and a bubble of the "stronger" reality begins to intrude. It's possible to move back and forth between the two realities. simply by walking back and forth between the interface, though it is

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

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

### **Space-Time Wrinkles**

Where the fabric of reality is stretched or compressed, it is sometimes described as wrinkled. Space-time wrinkles encountered mid-trip can affect the destination of an inter-Parallel trip, effectively delaying such a journey. That scenario assumes that the trip passes through a spacetime wrinkle, with only an indirect effect upon the travellers. Spacetime wrinkles can have a more significant effect on travellers if they end their trip in a Parallel that contains this phenomenon. Space-time wrinkles are resident to a single universe. They only occur around objects at least as massive as a small planet. Of course, every mass affects spacetime, but these distortions are normal. Space-time wrinkles are abnormal; they form for no obvious reason, and their affects on local geometry can be quite troubling, especially in inhabited systems. An inhabited world affected by a space-time wrinkle is pocked with regions with variable time. That is, time runs slower in specific regions on the surface of the world than in other places on the same world. In other specific areas, time may run faster. Certain Parallel worlds are absolutely riddled with such inconsistencies of time. The inhabitants regard such vagaries of the time stream like residents of unaffected Parallels regard mountain ranges to be avoided, or inclement but seasonal weather.

### **Dimensional Bleed, Minor**

Much like it sounds, dimensional bleed occurs when influences from one Parallel seep into that of another Parallel. Bleed is unlike Pocketing, in that no discrete interface forms between the Parallels involved in the bleed. Note, however, that bleeding is generally contained within a radius of one to ten kilometres. Only in rare cases does the bleed seep beyond these parameters.

Minor bleeding rarely involves tangible objects, at least at the macro level. Instead, minor bleed usually takes the form of emotions, diseases, or philosophies. Residents of a particular physical site on the indicated Parallel world may be subject to recurring pathogens, even though the strictest immunization and sterilization procedures are in force.

In fact, the virus or bacteria may be seeping in from the parallel world "next door," especially if the "infectious" Parallel world is experiencing some sort of virulent plague. In the same way, events that somehow call into being extreme emotions on one Parallel can affect the mental state of residents of nearby Parallels that live in physical correspondence with the first. For instance, events of extreme violence on one Parallel could colour the dreams of residents of a small town the next Parallel over. Such towns usually grow smaller and smaller, as the unending dreams that come from no apparent source whittle down even the strongest of wills.

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

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

#### **Dimensional Bleed, Major**

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

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

different divisions of the dimensional sequence.

Thus, regions which experience major bleed can contain several anachronistic and "Parallel anachronistic" elements, including "alien" races, technological items far in advance of the standard for the indicated world, and creatures straight out of a fantasy novel. Such manifestations of dimensional bleed are rare. Sometimes affected areas are looked upon as dangerous, while on other Parallels, trade routes are opened through the new "lands" accessible through the "nexus." Unnatural occurrences of major dimensional bleed often continue to grow after their inception, sometimes to the detriment of one or both of the Parallels affected. Unnatural bleed can be initiated during technological research into the nature of dimensional, especially when researchers tinker at dimensional matrices in spite of shaky or misguided theories. Major bleed can occur so fast that to observers, it resembles an explosion, leaving only rubble in its wake. Other dimensional bleed disasters start small, but grow into events that threaten the entire world.

### **Time Loops**

A Mobius strip is a continuous onesided surface formed from a flat strip of material by rotating one end 180 degrees and attaching it to the other end. Time loops are like Mobius strips, in that a loop is formed with no beginning and no end. In the case of a time loop that affects a Parallel, a certain section of history plays over and over again, never deviating from the prescribed course of events, and never failing to jump back to an earlier time when the current events have run their course. Time loops are generally not Parallel-wide effects, but

instead are relegated to specific portions of the space-time continuum. Sadly, living creatures caught up in a time loop are generally unaware of their fate to relive a portion of their lives over, and over, and over again, ad infinitum.

Time loops sometimes form completely naturally, but the most common reason a time loop forms is due to some catastrophic release of energy that results in significant destruction. "Significant" is the key term here—any diversion in a Parallel's history of enormous "significance" that is prematurely precipitated must spawn another parallel Parallel where the disaster did not occur, according to theory. The thing is, dimensional is already saturated with infinite Parallels, and there isn't always "room" for more. So, instead of spawning new Parallels based on one localized event, the event and the surrounding space-time is snipped off, and looped back on itself just prior to the disaster in question.

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

## 5. Dimensional Travel

There's more than one way to cross dimensions.

### **Alien Artifact**

A character may obtain an alien artifact in many different scenarios and at any Tech Level. Heroes at higher Tech Levels are equally likely to come across an artifact in trade, excavation, or other dealings with aliens hailing from other star systems. Regardless of how a hero comes across an alien artifact that provides access to parallel universes, it's suggested that a few particulars of such an artifact remain standard. Accessing the alien artifacts power is not necessarily an easy process. Once activated, an alien artifact doesn't create any big, flashy entrances to a parallel universe. Instead, it merely pushes itself, its owner, and up to 1000 additional kilograms into a nearby parallel universe with hardly a paratemporal "splash." Once used, the artifact can't be powered up again for D4 days. The artifact can always transfer its user back to the parallel universe of origin or any previously visited Parallel, assuming the user selects this destination and successfully activates the artifact. On the other hand, using the artifact to access any other potential destination is always determined randomly. Sometimes, these types of artifacts activate on their own, reacting to subtle cues in the environment of which the hero may not even be aware. Such inadvertent shifting could conceivably throw a hero and his companions into a parallel universe that is so similar to their own that they don't immediately realize the space-time shift. Only after massive impossibilities come to light do the heroes begin to realize that something is terribly, horribly wrong.

### **Black Hole**

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

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

### **Dimensional Drive**

In the waning days of the Energy Age, a scientific breakthrough allows for the creation of a starship drive system that actually breaks the barriers between Parallels. Dubbed the dimensional drive, this system opens up entire new vistas of exploration. However, the system is very complex and requires the Knowledge Dimension skill to operate.

## **Gate**

While the common forms of travel in dimensional allow transit to any of a number of different paraverses, there is a class of transport known as a gate or portal that also provides transport between Parallels. Unlike the other forms of travel discussed here, however, fixed gates are immovable structures that provide access to only one other Parallel, which is normally pre-programmed into the gate at the time of its construction. Usually, travel is possible back and forth between the target Parallel and the original Parallel if the similar gate is built on the target Parallel.

Technologically produced fixed gates may be produced no sooner than at Tech Level 7.

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

such that all possible problems are a thing of the past. Thus, tended fixed gates do not require a roll however, newly discovered dimensional gates of ancient origin may require a roll at your option.

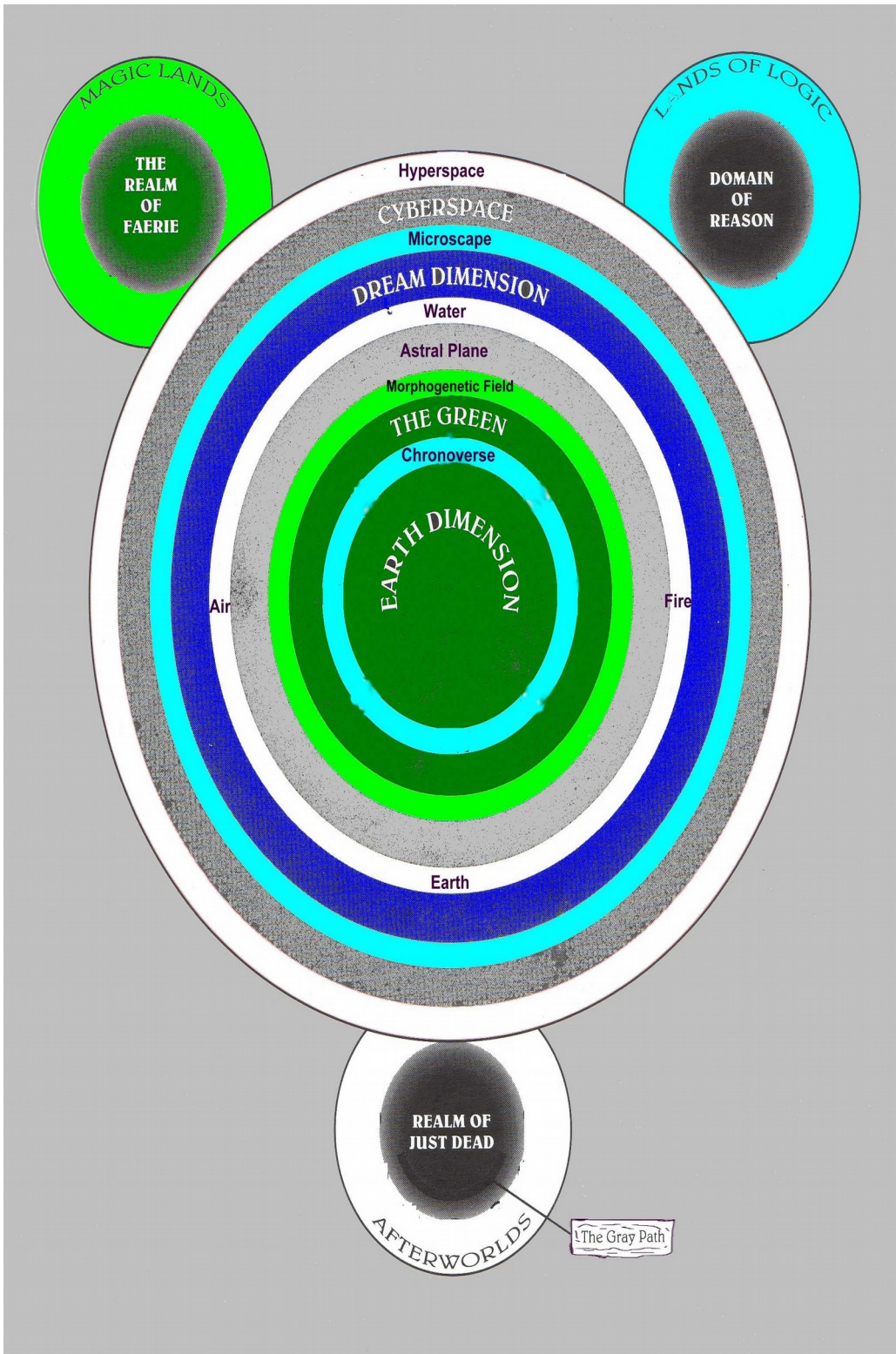
## **Magic**

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

## **Meta Power**

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

## **APPENDIX 1: DCO THE DC UNIVERSE**



In DC Comics the Multiverse is a continuity construct in which multiple fictional versions of the universe exist in

the same space, separated from each other by their vibrational resonances. Each universe in this multiverse varies



from the others in either subtle or profound ways.

In particular the Earth of each universe has a different set of superheroes or the life histories of its superheroes are different from those of others'. In several cases characters from other publishers acquired by DC previously established with a fictional universe of their own have been assigned their own alternate universe within the Multiverse. The universes are identified by referring to the alternate Earths known as Earth One, Earth Two, Earth Three, Earth X and so forth. The first such parallel world was introduced in 1961 in *The Flash #123* in the story *Flash of Two Worlds*. These parallel worlds/universes were eliminated or merged in *Crisis on Infinite Earths* a 12-issue limited series published in 1985, but were again acknowledged in the 2005 sequel *Infinite Crisis*.

Traditionally the numbered Earths were spelled out as words rather than with numerals e.g. Earth-Two not Earth-2 in part to avoid confusion between similar looking numerals and letters in hand lettered text. This convention was disregarded in *Crisis on Infinite Earths*, and it became somewhat common to refer to the various Earths with numerals instead. However *Infinite Crisis* reverted to the original use of words.

DC superheroes such as Superman, Batman, and Wonder Woman are from this universe, and it also contains well known supervillains such as Lex Luthor, the Joker, and Darkseid. In context, the term "DC Universe" usually refers to the main DC continuity.

The term "DC Multiverse" refers to the collection of all continuities within DC Comics publications. Within the

Multiverse, the main DC Universe has gone by many names, but in recent years has been referred to by "Prime Earth" (not to be confused with "Earth Prime") or "Earth 0".

The main DC Universe, as well as the alternate realities related to it, began as the first shared universe in comic books and were quickly adapted to other media such as film serials or radio dramas. In subsequent decades, the continuity between all of these media became increasingly complex with certain storylines and events designed to simplify or streamline the more confusing aspects of characters' histories.

### Golden Age

The fact that DC Comics characters coexisted in the same world was first established in *All Star Comics #3* (1940) where several superheroes (who starred in separate stories in the series up to that point) met each other in a group dubbed the Justice Society of America.

Subsequently, the Justice Society was reintroduced as the Justice League of America, which was founded with Major League Baseball's National League and American League as inspiration for the name. The comic book that introduced the Justice League was titled *The Brave and the Bold*. However, the majority of National/DC's publications continued to be written with little regard of maintaining continuity with each other for the first few decades.

### Silver Age

Over the course of its publishing history, DC has introduced different versions of its characters, sometimes presenting them as if the earlier version had never existed, among them the Flash, Green Lantern, and Hawkman, in the late 1950s, with similar powers but different

names and personal histories. Similarly, they had characters such as Batman whose early adventures set in the 1940s could not easily be reconciled with stories featuring a still-youthful man in the 1970s.

To explain this, they introduced the idea of the Multiverse in Flash #123 (1961) where the Silver Age Flash met his Golden Age counterpart. In addition to allowing the conflicting stories to "co-exist", it allowed the differing versions of characters to meet, and even team up to combat cross-universe threats. The writers gave designations such as "Earth-One", "Earth-Two", and so forth, to certain universes, designations which at times were also used by the characters themselves. Earth-One was the primary world of this publication era.

### Crisis on Infinite Earths

Over the years, as the number of titles published increased and the volume of past stories accumulated, it became increasingly difficult to maintain internal consistency. In order to continue publishing stories of its most popular characters, maintaining the status quo became necessary.[citation needed]

Although retcons were used as a way to explain apparent inconsistencies in stories written, editors at DC came to consider the varied continuity of multiple Earths too difficult to keep track of, and feared that it was an obstacle to accessibility for new readers. To address this, they published the cross-universe miniseries Crisis on Infinite Earths in 1985, which merged universes and characters, reducing the Multiverse to a single unnamed universe with a single history.

However, not all the books rebooted post-Crisis. For example, the Legion of

Superheroes book acted as if the Pre-Crisis Earth-1 history was still their past, a point driven home in the Cosmic Boy miniseries. It also removed the mechanism DC had been using to deal with continuity glitches or storylines that a later writer wanted to ignore (which is how Earths B and E how came into existence) resulting in a convoluted explanation for characters like Hawkman.

The Zero Hour limited series (1994) gave them an opportunity to revise timelines and rewrite the DC Universe history. However this failed right out of the gate as the writers had Waverider state all alternate histories had been wiped and yet have the Armageddon 2001 saga in the timeline which required multiple timelines to work.

As a result, almost once per decade since the 1980s, the DC Universe experiences a major crisis that allows any number of changes from new versions of characters to appear as a whole reboot of the universe, restarting nominally all the characters into a new and modernized version of their lives.

Meanwhile, DC has published occasional stories called Elseworlds, which often presented alternate versions of its characters. One told the story of Bruce Wayne as a Green Lantern. In another tale, Superman: Speeding Bullets, the rocket ship that brought the infant Superman to Earth was discovered by the Wayne family of Gotham City rather than the Kents.

In 1999, The Kingdom reintroduced a variant of the old Multiverse concept called Hypertime which essentially allows for alternate versions of characters and worlds again. The entire

process was possibly inspired by Alan Moore's meta-comic, *Supreme: Story of the Year* (1997).

The *Convergence* (2015) crossover officially retconned the events of *Crisis* after heroes in that series went back in time to prevent the collapse of the Multiverse.[7] However, Brainiac states "Each world has evolved but they all still exist".[8] It has been confirmed that all previous worlds and timelines now exist, and that there even multiple Multiverses now in existence, such as the Pre-Crisis infinite Multiverse, the collapsed Earth, and the Pre-New 52 52 worlds Multiverse.

### Infinite Crisis

The *Infinite Crisis* event (2005–2006) remade the DC Universe yet again, with new changes. The limited series *52* (2006–2007) established that a new multiverse now existed, with Earth-0 as the primary Earth.

### The New 52

The 2011 reboot of the DC Universe coincided with DC's publishing event *The New 52*, during which the publisher cancelled its ongoing titles and relaunched 52 new books, including a number of new books, set within a revised continuity. This follows the conclusion of the *Flashpoint* crossover storyline, which provided a jumping-off point for the existing continuity. A number of in-universe changes are intended to make characters more modern and accessible, though the scope of the changes varies from character to character. Some like Batman have their histories left largely intact, though compressed, while others were given wildly different histories and looks. DC stopped putting 'The New 52' logo on its publications in the summer of 2015,

coinciding with the *Convergence* anniversary crossover event which celebrated the history of the DC Multiverse and its various incarnations.

### DC Rebirth

In February 2016, DC announced its DC Rebirth initiative, a line-wide relaunch of its titles, to begin in June 2016. Beginning with an 80-page one-shot which was released on May 25, 2016, DC Rebirth also sees *Action Comics* and *Detective Comics* return to their previous numbering (#957 and #934 respectively), all books releasing at US\$2.99, multiple books shifting to a twice-monthly release schedule, a number of existing titles relaunching with new #1s, and the release of several new titles.[9][10] DC has used the *Green Lantern: Rebirth* and *The Flash: Rebirth* miniseries as examples of the basis for the initiative, which has been described as a rebirth of the DC Universe. The DC Rebirth initiative will reintroduce concepts from pre-*Flashpoint* continuity, such as legacy, that have been lost with *The New 52* and build "on everything that's been published since *Action Comics* #1 up thru *The New 52*."

### DC Universe

In October 2017, DC revealed that they would be discontinuing the Rebirth branding and logo from their titles in December 2017, releasing everything under a single umbrella title as the "DC Universe". Coincided with the release of the *New Age of Heroes* imprint, DiDio explained, "We want to make it clear that this is all the DC Universe... Rebirth pretty much is the DCU now; while we're taking Rebirth off the books, we'll be following the direction that Rebirth established." Titles also received new trade dress, with those "that tie in clearly to our larger DC Universe" having a

"DCU logo on them" in addition to corner boxes with icons of the characters to help identify the family of titles; titles outside the DCU, such as *Injustice: Gods Among Us* and *DC Bombshells* would simply have the DC logo on them. DiDio also added that the Young Animal imprint would continue as a separate line of titles.

The basic concept of the DC Universe is that it is just like the real world, but with superheroes and supervillains existing in it. However, there are other corollary differences resulting from the justifications implied by that main concept. Many fictional countries, such as Qurac, Vlatava, and Zandia, exist in it. Though stories are often set in the United States of America, they are as often as not set in fictional cities, such as Gotham City or Metropolis. These cities are effectively archetypes of cities, with Gotham City embodying more of the negative aspects of life in a large city, and Metropolis reflecting more of the positive aspects. Sentient alien species (such as Kryptonians and Thanagarians) and even functioning interstellar societies are generally known to exist, and the arrival of alien spacecraft is not uncommon.

Technologies which are only theoretical in the real world, such as artificial intelligence or are outright impossible according to modern science, such as faster-than-light travel, are functional and reproducible, though they are often portrayed as highly experimental and difficult to achieve. Demonstrable magic exists and can be learned.

The general history of the fictional world is similar to the real one (for instance, there was a Roman Empire, and World War II and 9/11 both occurred), but

many fantastic additions exist, such as the known existence of Atlantis. In recent years, stories have increasingly described events which bring the DC Universe farther away from reality, such as World War III occurring, Lex Luthor being elected as President of the United States in 2000, and entire cities and countries being destroyed. There are other minor variations, such as the Earth being slightly larger than ours (to accommodate the extra countries), and the planet Saturn having 18 moons rather than 19 because Superman destroyed one.

### Superheroes

Many of the superhumans on Earth owe their powers to the "metagene", a genetic feature of unknown origin, which causes some people to develop superpowers when exposed to dangerous substances and forces. Others owe their powers to magic, genetic manipulation (or mutation) or bionics (see below). A large power gap resides between most superheroes and civilians. Still others owe their powers to not being human at all (see races, below). There are also superheroes and supervillains who possess no superhuman powers at all (for example Batman, Robin, Green Arrow or Speedy), but rival their effectiveness with specialized equipment or "to the absolute limit of human potential" training in special skills, such as martial arts.

The humans first began using costumed identities to fight or commit crime during the 1930s. The first superheroes included characters like the Crimson Avenger and The Sandman. In November 1940, the first superhero team, the Justice Society of America, was formed. During World War II, all of America's heroes were banded together

as the All-Star Squadron to protect the United States from the Axis powers. However, due to a magical spell cast by Adolf Hitler (using the Spear of Destiny and the Holy Grail) the most powerful heroes were unable to enter Axis-held territories, leaving the war to be fought mainly by normal humans such as Sgt. Rock.

After the war, under pressure from the paranoid Committee on Un-American Activities, the JSA disbanded. While many types of heroes were active afterwards (mainly non-costumed, such as the Challengers of the Unknown or Detective Chimp), it was not until Superman's public debut that a new generation of costumed heroes became active. Soon after, the Justice League of America was formed, and they have remained Earth's preeminent superhero team; most DC heroes (such as the Teen Titans) have either belonged to the League at some point, or have connections to it.

As a general rule, being a superhero does not require powers anywhere near omnipotence. Furthermore, even major heroes and cosmic entities have distinct vulnerabilities, such as: Superman's weaknesses to magic, kryptonite, and red sunlight; Green Lantern's initial problems with wood or the color yellow (which have since been largely overcome); or Batman's lack of superhuman powers, which he supplements with keen intellect, constant training, and specialized technology.

Superheroes are generally accepted or even praised—Superman and the Flash actually having museums dedicated to them—by the general public, though some individuals have decided that "the metahumans" must be dealt with less

passively. Thus, an organization called "the Dome" was formed to help superheroes who needed to fight crime across international borders; the superhero group called the Global Guardians were their main agents.

However the Dome eventually lost out, as its United Nations backing went to the more famous Justice League. In general, DC Comics has led a parody of its own teams and organizations after the Watchmen storyline and the Batman run from a dark humor style which began during the 1980s and ended in the early 90s. Superhero teams such as the Doom Patrol and Justice League International led the writers to have a more subtle approach of semiotic dark humor with its own version of over-powered egos dominating personalities.

The American government has had a more wary approach, however. Back during World War II they started "Project M" to create experimental soldiers to fight in the war, such as the Creature Commandos. Most of these experiments remain a secret to the public. Currently, the government deals with metahumans and similar beings through its Department of Extranormal Operations (DEO), and more recently A.R.G.U.S.. Covertly, they use an organization of costumed (but non-superhuman) agents known as "Checkmate". The government also formed Task Force X (known as the "Suicide Squad") for "black ops". Most members have been captured supervillains (and thus expendable), and were strongly "encouraged" to join (often with offerings of clemency if they survived their extremely dangerous missions).

Outcast personalities are often relegated to the world of DCU supervillainry. They are then usually well versed in heists, kidnappings and robberies. Villains with meek powers contrive schemes of extraordinary complexity, yet—because of their simple talents—they only call the attention of powerless superheroes like Batman, or lesser superheroes like Booster Gold. When caught, any prison sufficient to contain these villains is suitable. More powerful villains strive to contest for greater goals like world domination and/or universal acclaim (from the public and their villainous peers). Usually more powerful enemies are imprisoned in maximum-level facilities—such as Belle Reve Penitentiary (which also was secretly Task Force X's headquarters) and even alternate dimensions or outer space—because they cannot simply be killed by a bullet, electricity, or poison.

Supervillains sometimes also form their own groups, but these tend to be short-lived because most villains simply do not trust each other. Most such teams are formed by a charismatic and/or fearsome criminal mastermind for specific purposes; an example is the Secret Society of Super Villains of which there have been several versions. Most villain teams are usually small, having been formed of individuals who know each other personally, such as the Central City Rogues, or have some other reason to work together (mercenary groups like the H.I.V.E., fanatical cults such as Kobra, etc.).

### Advanced technology

Technology more advanced than that which currently exists in real life is available - but it is usually very expensive, and usually only rich or powerful individuals and organizations

(or the scientific geniuses who create them) have access to them. S.T.A.R. Labs is an independent research outfit that often develops these devices, while Lexcorp is the main company selling them. The government also runs the secret Project Cadmus (located in the mountains near Metropolis) to develop clones and genetic manipulation without the public's knowledge. Technology can also come from outer space or different timelines. Apokolips weaponry is often sold in Metropolis to the criminal organization known as Intergang.

Robots and similar creations, including cyborgs, can have superior intelligence when they are created as sentient beings. The Manhunters, the Metal Men, Red Tornado, Robotman, Hourman, and Metallo are but a few examples. These 'beings' are most often created by individuals who possess vast intellects, like scientists Professor T.O. Morrow (maker of the Red Tornado), Dr. Will Magnus (who constructed the Metal Men) and Professor Ivo (who fabricated Amazo and other advanced androids using a form of Nano-technology developed by Lexcorp). Brainiac also emulates this technology as well as technology from other worlds. Similarly, some characters use technology to enhance their armor or modify cybernetic functions, for example Steel, Cyborg and the Cyborg Superman.

### Hidden races

There are a few intelligent races living on Earth that the public at large did not know about until recent times. Among these are the Amazons of Themyscira and Bana-Mighdall and the last survivors of Atlantis, who changed themselves into water-breathing forms, including the human-like Poseidonians and the mermaid-like Tritonians. Other

species, such as Warworlders, were brief test subjects of Project Cadmus who fled to the Underworld below Metropolis. There is also a tribe of highly intelligent, telepathic gorillas living in Gorilla City, an invisible city hidden in Africa; this is the home of Gorilla Grodd.

Certain creatures created such as angelic beings, timeline driven entities, experimental deformities and dimension creatures are not considered hidden races because it is simply not included. However, it is only because most monsters play a less substantial role in the DC Universe. The plot-lines of Dinosaur Island and Skartaris are but a few examples of the experiments the DC universe contrives, yet its role in DC comics are played down when in comparison to other companies, therefore they are included as being a race from Earth. An easternized influence is more evident in most Marvel Comics literature, while DC Comics are exaggerated, under-influenced or sustained into the belief of comical parodies; e.g. the story-line of the alien, Monstergirl, and her affluent life-style as a teenage recluse who turns into a monster or the purpose of Asmodel, an angelic inter-dimensional being from a conceptual Heaven who comes to Earth. Therefore, these particular races are not considered hidden but alien and extra-dimensional (see the following sections below for reference).

### Aliens

There are many intelligent extraterrestrial races as well. Curiously, a large number of them are humanoid, even human-like, in form (such as Kryptonians, who outwardly appear identical to Earth-born humans); some can even interbreed with Terrans. Some of these races have natural superpowers,

but they are usually the same for all individuals of the same race, unlike Earth's metahumans. This was explained by the fact that in Earth's distant past Martians experimented on humanity, severely culling the metahuman potential; this means that a species that was meant to have a wide range of powers, like Tamaranians or Kryptonians, ended up "just...human". However, there are also plenty of nonhumanoid races.

The DC Universe has had many natural and cosmic disasters happen to their alien civilizations. The Martians were destroyed by war, the Kryptonians by a dying planet that exploded, and the Czarnians by a plague. Even the Almeracian Empire was victim to impending destruction by Imperiox.

Order is kept around the galaxy by the Guardians of the Universe and their agents, the Green Lantern Corps. Rival peacekeeping organizations include the Darkstars (created by the Guardians' rivals, the Controllers) and the interplanetary mercenary organization L.E.G.I.O.N.. Criminal organizations include the Manhunters, the Spider Guild and the Dark Circle.

Most aliens are from different planets, who have a source of origin near the Solar System and in the Milky Way Galaxy, although, unlike the Marvel Universe, alien colonies are common within the solar system. The Dominators are an imperialistic race of terrorist aliens who control most of the unknown cosmos in order to extract genetic resources from planets. The caste is also collectively known as the Dominion. Other aliens in the outlying galaxies control armadas like the Khunds, Gordanians, Thanagarians, Spider Guild

and, most recently, the Reach. Even though the majority of the DC Universe is policed by the Green Lantern Corps, and later the United Planets, most rogue races strive to conquer the known universe.

One oddity is the Vegan star system. Due to an arrangement with the Psions, the Guardians did not intervene in that system, allowing a cruel empire called "the Citadel" to govern there, until it was overthrown by the Omega Men.

### Cosmic entities

The Presence is the God of the DC Universe; he created all reality. He is also the most powerful being in the Multiverse and beyond. There are several lesser beings in the DC universe that possess god-like powers, through energy manipulation, magic ability, or technological advancement. Magic and the supernatural are often depicted as being real in the DC Universe, though some skeptics, such as Mister Terrific, maintain that there are scientific explanations to all such events. The narration of the mystic and harsh dark reality is more common in DC's Vertigo Comics because its stories lurk outside of superhero fantasy; the Vertigo series have beings that relate better to civilian life, although both universes are subject to fantastical realms and unworldly dimensions. Magic is too powerful in the physical world, where harnessing magic can distort and even destroy reality if not properly controlled (e.g., if a Lord of Order succumbs to certain events, so will a Lord of Chaos).

There are several types of cosmic entities, such as:

#### **Gods:**

The first beings calling themselves 'gods' first appeared billions of years ago on

another planet, but they destroyed themselves in a terrible war. This unleashed the "Godwave", a wave of cosmic energy from the Source. This gave birth to other gods across the universe, including Earth's. From the planet's remains the worlds of Apokolips and New Genesis were formed, inhabited by beings that call themselves the "New Gods". The Source Wall is an archetype of Buddha on the edge of the known galaxy. Certain speedsters believe in enlightenment in order to become part of the Speed Force (see below). Kismet is an immortal god and the embodiment of reality. She was matched with Marvel's Eternity in JLA/Avengers. In mortal form she was a member of the Lords of Order. Depending on the characters, other diverse religious deities from ancient cultures are common. Heroes such as Aztek and Black Condor, or villains like Black Adam, have found knowledge of their native roots in origin. Death represents different characters in the DC Universe. One personification of death is the Black Flash, who can represent Death as an internal figure for the speedsters in the DC Universe. Another is Death (see below), who resides at the very end of time. The Black Racer appears as Death in the afterlife. There also is Nekron, lord of the Land of the Unliving, who is the embodiment of Death as the ultimate opponent. Death is also one of the Endless, and is the ultimate personification of Death in the DCU.

#### **The Lords of Chaos and Order:**

These two groups of magical beings have been fighting against each other since the beginning of time and they often empower others (with "Order Magic" or "Chaos Magic") in exchange for their acting as their agents. Many



magical heroes and villains have been manipulated by them. The Lords of Chaos and Order were killed by the Spectre in *Day Of Vengeance: Infinite Crisis Special #1*.

### **Elementals:**

The Earth itself has a living spirit called "Maya" who, for millennia, has been creating champions, one for each of the mystical elements, to protect itself, using human beings as their hosts. The Swamp Thing, Firestorm, Naiad and the Red Tornado were some of them.

### **Homo magi:**

a species of humanity with the natural ability to use magic, this race almost disappeared after too much crossbreeding with normal humans (it is from them that people in the DC Universe inherited the ability to use magic). The last pure-blooded ones decided to retire to a magical invisible city centuries ago and are now known as "the Hidden Ones". Zatanna knows many of the race's secrets, and Traci Thirteen is currently investigating magical and occult phenomena for the Croatoan Society—both women had Homo magi mothers.

### **The Endless:**

Physical manifestations of eternal and universal phenomena that affect the human condition (Destiny, Death, Dream, Destruction, Despair, Desire and Delirium), principally recounted in the *Modern Age Sandman* series.

### **Emotional Manifestations:**

Like the Endless, these beings were created from the emotional energy generated by sentient beings. Each of the seven emotional manifestations of the DCU is represented by a different color (rage - red; greed - orange; fear - yellow;

will - green; hope - blue; compassion - indigo; love - violet) and being. The various power-ring based corps of the DCU, most notably the Green Lantern Corps and Sinestro Corps, utilize the energies of these beings.

### **Wizards and Sorcerers:**

Various sorcerers lurk in the DCU. Dr. Fate, Circe, the wizard Shazam, Mordru and Felix Faust are written as characters who use sorcery to both create and destroy. Dimensions, rituals and spiritual realms are sources for magic power as seen in Ras al Ghul's Lazarus Pit, Doctor Occult's use of the astral plane and the transformations of Captain Marvel.

### **Demons:**

Demonic entities vary from Etrigan the Demon to Blaze, Satanus and Neron. Demonic entities are abundant and come from Hell although some, like Eclipso the vengeance demon (also referred to as the Prince of Darkness), reside on the Moon. Demonic entities from *Wonder Woman* comics are directly linked to Greek mythology such as Hades and Ares. In the *Vertigo* comics, characters like John Constantine oppose demons influenced by Christian mythology. Most demons are not, however, directly linked to demonology.

### **Monitors:**

The Monitors were incredibly powerful cosmic beings. Originally, a Monitor and an Anti-Monitor were byproducts of the event that created the Multiverse. As archenemies, they fought for billions of years, before enlisting the help of warriors and causing the Crisis, during which both were killed. After the Multiverse was reborn, the origins of the Monitors was revised. In the *Post-Crisis* continuity, the Monitors were a vast civilization tasked with protecting and

guiding the various worlds of the Multiverse. They were also vampires and had to resist the urge to feed on the universes that they were born to protect.

### Other dimensions

The DC Universe is composed of a number of different dimensional planes, most notably parallel Earths (see Multiverse), but the latter were eliminated when reality was altered by the Anti-Monitor (although stories featuring parallel Earths have continued to crop up with various rationalizations in the following years). Other types of dimensions still exist, however, including the Antimatter Universe of Qward, the Pax dimension, the Fifth Dimension and the Bleed. Prison dimensions, such as the Phantom Zone, are meant to house superpowered criminals who are too powerful for any conventional means of containment. Dimensions make up many universes, of which some are created and destroyed with help from supernatural forces and elements from which power is drawn.

As well, certain dimensions function as crossover opportunities for heroes from different comic book companies to interact, either from competing companies, or from companies absorbed by competitors. The most notable example of the first kind of crossover has been between Marvel Comics and DC Comics, and the latter with Wildstorm Comics. An example of the latter kind of crossover would be DC's acquisition of Fawcett Comics, Quality Comics, and Charlton Comics and the absorption into the DC continuity of the original Captain Marvel, Plastic Man and Captain Atom. In this way, heroes originally published by different companies are now part of the same fictional universe, and interactions

between such characters are no longer considered intercompany crossovers.

Additionally, the Marvel Comics Universe is also said to exist in the DC Universe as one of the many alternative universes. The reverse may also be said with respect to the Marvel Universe. This is one method of explaining the various crossover stories co-published by the two companies.

### **Dimensions within the Magic Lands**

Azarath  
Gemworld  
Hidden Land  
Land of Nightshades  
Mera's World  
Myra  
Other side of the world  
Skataris  
Themyscira  
Zrfff

### **Dimensions within the Lands of Logic**

Meta Zone  
Phantom Zone  
Qward  
Teall

### **Dimensions within the Afterworlds**

Asgard  
Bgtzl  
Controller's Dimension  
Darkworld  
Domain of Lords of Order  
Heaven  
Heliopolis  
Hell  
Limbo  
Mount Olympus

### **Heaven and Hell**

Heaven and Hell exist in the DC Universe but may not exist in the same continuum. Versions vary from the Vertigo and DC Universe series with

writers of the Vertigo Universe depicting them in relation to religion and mythology while the writers in the DCU have a tendency to narrate fantasy.

### **Speed Force**

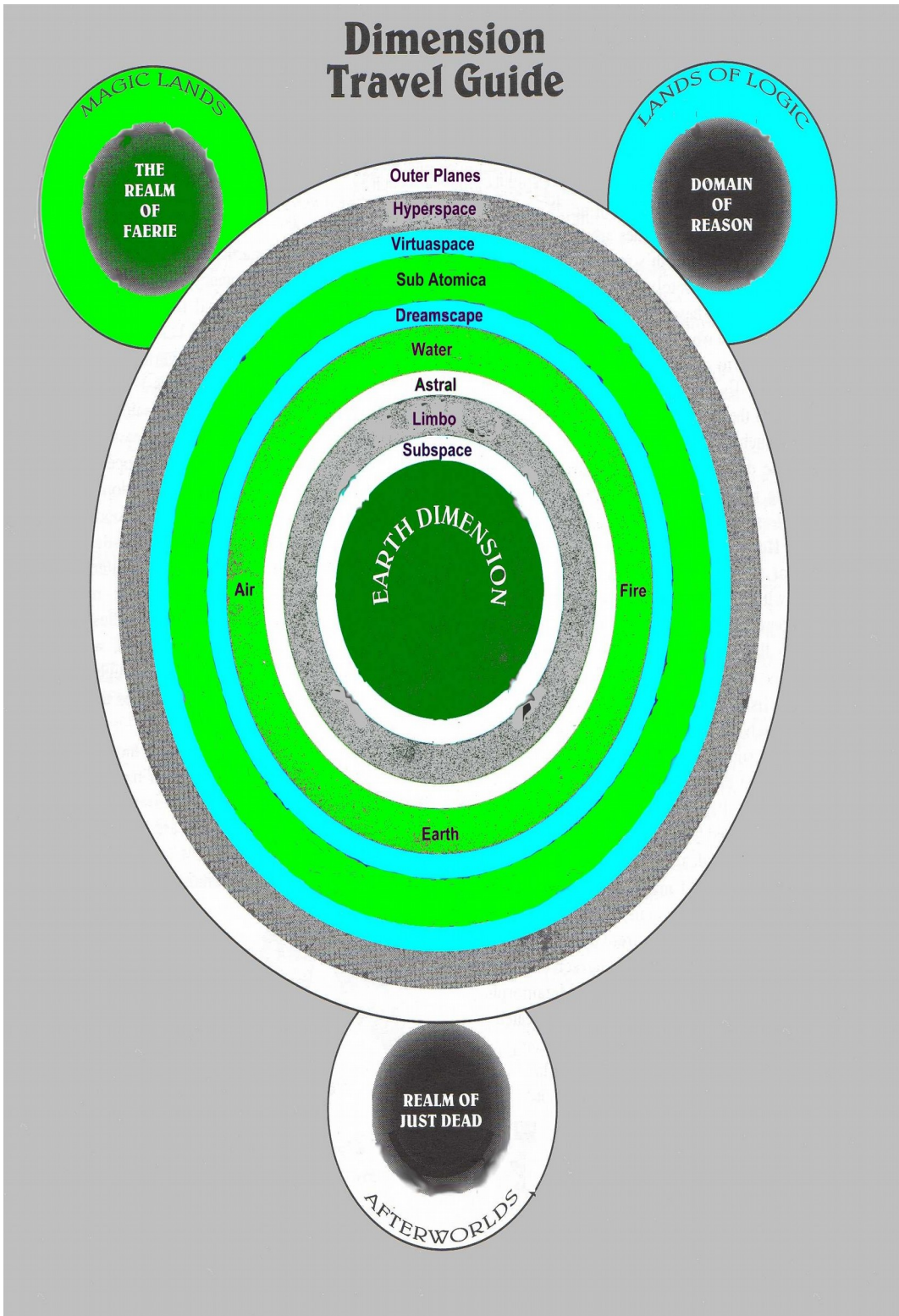
The Speed Force is an extradimensional energy source which provides the speedsters of the DC Universe with their powers. Accessing the Speed Force makes it possible to run at incredible speeds, even faster than light, and even to jump in and out of the timestream, thereby travelling - albeit with a limited degree of control - through time. The Speed Force also acts as a kind of Valhalla for deceased speedsters. The Flash: Rebirth reveals that Barry Allen is a living generator of the Speed Force ever since the accident that transformed him into the Flash.

### **The timestream**

It is possible to travel in time in this universe by several means, including moving faster than the speed of light.

The Legion of Super-Heroes from 1,000 years into the future in particular have access to time-travel technology (although the threeboot Legion lacks time travel technology) while Rip Hunter is the present day authority of the technology. Originally, it was impossible to change the past, or to exist in two places at the same time (a time traveler appearing in an era where they already existed would become an ineffectual, invisible phantom while there). However that was all changed after the Anti-Monitor tried to change history at the beginning of time during the Crisis on Infinite Earths. Also, a number of alternate realities-known as Hypertime-now exist. A group calling itself the Linear Men formed to prevent anyone from changing history. In addition, an enormously powerful being called the Time Trapper, an enemy of the Legion, has been known to manipulate the timestream, even creating "pocket universes".

## **APPENDIX 2: MUO THE MARVEL UNIVERSE**



The Marvel Universe is a fictional universe where the stories in most American comic book titles and other media published by Marvel Entertainment take place. Super-teams

such as the Avengers, the X-Men, the Fantastic Four, the Guardians of the Galaxy, the Defenders, the Inhumans and other Marvel superheroes live in this universe, including characters such as Spider-Man, Captain America, Iron Man, Thor, Daredevil, The Hulk, Wolverine, Punisher, Moon Knight, Deadpool, Blade, Ghost Rider, Doctor Strange and numerous others.

The Marvel Universe is further depicted as existing within a "multiverse" consisting of thousands of separate universes, all of which are the creations of Marvel Comics and all of which are, in a sense, "Marvel universes". In this context, "Marvel Universe" is taken to refer to the mainstream Marvel continuity, which is known as Earth-616 or currently as Earth Prime.

The Marvel Universe is strongly based on the real world. Earth in the Marvel Universe has all the features of the real one: same countries, same personalities (politicians, movie stars, etc.), same historical events (such as World War II), and so on. However, it also contains many other fictional elements: countries such as Wakanda and Latveria (very small nations), and organizations like the espionage agency S.H.I.E.L.D. and its enemy, HYDRA, and A.I.M. In 2009 Marvel officially described its world's geography in a two-part miniseries, the *Marvel Atlas*.

Most importantly, the Marvel Universe also incorporates examples of almost all major science fiction and fantasy concepts, with writers adding more continuously. Aliens, gods, magic, cosmic powers and extremely advanced human-developed technology all exist prominently in the Marvel Universe. (A universe incorporating all these types of

fantastic elements is fairly rare; another example is the DC Universe.) Monsters also play a more prominent role with east Asian origins of magical incantation, outlandish sorcery and manifesting principle in the Marvel Universe. One such case is Fin Fang Foom arising from the ashes of tantric magic. Thanks to these extra elements, Earth in the Marvel Universe is home to a large number of superheroes and supervillains, who have gained their powers by any of these means.

Comparatively little time passes in the Marvel Universe compared to the real world, owing to the serial nature of storytelling, with the stories of certain issues picking up mere seconds after the conclusion of the previous one, while a whole month has passed by in "real time". Marvel's major heroes were created in the 1960s, but the amount of time that has passed between then and now within the universe itself has (after a prolonged period of being identified as about ten years in the mid-to-late 1990s) most recently been identified as thirteen years.

Consequently, the settings of some events which were contemporary when written have to be updated every few years in order to "make sense" in this floating timeline. Thus, the events of previous stories are considered to have happened within a certain number of years prior to the publishing date of the current issue. For example, Spider-Man's high school graduation was published in *Amazing Spider-Man #28* (September 1965), his college graduation in *Amazing Spider-Man #185* (October 1978), and his high school reunion in *Marvel Knights: Spider-Man #7* (December 2004). Because of the floating timeline, where stories refer to

real-life historic events, these references are later ignored or rewritten to suit current sensibilities. For instance, the origin of Iron Man was changed in a 2004 storyline to refer to armed conflict in Afghanistan, whereas the original Iron Man stories had referred to the Vietnam War.

Marvel Comics itself exists as a company within the Marvel Universe, and versions of people such as Stan Lee and Jack Kirby have appeared in some of the stories, whereas characters like Steve Rogers, (Captain America's alter ego), have worked for Marvel. The Marvel of this reality publishes comics that adapt the actual adventures of the superheroes (except for details not known to the public, like their secret identities); many of these are licensed with the permission of the heroes themselves, who customarily donate their share of profits to charity. Additionally, the DC Comics Universe is also said to exist in the Marvel Universe as one of the many alternative universes. The reverse may also be said with respect to the DC Universe. This is one method of explaining the various crossover stories co-published by the two companies.

Pop culture characters such as Dracula and Frankenstein actually exist in the Marvel Universe. This is usually justified as a second hand account of events as told to credited authors Bram Stoker and Mary Shelley although the general public continues to believe them as fictional. Robert E. Howard's Conan the Barbarian, Red Sonja, Kull the Conqueror, and Solomon Kane also have real life existences in the Marvel Universe. The Hyborian Era of Conan and Kull is considered part of Earth-616 pre-recorded history. However, they

rarely encounter modern Marvel superhero characters. This is most likely possible due to the uncertain legal status of Howard's works prior to 2006 when they became public domain. Other licensed works that have been incorporated into the Marvel Universe include Godzilla, 2001: A Space Odyssey (in the character of Machine Man), ROM: Spaceknight, the Micronauts, and the Shogun Warriors. In most cases, such material is either restricted from use after the license expires or the characters redesigned or renamed to avoid infringement.

Within the fictional history of the Marvel Universe, the tradition of using costumed secret identities to fight or commit evil had long existed, but it came into prominence during the days of the American "Wild West" with heroes such as the Phantom Rider. During the 20th century the tradition was reinvigorated by Captain America and his fellow Invaders in the 1940s, who fought for the Allies of World War II. [citation needed]

Most of Marvel's major heroes are those created during the Silver Age of Comic Books, including Spider-Man, Iron Man, Doctor Strange, Daredevil, Thor, the Hulk, Ant-Man and the Wasp, Black Widow, Hawkeye, Quicksilver and Scarlet Witch, the Vision, Peggy Carter and Sharon Carter, Groot, the Avengers, the X-Men, the Fantastic Four, the Inhumans, S.H.I.E.L.D., Nick Fury, Black Panther, Captain Marvel, Falcon, and the Silver Surfer. Marvel's other notable heroes from the Bronze and Modern Ages include Wolverine, Storm, Colossus, Nightcrawler, Luke Cage, Iron Fist, Misty Knight, Colleen Wing, Ghost Rider, Blade, Drax the Destroyer, Star-Lord, Gamora, the Punisher, Moon

Knight, the Eternals, Adam Warlock, Nova, Rocket Raccoon, Psylocke, Scott Lang, Black Cat, Silver Sable, Kitty Pryde, Emma Frost, She-Hulk, Elektra, Cloak and Dagger, Rogue, the New Mutants, Jubilee, and the New Warriors. Some of Marvel's more recent creations such as Deadpool, Gambit, Cable, Domino, War Machine, the Thunderbolts, Jessica Jones, the Runaways, X-23, Daisy Johnson, the Winter Soldier, Maria Hill, the modern Guardians of the Galaxy and Defenders, and Ms. Marvel have become popular characters in their own right. Unlike the DC Universe, few of Marvel's 1940s characters have become major characters in modern publications; Captain America is one exception, and to a lesser extent his contemporary, Namor the Sub-Mariner, primarily because both of these characters were reintroduced to readers and to the Marvel Universe during the 1960s.

Prominent groups of superheroes include the Avengers, the X-Men, the Fantastic Four, the Defenders, the Guardians of the Galaxy, and the Inhumans. All these groups have varying lineups; the Avengers in particular, have included many of Marvel's major heroes as members at one time or another. The X-Men are a team of mutants led by Professor X and include some of Marvel's most popular characters, such as Wolverine. The Fantastic Four are "Marvel's First Family" of superheroes consisting of Mister Fantastic, the Invisible Woman, the Human Torch, and the Thing. The Defenders were an ad-hoc team usually brought together by Doctor Strange, which has included the Hulk, Namor the Sub-Mariner, and the Silver Surfer. The most recent incarnation of the team though consists of street-level heroes Daredevil, Jessica

Jones, Luke Cage, and Iron Fist. The Guardians of the Galaxy include Marvel's cosmic characters such as Star-Lord, Gamora, Drax the Destroyer, Groot, and Rocket Raccoon, but the team has also introduced other heroes into the roster such as Iron Man and Kitty Pryde.

The Inhumans are a species of genetically-engineered beings which include the Royal Family (consisting of Black Bolt, Medusa, Karnak, Gorgon, Lockjaw, Crystal, Auran, and Triton) and the NuHumans (Inhumans who have recently gone through the process of Terregensis). Teams of supervillains exist as well though these are far and few in between, but notable villain teams include the Masters of Evil, the Brotherhood of Mutants, the Sinister Six, the Frightful Four, the Annihilation Wave, and the Cabal.

### **Origin of superhuman powers**

Most of the superhumans in Marvel's Earth owe their powers to the celestials, cosmic entities who visited Earth millions of years ago and experimented on our prehistoric ancestors (a process they also carried out on several other planets). This resulted in the creation of two hidden races, the godlike Eternals and the genetically unstable Deviants, in addition to giving some humans an "x-factor" in their genes, which sometimes activates naturally, resulting in sometimes superpowered, sometimes disfigured individuals called mutants. Others require other factors (such as radiation) for their powers to come forth. Depending on the genetic profile, individuals who are exposed to different chemicals or radiation will often suffer death or injury, while in others it will cause superhuman abilities to manifest.

With the exception of psionic abilities, these powers are usually random; rarely do two people have exactly the same set of powers. It is not clear why the Celestials did this, although it is known that they continue to observe humanity's evolution. A Marvel series titled Earth X explored one possible reason for this: that superhumans are meant to protect a Celestial embryo that grows inside the Earth against any planetary threats and have done so for eons. An X-Men villain known as Vargas claims to be a new direction in human evolution, as he is born with superpowers even though his genetic profile said he was an ordinary human being. The majority of the public is unaware of what may cause superhuman powers.

Other possible origins for superhuman powers include magic, genetic manipulation and/or bionic implants. Some heroes and villains have no powers at all but depend instead on hand-to-hand combat training or advanced technological equipment. In the Marvel Universe, technology is considerably more advanced than in the real world; this is due to unique individuals of genius intelligence, such as Reed Richards (Mister Fantastic) of the Fantastic Four.

However, most of the really advanced devices (such as powered armor and death rays) are too expensive for the common citizen, and are usually in the hands of government organizations like S.H.I.E.L.D., or powerful criminal organizations like A.I.M. One major company producing these devices is Stark Industries, owned by Tony Stark (Iron Man), but there are others. Advanced technology has also been given to humans by hidden races, aliens, or time travelers like Kang the

Conqueror, who is known to have influenced the robotics industry in the past.

In superhumans the energy required for their superpowers either comes from within using their own body as a source, or if the demand of energy exceeds what their body is capable to deliver, comes from another source. In most cases, this other source seems to be what is called the universal psionic field (UPF), which they are able to tap into. Sometimes they are connected to another source, and more rarely they are even a host for it. Marvel tries to explain most superpowers and their sources "scientifically", usually through the use of fictional science-like concepts, such as:

The battery effect; the cells in the body have the same function as batteries, being charged with energy that comes from an outer source. This is most often seen in gamma exposed individuals such as the Hulk, who get their powers from this stored energy. The powers will remain as long as the energy is present, and can even be increased by filling the "batteries" even more. If the energy is emptied, the powers will fade away.

The Power Primordial is a leftover force from Big Bang and is controlled by the Elders of the Universe.

The Phoenix Force is a force of incredible power. It channels energy from life itself and has been shown to favor mutant telepaths like Jean Grey.

Psionic energy, which is assumed to be an invisible, unknown form of energy generated by all living brains that has the ability to manipulate other forms of matter and energy.



Universal psionic field is a force present everywhere in the universe, but only those with abilities to connect to it can make use of its energy.

Enigma Force is suspected to be connected to the Microverse, and is also the source to the Uni-Power, which transforms an individual into Captain Universe.

Extradimensional space: dimensions that can be tapped in order to pull mass from them (to add to objects on Earth) or taken away from those objects and be stored in those "pocket dimensions" to be retrieved later. This is how characters like the Hulk can grow and shrink with no visible absorption of mass. A type of subatomic particles called Pym Particles can be used for these effects. (Note that many giant-sized characters have a limited ability to manipulate gravity to handle their increased weight.)

The change in mass can be in the form of a density change instead, allowing a character to become harder or incorporeal. Some characters can seem to "transform" themselves (or others) into unliving substances, or even pure energy, by storing their bodies in extradimensional space and replacing them with bodies made from matter or energy from that dimension, while their souls remain on Earth, controlling their new body. Travel into other dimensions can also be used as a way to "teleport" by re-entering the Earth dimension at a different point from the exiting one.

The Darkforce is an unknown, dark substance from another dimension (known simply as the Darkforce Dimension) that can be summoned and manipulated in many ways: to create impenetrable darkness, to solidify it in

various forms, and (most notably) to absorb the "life energy" from living beings (not all users can use all these effects). The Darkforce can also be used to travel to and from its home dimension, but this is dangerous to all except those with Darkforce powers.

Some believe that the Darkforce is sentient and sometimes has an evil influence on those who use it. Various heroes and villains have versions of Darkforce powers, including Darkstar, the first Blackout, the Shroud, Cloak, Doorman and Quagmire (of the Squadron Supreme Universe). Cloak seems to be the prime 'portal' to the Darkforce, however.

The Living Light is the opposite of the Darkforce: a form of energy that resembles light and also comes from its own dimension, but has healing effects on living beings (except ones made of darkness or Darkforce.) It is unknown if it might be sentient. Cloak's partner, Dagger seems to be the Living Light's main Avatar.

The Power Cosmic is a force that can alter reality, allowing the user to do whatever he or she wants (including bending the laws of physics), only being limited by how much cosmic energy the character can tap at a time. It seems to be part of the universe itself, and is most prominently used by Galactus and his heralds.

Magic also appears to be like a form of energy, except that it can defy the laws of physics naturally, and usually overrules ordinary science. However, it does have rules of its own to follow, which vary with the method of invocation, usually in the form of spoken spells. It appears to be present in

everything, even living beings. All humans in the Marvel Universe have the ability to use magic, but only if properly trained. Most people are unaware that magic actually works.

In addition, powerful magical beings from other dimensions have created specific, extremely powerful magical spells that they allow to be used (often indiscriminately) by those sorcerers who invoke their names; one example is the trinity of beings called The Vishanti, who serve as patrons to heroic sorcerers. At any given time, there is a sorcerer on Earth whose task is to protect the universe against extra-dimensional mystical invaders; this sorcerer is known as the Sorcerer Supreme, an office left empty since the death of Brother Voodoo, but most recently has been reinstated to Doctor Strange. Stars in the Marvel Universe are actually sentient beings, and the source of all mystic energy.

Pym particles are what make Ant-Man shrink.

### **Nonhuman**

A degree of paranoid fear against mutants exists due to stories of mutants being a race or even a species (Homo superior or Homo sapiens superior) that is evolving and is meant to replace normal humans. This has caused organizations to form to deal with the problem, who can be divided into three camps: those who seek peaceful coexistence between mutants and normal humans (the X-Men and their affiliated groups), those who seek to control or eliminate humans to give mutants safety or dominance (Magneto and his followers, as well as other mutants such as Apocalypse), and those who seek to regulate or eliminate mutants in favor of

humans. The latter often use the robots known as Sentinels as weapons. Certain species are regarded as subhuman, like the Morlocks who lurk beneath New York City and have been discriminated against by the outside world because of their mutant deformities. The Morlocks have recently joined the terrorist organization Gene Nation.

In addition to mutants, Eternals and Deviants, several other intelligent races have existed secretly on Earth. These include: The Inhumans, another genetically unstable race (like the Deviants, but in their case it is due to their use of a substance called the "Terrigen Mists") that was created by a Kree experiment long ago; The Subterraneans, a race of humanoids adapted to living below the surface, created by the Deviants (some subterraneans were transformed into 'Lava Men' by a demon); and Homo mermanus, a humanoid race of water-breathers that lives in Earth's oceans.

Most of these races have advanced technology but existed hidden from humanity until recent times. More variants of humanity can be found in the Savage Land (see places, below.) Most of the Savage Land races have their origin from a group of primitive ape men who seems to have escaped the Celestial experiments whose influence is present in all modern Homo sapiens. Other leftovers from the era where primitive humanoids walked the earth still exist, such as the altered Neanderthal known as Missing Link, an old enemy of the Hulk.

### **Alien races**

The Marvel Universe also contains hundreds of intelligent alien races. Earth has interacted with many of them

because a major "hyperspace warp" happens to exist in the Solar System.

The three major space empires are:  
the Kree, who rule the Kree Galaxy (the Greater Magellanic Cloud)  
the Skrulls, who rule the Skrull Galaxy (the Andromeda Galaxy)  
the Shi'ar, who rule the Shi'ar Galaxy (no known real-world counterpart, but might possibly be the Triangulum Galaxy)

The three are often in direct or indirect conflict, which occasionally involve Earth people; in particular, the Kree and Skrulls are ancient enemies, and the Kree-Skrull War has involved humans on several occasions.

The Skrulls have also been known to be in a long and consistent war against the Majesdanians, who live in a milky planet named Majesdane. The war between the two had started after two Majesdanians, Frank and Leslie Dean of *The Pride* had been kicked out for criminal activities; the two travelled to Earth, where Frank and Leslie stopped the war against Earth in exchange for giving the Skrulls the location of Majesdane, which was hidden behind the corona of a white dwarf. The war had gone on for sixteen years minimum; it ended abruptly after the Skrulls shot a barrage of missiles at Majesdane, who retaliated.

Another prominent alien race is The Watchers, immortal and wise beings who watch over the Marvel Universe and have taken a sacred vow not to intervene in events, though the Watcher assigned to Earth, Uatu, has violated this oath on several occasions.

The Elders of the Universe are ancient aliens who have often had great impact on many worlds, for billions of years,

acting alone or as a group. A power called Power Primordial is channeled through them.

Many other races exist, and have formed an "Intergalactic Council" to have their say on matters that affect them all, such as interference from Earth humans in their affairs.

### **Supernatural creatures**

Also abundant in the Marvel Universe are legendary creatures such as gods, demons and vampires. The 'gods' of most polytheistic pantheons are actually powerful, immortal human-like races residing in other dimensions who visited Earth in ancient times, and became the basis of many legends. However, all of these 'gods' share a common ancestry and connection to Earth due to Gaea, the primeval Elder Goddess that infused her life essence into all living things on Earth. Gaea is known by various names and appearances in other cultures and among the various pantheons, but she's the same being. As a result, she's a member of every polytheistic pantheon of 'gods' worshipped by humans. Besides mythological gods, many deities made up by Marvel writers exist as well, such as the Dark Gods, enemies of the Asgardians. The Dark Gods are a race of 'gods' that have been worshipped by extraterrestrial races. Well known alien races like the Shi'ar and Skrulls also have beings they worship as 'gods', though little has been revealed about them.

Many persons and beings have falsely pretended to be gods or demons during history; in particular, none of the ones claiming to be major figures from Judeo-Christian beliefs has turned out to be the real article, although a number of angels have appeared in recent years, as well as

an apparent true rebellion and expulsion of angels from a higher realm known as Paradise, proving that some form of Heaven and Hell do exist in this Universe, seemingly like those in keeping with common real world religious belief. Similarly, demons are evil magical beings who take affairs in the matters of the universe.

Some of the most powerful are Blackheart, Mephisto, Nightmare, Satannish, and Zom. There are also powerful benevolent mystical entities such as The Vishanti; or amoral and malevolent entities who are not truly demonic in nature, such as Dormammu and The Octessence, or ones heavily drawing upon the mythologies of H.P. Lovecraft and Robert E. Howard. Some supernatural beings, entities and human characters created by Lovecraft & Howard, who were friends and influenced each other's work, have been adapted by Marvel and include Abdul Alhazred, Conan the Barbarian, Nyarlathotep and Set. Some deities or demonic beings that are original characters of Marvel have been heavily influenced by these mythologies, such as Shuma-Gorath.

Most of the current generation of gods have been revealed to be the descendants of the Elder Goddess Gaea. The two most featured pantheons are the Asgardians (of whom Thor is a member) and the Olympians (of whom Hercules is a member). The lords of the various pantheons sometimes gather in groups known as the Council of Godheads and Council of Skyfathers. The gods were forced to stop meddling with humanity (at least openly) a thousand years ago by the Celestials, and most people today believe them to be fictional. There are other pantheons that have been depicted

in the Marvel Universe that are still actively worshipped in the real world including those worshipped by the Aboriginal inhabitants of Australia, the gods of Hinduism, the Shinto gods and the gods of Zoroastrianism. These deities are rarely depicted, however.

Marvel's depiction of vampires has been heavily influenced by various interpretations of popular media, such as Bram Stoker's Dracula. As with many other supernatural creatures, Marvel entwined the origin of vampires with aspects of the mythologies created by Lovecraft and Howard. They were originally created by magical rites performed by priests of Atlantis prior to the Great Cataclysm that destroyed much of the world with Varnae becoming the first vampire. Marvel would depict vampires as frequent antagonists during the Hyborian Age to Howard characters such as Kull and Conan.

In recent years, Marvel's depiction of vampires has altered greatly by creating various subspecies of vampires that exist in clans that greatly differ in appearance and belief. All vampires are depicted with varying degrees of superhuman strength, speed, stamina, agility, reflexes and accelerated healing. Many are capable of transforming into animals such as bats or wolves, some can transform into a mist like substance; some of the most powerful are capable of controlling the weather to a somewhat limited degree.

All vampires must ingest blood in order to maintain their survival and physical vitality. So long as they do so regularly, they cease to age and are immune to diseases. They retain the well known vulnerabilities common to vampires in

other media interpretations including sunlight, garlic, religious icons and weapons made of silver. Vampires can be killed by a wooden stake driven through the heart, though they return to life if the stake is removed. Vampires are highly allergic to silver and can be killed with it. While they normally heal rapidly, injuries inflicted by silver weapons heal at a much slower rate if the injuries aren't fatal. Vampires can also be killed by decapitation or being set on fire, with burning them to ashes and then scattering the ashes being the most effective means of ensuring their demise.

### **Cosmic entities**

The cosmic entities are beings of unbelievably great levels of power (the weakest of whom can destroy planets) who exist to perform duties that maintain the existence of the universe. Most do not care at all about "lesser beings" such as humans, and as a consequence their acts are recurrently dangerous to mortals. When dire threats threaten the universe it is not uncommon for these beings to gather together to discuss the threat, and even act.

Above all pantheons of gods, mystical beings, and cosmic/conceptual entities there exists one, supreme "God", a mysterious but apparently benign entity sometimes referred to as the One-Above-All. This being is indicated to be the Creator of all existence and all realities of the Marvel Universe and possibly beyond.

The Living Tribunal is the cosmic judge, overseer, and mediator. It safeguards the multiverse from dire threats, but is also willing to destroy entire universes on behalf of more favored creations.

Most conceptual entities are simply interested in furthering their own essential function, or to keep the balance with an opposing force. However, certain cosmic entities, such as Galactus, In-Betweener, Maelstrom, or The Stranger have demonstrated personality, motivations, or (except for the first mention) even ambitions beyond their functions, but often maintain the perspective that morality is entirely relative, or that destroying civilisations of "lesser" beings is no more evil than if these beings destroyed an anthill. Others such as Uatu the Watcher, Eon, or the Celestials Ashema and Tiamut are aberrations in the sense of sympathising with and occasionally coming to the defense of humanity.

The "Fulcrum" is a comparatively recent addition to the hierarchy, that "all" cosmic entities allegedly serve, of a level of raw power stated to far surpass the might of the Watchers and the Celestials. Unlike most other entities it is capable of conscience, compassion, and even a sense of humour, and has stated that it wants other cosmic beings to develop such as well. He is a possible manifestation/avatar of The One Above All.

The Phoenix Force first received personification in Jean Grey. The Force is composed of the psionic energy from all living beings, past, present and future, and is an embodiment of rebirth and destructive transformation through "burning away what doesn't work", and helped to restart the universe before the Big Bang.[volume & issue needed]

### **Cosmology**

The Marvel Universe is part of a multiverse, with various universes coexisting simultaneously usually

without affecting each other directly.  
[volume & issue needed] According to Reed Richards, the ultimate fate of the Multiverse is to perish in an all-encompassing heat death.

### **Universes/Earths/continuities**

The action of most Marvel Comics titles takes place in a continuity known as Earth-616. This continuity exists in a multiverse alongside trillions of alternative continuities. Alternative continuities in the Marvel multiverse are generally defined in terms of their differences from Earth-616.

### **Continuities besides Earth-616 include the following:**

Age of Apocalypse-  
an alternate reality ruled by the mutant god Apocalypse

Alterniverse-  
the reality for some What If stories

Amalgam Universe-  
a reality combining the Marvel and DC Universes

Days of Future Past-  
another dystopian reality where Sentinels rule North America and enslave mutants.

Earth X-  
an alternate future for the Marvel Universe depicting an Earth mutated by the Terrigen mist. The reality was followed by two other series Universe X and Paradise X. Designated Earth-9997.

Earth-92131-  
The universe of X-Men: The Animated Series, Spider-Man: The Animated Series, Fantastic Four, Iron Man, and The Incredible Hulk.

Earth-200111 -  
the reality of The Punisher MAX, Born (and its sequel Punisher: The Platoon), Wolverine MAX, Foolkiller MAX, Fury, and Fury: My War Gone By. A world without traditional superheroes and a gritty, realistic, violent universe.

Earth-30847 -  
The reality of the Marvel vs. Capcom games.

House of M-  
a reality dominated by mutants

Larval Universe-  
the home reality of Peter Porker (aka Spider-Ham) a reality where animal-themed versions of Marvel superheroes exist.

Marvel Noir-  
a reality home to noir versions of superheroes.

Marvel 2099-  
a reality showing a possible future for the Marvel Universe in the year 2099.

Marvel 1602-  
A reality where Marvel superheroes emerged in the early 1600s. This reality became Earth-311.

Marvel Age-  
an all ages imprint

Marvel Mangaverse-  
A reality home to Manga versions of Marvel characters.

Marvel Apes-  
A reality where apes are the dominant species and the superheroes are apes themselves.

Marvel Cinematic -  
a shared cinematic universe by Marvel Studios consisting of the Universe Avengers, the Defenders, the Guardians of the Galaxy, the Inhumans (both the Royal Family and NuHumans), Phil Coulson and the Agents of S.H.I.E.L.D., the New Warriors, the Runaways, Spider-Man, Ant-Man and the Wasp, Black Panther, Doctor Strange, Captain Marvel, Punisher, Elektra, Ego the Living Planet, Kingpin, Cloak and Dagger and many other characters. It is designated as Earth-199999.

Earth-12041  
an animated version of the Marvel Universe on Disney XD. The shows part of this universe include Ultimate Spider-Man, Avengers Assemble, Guardians of the Galaxy, and Hulk and the Agents of S.M.A.S.H..

Marvel Zombies-  
reality where all the Marvel superheroes were turned into zombies

MC2-  
the alternate future for the world of the Marvel Universe and its heroes and villains. The designation of this Earth is Earth-982.

New Universe-  
An alternate reality where a major catastrophe known as "White Event" caused numerous people to develop superpowers in a world where there are no hidden races, gods, magic, and super technology. The home reality of Star Brand.

Old Man Logan-  
a dystopian alternate future where the super villains killed all the superheroes and took over the United States (and presumably the world) dividing it among

themselves. The home reality of the titular Old Man Logan (an alternate version of Wolverine and designated as Earth-807128).

Ruins-  
a reality where "everything that can go wrong will go wrong" where the experiments and other incidents that granted the superheroes their powers instead resulted in horrific consequences and deaths.

Shadowline-  
a horror imprint separate from the mainstream Marvel continuity.

Earth-712-  
the home of the Squadron Supreme a super-team from another universe and pastiches of DC Comics Justice League.

Ultimate Marvel-  
a modern-day reimagining of Spider-Man, the Ultimates, the X-Men, the Fantastic Four, S.H.I.E.L.D. as well as other Marvel heroes and villains in a new setting. The home reality of Miles Morales, the Maker (aka Reed Richards), and Jimmy Hudson. Ultimate Marvel is also known by its designation Earth-1610.

Earth-65-  
a reality where Gwen Stacy was bitten by the radioactive spider instead of Peter Parker (who became the Lizard in this universe and died) where Gwen became a superhero it also includes variations of other Marvel characters such as a gender bent version of Sam Wilson (known as Samantha Wilson and became Captain America instead of Steve Rogers).

Ultronverse-  
the home of the super-team known as Ultraforce and superhumans known as

Ultras.

X-Men Adventures -

Originally based on the X-Men animated series, this universe went on to feature more original stories, and in its final issue, revealed itself to be the universe which existed prior to the current 616 reality, when it was destroyed by the fracturing of the M'Kraan crystal. The current edition of the Official Handbook of the Marvel Universe corroborates this.

In addition, multiple continuities are visited in the comic book series What If, What The--?! (formerly Not Brand Echh) and Exiles. The concept of a continuity is not the same as "dimension" or "universe"; for example, characters like Mephisto and Dormammu hail from alternative dimensions and Galactus from another universe, but they all nevertheless belong to the Earth-616 continuity (where all the dimensions and universes seems to be connected to the same main timeline). A continuity should also not be confused with an imprint; for example, while the titles of some imprints, such as Ultimate Marvel, take place in a different continuity, some or all publications in other imprints, such as Epic Comics, Marvel MAX, and Marvel UK, take place within the Earth-616 continuity.

### **Dimensions**

Within and sometimes between continuities, there exist a variety of dimensions, sometimes called pocket dimensions which typically are not depicted as separate continuities, but rather part of one, typically Earth-616. There are a score of such dimensions, ranging from the Earthlike to the totally alien. Some are magical in nature and others are scientific; some are inhabited

and others are not. These include realities like the Microverse, the Darkforce Dimension, Limbo, the Mojoverse, and many more. The Astral Plane is a dimensional plane which is the source of telekinesis and various other psychic powers. It is a dimension created by the Elder Goddess Oshtur that is sometimes referred to as the "Temple of Oshtur" or the "Realm of the Mind". Despite various contradictions, the term, dimension is sometimes interchangeable with universe or reality. Every reality of the Marvel Universe has numerous interconnected dimensions, with each dimension differing from those of other realities; for example, the Ultimate Asgard has clearly been shown to be distinct from the Asgard known to Earth-616 characters. Such dimensions, such as Asgard or the Dark Dimension are technically not "pocket dimensions" as they clearly reside completely outside the boundaries of the Marvel Universe, instead of within, as the former does.

### **Dimensions within the Magic Lands**

Crystallium  
Demon Realm  
K'un L'un  
The Land Within  
S'ahra Shan

### **Dimensions within the Lands of Logic**

Crimson Cosmos  
Dimension Zero  
Negative Zone  
Realm of Beasts  
Realm of Madness  
Realm of Nothingness  
Realm of Shadow Queen  
Realm of Undying Ones

### **Dimensions within the Afterworlds**

Alchera  
Amu  
Ankh



Asgard  
Celestial Axis  
Celestial Hawaiki  
Dark Dimension  
Death  
Dilum  
Elysium  
Ergenekon  
Giizhigong  
Hanan Pancha  
Heliopolis  
Hell  
Kaluwalhatica  
Light  
Mount Olympus  
Nirvana  
Otherwhere  
Orun  
Quidlivun  
Shadow Realm  
Svarga  
Tabo  
Taivas  
Tir Na Nog  
Topan  
Tunnelworld  
Upper World  
Wierdworld

### **Time**

One cannot normally alter the Marvel Universe's history; if a time-traveller should cause an alteration to the established flow of events at some point in the past, a divergent universe will simply "branch out" from the existing timeline, and the time-traveller will still return to his or her unaltered original universe. Those realities can also spawn realities of their own. There exists hundreds, probably thousands of such realities. It is unknown why this happens, though a warp known as the Nexus of All Realities exists in a swamp in the Florida of Earth-616. For the most part this does not matter, as most beings are unaware that this occurs, or even that

their universes were recently "born" from another. However, individuals and organizations exist that try to monitor or manipulate the various realities. These include Immortus, the Captain Britain Corps, the Time Variance Authority, the Timebreakers/Exiles, and Kang the Conqueror's forces. It has been shown to be possible to travel through time without creating a new alternative universe, instead altering events in the future, but this seems to have devastating and very far-reaching repercussions, as depicted in *Marvel 1602* (it almost destroyed the whole multiverse, including the afterlife).

Also, time itself passes much differently within the confines of the Marvel Universe than it does in the real world. Despite various characters having appeared within company publications for decades, few if any have aged to any appreciable degree. For example, the patriotic hero Captain America was created in 1941 but stopped appearing in titles soon after the end of World War II. The character was revived more than twenty years later, explained as having been frozen in a block of ice though believed to be dead, to lead Marvel's latest team of superheroes the Avengers. This first Avengers team featured several characters that would go on to be some of the company's most famous and most popular. Although the characters would be portrayed in hundreds and even thousands of adventures over the decades, they have been portrayed as having aged little or none at all.

Naturally this tendency is purely due to story conveniences (or a somewhat haphazardly shifting patchwork pattern of authors), and mainly that the fictional "continuity" has been maintained and expanded far beyond what Stan Lee and

others originally planned or hoped for. Hence, the passing of time was more discernible in the very early years, such as the graduation of Spider-Man; and what started as children or teenaged characters, such as Kitty Pryde, Franklin Richards, Valeria Richards, Power Pack, or the New Mutants are all allowed to age at wildly shifting rates (in the second case even backwards at times), whereas surrounding characters somewhat dependent on a certain age limit do not change at all. This recurrently creates inherently contradictory effects, as events are routinely described to have happened several years ago, even in cases when this would mean that some of the involved characters would have been toddlers.

Different approaches also exist regarding allowing "second-generation" descendants of heroes or villains, fully grown over 18 years after an event (for example Hulkling, other members of the Young Avengers, Runaways, and Secret Warriors), whereas other books, such as Young Allies use the inherent contradiction to debunk similar claims. If a past storyline wherein a direct depiction of a then-current president or similar is referred to in a later era, it tends to become updated accordingly, sometimes with an "in-joke" acknowledgement. A more recent explanation was given by Galactus to the Ultimates, namely that some important events - for instance, the creation of the Fantastic Four or the Avengers - have a 'gravity' all their own and warp time around them, causing the timeline to subtly change to accommodate this.

### **Space**

While the Marvel Universe is presumably as large as the non-fictional universe comic book readers inhabit, for

all intents and purposes the Local Group is the universe; practically all action takes place in it. The Skrull Empire is located in the Andromeda galaxy, the Kree Empire in the Magellan clouds which are satellites of the Milky Way galaxy in which Earth of course is found, while the Shi'ar Empire is located somewhere between them in one of the smaller galaxies (perhaps Triangulum); frequently, these three empires are quoted as the main political powers "in the universe". Similarly, the Local Group seemed to be the only affected area when the Annihilation Wave cut its bloody swath "across the universe".

## **APPENDIX 3: GATEWAYS**

Presented here are tables for rolling up your own random gateways, also known as rifts and rips in space and time.

### Step One: Size

How big is the gate?

01-02	D100 centimetres
03-06	D4 -2 metres
07-93	D4 metres
94-97	D10 metres
98-99	D20 metres
00	D100 metres

### Step Two: Duration

How long will the gate stay open?

01-02	Seconds
03-06	Minutes
07-56	Hours
57-82	Days
83-93	Weeks
94-97	Months
98-99	Years
00	Permanent

### By what increment?

01-50	xD4
51-75	xD6

76-89 xD10  
 90-99 xD20  
 00 xD100

**Step Three: Destination**

Where does the gate lead?

- 01-02 Nowhere, you step right back to where you started.
- 03-12 Somewhere only D100 kilometres away.
- 13-22 A little further D100 x10 kilometres away.
- 23-32 A different continent on the same planet.
- 33-42 A different planet but within the same star system.
- 43-52 A different planet but somewhere within the same galaxy.
- 53-62 A different planet but within the same universe.
- 63-83 A primary plane within the same universe, roll on table one below.
- 84-93 Alternate universe, roll on table two below.
- 94-97 A portal through time. See the Chronoverse section for tables and further information.
- 98-99 Alternate universe within the greater Megaverse.
- 00 Alternate universe within the greater Omniverse.

**Table 1: Primary Planes**

Further information on these dimensions can be found here.

- 01-08 First Space, an uncharted one dimensional space
- 09-16 Second Space, an uncharted one dimensional geometric space
- 17-36 Fourth Space, also known as the Chronoverse
- 37-44 Fifth Space, also known as Hyperspace
- 45-52 Sixth Space, also known as Subspace
- 53-60 Seventh Space
  - 01-50 Astral Plane

- 51-90 Dreamscape
- 91-00 Screamscape
- 61-68 Eighth Space
  - 01-25 Celestialscape
  - 26-50 Hydroscape
  - 51-75 Pyroscape
  - 76-00 Terrascape
- 69-76 Ninth Space
  - 01-20 Entroscape
  - 21-40 Florascape
  - 41-60 Illumniscap
  - 61-80 Shadowscape
  - 81-00 Tranquilverse
- 77-84 Tenth Space, also known as Phase Space
- 85-92 Eleventh Space, also known as the Microscape
- 93-00 One of the uncharted planes, from Twelfth Space up

**Table 2: Alternate Planes**

Further information on these dimensions can be found here.

- 01 Anti-Matterverse
- 02 Cthulhuverse
- 03 Heroverse
- 04 Heroverse 2
- 05 Heroverse 3
- 06 Heroverse 4
- 07 Heroverse 5
- 08 Heroverse 6
- 09 Heroverse 7
- 10 Heroverse 8
- 11 Heroverse 9
- 12 Heroverse 10
- 13 Heroverse 11
- 14 Heroverse 12
- 15 Heroverse 13
- 16 Heroverse 14
- 17 Heroverse 15
- 18 Heroverse 16
- 19 Heroverse 17
- 20 Heroverse 18
- 21 Heroverse 19
- 22 Heroverse 20
- 23 Heroverse 21
- 24 Heroverse 22

25	Heroverse 23	71	Heroverse M18
26	Heroverse 24	72	Heroverse SF1
27	Heroverse 25	73	Heroverse SF2
28	Heroverse 26	74	Heroverse SF3
29	Heroverse 27	75	Heroverse SF4
30	Heroverse 28	76	Heroverse SF5
31	Heroverse 29	77	Heroverse SF6
32	Heroverse 30	78	Heroverse SF7
33	Heroverse D1	79	Heroverse SF8
34	Heroverse D2	80	Heroverse SF9
35	Heroverse D3	81	Heroverse SF10
36	Heroverse D4	82	Heroverse SF11
37	Heroverse D5	83	Heroverse SF12
38	Heroverse D6	84	Heroverse SF13
39	Heroverse D7	85	Heroverse SF14
40	Heroverse D8	86	Heroverse SF15
41	Heroverse D9	87	Heroverse SF16
42	Heroverse D10	88	Heroverse SF17
43	Heroverse D11	89	Heroverse SF18
44	Heroverse D12	90	Mangaverse
45	Heroverse D13	91	Mangaverse 1
46	Heroverse D14	92	Mangaverse 2
47	Heroverse D15	93	Mangaverse 3
48	Heroverse D16	94	Mangaverse 4
49	Heroverse D17	95	Mangaverse 5
50	Heroverse D18	96	Mangaverse 6
51	Heroverse D19	97	Mangaverse 7
52	Heroverse D20	98	Mangaverse 8
53	Heroverse M1	99	Neververse
54	Heroverse MX	00	Add your own
55	Heroverse M2		
56	Heroverse M3		
57	Heroverse M4		
58	Heroverse M5		
59	Heroverse M6		
60	Heroverse M7		
61	Heroverse M8		
62	Heroverse M9		
63	Heroverse M10		
64	Heroverse M11		
65	Heroverse M12		
66	Heroverse M13		
67	Heroverse M14		
68	Heroverse M15		
69	Heroverse M16		
70	Heroverse M17		