

Ancient Future

By

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Channel one

Introduction:

Playing a game based on old action cartoons, who wouldn't love that idea. When I saw Cartoon Action Hour I picked up the game and started reading. I also started becoming part of the CAH web community. One of the things I noticed people were working on was new series ideas. I worked on a few series ideas and had plenty of help with coming up with ideas. Most of the series were fairly short and had no real game statistics. So I decided to do a Fan Book.

The next challenge was to come up with a series to work on. In the end I decided to use an interesting idea I had already partially developed. The basic idea: Indiana Johns meets mecha series. The basic setting takes place in the future with Indiana John style archaeologist digging up alien burial sights. There are competing archeology groups, space nazies (tone downed), and cults protecting the artifacts. On top of this characters have access to power armor and transforming shuttles. It's a strange combination, but seems to work.

I would like to thank spectrum games for creating Cartoon Action Hour. It allows me to play with the cartoons from the eighties. I would also like to thank the people CAH web board and mailing list for providing feedback and a friendly area to post strange ideas.

Back Story:

Dan Royal was a small time animator with big ideas. He was hired by Savage Happiness Animation. He worked for many years raising up into Savage's management as part of the development team for new shows. That year movie "Quest for the Statue" was released to big sales. The movie was about an archaeologist who was looking for a very valuable ancient artifact. Dan Royal took this premise and combined it with his favorite anime genre, mecha action shows. He and his team produced a pitch that management of Savage Happiness liked. The show made onto cable television on a young network.

The show made it onto network and lasted for three seasons. Dan was the main producer and writer for the first two seasons. The show was moderately popular with the 9-11 boys, but had high popularity with teenagers. Dan Royal had many problems with the networks Standards and Practice department. He pushed the boundary at times with violence and with some character interactions. He was forced many times to alter scripts to better suit the networks ideas. Dan decided to leave the show after the second season was over. After Dan left Mark Smith took over as head producer and writer on the show.

Mark Smith made a number of changes in the show to make it better fit for networks S&P and parents groups. The third season also had a number of budget cuts to make it more profitable. This included cutting down on original music used for each episode and using a cheaper animation style. The show became less violent and contained far less action scenes. Many episodes also were given important social lessons for kids to learn from. The villains were also tone downed to make them less threatening. The changes made

the show fell in the ratings quickly. Teenage audience did not like change in stories, lost of action and the show being less dark. Younger kids did not like the static action and the preachy episodes of the new season. The network canceled the show after the third season.

Along with the show there where a number of toys produced. These included character action figures in and out of power armor, planet based play sets and a number of vehicles. The toys sold well during the first season but sales season but fell of during the second season. The producers of the toys, Second Street Toys, kept producing new toys even after the show was canceled. This was despite a lawsuit brought by toy importer Grand Alien toys. Second Street won the case, but the toys barely made a profit after the lawsuit.

The show became almost forgotten except by a loyal group of fans. When the Internet became popular the fans of the show started a number of fan websites. The websites also included production of a fan film based on the show. As eighties show became more popular Savage Happiness produced a number of comic books. There is also rumors about the show being released on DVD.

Channel Two

Series In a Nutshell:

Man spread from Earth and started to colonize the galaxy. Humans colonize many different worlds. The early colonies formed their own governments and declared their independence from earth. The different governments competed for resources and power. As humanity spread out even further into the universe they discovered intelligent life on many planets in the universe. The surprise was that this intelligent life was human or genetically modified humans. These new human groups were generally primitive with only sum reaching industrial revolution era technology. These new worlds created competition for many governments to colonies or become friendly with.

The question came up of how different humans groups got onto other planets. This lead to the development of archeology teams that go out to seek answers. To help with exploration suits of power armor where created to protect and assist in looking for answers. The teams found many ancient cultures and samples of advance technology. The groups also discovered remains of ancient alien outpost and technology. The cities and objects of technology where hidden and appeared like peaces of ancient artifacts. Major competition came up to find this ancient technology, even though the technology seemed to be hidden in giant traps of death.

This competition for alien artifacts is also spread with fighting between governments. One government, Space Sphere Authority, wanted to use artifacts to gain control of all human space. Opposing the is the Neo United Governments of Earth. NUGE uses there power to counter the moves of SSA. Between these two groups are many independent archeology groups who hunt down artifacts. Some groups want to protect the ancient history, while other just want to exploit historical sites.

It's time to go out and to explore ancient ruins on wild and untamed planets. How will the locals react to you digging around their holly sites. Will the local cult leader go after archaeologist teams. Will Space Sphere Authority find artifacts that can be used to rule the galaxy. Only time and exploration will tell.

The Genre:

Ancient Future is a mixture of many different genres. It is classic pulp exploration with science fiction and Japanese Mecha animation. As such it mixes many different genre conventions. This gives the series a different feeling, but will take some thought to implement.

Ancient Cities with traps:

Any place that has ancient artifacts or important clues will generally will have some form of traps. These can range from simple pit traps to having whole caves collapsing on the characters. When the characters first run into traps they know they are getting close, they will also know the will have to be careful.

Powerful Artifacts:

Many adventures will focus around finding an important artifact or protecting artifacts from evil rivals. The artifact usually has some power, which has both negative and positive effects. And is generally guarded by something dangerous.

Cult/Secret Societies:

Many times ancient cities and ancient artifacts will be protected by some kind of cult or secret society. They either seek to control the artifact or prevent outsiders from finding the artifact.

Exotic Locations:

Generally stories take place in great jungles, deserts or cities with ancient cultures.

Giant Robots and Power Armor:

Giant piloted robots that fight other giant robots or monsters are quite common. Another form of robot used is power armor. Power Armor is a suit of armor that increases wearers strength and adds other abilities to the pilot. Both of these should be represented in the game, along with things that will attack the big machines.

Series Guide:

Character Points: 100 Points

General Guidelines:

Characters will be archaeologist or part of a team to protect and assist them. Each character should have access to power armor and needed equipment. Every character should be human. Some Characters can play robots, but robots should be rare and not as creative as their human counterparts..

Default Size: Medium

Default Vehicle Size: Huge

Maximum Trait Ratings: 4, but can be increased to 4(3) with power armor or if character is robot.

Required Traits: None

Disallowed Traits: None.

Special Abilities

Maximum CP's for SA: 60

Types of SA's Allowed: Weapons, Gadgets, Vehicles, and Animal Companions.

Other SA Guidelines:

Each person should have a power armor. The armor should be built using trait modifications and other SA as components. Power Armor should not be built as vehicles. Other mecha can be built as vehicles. Robot characters can have unusual SA that represent built in equipment.

Revised vehicle transformation rules:

The standard transformation rules are built around the assumption of character. The following rules are built for transforming vehicles. Vehicles pay for transformation out of their normal pool SCP. The rules below are built around the assumption a vehicle is transforming into another form of vehicle.

Base Cost:

The basic cost for power level and 6 points per form style exist.

Traits:

Traits that just the new form uses cost the same. Traits from the original form can be transferred to the new form for a cost of 1 point each. These transferred traits can be raised at a cost of 2 points. The transferred traits can be lowered and lowers the cost of the transformation by one point.

The new system replaces “of one mind” bonus for transformations.

Movement:

Any new forms of movement has normal cost. To transfer a form of movement from the original form cost 1 point. You still have to buy the trait level normally or use a trait transfer costing 1 point.

Size: Size is handle normally for vehicles.

Occupants: Occupants cost ½ normal cost.

Special Abilities and Weapons:

New weapons and special abilities have there normal cost. Any existing abilities can be transferred for a cost of two points.

As you can see the new form will still cost points, but should be slightly less expensive.

Items and Equipment:

Standard items characters buy are bought using Special Abilities. These provide what most characters will have and use for most episodes. There are times when characters will need a peace of gear that is not part of their personal gear. There are also equipment that whole team use. This can be represented by gear that is not bought with character points.

The special abilities items should always be available to characters. If characters do loose the item or the item is destroyed it should be returned by the new episode. The equipment not bought for points will either be gone by next episode or represent common properties all the characters can use. Equipment that is destroyed is not automatically replaced, but can be bought again.

It is suggested that the team gain a common starship to carry the characters around in. The characters might also have a common shuttle to move between their ship and planet side.

Quick Character Creation:

Here are some templates that can be used to quickly construct a character. Each template includes a set of special ability packages to choose from. Each template is built around 100 points and should demonstrate normal character construction.

Archaeologist Template

This should be fairly standard template for the series. Since the series is based on exploration and studying artifacts.

Oomph: 2

Stunt Points:3

Hurt Points: Calculate Normally

Size: Medium

Trait Levels

4, 4, 3, 3, 3, 2, 2, 2, 2, 1,1,1

Traits:

Knowledge, Perception, Science, Survival, Wealth, Athletics, Ranged Combat, Body, Unarmed Combat, Computer, Driving, Piloting

Special Abilities:

Choose a Package

Standard Archaeologist Package:

Standard Explorer Power Armor

Standard power armor used by explorers. It comes equip with sensors and strength enhancing technology.

Power Level: Medium

Protection : 4

Trait Modification A: +1 Body-Strength

Trait Modification A: +1 Perception-Vision

Bonus:

Minor Advantage: Com System

Major Advantage: Thermal Sensors: See in dark and hidden people and animals

Restrictions:

Item

Cost: 12 points

Rocket Pistol:

A pistol that fires rocket propelled bullets. A standard weapon.

Power Level: Medium

Damage: 6+2

Range: Short

Restrictions:

Charges, Moderate

Item

Minor Disturbance

Cost: 7 points

CompScan:

Standard hand held computer with built in scanning device. Can be use to scan, communicate and do standard computer actions.

Power Level: Low

Range: Short

Trait Modification A: +1 perception

Trait Modification A: +1 Science

Rating: 0 (doing computer task)

Bonus:

Minor Advantage: Built in communicator

Restrictions:

Item

Cost: 11

Space Archaeologist Package:

Space Explorer Power Armor

Standard power armor used by explorers. It comes equip with sensors and strength enhancing technology.

Power Level: Medium

Protection : 4

Movement: Flying

Rating: 0

Trait Modification A: +1 Body-Strength

Trait Modification A: +1 Perception-Vision

Bonus:

Minor Advantage: Com System

Minor Advantage: Life Support System

Major Advantage: Thermal Sensors: See in dark and hidden people and animals

Restrictions:

Item

Minor Drawback: Flight only works in space

Cost: 21 points

Rocket Pistol:

A pistol that fires rocket propelled bullets. A standard weapon.

Power Level: Medium

Damage: 6+2

Range: Short

Restrictions:

Charges, Moderate

Item

Minor Disturbance

Cost: 7 points

Containment Sphere

Used to contain objects or people:

Power Level: Low

No Components

Bonus:

Area Affect: 3 yards

Minor Advantage: Life Support

Collapsible

Restriction:

Minor Disadvantage: Takes one round to place objects in device

Item

Cost: 8

Classic Archaeologist:

Rocket Pistol:

A pistol that fires rocket propelled bullets. A standard weapon.

Power Level: Medium

Damage: 6+2

Range: Short

Restrictions:

Charges, Moderate

Item

Minor Disturbance

Cost: 7 points

Whip:

Power Level: Low

Damage Rating: 4 + Body

Range: Short

Trait Modification B: -3 to body

Trait Modification B: -3 to athletics

Bonus: Major Advantage: Can use whip to grapple

Restrictions:

Item

Major Restriction: Trait modifiers only work if whip is around some one, Damage only works once:

Cost: 14

Binocular

Power Level: Low

Attribute Bonus A: +2 Perception Vision

Restriction:

Item

Cost: 2 Character Points

Radio:

Standard Hand held Radio

Power Level: Low

Restriction: Item

Cost 2

Useful tools and books

Power Level: Medium

Trait Modification A: +2 Knowledge-Alien Artifacts

Trait Modification A: +2 Knowledge-Alien Languages

Trait Modification A: +1 Science

Restrictions:

Item

Minor Disadvantage: Bulky

Cost: 11 points

Total CP Cost: 100

Solider/Security Template

The people who guard the character.

Oomph:2

Stunt Points:2

Hurt Points: Calculate Normally

Size: Medium

Trait Levels

4, 4, 3, 3, 3, 2, 2, 1, 1, -1

Traits:

Armed Combat, Unarmed Combat, Ranged Combat, Perception, Survival, Body, Athletics, Wealth, Pilot, Appearance

Special Abilities:

Choose a Package(45 pints)

Mecha Jokey Package

Rocket Rifle:

Basic rifle

Power Level: Medium

Range: Long

Damage: 6+2

Restrictions:

Charges, Minor

Item

Minor Disturbance

Cost: 11 points

WS – 23 Fast Lander:

This is a small two man shuttle that can convert into a walker mode. This shuttle is used the Ancient Study Group as their main in atmosphere transport. The unit can carry heavy loads and is quit maneuverable. The unit does have a light laser and small rocket pods so it can defend itself.

Shuttle Mode

Power Level: Medium

Traits: Body: 4 Armor: 3 Maneuverability: -1, Knowledge-Maps: +2, Auto-Pilot: +1, Computer: +1,

Appearance: -1

Speed-Air: 4(3), Speed-Space: 4(2)

Capacity: 1 Pilot, 3 Occupants All Enclosed

Size: Huge

Structure Points: 200 VDM: 14

Weapons

Light Laser

Damage: 6+2

Range: Long

Bonus: Vehicle Class

Cost: 6 points

Rocket Pods

Damage: 8+2

Range: Long

Bonus:

Vehicle Classic

Burst Fire

Restrictions:

Charges, Moderate

Minor Disturbance (sound of rocket engine , smoke/contrails)
Cost: 14 points

Special Abilities:

Walker Mode

Transformation, Power Level Medium

Traits: Body: 4 Armor: 3 Maneuverability-Ground: 1/3, Knowledge-Maps: 2, Auto-Pilot: 1, Computer: 1, Appearance: 2

Speed-Air: 3, Speed-Space: 4, Speed Ground: 2

Capacity: 1 Pilot, 3 Occupants All Enclosed

Size: Huge

Structure Points: 200 VDM: 14

Weapons

Light Laser

Damage: 6+2

Range: Long

Bonus: Vehicle Class

Cost: 6 points

Rocket Pods

Damage: 8+2

Range: Long

Bonus:

Vehicle Classic

Burst Fire

Restrictions:

Charges, Moderate

Minor Disturbance (sound of rocket engine , smoke/contrails)

Cost: 14 points

Has Hands:

Power Level: Low

No Components

Cost: 4 points

Total Cost: 119scp, 34 cps(Built with modified transformation rules)

Power Armor Security Guard

Standard Combat Power Armor

Standard power armor used by explorers. It comes equip with sensors, strength enhancing technology and built in rocket rifle.

Power Level: Medium

Protection : 6

Trait Modification A: +2 Body-Strength

Trait Modification A: +1 Perception

Trait Modification A: -1 Stealth

Bonus:

Minor Advantage: Com System

Major Advantage: Thermal Sensors: See in dark and hidden people and animals

Multi OSA

Built in Rifle

Range: Long
 Damage: 6+2
 Restrictions:
 Charges, Minor
 Item
 Minor Disturbance
 Restrictions:
 Item
 Cost: 17 points

CompScan:
 Standard hand held computer with built in scanning device. Can be use to scan, communicate and do standard computer actions.
 Power Level: Low
 Range: Short
 Trait Modification A: +1 perception
 Trait Modification A: +1 Science
 Rating: 0 (doing computer task)
 Bonus:
 Minor Advantage: Built in communicator
 Restrictions:
 Item
 Cost: 11

Capture Web Launcher:
 This weapon fires a web designed to capture and hold a target. It fires a liquid plastic web that ensnares it target. It is popular among cops and security personal.
 Power Level: Medium
 Range: Medium
 Damage Rating: 2+2
 Trait Modification B: -3 Athletics
 Trait Modification B: -3 Body
 Duration: 1d12 Hours
 Restrictions:
 Item
 Cost: 16

Power Armor Soldier:
 Heavy Combat Power Armor
 Standard power armor used by explorers. It comes equip with sensors, strength enhancing technology and built in rocket rifle.
 Power Level: Medium
 Protection : 7
 Trait Modification A: +2 Body-Strength
 Trait Modification A: +2 Perception
 Trait Modification A: -1 Stealth
 Movement: Flying
 Rating: 0
 Bonus:
 Minor Advantage: Com System
 Minor Advantage: Life Support System
 Major Advantage: Thermal Sensors: See in dark and hidden people and animals
 Multi OSA
 Built in Heavy Rocket Riffle

Range: Long
Damage: 6+2
Bonus: Burst Fire
Restrictions:
Charges, Minor
Item
Minor Disturbance(nose of motor and rocket thrust)
Restrictions:
Item
Minor Disadvantage: Flight only works in space
Cost: 32 points

Rocket Pistol:
A pistol that fires rocket propelled bullets. A standard weapon.
Power Level: Medium
Damage: 6+2
Range: Short
Restrictions:
Charges, Moderate
Item
Minor Disturbance
Cost: 7 points

Grenade:
Power Level: Medium
Damage: 8+2
Range: Short
Bonus: Area Effect (6 yards)
Restrictions:
Item
Minor Disturbance
Single Use Charge
Only Shot
Cost 6 Character Points

Total CP Cost: 100

Support Template:
Represents repair people, medical or similar character types.
Oomph: 2
Stunt Points: 2
Hurt Points: Calculate Normally
Size: Medium
Trait Levels:
4, 4, 3, 3, 2, 2, 2, 1, 1, 1, 1, 1, 1
Traits:
Repair, Medical, Science, Psychology, Wealth, Perception, Willpower, Knowledge, Psychology, Athletics,
Range Combat, Unarmed Combat, Piloting, Driving

Special Abilities:
Choose a package
Repair Package
Standard Explorer Power Armor
Standard power armor used by explorers. It comes equip with sensors and strength enhancing technology.

Power Level: Medium

Protection : 4

Trait Modification A: +1 Body-Strength

Trait Modification A: +1 Perception-Vision

Bonus:

Minor Advantage: Com System

Major Advantage: Thermal Sensors: See in dark and hidden people and animals

Restrictions:

Item

Cost: 12 points

Rocket Pistol:

A pistol that fires rocket propelled bullets. A standard weapon.

Power Level: Medium

Damage: 6+2

Range: Short

Restrictions:

Charges, Moderate

Item

Minor Disturbance

Cost: 7 points

Repair Kit:

Power Level: Low

Trait Modification A: +2 Repair

Trait Modification A: +2 Knowledge-Machines

Restriction

Item

Minor Disadvantage,: Bulky, Hard to move

Cost: 7 Points

CompScan:

Standard hand held computer with built in scanning device. Can be use to scan, communicate and do standard computer actions.

Power Level: Low

Range: Short

Trait Modification A: +1 perception

Trait Modification A: +1 Science

Rating: 0 (doing computer task)

Bonus:

Minor Advantage: Built in communicator

Restrictions:

Item

Cost: 11

Medical Package

Standard Explorer Power Armor

Standard power armor used by explorers. It comes equip with sensors and strength enhancing technology.

Power Level: Medium

Protection : 4

Trait Modification A: +1 Body-Strength

Trait Modification A: +1 Perception-Vision

Bonus:

Minor Advantage: Com System

Major Advantage: Thermal Sensors: See in dark and hidden people and animals

Restrictions:

Item

Cost: 12 points

Rocket Pistol:

A pistol that fires rocket propelled bullets. A standard weapon.

Power Level: Medium

Damage: 6+2

Range: Short

Restrictions:

Charges, Moderate

Item

Minor Disturbance

Cost: 7 points

Medical Kit:

Set of supplies for a doctor

Power Level: Low

Trait Bonus A: Medicine +2

Trait Bonus A: Knowledge-Medicine +1

Restrictions: Item

Cost: 8 Character Points

CompScan:

Standard hand held computer with built in scanning device. Can be use to scan, communicate and do standard computer actions.

Power Level: Low

Range: Short

Trait Modification A: +1 perception

Trait Modification A: +1 Science

Rating: 0 (doing computer task)

Bonus:

Minor Advantage: Built in communicator

Restrictions:

Item

Cost: 11

Total CP Cost: 100

Channel Three Heroes And the Galaxy

The universe is a big place and needs heroes. Some of these heroes fight the forces of evil, others protect the ancient past. The Heroes of the universe generally come from the Neo United Governments of Earth. Some groups are independent while others work are paid by this benevolent government.

Quick History of the Galaxy

The galaxy once had a species that spread humanity to the stars in Earths ancient past. Some of these humans where generically modified to better survive on their new worlds. Humans on these worlds flourished, being watch by aliens. For some unknown reason the aliens disappeared. After the aliens where gone some human worlds became highly primitive, others where whipped out, while humans kept advancing on other worlds.

On Earth humans advanced into space. Human nations formed coalitions to gain access to the resources of space. After humans discovered faster then light travel the competition became very fierce. Colony worlds became very common, some where highly controlled while others where given great freedom. When other human worlds where found Earth was under control of a few governments. The most powerful of these where the United Governments of Earth. After a few years war opened up between colonies and the different Earth governments. After the war a new world wide government formed naming itself the Neo United Government of Earth.

NUGE included some Earth colonies and some of the other human worlds. Other colonies and worlds became independent. Some formed coalitions and new nations. Peace lasted for many years until a new threat in the form of Space Sphere Authority was formed. The SSA started a short series of wars that allowed them to absorb their neighbors. NUGE and many local governments worked together to block SSA. There was no major wars, but a cold war did develop. Both NUGE and SSA also started to search for alien technologies in ruins.

The search of alien technology has become very important. The technology has advance Earths and SSA technology. To gain access this technology SSA, NUGE and independent groups started to hunting down technology in old cities and lost worlds. While this happens a the cold war between NUGE and SSA heats up.

Neo United Governments of Earth (NUGE)

Neo United Governments of Earth is the most powerful government next to the SSA. They do not use this power to conquer others and generally respect the governments of independent nations and colonies. The NUGE also provides resources for independent archeology groups. It should be noted that Nuge and SSA are generally competing and this cause problems for groups caught in between these two governments.

Government:

The democratic government that rules Earth and many colony worlds. The central government is made up of a two house legislator with a strong President running the day to day operations of the government. The Senate has its members selected by the different governments that make up NUGE. The other house is parliament. Parliaments members are selected by all the citizens of NUGE. Each member state is given large amount of freedom in deciding their own laws.

The average citizen of NUGE can expect to have large amounts of peace and freedom. NUGE has not been in a major war in over a hundred years. The government provides basic services and the laws that are past are designed to protect peoples freedoms. The lax laws do cause some problems for archeology sites, Many sites have been damage over the years. The average citizen is highly educated and live a conformable life. The one major worry is the growing power of SSA.

Military:

The military of the NUGE is divided into Army, Navy, Space Navy, Marines and Central Space Fleet. Each group has its own command structure and budget, only thing that links them is the President being Commander and chief. The Army and Navy never leave planet side. The Army and Navy unites generally never leave the planet where they where started. The Army and Navy each have their own group of airplanes and fighters. The Marines move between planets and do most of the close up fighting in space. The Marines have both their own starships, but also use the Space Navy for transport. The Marines also help with security on Navy space ships.

The Space Navy control the heavy attack cruisers and major space combat units of NUGE. The Space Navy is in charge of attacking targets and defending important military assets. Central Space Fleet acts as police force and defend smaller planets. The Central Pace Fleet patrols the boarders of systems and inspects suspicious ships. The two space fleets compete with each other. The Central Space Fleet also has major grudge with SSA. They treat anyone linked with SSA fairly badly.

Attitude towards independent Archeology groups:

NUGE considers most independent archeology groups as helpful for looking for useful artifacts. NUGE will pay groups for advance technology they find. NUGE does like groups to register their members and keep logs on their finds and methods of doing business. NUGE does not like groups to harm local cultures or to steal artifacts. If they find a group is doing this, they will arrest the group and pay of any damages the group has caused. As long as the group play nice NUGE will act like a safe port in storm.

Basic Technology:

Ancient Future has a mixture of both advance and primitive technology. Advance core worlds have advance technology that includes air cars, computer communication systems and advance robotics. Colony worlds technology is generally a bit more primitive and built for easy construction and repair. On unexplored planets the technology is closer to

early iron age or stone age technologies.

Robotics have advanced to a point where all factories are controlled by robots and thinking robots are quite common. The robots' intelligence is both higher and lower than humans. Robots are good with mathematics and understanding science, but are generally not very creative and do not understand subtlety of human society. Robots are generally used as servants and very few are given any kinds or civil rights.

Because of the hostile worlds humans now work on, powered suits were developed to increase human capacities. These suits range from form-fitting exoskeletons to large heavy power armor. The basic suit has advanced sensors, some form of jump jets and increases the physical capacities of their pilots. Almost everyone learns to use these advanced suits.

The rough conditions of many of the colony worlds required a vehicle that could handle many terrains and be useful for many different jobs. To handle these needs, humanity developed walkers. Walkers range in size from oversized power armors to giant machines able to handle a few dozen people riding in them. The average walker has two legs and arms with a central body that has a hunched back appearance. Most walkers do not have heads, but do have clearly visible cockpits. Walkers handle everything from transport to fighting wars. Some walkers can change shape into other vehicle types. It's not uncommon to see a walker become a boat or airplane.

The basic power sources include high density batteries and portable fusion reactors. Most people do not even think of power generation technology focusing more on their daily lives. For larger ships and main power bases, the main power source is Matter Conversion Reactors. This technology is based on some recovered alien technology and allows for conversion of almost any form of matter into energy. Old radioactive fuels are popular because their dense structures produce high energy while removing pollution from the universe.

Many weapon systems have been developed over the years. The most common personal weapon are guns that fire rocket-propelled bullets. These guns carry many different kinds of rounds. Some rounds track targets by heat while other rounds can stun a person. Personal energy weapons do exist, but are rare and expensive. Starships and walkers carry many different weapon systems. Rocket bullet weapons are common on small vehicles while larger vehicles have laser and missile launchers.

Ancient Study Group (Ancient Hunters):

This is a group of archaeologists who have the ability to find artifacts that no other group seems able to find. The group was founded by Adam Challenge after he became tired of roadblocks put in front of official Archeology groups had to go through to find artifacts. He was also tired of seeing the damage caused by artifact hunters who destroyed anything that was not valuable. He gathered a group of friends and colleagues and started to hunt down artifacts on his own. The group's official name is the Ancient Study Group, most

people call them Ancient Hunters.

Ancient Hunters have been operating for a while now and have made many friends and enemies along the way. Many museums and schools use the Ancient Hunters to gain both artifacts and images of long lost alien cities. These museums and schools are the main groups funding the Ancient Study Group. Ancient Study Group has also worked with NUGE on a number of occasions. Many people in NUGE have developed good relations with the Ancient Study Group. There has been some trouble between some groups inside NUGE and the Ancient Hunters, but this has generally been only of minor concern.

Over the years of their existence Ancient Hunters have made many enemies. This includes both other independent archeology groups and SSA and the Sphere Authority Archeology Groups. The enemies ranges from simple rivalry to hatred to even combat on a few occasions. This has not been helped by Adam Challenges personality. He has been known to be both rude to important people and having eye for the ladies.

The basic power structure and living conditions are fairly loose. Adam Challenge leads the team. The rest of the team follows his orders and then mostly leads in the areas where they specialize. The team does not really have a main base. They live aboard their starship and in camps on planets they are studying.

Vehicles:

Here are the main vehicles for Ancient Hunters. Ancient Hunter vehicles are not included in their cost totals. The vehicles are counted as team property and not included in team totals. The teams power armor are not counted has vehicles and each character has their power armors.

Globe Blaster:

This is Ancient Hunters star ship and transport. The large ship is fairly ugly but come with enough room to house the entire team plus several guest. The ship carries three Fast Landers and two full labs and three medical bays. This ship serves as the team home on their many long missions. The Globe Blaster is fairly conformable and is more then adequate for trips taking a couple of months. The ship is designed merely for space travel and not for landing on planets. The ship has a light laser for defense purposes.

Power Level: Medium

Traits: Body: 4(2) Armor: 2 Maneuverability: -2, Knowledge-Maps: +2, Auto-Pilot: +1, Computer: +1, Appearance: -1 Perception: 2

Speed-Space: 4

Capacity: 1 Pilot, 10 Occupants All Enclosed

Size: Gargantuan

Structure Points: 1400 VDM: 14

Weapons

Light Laser

Damage: 6+2. Range: Long

Bonus: Vehicle Class
Cost: 12 points

Total Cost: 18 Character Points

WS – 23 Fast Lander:

This is a small two man shuttle that can convert into a walker mode. This shuttle is used the Ancient Study Group as their main in atmosphere transport. The unit can carry heavy loads and is quit maneuverable. The unit does have a light laser and small rocket pods so it can defend itself.

Shuttle Mode
Power Level: Medium
Traits: Body: 4 Armor: 3 Maneuverability: -1,
Knowledge-Maps: +2, Auto-Pilot: +1, Computer:
+1, Appearance: -1
Speed-Air: 4(3), Speed-Space: 4(2)

Capacity: 1 Pilot, 3 Occupants All Enclosed
Size: Huge
Structure Points: 200 VDM: 14

Weapons
Light Laser
Damage: 6+2. Range: Long
Bonus: Vehicle Class
Cost: 6 points

Rocket Pods
Damage: 8+2 Range: Long
Bonus:
Vehicle Classic. Burst Fire
Restrictions:
Charges: Moderate. Minor Disturbance (sound of
rocket engine , smoke/contrails)
Cost: 14 points

Special Abilities:
Walker Mode
Transformation, Power Level Medium
Traits: Body: 4 Armor: 3 Maneuverability-Ground:

1/3, Knowledge-Maps: 2, Auto-Pilot: 1, Computer:
1, Appearance: 2 Speed-Air: 3, Speed-Space: 4,
Speed Ground: 2
Capacity: 1 Pilot, 3 Occupants All Enclosed
Size: Huge
Structure Points: 200 VDM: 14

Weapons
Light Laser
Damage: 6+2, Range: Long
Bonus:
Vehicle Class
Cost: 6 points

Rocket Pods
Damage: 8+2, Range: Long
Bonus:
Vehicle Classic, Burst Fire
Restrictions:
Charges: Moderate. Minor Disturbance (sound of
rocket engine , smoke/contrails)
Cost: 14 points

Has Hands:
Power Level: Low
No Components
Cost: 4 points

Total Cost: 119scp, 34 cps

Characters:

Adam Challenge:

Tagline: "Gruff Archaeologist with an eye for ladies"

Background:

He worked with normal archaeological groups for most of his young life. This included with many people who would become artifact hunters and destroyers of archaeological sites. He notice how much damage was being done and was getting tired of the standard process it took to anything approved. He became and independent hunter of artifacts. He became well known for getting things done and still protecting artifacts.

Along the way he has made many friends and enemies. His gruff manner has made it difficult with working some local leaders. He has also competed with many SSA archeology groups for finding artifacts. He also has developed many close friendships along the way. Many of these friends became part of the Ancient Study Group.

Personality:

He is known for being tough, fast thinker, and being gruff to everyone around him. He does not talk much in front of strangers. At times he has been known to stair down people who annoy him. He can be very abrupt to people who makes bad or false statements around him. He will quickly correct them. He also has an eye for the ladies. He will often become charming and sweep good looking women of their feet. An interesting archaeological find will get his attention over any women though. He is also protective of his team and archeology sites which has lead him into conflict with many groups around him.

Appearance:

He is tall with brown hair and eyes with a slight scare on his face. He always seems to wear the same old black suit with worn out brown jacket. The suit has plenty of pockets where he keeps small peaces of equipment he might need. He carries a classic rocket pistol and whip. He also sometimes uses an old brown and black power armor with built rocket pistol.

Oomph: 3 Stunt Points: 1 Hurt Points: 37 Size: Medium

Story Hooks:

Gruff in social situations- Moderate

Eye for women- Moderate

Out to find protect historic artifacts- Major

Traits:

Science 4, Perception 3, Knowledge-Alien Artifacts 2, Knowledge-Exo-history: 2, Unarmed Combat 1, Range Combat 2, Armed Combat-Whip-3/1, Athletics: 3, Piloting 2, Computers 2, Detective 2, Willpower 2, Body 2, Persuasion 1

Special Abilities:

Standard Explorer Power Armor

Standard power armor used by explorers. It comes equip with sensors and strength enhancing technology.

Power Level: Medium

Protection : 4

Trait Modification A: +1 Body-Strength

Trait Modification A: +1 Perception-Vision

Bonus:

Minor Advantage: Com System

Major Advantage: Thermal Sensors: See in dark and hidden people and animals

Restrictions:

Item

Cost: 12 points

Rocket Pistol:

A pistol that fires rocket propelled bullets. A standard weapon.

Power Level: Medium

Damage: 6+2

Range: Short

Restrictions:

Charges: Moderate, Item, Minor Disturbance(Rocket Flash and smoke trail)

Cost: 7 points

Whip:

Power Level: Low

Damage Rating: 4 + Body

Range: Short

Trait Modification B: -3 to body

Trait Modification B: -3 to athletics

Bonus: Major Advantage: Can use whip to grapple

Restrictions:

Item

Major Restriction: Trait modifiers only work if whip is around some one, Damage only works once:

Cost: 14

Total CP Cost: 99

Nancy Stone:

Tagline: "Young and friendly archaeologist"

Background:

Young female assistant to Adam Challenge. Strait out of school she take her job seriously. Her father use to work with Adam Challenge and suggested to Adam that his daughter would make a good assistant. She well knowledge in archaeological techniques and has great understanding of alien technology. She got straight A's in college and works hard to do her best. During one of her research projects she had alien power armor bond to her. She is the only one who can now use the armor. For all her skill she is not very good in combat.

Personality:

She is more friendly then her boss and often acts as peacemaker for his more rough actions. She also is highly skilled and can spend long times exploring and researching. She has been known to spend hours researching ignoring everything else around her. She tries to always keep a professional manner and be friendly with people around her. She has taken one hard stand with her boss, he is never to hit on her. Otherwise she get along well with the rest of the team.

Appearance:

She has red hair with green eyes and tan skin. Her cloths is generally a perfect business suit or dirt covered shirt and pants depending if where she is. She always wears a heavy necklace and belt. The necklace and belt is some old alien tech bonded to Nancy. It forms a form fitting silver and gray power armor. The armor does include a short skirt and a weapons wand. (Through out the series everyone ask why her armor includes a skirt. It becomes a running joke for the whole series.)

Oomph: 1 Stunt Points: 0 Hurt Points: 30

Size: Medium

Story Hooks:

Enjoys doing research over adventuring- Moderate

Acts to fix problems caused by Adams attitude-Moderate

Embarrassed by her alien power armors look-mild

Traits:

Knowledge-Alien Artifacts 4, Knowledge-Alien Cities 4, Science 3, Perception 2, Computers 2, Piloting 1, Driving 1 Persuasion 3, Athletics 1, Driving 1, Range Combat 2, Unarmed Combat 1 Psychology 2,

Appearance 2, Willpower 1

Special Abilities:

Standard Explorer Power Armor

Standard power armor used by explorers. It comes equip with sensors and strength enhancing technology.

Power Level: Medium

Protection : 4

Trait Modification A: +1 Body-Strength

Trait Modification A: +1 Perception-Vision

Bonus:

Minor Advantage: Com System
 Major Advantage: Electromagnetic Sensors: See in dark and hidden people and animals
 Collapsible
 Multi-OSA
 Restrictions:
 Item
 Weapons Wand
 Damage Rating: 6+2
 Range: Long
 Cost: 28 points

CompScan:
 Standard hand held computer with built in scanning device. Can be use to scan, communicate and do standard computer actions.
 Power Level: Low
 Range: Short
 Trait Modification A: +1 perception
 Trait Modification A: +1 Science
 Rating: 0 (doing computer task)
 Bonus:
 Minor Advantage: Built in communicator
 Restrictions:
 Item
 Cost: 11
 Total CP Cost:

Mitch Cannon:
 Tagline: "Retired Soldier and Repair Person"

Background:
 He is a combination of repair person and protector of the group. He was a soldier with NUGE army who help protect archaeologist on digs. Over the time he became a good friend with Adam Challenge. He quit the NUGE military when his time was up, feeling he was not making much of a difference. He became a skilled soldier, but ending up working for low wages repairing equipment on a backwater world. When Adam Challenge started up the Ancient Hunters, Mitch was one of the first people to join up.

Personality:
 Mitch is known for being calm almost all the time. He can be working in an active volcano under fire from crazed cultist and he would not loose his cool. He can also judge the danger of a situation just by looking around. He is also known for having a strange sense of humor. He is known for telling bad jokes during stressful situations. He enjoys working on damage equipment and feeling that his work is useful.

Appearance:
 He is black with dark hair and a winning smile. He wears coveralls and heavy blue tunic. He also wears a work harness with large amounts of equipment built into it. He carries a rocket pistol on him at all times. He generally also has a heavy shot gun near him. He has a bulky suit blue power armor. The armor has small space thrusters and underwater capacity built in. The armor is armed with built in heavy rocket rifle.

Oomph: 2 Stunt Points: 1 Hurt Points: 39 Size: Medium

Story Hooks:

Never Loose Cool- Mild

Tell bad jokes in combat-Mild

Traits:

Repair 3, Ranged Combat 4, Athletics 2, Piloting 2, Unarmed Combat 3, Armed Combat 1, Demolitions 2, Perception 1, Body 3, Willpower 1

Special Abilities:

Power Armor Soldier:

Heavy Combat Power Armor

Standard power armor used by explorers. It comes equip with sensors, strength enhancing technology and built in rocket rifle.

Power Level: Medium

Protection : 7

Trait Modification A: +2 Body-Strength

Trait Modification A: +2 Perception

Trait Modification A: -1 Stealth

Movement: Flying Rating: 0

Movement: Swimming Rating: 1

Bonus:

Minor Advantage: Com System

Minor Advantage: Life Support System

Major Advantage: Thermal Sensors: See in dark and hidden people and animals

Multi OSA

Built in Heavy Rocket Riffle

Range: Long Damage: 6+2

Bonus" Burst Fire

Restrictions:

Charges: Minor, Item, Minor Disturbance(nose of motor and rocket thrust)

Restrictions:

Item, Minor Disadvantage: Flight only works in space

Cost: 44 points

Rocket Pistol:

A pistol that fires rocket propelled bullets. A standard weapon.

Power Level: Medium

Damage: 6+2

Range: Short

Restrictions:

Charges: Moderate, Item, Minor Disturbance(Rocket Flash and smoke trail)

Cost: 7 points

Total CP Cost: 99

Betta Six:

Tagline: "Split personality robot and cook"

Background:

The gear carrying robot of the group. He worked with Mitch on a backwater planet. Mitch has modified the robot to include extra gear and be able to cook. The modifications Betta six to develop a split personality. Most of the time the other do not want to be around this robot because he complains all the time. When he is cooking he friendly and a really good cook.

Personality:

Most of the time he just complains and backtalks to everyone. He does not take orders well and seems only interested in not doing any hard work. When he is cooking he ready to take any order to create exotic dishes. He also become very friendly ready to exchange stories and tell jokes to his customers.

Appearance:

The bulky humanoid upper body with a large wheeled body on the bottom. He has built in equipment chest and cooking system in his lower body. He also has a radio link to the main ship and full computer and scanning system. In his equipment closets he generally has a number of food items or cook wear. He also

has a built in hitch that can be linked to any number of wagons.

Oomph: 1 Stunt Points: 2 Hurt Points: 42 Size: Medium

Story Hooks:

Split personality-moderate

Enjoys Cooking

Traits:

Body 4, Repair 2, Medical 2, Knowledge-Cooking 4, Artist-Cooking 0/4, Invention-Cooking 0/4,
Willpower 2, Armed Combat 1, Athletics 1, Pilot 2, Drive 2, Appearance -2, Persuasion -2

Special Abilities:

Scanners and Comsystem.

Allows him to scan area and communicate with computers.

Power Level: Low

Range: Short

Trait Modification A: +1 perception

Trait Modification A: +1 Science

Rating: 0 (doing computer task)

Bonus:

Minor Advantage: Built in communicator

Restrictions:

Item

Cost: 11

Built in Cooking gear:

Power Level: Low

Damage Rating 1+body (frying pan)

Range: Point Blank

Cost 2

Light Armor

Power Level: Medium

Protection: 2

Cost: 2

Gear Boxes and Hitches:

Can store large amount of material.

Power Cost: Low

No Components

Cost: 4

Total CP Cost: 52 points

Channel Four Game mastering

Basics:

Ancient Future is set in the future, but many of its basic elements are based on older standards. The basics of idea behind the characters will be exploring forgotten cities looking for ancient artifacts. Now if that was it, it would make a very boring action toon. Ancient Future follows the old pulp and serial conventions. You will have secret cults protecting or looking for artifacts. The artifacts will be protected by elaborate traps. There will be rival groups trying to stop or beat the heroes to artifacts. There are many such conventions that can be used.

One of the first things needs to be decided is a character going for an artifact, studying an artifact or transporting an artifact. Looking for an artifact can require characters to do some research or look for an expert on the artifact. This should be designed to be short and entertaining. The experts can be given strange personality. Looking through books characters can find strange titles. When studying artifacts can lead interesting situations. An artifact might have strange functions, or be a remote control for a great power. Transporting artifacts can lead to many situations. Pirates or another archeology might want to get there hands on the artifact.

It is important to look at adversaries that will be facing off with the characters. These groups can include cults, other archeology teams and Space Sphere Authority. The cults can be primitives using fake magic or can be secret society which uses advance technology. Some of the adversaries will not be true villains just rivals or groups protecting secrets. Other groups will be pure evil causing large amounts of harm.

Mecha:

Mecha is a Japanese term used to describe mechanical devices used in anime. American fans use the term to describe large piloted robots that are generally in human or animal in shape. Mecha can also be used to describe suits of powered armor that enhances the pilots natural abilities.

Mecha are another important aspect to Ancient Future. These machines form machines to do heavy work, protect characters during combat and give some fantastic action scenes. The characters should be given reasons to use their mecha. Power Armor can be used to protect characters from death traps and to move massive objects. Larger Mecha can be used for transports and to fight large robot protectors of alien cities.

One thing to consider is the description of mecha in the series. One of the ideas used in the backstory of the series is this is an American production. Americans designed mecha are generally bulkier and not as fluid moving as their Japanese counterparts. American mecha are generally designed to be mass produced, not one shot super weapons. This can be ignored, but can be used to give the series a distinct feel.

Exploring the Genre:

Ancient Future is created from a mixture of different genres. This mixture includes pulp, exploration, mecha genres. Even with this, the “show” is set as an 80's action toon. As there are many genre elements to get the proper action cartoon feel.

Morality:

Morality should always be black and white. The characters are out to protect ancient ruins and artifacts. The characters should treat others with respect and work within the law. Their competition destroy sites, threaten people and cause trouble. SSA are trying to take over the universe with any means possible. The characters trying to stop them while respecting individual planets beliefs for good role playing.

Optimism:

The world of Ancient Future should be overly optimistic. The major bad buys, the Space Sphere Authority is well matched by NUGE. The characters should have more then enough skill to handle competing archeology groups and cults. Even the death traps should be within characters be able to handle. This should give basic idea how the future is optimistic for Ancient Future. There is always the chance of important artifacts disappearing.

Exaggerated Action:

There should be plenty of places for exaggerated actions. The characters have to escape mad groups of natives, strange cults and ancient death traps. The characters pilot power armor and flying transforming robots into battle against robot monsters. There is more then enough room for characters to preform exaggerated actions. While not one should have super powers or magic, the characters skill and technology should allow them to do spectacular stunts.

Coincidence:

Coincidence can play a very important part of characters adventures. Characters might be studying in ancient text when they run into a rival group. Characters might find a map while looking in the field. The group might find one of their rivals being chased down by angry natives. Coincidence can work for against the characters. They might be in a system with artifact hunting pirates. You can never be sure where the next connection will come from.

Rogue's Gallery:

There are plenty of bad guys that can be repeated through out the series. The Crazies and SAAG both provide two groups that can have villains that can be repeated used through out the series. Each group has a built rivalry with ancient hunters. Beyond there can be secret society members who might show up in a few episodes. There should still be plenty of room for one shot villains, like cult leaders and large space monsters.

Comic-Relief Characters:

There are a number of characters that can provide comedy on the show. Beta Six, the dual personality robot, was design to be used for comic-relief. Many of the crazy diggers could provide plenty of comedy. Many other characters have quirks that could be used to enhance the comedy feel of the game.

The After-Show Message:

At the end of the series it time to redeem the fun action with good old fashion lessons. There are two basic routes that can be used with this. One is to do basic moral lesson that has no connection to the episode that just played. The other method is to have a lesson based on episode. This could be moral lesson, like why it is important to protect historic sites or preserve ancient traditions. Characters could also explain some science that was used in the episode. If either is done, remember to have fun when doing this.

The Movie:

The movie is where big changes comes to the series. Old characters die, new characters show up and the universe is change in some way. One example is the aliens that created all the advance technology show up to reclaim their territory. The series guide show one possible movie idea. Remember that the movie adventure should be bigger and more spectacular then normal episode.

The Star of the Show:

The series could easily have a star, Adam Challenge. He is leader of Ancient Hunters and has been around for quite a while. The other characters can represent either sidekicks or equals. The problem with having a star is that other characters might be neglected. The decision is up to game master to decide the balance.

Adjusting the Tone:

The basic tone of Ancient Future is typical eighties action cartoon. Not many people die, the good guys always win and there is always optimism for the future. There is some comedy and cheesy dialog, but for the most part the series should be action adventure. Some people might want to work with something different though. The series is pretty easy to create a lighter tone or make the series tone much darker.

Making it Lighter:

- Emphasis character quirks and comedy bits. This will go a long way in making the show less threatening. This works well with the Crazy Diggers who are already made a bit nuts.
- Revise traps and monsters to be more comedic then deadly. For Example: change a trap from killer laser beams to slime that captures its targets.
- Make Space Sphere Authority less powerful and it minions incompetent. This will make them seem less deadly. Remove some of the heavy military machines from SAAG units. This will further reduce any threat value of the SSA.
- Change all weapons to energy beams. I do not know if this really works, but it is what

networks use to do to get around the issue of using guns.

- Add Kargorr..OK maybe that last idea is just a bad idea.

Making it Darker:

- Make the competitors and secret societies more serious and deadly. Have the cults blow up buildings. Show SAAG groups making people disappear. Have natives used as slave labor.
- Increase the size and power of the SSA. Make it seem like they are everywhere and almost ready to start the war to take over the galaxy.
- Make death traps more deadly. This can include having a few native guides meet untimely demise, off screen of course.
- Make alien artifact truly scary. Have them control powerful weapons, have them summon monsters from other universes or be deadly plagues ready to wipe out the universe.

Aliens:

The aliens in the series are basically unseen. They have left aliens have disappeared and have only left dead cities and artifacts on many worlds. The aliens have also left many worlds with humans on them. How the aliens looked and why they left so many worlds is unknown. What is for sure is many people are hunting down alien technology to add to their own technology base.

In terms of the series the aliens are left open to interpretation on purpose. The aliens should be designed to match the tone of the series and be introduced slowly to the characters. The reasons the aliens disappeared, why they help humans and even their looks are left of to the game master. The only known facts is the aliens are roughly human sized and quickly disappeared from many worlds. The aliens seem to try to increase humans survival by spreading humans across many worlds.

Here are a few sample aliens species that can be used. Each sample will provide an alien with culture notes and why they disappeared. Do not be afraid to create you own alien species to be used with the series.

Preservers:

Preserver aliens go out and spread other intelligent life forms to other planets to improve their chance of survival. The preservers set up planets to make the chance of a species survival far greater then it normally would be. When a race has reached a good chance of survival the Preservers will move on to help another species. Preservers are roughly size of a human but have four arms, thick bent backs and dark gray brown skins. They are highly intelligent and can learn any language quickly. It is rumored some preservers stayed behind to keep a watch on humanity.

Cyber-Factions:

This was one species of alien, but they had no united government. Many different

factions competed for resources and power. One group found humanity and decided to help primitive humans. They transported humans to other worlds and gave them access to more advanced technology. Another faction took humans and enhanced them for specific use. Fighting started to break out between the different factions. One faction created a computer program that would effect aliens computer link implants. The aliens used these implants to control equipment. Many aliens lost control of equipment and war almost started. As things started to fall apart, some aliens put themselves into stasis while others left for more hospitable worlds. In the end the aliens were forced to leave many worlds because they could not control their machines or because of fighting. This left humanity to development on their own.

Cyber factions are human sized and have two arms and four legs. They are covered in colored feathers. The aliens have two cat like eyes and short snout. The aliens cyber equipment formed by nanorobots when they are born.

Weapon Dealers:

The aliens sell and create weapons to be used by other groups of aliens. The aliens discovered humanity and saw a species that can be used as warrior slaves. Humans were aggressive and worked in groups, reproduced fairly quickly and seem to have some skills with arms. Humans were not super strong or have any other extraordinary abilities. They would make perfect warrior slaves. As the spread humanity around into camps a disgruntled customer decided to list their complaints. They did this by wimping out the weapon dealers. This left humanity stranded on many planets. These aliens have round central body with three thick legs and tentacles instead of hands or arms.

Artifacts:

Artifacts are a very important part of the series. The Artifacts are what characters are searching for. These artifacts are either found buried, in secret places protected by death traps or in museums. The actual artifacts can look like almost anything, from jewelry to giant stone statues. Remember the artifacts were made by aliens so might not follow human design logic. Many times facts about artifacts will be hard to come by. The artifacts will have any facts hidden by myth. Part of the fun for characters is figuring out what artifacts actually do.

There are four major points defining an artifact. Where is an artifact hidden, What an artifact looks like, what it does and what the locals think of the artifact. Each of these points will help define an artifact in game terms. Remember there are plenty of good ideas that can be borrowed from movies or television shows.

Where is the Artifact Hidden:

Objects can be hidden in a variety of places. Artifacts could be simply buried in old ruins, be in an ancient tomb or even store in a museum. The location will effect how an adventure works out. If the artifact is simply out in open there will not be any kind of defense for it. If in tomb or ancient city it might be defended by traps or robots. If in museum it will probably be meant to be studied, or characters might have to borrow the

artifact.

What does that artifact look like:

Artifacts can take on many different shapes and sizes. The basic objects that are possible include jewelry, statues, simple disc, even working robots or ships. Two assumptions about artifacts is their functions are hidden so others could not use them. Artifacts can also have ability to change shapes. So just because it looks one way does not mean it can't change to something else.

What does an artifact do:

Artifacts can have any number of functions. Artifacts can range from weapons to control interfaces. Control interface or memory storage can be useful for not only setting up for future episodes. Memory units can contain maps or clues to other treasures. There are also other unique equipment that can be available. The artifact can alter a persons DNA, be used for teleporation or alter a persons memories. Holographic projector artifact can create ghost or cause other types of trouble. The artifacts could also just be decorations or toys.

What Locals think of Artifacts:

The last major question is what do aliens think of the artifacts. The locals might consider artifacts to be holy artifacts, cursed objects or worthless peaces of junk. If the locals think that artifacts are holy they will do there best to protect them from anyone getting there hands on them. They might go out of their way to steel the artifacts if character do find one. Locals might run away if characters are carrying cursed objects. The locals might even demand for characters to put cursed objects into special temples. If the pieces are considered as junk the characters are clear and in the open to take the objects.

The locals might also have legends and myths about an artifacts ability and powers. This could provide important clue on how an artifact actually does. It could also be used to provide false information to players. The legends could also be completely wrong and the artifacts true powers can be kept a secret.

Random Artifact Generator:

The random artifact generator allows for quick generation of an artifact. It is best used when for days when game master can not think up of an artifact. The generator is simple to use. Roll 1d12 for each category. This will give a very generally outline of what an artifact is and does.

Location:

This define the basic location for the basic artifacts.

Appearance:

This gives the basic appearance of an item. The appearance is only gives a basic overview of an object look likes and does not tell what its function is. Do not be afraid to

make the object look fancy or plain looking. If the artifact looks like a melee weapon assume that it can function as weapon with dr of 2+ body.

Function:

What the object does. Figure the maps or memory devices project data using holograms. Part of the fun with the function is for the character figure out how they work. For example if you have teleporter that looks like a gun, each pull of the trigger will send the target to a random place.

Locals Attitude:

This is what the locals think of the object. If the locals think the object is a holy artifact, they will not want to part with it. On the other hand, if they think it is trash, the characters can take it with no problem. Legendary Objects will considered not really to exist. Museum will be considered important objects that need to be protected.

Random Artifact Generator:

<i>Id12</i>	<i>Location</i>	<i>Appearance</i>	<i>Function</i>	<i>Locals Attitude</i>
1	Tomb	Jewelry	Teleporter	Holy Object
2	Tomb	Jewelry	Control Unit	Holy Object
3	Tomb	Stone Ball	Holographic Projector	Holy Object
4	Temple	Small Statue	Memory Storage Device	Cursed Item
5	Temple	Small Statue	Map	Cursed Item
6	Junk yard	Large Statue	Weapon	Important Historical Object
7	Cave	Scepter	Force Field	Trash
8	Cave	Sword/Ax	Healing Device	Legendary Item
9	lost city	Pistol	Weather Controller	Legendary Item
10	Lost city	Carved Tile	Decorative	Museum Piece
11	Outer space	Throne/Chair	Toy	Museum Piece
12	Museum	Glowing Crystals	Radio	Museum Piece

Channel 5 Bad Guys

Life would be boring without some form of competition for the heroes. This chapter will cover some of the general villains the characters might run into. This includes rival team of archaeologist, SSA, cult members and robot “Gods” that protect ancient cities.

Other Archeology Teams:

There are a number of other teams out there looking for alien technology. Some of the teams are trying just find artifacts. Other are competing for glory of making a big discovery. Some are just out to make money. These other teams can have possible reactions to heroes. Some will compete with the heroes, other will try to sabotage the heroes and some might attack the heroes. Here is a quick sample team of rivals.

Crazy Diggers:

They are a group of independent artifact hunters who seek out valuable artifacts to sell on the open market. They do not care about history, culture or meaning of the artifacts they find. Their standard operating procedure is to go to an area with artifacts and start tearing the area apart till they find something valuable. They do not stay in anyone area for a very long time. Crazy diggers are not well organized and not very professional. Their leader sends them out to find valuable material and hopes they do not cause much trouble. Crazy diggers are generally very heavily armed. The weapons are meant to dissuade locals from interfering in one of the Crazy diggers digs.

Characters:

Nano Small:

Tagline: “Strange and powerful Commander of Crazy Diggers”

Backgrounds:

He is the leader “Leader” of the crazy diggers. He is not a trained archaeologist. He grew up in a rich family and spent most of his time studying from books and watching old adventure movies. He went out on his own looking for treasure. When he returned home he had change. He developed a strange voice when talking and seem to go out to party. When he did study books he would do it for hours with out break. He also gained a 8 foot long snake bird as a pet. The snake bird is a snake with feather wings and feathers on its body.

He created the Crazy Diggers one afternoon when he found out he was out of money. He has lead this group on finding many popular sites. He know uses intimidation to keep his group working well.

Personality:

Nano enjoys partying and reading books. He never does either at the same time but he is never seen sleeping. He seems not to move or think in correct manner. His voice does not sound like a normal humans, he talks to himself and seems only to care about books and his pet Snake Bird “Large”. He can find profitable sites better then anyone else. He leads his group through pure intimidation. No one ever bothers him, especially when he is reading.

Appearance:

He wears heavy work pants, stylish shirt, heavy vest and deep blue cloak. He never really looks normal. He has unkempt blond hair, deep brown eyes and very light skin. He generally carries no weapons except his trained pet. He does occupationally wear heavy power armor with built in particle beam cannon. (The

cannon is a very expensive weapon built from alien tech.)

Oomph: 2 Stunt Points: 2 Hurt Points: 32 Size: Medium

Story Hooks:

Likes to Party and Read- Mild

Does not Think like normal person-Moderate

Only Tully likes pet Snake Bird "Large"-Mild

Traits:

Persuasion-Intimidate 4/2, Science 4, Perception 2, Range Combat 1, Wealth 2, Survival 2, Willpower 3,

Knowledge-Alien Artifacts 2, Athletics 2, Pilot 1, Driving 1

Special Abilities:

CompScan:

Standard hand held computer with built in scanning device. Can be use to scan, communicate and do standard computer actions.

Power Level: Low

Range: Short

Trait Modification A: +1 perception

Trait Modification A: +1 Science

Rating: 0 (doing computer task)

Bonus:

Minor Advantage: Built in communicator

Restrictions:

Item

Cost: 11

Beat up Power Armor:

Power Level: Medium

Protection : 4

Trait Modification A: +1 Body-Strength

Trait Modification A: +1 Perception-Vision

Bonus:

Minor Advantage: Com System

Major Advantage: Thermal Sensors: See in dark and hidden people and animals

Multi OSA

Particle Beam:

Damage Rating: 8 + 2

Range Medium

Restrictions:

Item

Cost: 26 points

Snake-Bird "Large":

Power Level: Medium

Oomph: 1 Stunt Points: 1 Hurt Points:37 Size: Medium

Traits:

Body 2, Athletics 2, Unarmed Combat 2, Appearance 3, Stealth 4, Willpower 2, Survival 2, Coordination 1

Primary Movement: Flight

Secondary Movement: Limited Ground

Special Abilities:

Fang Bite:

Power Level: Medium
 Damage Rating: 3 + Body
 Range: Point Blank
 Trait Modification b: Athletics -1
 Duration: 1d12 Rounds
 Cost: 9

CP Cost: 16 CP/49 SCP

Total CP Cost: 113 points

Sally Hidden:

Tagline: "Loner investigator with secret past"

Background.

She is the finder of alien technology among the Crazies. She has knowledge of many forms of alien technology and how the aliens stored the systems. She likes to stay away from the rest of the Crazies doing her investigation on her own. She does not truly trust the other Crazies but does enjoy the money they bring to her.

She came from a small family who lived near an old alien city. She use to play in the ruins of the old city. She learned to recognize alien writing and building methods from exploring the ruins. She also seem to gain the ability to sense alien technology. She used these abilities when she first met Adam Challenge. She had a major falling out with Adam. After the falling out she joined the Crazies.

Personality:

She enjoys working along. She does not like being in crowds or being the center of attention. She is friendly in accouters with others, but she always keeps her feeling to herself. She does enjoy being outdoors and is not known for being staying behind to study. She also seems able to sense alien tech very easily. She is not sure about other Crazies but does enjoy there pay.

Appearance:

She has dark hair and eyes but very light skin since she spends most of her times indoors. She wears a heavy duty shirt and pants that are gray and blue in color. She generally does not carry weapons.

Oomph: 1 Stunt Points: 1 Hurt Points: 34 Size: Medium

Story Hooks:

Likes to be by her self-Moderate

Has issues with Adam Challenge-Mild

Traits:

Science-Alien Technology- 4/2, Perception 2, Appearance 2, Survival 3, Willpower 2, Knowledge-Alien Cities-4, Knowledge-Alien Artifacts 3, Athletics-Dodge 4/2, Medical 1, Piloting 2, Driving 2, Unarmed Combat 2, Detective-Alien Cryptography 4/2, Body 1

Special Abilities:

CompScan:

Standard hand held computer with built in scanning device. Can be use to scan, communicate and do standard computer actions.

Power Level: Low

Range: Short

Trait Modification A: +1 perception

Trait Modification A: +1 Science

Rating: 0 (doing computer task)

Bonus:

Minor Advantage: Built in communicator

Restrictions:

Item

Cost: 11

Ability to find artifacts:

Power Level: Low

Trait Modification A: +2 Perception-Find Alien Artifacts

Cost: 6 Points

Rocket Pistol:

A pistol that fires rocket propelled bullets. A standard weapon.

Power Level: Medium

Damage: 6+2

Range: Short

Restrictions:

Charges: Moderate, Item, Minor Disturbance(Rocket Flash and smoke trail)

Cost: 7 points

Total CP Cost: 86

Henry "Target" Last:

Tagline: "Slightly Crazy Soldier"

Background:

He acts as the crazies main soldier. He was originally part of SAAG military who was removed from active duty for having a little to much fun with his weapons. (So he took out a few expensive walker tanks, they were due for retirement any). He wandered around for a while until he met up with Nano. He quickly joined the group and has kept outsiders out of the Crazies business since joining.

Peronality:

He is an expert marksmen who likes to enjoy himself in everything he does. He is not a very deep thinker or planner, but he is a good shot. He seems to love his weapons and loves to practice and fire them. He also enjoys intimidating people by showing his skill with his guns. He makes good guard and strong man, just do not let him near anything fragil.

Appearance:

He is big and muscular and generally wears either power armor or some sort of body armor over an old military uniform. His weapons include rocket rifle, five hand guns and many throwing knives. His power armor is a heavy all terrain model that has heavy rapid fire rifle and missile backpack systems.

Oomph: 2 Stunt Points: 2 Hurt Points: 38 Size: Medium

Story Hooks:

Traits:

Body 3, Armed Combat 3, Unarmed Combat 3, Range Combat 4, Athletics-Dodge 4/2, Perception 2, Persuasion-Intimidation 2/0, Survival 2, Coordination -2,

Special Abilities:

Rocket Pistol:

A pistol that fires rocket propelled bullets. A standard weapon.

Power Level: Medium

Damage: 6+2

Range: Short

Restrictions:

Charges: Moderate, Item, Minor Disturbance(Rocket Flash and smoke trail)

Cost: 7 points

Heavy Combat Power Armor

Standard power armor used by explorers. It comes equip with sensors, strength enhancing technology and built in rocket rifle.

Power Level: Medium

Protection : 7

Trait Modification A: +2 Body-Strength

Trait Modification A: +2 Perception

Trait Modification A: -1 Stealth

Movement: Flying

Rating: 0

Bonus:

Minor Advantage: Com System

Minor Advantage: Life Support System

Major Advantage: Thermal Sensors: See in dark and hidden people and animals

Multi OSA

Built in Heavy Rocket Riffle

Range: Long Damage: 6+2

Bonus” Burst Fire

Restrictions:

Charges: Minor, Item, Minor Disturbance(nose of motor and rocket thrust)

Built Missile Pack

Range: Long Damage: 10+2

Restrictions:

Charges: Major, Minor Disturbance(nose of motor and rocket thrust)

Minor Disadvantage: Can only be used every other round

Restrictions:

Item, Minor Disadvantage: Flight only works in space

Cost: 45 points

Old Body Armor:

Power Level: Medium

Protection: 4

Restriction:

Item, fickle

Cost: 2

Total CP Cost: 104

Go Go:

Tagline: “Insane Girl,,Really insane Girl”

Background:

She was born and joined the Crazies. What happen between these two events is completely unknown. Nano knows her and let her join the team, giving her small jobs. She does her work well enough but is known for being slightly flighty. What she enjoys doing and watching changes day to day. She likes to party seems to be her only constant trait. The one rule everyone makes her live by is she is not allowed to touch weapons. I mean it, her and guns do not mix.

Personality:

She likes to party and enjoy all life has to offer. She is also completely nuts. Her likes and dislikes change daily. She can not focus on anything for long periods of time and seems to talk to herself. She can be dangerous but most of the time she seems only to be out to joke around.

Appearance:

She is slim and has light skin. Otherwise her hair color and clothing change on a daily bases. The only rules her fashion sense lives by is to be bright, bold be noticed from a mile away. She always stands out in a crowd.

Oomph: 5 Stunt Points: 3 Hurt Points: 31 Size: Medium

Story Hooks:

completely Nuts/Crazy/Off Her Rocker-Major

To Unstable to use weapons properly

Traits:

Appearance 2, Performer 4, Athletics 3, Willpower 2, Coordination 2, Survival 1, Drive 1, Piloting 1, Range Combat -2, Armed Combat -2, Science -2, Disguise -4, Stealth -2

Special Abilities:

CompScan:

Standard hand held computer with built in scanning device. Can be use to scan, communicate and do standard computer actions.

Power Level: Low

Range: Short

Trait Modification A: +1 perception

Trait Modification A: +1 Science

Rating: 0 (doing computer task)

Bonus:

Minor Advantage: Built in communicator

Restrictions:

Item

Cost: 11

Total CP Cost: 51

There are a number of other crazies but the above formed the core group seen in the series.

Space Sphere Authority

This a set of early Earth colonies that decided that they are fated to rule the galaxy. The government is highly authoritative, with government dominating over most everything else. The citizens of Space Sphere are taught to respect authority and to believe they are destined to rule the galaxy. The society of Space Sphere Authority believe in discipline and hard work. The citizens do there best to insure their worlds run smoothly. The average citizen believes that all other countries have no self control and need the firm hand of the Space Sphere Authority to lead in the future.

The central planet is Blue Sphere. Blue Sphere is covered in oceans and has a very pleasant environment for humans to live in. The planet is also one of the most heavily guarded planets in the galaxy. There are a number of other planets under the control of the SSA. The core planets joined willing and feel part of SSA's great destiny. The other planets where conquered and had a government placed over them. These controlled planets are known for being harsh on all non-citizens.

Government:

The SSA is technically a democratic republic. Each world sends representatives to the

central capital of Blue Sphere. The representatives forms the Council of Representation. The council is suppose to create the laws and select a Chancellor to run the government. In reality the Chancellor actually controls the whole government. Chancellors have been known to remove representatives disappear. The Chancellor creates the laws and controls the ministries that run every aspect of the government. The Chancellor also controls the secret police. The Secret Police keeps an eye on everyone else. There are courts, but these courts can be bypassed for many casses.

Military:

The Space Sphere Authority has a highly centralized military. The military is broken up into Army, Navy and Space Fleet. Each of these groups are commanded by a central command and are known for working well together. The military is growing quickly with many new units and fighting vehicles being built. They are a dangerous, but are stay inbounds of SSA for now.

Attitude towards independent Archeology groups:

The SSA looks at independent groups as trouble and getting in the way. They do not recognize any other group inside their own territory. They do not have any second thoughts on taking over another groups find or taking any technology found. On some situations they will hire an independent group to work for them. These hired groups are paid, but are used more do do all the hard work for the SSA.

Sphere Authority Archeology Groups:

Groups of archaeologist who are paid by Space Sphere Authority. There are many teams that fall under this name, each acting independent of the other groups. SAAGs are required to be clean, professional and thorough when on sight or working with locals. A SAAG dig will look like they are carefully respecting local costumes while carefully searching old ruins. SAAG real mission is to find useful alien technology. They are always back up by Sphere Authority military units. SAAG groups are not nice to competition that gets in their way. Such groups have a tendency of disappearing.

Characters:

Doctor William Explorer

Tagline: "Bookworm leader of Sphere Authority Archeology Group"

Background:

The head of the best SAAG unit. He is knowledgeable in many fields and spent the early portion of his life studying files on ancient alien technology and civilization. He used this knowledge to find many important finds early in his carrier. He was also highly loyal to SSA and gives all his to make SSA look good. He quickly raised in the ranks to become leader of on the best teams to find artifacts. He works the team ragged when looking for artifacts, but he gets the job done quickly and efficiently.

Personality:

He is a perfectionist and will not let any project go until he is sure it is complete. He makes sure everyone under his command works hard and will punish anyone not giving the best effort. He prefers for others to do manual labor. He prefers to study books, files and reports the do physical part of searching for artifacts. He also prefers to stay neat and clean.

Appearance:

Doctor Explorer is an thin old man with gray hair who is slightly bald. He wears a well groomed suit and never seems to get dirty. The suit is generally lightly colored and will show any dirt that come in contact with the suit.

Oomph: 1 Stunt Points: 0 Hurt Points: 32 Size: Medium

Story Hooks:

Perfectionist who needs to stay clean-Major

Never stops a project till its completed-Moderate

Traits:

Science 4, Knowledge Alien Artifacts 3, Knowledge-Cleaning Methods 2, Psychology 2, Willpower 3, Persuasion-Command 3/1, Wealth 2, Medical 1, Athletics 1, Piloting -1, Driving 1, Computers 2, Knowledge-Alien Languages 2

Special Abilities:

CompScan:

Standard hand held computer with built in scanning device. Can be use to scan, communicate and do standard computer actions.

Power Level: Low

Range: Short

Trait Modification A: +1 perception

Trait Modification A: +1 Science

Rating: 0 (doing computer task)

Bonus:

Minor Advantage: Built in communicator

Restrictions:

Item

Cost: 11

Total CP Cost: 60

Doctor Zach Dark:

Tagline: "Creepy SSA archaeologist"

Background:

Acts as the second command to Doctor Explorer. He does not have Doctor Explorer's knowledge, but he has great skill at organizing people and working with equipment. He started out life as a small time archaeologist competing on finding good areas to dig up alien tech. He was beaten many time by Adam Challenge on finding good digs. Dark swore he would beat Adam to the best finds in the galaxy. He joined up with the SSA and quickly rose though the ranks to become second in command of a team.

Personality:

He makes everyone around him unconformable. He is friendly with everyone around him but seems to make threats out of friendly gestures. He can quickly figure the best way organize people to get the best work out of them. He seems to considered most other people to be objects for him to use. He also has a great need to make Adam Challenge look bad. This has lead Zach to make mistakes trying to outdo Challenge.

Appearance:

Doctor Dark wears clothing designed for field work. This generally includes heavy brown pants and shirt with a raggedy old hat. Doctor Dark also has a personal heavy power armor with built in scanners and working tools. The armor does not have any weapons, but does have digging equipment that can double as weapons.

Oomph: 2 Stunt Points: 2 Hurt Points: Size: Medium

Story Hooks:

Wants to out do Adam Challenge-Moderate

Creeps People out- Moderate

Traits:

Science 2, Psychology 1, Knowledge-Alien Artifacts 2, Range Combat 2, Armed Combat 1, Athletics 1, Body 1, Streetwise 2, Survival 2, Persuasion-Command 3/-1

Special Abilities:

CompScan:

Standard hand held computer with built in scanning device. Can be use to scan, communicate and do standard computer actions.

Power Level: Low

Range: Short

Trait Modification A: +1 perception

Trait Modification A: +1 Science

Rating: 0 (doing computer task)

Bonus:

Minor Advantage: Built in communicator

Restrictions:

Item

Cost: 11

Standard Explorer Power Armor

Standard power armor used by explorers. It comes equip with sensors and strength enhancing technology.

Power Level: Medium

Protection : 4

Trait Modification A: +1 Body-Strength

Trait Modification A: +1 Perception-Vision

Bonus:

Minor Advantage: Com System

Major Advantage: Thermal Sensors: See in dark and hidden people and animals

Digging Tool:

Damage Rating: 3+ Body Range: Point Blank

Trait Modification A: +1 Body-Digging

Restrictions:

Item

Cost: 14 points

Rocket Pistol:

A pistol that fires rocket propelled bullets. A standard weapon.

Power Level: Medium

Damage: 6+2

Range: Short

Restrictions:

Charges: Moderate, Item, Minor Disturbance(Rocket Flash and smoke trail)

Cost: 7 points

Total CP Cost: 72

Commander David Master:

Tagline: "Spit and Polish soldier who believes in SSA goals."

Background:

He is the no nonsense commander of SAAG's defense units. He is pure spit and polish and good at noticing things that out of place. He grew up as part of a military family and joined the military when he was of legal age. His skills quickly gave him command of small unit that protects SAAG teams. In the field he is technically under the command of Doctor Explorer, but he generally does what he thinks is best. He has

been known to make other archeology grounds to disappear.

Personality:

He proudly wears the Sphere Authority uniform and looks down on anyone who not part of Space Sphere Authority. He is proud of both the SSA and his own military career. He believes in discipline and follow orders are two of the most important jobs of a soldier. He will punish and push others to live up to these ideals. He keeps a cool head under fire and seems to believe that any situation will turn into combat at a moments notice.

Appearance:

He has dark hair which he wears short military style. He always wares SSA military duty uniform. He keeps the uniform clean and neatly pressed. He always has a laser rifle and rocket pistol gun ready to defend himself with. His personal power armor is deep blue and has many weapon systems built into it.

Oomph: 2 Stunt Points: 2 Hurt Points: 50 Size: Medium

Story Hooks:

Very Disciplined-Mild

Dislikes anyone who not part of SSA-Moderate

Traits:

Body 3, Range Combat 3, Armed Combat 2, Unarmed Combat 2, Perception 2, Athletics-dodge 3/1, Survival 2, Willpower 2 Persuasion-Intimidate 3/1, Appearance 2

Special Abilities:

Heavy Combat Power Armor

Standard power armor used by explorers. It comes equip with sensors, strength enhancing technology and built in rocket rifle.

Power Level: Medium

Protection : 7

Trait Modification A: +2 Body-Strength

Trait Modification A: +2 Perception

Trait Modification A: -1 Stealth

Movement: Flying

Rating: 0

Bonus:

Minor Advantage: Com System

Minor Advantage: Life Support System

Major Advantage: Thermal Sensors: See in dark and hidden people and animals

Multi OSA

Built in Heavy Rocket Riffle

Range: Long Damage: 6+2

Bonus" Burst Fire

Restrictions:

Charges: Minor, Item, Minor Disturbance(nose of motor and rocket thrust)

Restrictions:

Item, Minor Disadvantage: Flight only works in space

Cost: 32 points

Laser Rifle:

Power Level: Medium

Range: Long

Damage: 6+2

Restrictions:

Item

Cost: 14 points

Rocket Pistol:

A pistol that fires rocket propelled bullets. A standard weapon.

Power Level: Medium

Damage: 6+2

Range: Short

Restrictions:

Charges: Moderate, Item, Minor Disturbance(Rocket Flash and smoke trail)

Cost: 7 points

Total CP Cost: 97

Vehicles:**TSF-391 Enforcement**

This is the one man fighter used by the Space Sphere Authority: The plane is a delta wing fighter with powerful engines, missiles and particle beam cannons. The fighter can not transform but is high speed and effective.

Power Level: Medium

Traits: Body: 4(2) Armor: 4 Maneuverability: 2, Knowledge-Maps: 2, Auto-Pilot: 1, Computer: 1,

Appearance: 2 Perception: 2

Speed-Space: 4(3)

Speed-Air: 4(2)

Capacity: 1 Pilot

Size: Huge

Structure Points: 800 VDM: 20

Weapons

Particle Beam

Damage: 8+2. Range: Long

Bonus: Vehicle Class

Cost: 7 points

Missiles:

Damage: 10+2 Range: Visual

Bonus: Vehicle Class

Restriction:

Charges: Major

Cost 17

Total Cost: 20 Character Points

Cults:

Many planets have cults that are linked to old cities and artifacts. Some of these cults are out to protect artifacts, while other cults worship the artifacts as being from the gods. For the most part cults will be dangerous to the Team and will try block them from finding artifacts. Some cults will try to even sacrifice characters to their gods.

Typical Cult Leader:

This will be a charismatic guy who has ancient knowledge, a need for power and is

ruthless with his enemies. The cult leader can look like anyone. Some cult leaders will dress in modern cloths and have high tech gear. Others will have priestly robes and covered in gold. They will generally also have a few gadgets ready to protect them.

Oomph: 2 Stunt Points: 0 Hurt Points: 36 Size: Medium

Story Hooks:

Controls a Cult

Traits:

Persuasion 4, Performance-Acting 3/1, Body 2, Knowledge-Lost Lore 3, Range Combat 2, Armed Combat 2, Unarmed Combat 3, Body 2, Athletics 1, Willpower 1

Special Abilities:

Pendent of Protection:

Power Level: Medium

Small force field protector of alien desing

Protection: 6

Restriction:

Item

Cost: 10

Laser Scepter:

Power Level: Medium

Damage Rating: 6+2

Range: Medium

Restriction: Item

Cost 12

Cult Goons:

Power Level: Medium

Goon Factor: 6

Mob Quantity: 2

Costs: 28

Total CP Cost: 100

Cult Mob:

The normal cult mob will have goon factor 4 to 6 depending on the tech or gear they have access to. The goons will be have one level of Determined and will have the restriction Natural-Born Followers.

The Robot “Gods”:

These are ancient robots created to protect alien cities and basses. Most of the robots look like giant gold or bronze statues. Most are humanoid with some having two sets of arms or legs. All are extremely powerful containing advance energy weapons and other fun technologies. Once activated they are hard to beat.

Oomph: 1 Stunt Points: 0 Hurt Points: 51 Size: Very Large

Story Hooks:

Giant Robot-Moderate

Traits:

Body: 4(3), Ranged Combat 2, Armed Combat 4, Unarmed Combat 4, Athletics -1, Appearance -3, Willpower 4

Special Abilities:

Golden Armor:

Power Level: Medium

Protection: 10

Cost: 21

Energy Attacks:

Power Level: Medium

Damage: 8+2 Range: Long

Bonus: Auto-Fire

Cost: 26

Sword:

Power Level: Medium

Damage: 8+body Range: Point Blank

Restriction: Item

Cost: 12

Containment Sphere

Used to contain objects or people:

Power Level: Low

No Components

Bonus:

Area Affect: 3 yards, Minor Advantage: Life Support, Collapsible

Restriction:

Minor Disadvantage: Takes one round to place objects in device, Item

Cost: 8

Total CP Cost: 101

Channel 6: Adventure Seeds

Here are some possible adventures. The episodes provide some basic adventure types that can be run using this series. These are just suggestions, each game master should come up with their own episodes..

Episodes:

Episode 1 “Mountain of Gold”

On the planet Scorpion, a map is found to “Mountain of Gold”. The local ruler sets up a contest for groups to find the Mountain. The Ancient Hunters, Crazy Diggers and SAAG all start searching for the Mountain. In searching for the mountain the groups come into conflict. The Mountain turns out to be different than anyone thought, it ends up being just an old crash Earth ship.

Running the Episode:

This episode works through interaction of NCP's and the players. The episode is designed to have the different groups compete to find the old spaceship. This could include the heroes having to rescue other teams from traps. It also a good place to introduce some of the rivalries and history different characters have.

Production Notes:

This episode was design to be a simple introduction for the show. It was written by Marry Tanner, a writer who worked on many projects for Savage Happiness. Dan Royal was not always happy with this simple episode. The episode was also one of the worst animated for the first season, it acted as the pilot to sell the show.

Episode 2 “Watch the Natives”

On planet Alpha Eight the Crazy Diggers are found looking for some lost tech. The primitive human tribes summon forth their gods to get rid of them. The gods end up being large robots that drive the Crazies away. The crazies seed out rumors about amazing finds that are available on Alpha Eight. Ancient Hunters land on the planet and make a deal with the natives. The Ancient Hunters do find an artifact that can control the robot gods. The Crazies are watching and make their own move to get their hands on this artifact. Now the natives, Ancient Hunters and Crazies fight over both the robots and controlling artifacts. Go Go also gets her hands on a gun, this is never a good sign.

Running the Episode:

The introduction for the characters in this episode should be rumors about great artifacts on a primitive planet. The characters will have to deal with the natives to look at any sights containing useful artifacts. The natives should seem unfriendly to outsiders and should mention they are protected by powerful gods. The characters will have to deal with this problems when looking for artifacts.

When the characters discover an artifact that can control the ancient robots the crazies

should make their move to steal it. This can set up a conflict between the characters trying to protect the artifacts, the crazies trying to gain control of the robot gods and natives using robot gods against both groups.

Production Notes:

This story was written by and directed by Mark Smith. Dan Royal was busy working on other episodes and left Mark with great amount of control on this episode. Many people consider this to be the best episode produced by Mark, his latter works seem far less glories then this episode.

Episode 3 “IN SPACE... there is no up”

SAAG is hunting down unknown ship in an asteroid belt. The Ancient Hunters follow a similar lead about a ghost ship in the asteroid belt. Both groups are forced to use shuttles and fighters to maneuver around the chaotic mess of the asteroid fields. Neither group is aware of the other until they start getting close to the alien ship. Both groups make onto the alien ship, but its internal defenses come on line. Who will gain control of the ship, and what secrets might the ship contain?

Running the Episode:

This should be a rather straight forward episode to run. It contains a basic search, flying through the asteroids and dealing with SAAG. SAAG will have no problems using the power armors and fighters combat capacities. The players will have to use their wits and the abilities of their transforming shuttles and power armors. The players will also have to deal with the ancient ships defense and computer systems. Encourage your players creativity of how to gain access to the ships systems. They might have a useful artifact or have knowledge of alien command words in one of their old books.

Production Notes:

This episode was co-written by Marry Tanner and Dan Royal. Dan used this episode to show off the walkers and power armors capacities. He spent a good portion of his time with the story board artist to create exciting action scenes. He used Marry Tanner to flesh out character interactions and polish some of the longer dialog scenes in the show. The network censors had problems with a few of the combat scenes in this episode. It took Dan a good amount of time to work out these problems with the network.

Episode 4 “Not fun In between”

The Ancient Hunters are returning from a successful dig with a hold full a valuable artifacts. They enter into a zone with a large stand off between Space Sphere Authority and NUGE navies. NUGE navy first think the Globe Blaster is a SSA ship. After getting that confusion, the SSA come over to inspect and take Ancient Hunters cargo. The Ancient Hunters are soon surrounded by SSA ships. When the SSA open fire Ancient Hunters must dodge out of the way of the incoming attacks. NUGE comes in to stop the fighting, now Ancient Hunters are between two factions starting a great battle. Can they survive the confrontation.

Running the Episode:

This episode is designed to show off the rivalry between SSA and NUGE. It should start off with some tension as the NUGE navy questions their motives for being in the area. Pat that the Ancient Hunters should gain the feeling of how SSA are bullies. If they are boarded the SSA will not treat the characters that well. The characters will also have to deal with the shooting war that can develop. It should be a good chance to show off their piloting a negotiating skills.

Production Notes:

This episode was written by Dan Royal and Mark Smith. The episode started fairly late in the process and was somewhat rushed into production of the animation. This caused some of the animation to fall below the standards set by most of the episodes. The ending battle scene also caused an uproar among the networks S&P. The censors thought the battle was too graphic and intense. Even though no one was shown getting killed, a few ships were badly damaged and one SSA ship was destroyed outright. Dan was forced to rewrite and re-edit these scenes.

Episode 5 “Royal Headache”

While on a desert planet Thermal the Ancient Hunters are invited to a royal palace to discuss some interesting artifacts.. People and artifacts start disappearing from the palace grounds. One of the people who disappeared return and blame the Ancient Hunters for the disappearances. The crazies are also noticed to be near the palace grounds. Many of the crazies are carrying rather large packages.. The Ancient Hunters must prove their innocences to the royal court. Can they figure out who is stealing artifacts and what the Crazies are up to?

Running the Episode:

This is a mystery episode where the players must use their brains to figure out what is going on. The exact antics of the crazies and who is making people and objects disappear may be connected. Make sure to leave plenty of clues of what is really going on. Start off with the royal court liking the ancient hunters, but create distrust during the middle part of the episode. The episode should leave off with Ancient Hunters regaining their good name and Crazies looking bad.

Production Notes:

This episode was written by freelancer Fred Bucket. He was well known for doing mystery episodes for many cartoon shows and was hired to do a quick episode by Savage Happiness. Fred Bucket had to rewrite the episode a few times to make it work well with Ancient Futures story, but it came out well in the end. The episode did not have many problems with animation and came in under budget. While not a spectacular episode, it was popular with many fans because of the change of pace.

Episode 6 “Work Hard... Or go by by”

The Ancient Hunters are doing a dig on a primitive planet. While on the planet the planet Adam and Mitch are kidnapped by a group of slavers. Nancy and Betta must find the

slavers and free their team mates. The slavers are primitive having no power armor and only a few guns, but they out number Nancy and Betta by a large margin. The two will have to come up with a good plan to free their friends and the slaves.

Running the Episode:

This episode might be hard to run since it requires splitting the group up. One group will be captured by the slavers. That group must deal with the slavers cruel punishment and help their fellow slaves. The other group must find their friends and free them. While doing split scenes you might give other players minor characters to play. During slave scenes one group can play as slaves. During the other scenes the players can work as guides or escaped slaves.

Also remember to keep the slavers punishments in line with cartoon rules. Do not show anything to brutal or to bad. Wipe near the characters, or have some slave shoved around a bit and given no rations.

Production Notes:

Story by Mary Tanner. The producers at Savage Happiness were worried that the subject of the episode would not be accepted by networks, but went forward with the script after Dan Royal backed her up. S&P did have problems with the show, requiring many script changes. The episode is popular with Lisa fans since she was a central focus of the episode.

Episode 7 "Museum of Secrets"

A new statue is being displayed at a museum. Adam Challenge is invited to study the artifact. The artifact is stolen before Adam has a chance to look at it. The Ancient Hunters join up with the police to find the missing artifact. The museum has many secret passages and places to hide. The thieves lead the group through a wild goose chase through the museum and part of the sewer system. At the end of the chase they discover the statue. The statue contains a secret map leading to a system with an alien city in it.

Running the Episode:

This episode is basically a big chase scene combined with a little mystery. Give the players some clues to where the bad guys might be hiding then stage the chase scenes. This could include some false leads, characters getting lost in the maze of secret passages and sewers. The sewers might also have giant alligators waiting to eat anyone who comes by.

Production Notes:

Story by Dan Royal, written by James Masters. Dan worked on a multi-story plot line. Dan brought in an old friend to write the story while he built the overall story line. Savage Happiness liked the idea of the story line and gave quick permission to create the story line. The network actually showed episode 8 before this episode and created confusion among people watching the show.

Episode 8 “Great Vally Unseen”

The Ancient Hunters follow the clues on the map from episode 7. The ancient hunters lands on planet Ariel Major. The locals have plenty of legends about the an ancient city hidden in great valley protected by illusions. As the teams head out to find the valley they run into many traps. Their local guides also start disappearing. As they get closer to the valley they soon discover that a group of locals are protecting the valley from outsiders. Can the Ancient Hunters convince the locals to let them see the great valley?

Running the Episode:

The episode starts quietly enough with the Ancient Hunters dealing with the locals and finding the hidden valley. Build the tension up by starting with old and simple traps. Have a local run off screaming about curses and then have the guides start disappearing. Have the meeting with the local secret society be trouble, but end peacefully. The valley is hidden by a giant mountain hologram.

Production Notes:

The story was by Dan Royal, written by Marry Turner. The network was worried that the story did not have enough action for the kids. They also thought the story needed a definite villain. Dan Royal worked hard to get the story produced with very little changes. This episode was noted for having very spooky backgrounds and being one of the best animated episodes of the first season.

Episode 9 “Great Pyramid, Great Rival”

In the great valley the Ancient Hunters discover a great pyramid shaped building. The Ancient Hunters go and start cheeking out the pyramid. They discover the pyramid has many traps and strange creature guarding it. In middle of the pyramid there is the control center for the holograms that hide the valley. When the valley is uncovered, SAAG show up to claim any artifacts. They demand Ancient Hunters turn over all artifacts they might have. The locals are not happy with this development.

Running this episode:

The first part of the episode is just an old fashion dungeon crawl finding artifacts and finding the control center. The second part of the episode is dealing with SAAG and coming to an understanding with the locals. Having a fight break between SAAG and the locals will give characters a chance to try to create some peace.

Production Notes:

The story was created and written by Dan Royal. Dan had real fun coming up with monsters and traps for the characters to by pass. He especially proud in designing the central control for the holograms. The whole production and working on this episode went smoothly for the most part. One strange thing did happen, the west coast feed for this episode was the Spanish version for the first few minutes. No one was sure how that happen. No one was fired, but the fact is brought up on the web every once in a while.

Episode 10 “War with Gods”

While exploring the great valley the SAAG awaken some of the old god robots. Now SAAG and Ancient Hunters must work together to stop the robot defenders. While group uses walkers to keep the god robots busy the other group must find the control artifact for the god robots. Along the way SAAG and Ancient Hunters rivalry get in the way of the hunt. Mitch is forced to rescue a SAAG pilot from one of the Robot Gods. The robot gods fly out of the valley and start attacking the local villages. Can the Ancient Hunters find the artifact in time?

Running the Episode:

This is almost an all action episode. The characters will have to deal with both SAAG arrogance and the robot gods. This should provide plenty opportunity for both role playing and showing of characters piloting skills. Having the robots attack the villages will increase the pressure on the characters. Have SAAG use the opportunity to leave while the robots attack the village. This will make the characters look more like heroes. At the end of the Episode a good joke is to have Beta Six upload his cooking programs into the robots. Giant robots cooking can be funny.

Production Notes:

Story by Dan Royal, written by Mark Smith. Mark wrote many good action scenes into this episode. The action scenes ran a little long and required editing when the animation came back to Savage Happiness. Fans consider this episode to be enjoyable, but consider some of the characters acting out of character.

Episode 11 “Crazy Goose Chase”

Following a map, Ancient Hunters find a small moon that contains many interesting artifacts. The crazies are already on the moon looking for artifacts. After a slight confrontation the two groups split the moon up looking for artifacts. Go go and Nancy both get trapped in a alien vehicle that starts racing all over the surface of the planet. The ancient Hunters must capture the vehicle free Nancy. Nancy is stuck listening to a weird story being told by Go Go. The Crazies use this opportunity to borrow some of the artifacts that Ancient Hunter already found.

Running the episode:

This meant to be a comedy episode. Have any artifact that is found be strange and not work or do something strange. The vehicle will run all over the moon, including an underground maze and flying around the moon. While this is happening the Crazies will try breaking into Globe Blaster. When the vehicle is stop the characters will have to get back to their ship to rescue it from evil.

Production Notes:

Story and script by Marry Tanner. When the production staff first saw this script they thought Marry had gone nuts. After she convinced them to work on it, the episode went into full production. The production of the episode had a few hiccups, like the network trying to figure out where to censor some of the stranger jokes in the episode. It worked out in the end. Many fans consider this the strangest episode ever produced for the show.

Episode 12 “Jewel, why Jewel”

The Ancient Hunters go to a planet to relax. While on planet Adam goes to see one of his old flames. She lives on the bad side of town and seems to be hiding a secret. She is soon kidnapped by a bunch of gangsters demanding an artifact that has been missing for many years. The team goes out to find the artifact. It turns out to be a jewel that belongs to the gangsters family. Can the Ancient Hunters find the artifact? Can they rescue the girl?

Running the Episode:

This episode is generally about Adam Challenge and his past. The episode includes the team finding clues to find the hiding place of the jewel. The gangsters will probably have someone following the characters though out the whole adventure. The gangsters will not allow the characters to leave alive, so the characters will need a backup plan needing to counter the villains.

Production Notes:

Story written and by James Masters. James wrote the episode to explore some of the background of Adam challenge. He was instead in what was happening with one of the many old flames had in the past. James included some elements of drinking alcohol and threats by the gangsters against the girls life. Not to mention a graveyard scene that included some crosses. Many of these elements needed to be changed before they could be seen on television. The episode is not a fan favorite, but it did do well in the ratings.

Episode 13 “Through the Rabbit Hole”

The ancient hunters are searching ruins when they find a strange artifact in middle of a stone ring. As they move the artifact the whole group is transported to another world. They must make their way through this world to another set of ruins in the distant. Along the way the character meet alien animals and protector god robots. They soon discover that the ruins are a fully functional alien city. They find a transmitter and contact the NUGE with it. They also discover stasis tubes containing living aliens.

Running the Episode:

The characters should feel like they are in trouble through out the episode. Some animals should be friendly while other are not friendly. The protector robots should be aggressive and come in different sizes. When they reach the city they should have a challenge in finding the transmitter and controls for the robots. Keep the final surprise till the end.

Production notes:

This episode was written as a direct lead into the movie. The episode was written by Dan Royal and Marry Tanner. The episode had to be written a few times as the movie was going through early development. The animation was fairly average for most of the episode. The animators did go a little crazy with some of the animal designs and kept aliens bodies mostly hidden.

Movie “Future for Ancients”

The aliens are being removed from stasis. The aliens look around at wonder at advance humans, when Space Sphere Authority attacks trying to gather equipment and tech from the ship the aliens are on. The Ancient Hunters are actually part of a celebration when news of the attack is heard by everyone. The Ancient Hunters follow the NUGE space fleet into action. As the battle commences the Ancient Hunters pick up a distress signal. They find an escape pod.

On board the escape pod is one of the aliens. His name is Zekek-Zlek and he is carrying important information. The aliens do not have there memories or access to technology. To regain these abilities the Ancient Hunters must find an ancient artifact on a out of the way planet. The group travels to the planet and finds a local who is willing to lead the group to ancient ruins. Along the way the group meet a local tribe who want to worship Zekek-Zlek. Ancient Hunters also meet up with the Crazy Diggers. After a very confusing escape and battle the group finds the artifact. The artifact is small and portable and does not seem like much. Zekek-Zlek regains his memories.

He leads the Ancient Hunters back to the battle zone. The land back on the strange planet in which the Aliens where first found. The team has one last confrontation with SAAG. As the battle on the ground and the sky wage, Zekek-Zlek activates the device. The aliens call forth their planets defenders to drive off Space Sphere Authority. Along the way Ancient Hunters discover why the aliens first disappeared. After the battle the Zekek decides to join the ancient hunters.

Running the Episode:

The movie was written around the Cyberfaction aliens. Change the story around for your own version of the aliens. This episode should be bigger and produce with more action then a standard episodes. Remember it is possible for characters to die during the episode. Have the locals be in awe of Zekek-Zlek. He does represent ancient gods to many of these people. The discovery of the aliens will change a bit of history. It will not stop the SSA from trying to conquer all of humans space.

Production notes:

This was the biggest production done by Savage Happiness to this date. The company put much of the own money into production and writing of the movie. Don Royal came up with the basic story but had his friend James Masters write the first draft of the script. Savage Happiness had another writer, Lester Silver, come in a polish the script for the big screen. This caused some tension between staff of Savage, but everyone was still working to produce the best movie possible.

The voice cast included the original voice cast and celebrities to pick up different roles. This included celebrities for all the alien voices. To go along with the this Savage Happiness hire some of the top Japanese animation studios to do animation on the picture. The quality produced was quite spectacular and much higher then the shows normal animation. Each character did look slightly different.

The movie premiered and drew in enough crowds to make it a success. The movie was shown in the summer before the start of the new fall season. The movie sold well on video tape. The movie also was shown on television when Ancient Future started making rounds in syndication. It became a five part episode.

Bibliography:

Cartoons:

Exo-squad:

This is one of the few American anime shows. It shows what the high powered power armor can do. The show is set up as a war between Humans and genetically engineered life forms. Because of the the exact tone of the show does not match of the series, but it is still a good source to steel ideas from.

Robotech:

This was three anime series combined into one giant story line. It is about aliens invading the the Earth three times. The show has plenty of cool mecha action that can be used in the series.

Live Action Shows:

Stargate: SG1

This show is about humans using a stone ring that can transport people to other planets. The show has modern military units exploring the galaxy. The main badguys of the show use ancient human civilizations as motifs. It is a great source to get ideas for artifacts. Many episodes also have the right tone.

Movies:

Indianian Johns trilogy:

This trilogy was a major influence for the design of Ancient Future. They are great movies with magic artifacts, secret groups and the Nazis as villains. A great set of movies to watch and great source of inspiration.

The Mummy(new one):

This B movie is fun to watch and early part of the movie has right tone for explorers. The movie is also a fun watch.