



DINO

BLAST

05

DINOBLAST THE RPG

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THE STORY

In mere hours the once mighty conquests and achievements of man were destroyed. From the apocalyptic aftermath, dinosaurs emerged and once again roam free to rule the earth...

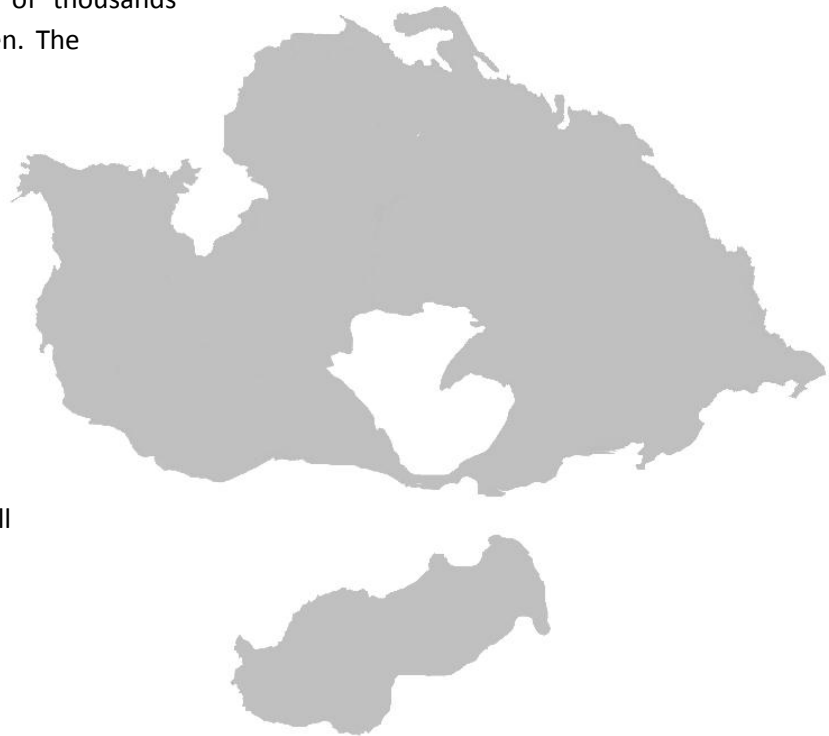
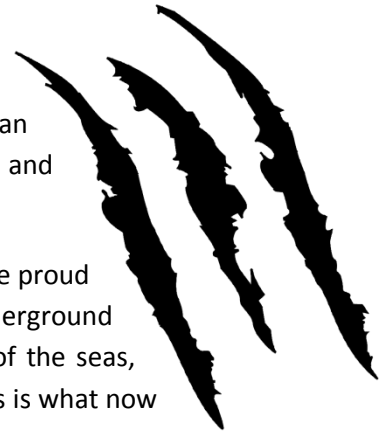
To this new world, with few to no remaining traces of mankind's once proud civilizations, small groups of humans have awoken from massive underground bunkers and cryo-shelters far beneath the surface, at the bottom of the seas, deep within the mountains or high above in orbit to begin anew. This is what now is known as the end of the long wait.

It is close to two hundred and fifty million years after a global disaster and the final war of man, all that once was is now gone. The super continent of Pangaea Ultima is covered with dangerous and poisonous jungles infested with prehistoric monsters and beast. To this new world the last surviving underground shelters have finally opened their thick blast doors and orbiting stations have landed to become what is known as city hubs. Places where the knowledge of all the ages of the world is stored; they also provide an endless supplies of energy which is used to power everything from lights and anti-gravity vehicles to laser and factories. The ancient machines can transform energy into anything their owners want.

So in a world with dinosaurs and laser blasts the survivors slowly begin to build a new society based on harmony, sustainability and a plan for a prosperous future. A new world of mankind free from planetary abuse and exploitation. However, there is conflict between the city hubs and many are on the edge of war. Humanity's greatest foe, her own nature, has not changed.

As there are few humans left alive, simple humanoid robots are used for many tasks; however the cryo-vaults still contains tens of thousands who have not yet been awoken. The fear of overpopulation is widespread and children are carefully regulated.

The players are the heroes among the surviving humans, every day they make a choice between fighting for their city hub and lead it to a new and better world or to raid and harvest the vast resources of the world on the expense of all others.



THE WORLD

The super continent of Pangaea Ultima is vast and the areas controlled by humans are small, with a combined population of only a few millions against the countless number of dinosaurs of all kinds that live in every corner of the world. Those who get lost in the jungles don't survive long and ravaged camps or bones from victims is not an uncommon sight for explorers, neither are emergency transmissions or cries in the night. Things like that keep the rangers occupied.

For those who do explore the jungles, deserts, steppes and mountains of the unknown new earth, rumors of ancient structures and technologies can be heard, but as of yet there is no evidence of such wonders. Most are said to be buried, drowned or covered with vegetation. The same rumors also speak of mysteries that are only a few million or thousands of years old. If they are true they raise the question among scientists whether humans have humans awoken before, only to go into extinction again and how many times have this happened.

Perhaps the human race is incapable of sustaining a civilization for long periods of time, or is there something else that lurks in the unexplored regions?

Those who live in this new era are spread out and only a third live near or in the city hubs. The rest have found new homes of various sizes and places. Some more successful than others. The distance between the city hubs can be great, several thousand miles in some cases and new hubs are still found and some have yet to be opened. They are totally isolated without the knowledge of other humans. No one knows how many more can be found, however as more and more satellites are deployed from spaceports and elevators the global communication and positioning systems are coming online such discoveries become less common.

Even though most factions and city hubs try their best to live as one with nature and in peace with each other it only takes a few minor events to cause conflicts. There are always those that only see profit and opportunities in the world's resources and dinosaur population.

Pet or tame dinosaurs are more commonly used as means of transportation than man-made vehicles like small bikes and terrain buggies or huge crafts like land carriers. This means that the players will have access to several dinosaurs to ride and use as tanks or to transport heavy loads if needed. Even flying dinosaurs are used to travel and the city hubs are full of different species.

"The long neck of the Dipodocus was covered with ornaments, sheets of armor, colors and on its back on a palm leaf covered metal platform a small wooden house had been built. Inside it was the rich merchant Karl-Torum Ab'daj and his personal escort. By the sides of the huge beast a dozen Pachycephalosaurus with red and blue cloaked riders rode, spears held high and dual blasters in the saddles. The young boys and girls look down from the balconies and photographed it all in the latest three-dimensional camera format and shared in to the hubs social network."

The city hubs are a great mix of high tech structures, devices and almost medieval cultural features, some arrange monthly dino-tournaments together with long distance blaster accuracy shooting. This mix is less prominent in the more industrialized areas but on the other hand some societies live very primitives lives out in the great wilderness.

THE GAME

Dinoblast can be seen as an RPG action adventure series where the players are the main protagonists and the game master is the narrator in each episode. Over time their adventures will span seasons and have complex story arcs that constantly refer to each other and old decisions will come back to haunt them.

As protagonists the player's character have a special role to play in the group, each role is represented by an archetype that serves as a guideline for that type of character. Depending on what the player wants to focus on: combat, science, medical support or be a lone problem solving ranger different skills and equipment will be given as part of that archetype. A good group of players will include all different archetypes and more can be created.

So what will the episodes be about? Whatever the players want to, but an episode without dangerous laser fights from the backs of sprinting dinosaurs and exploration of vast, high-technological eco-friendly super structures or ancient ruins should be considered a dull one. And at least a two figure number of robots should be destroyed in each one. Every decision the players make should have meaningful consequences, the bigger the better and the deeper the plot goes the more seasons can be played.

Dinoblast is about creating cool episodes where it is the players decision when to die. If he player want to do something cool the game master should built it into the story, even if it creates a side track the story can always take unexpected turns.

How to end a season, with a big bang of course. Taking down a space station, melt down a city hub core, stopping an AI controlled android invasions, destroying rampaging cyber-dinosaurs or anything similar should fit the part of an end game.

FACTIONS

Here are an example of how factions can be in Dinoblast and the world of Pangaea Ultima. There should be clear sides that fight each other with many smaller sub factions so that the characters constantly is forced to take side and suffer from consequences from every choice.

Helping one side might make it a new power which true intentions might be other than good, destroying one villain will probably make room for one or several new. There are always some higher schemes going on and things can turn over a night if a comet hits the earth. The factions in this list are meant to be a starting point for the players and the game master to built upon.

◊ The awakened

A religious faction that believes that one of the still sleeping human is carrying the ultimate knowledge and truth that will lead to ascension. The faction is rumored to kidnap and search for still unopened shelters with sleeping survivors.

◊ The connectium

This sub faction doesn't follow the others need for violence, instead they want to connect every human to every other so that when the chosen one also is connected all will grant the knowledge.

◊ Ecotopia

This is the second largest society of humans on the planet yet a lot smaller than the New Eden states and they are dedicated to build something new that really works in symbiosis with everything else. Ecotopian city hubs are filled with natural designed houses, wind and solar power plants, farms and much more. However most of them are poorly defended even from natural disasters and wild dinosaurs.

◊ Earthtown

This is a small city on the edge of Ecotopia's borders and it has a bad reputation, fights, contraband and captured dangerous predators are a common site.

◊ New Eden

This is a rival society to Ecotopia that is right back into harvesting the earth's resources to build up humanity's lost grandeur. It is the largest society but smaller factions within is always fighting for power and control. New Edenens usually protects their uses of exploitation technologies by the fact that they lack the core power plant that supplies Ecotopia with almost endless access of electrical power.

◊ The excavation group

They search the world for old ruins and secrets of the lost world of man.

◊ **Recreation Incorporated**

Rebuilding the world of man for a better future is the motto of this New Eden corporation which is the largest organized company by far. It is divided into several smaller guilds that all have ministers that take care of different tasks.

◊ **The red raptor rebel alliance**

They started as a unification of several free outposts but are now always on the move and hunted by New Eden rangers. It is believed that a few hundred have joined their ranks but only a handful are former soldiers or rangers. The rebels simply fight for freedom and independent government.

◊ **Homoultima Foundation**

They want to bring humanity into the next and final evolutionary step to perfection. Exactly what they want and how is unsure and little answers are given.

◊ **The Towers**

This is a few free outposts that have started to construct huge sky cities to minimize the impact on the huge jungles that surrounds them. They are neither controlled by Ecotopia governments or new Eden but always find themselves between them and trade regularly. A long term goal of the towers is that each one should have a space lift powered by laser beams from the tower's central reactor core. They have recently helped Ecotopia to construct the smaller city hub called Duna or the spires.

◊ **Dinofront**

A small militant activist movement inside Ecotopia and new Eden, they want to go back to a much more primitive way of life and stop the abuse of dinosaurs. Every decision no matter how small should according to them be based on how it can be done without upsetting the balance and the loss of human life is just part of that balance and thus an acceptable loss.

◊ **Pangaea Organization of Sustainability (P.O.S)**

An organization inside Ecotopia and the Towers that wants to make sure that humanities old sins and mistakes isn't repeated once again.

◊ **The ark**

An independent city hub based on a huge underground shelter complex deep inside a mountain, the lowest levels are as old as the long wait (hundreds of millions of years). The ark is expanding underground so that the surface should be affected as little as possible, its tunnels stretches longer than anyone can guess. The ark is not dark and crowded, some say that its hard to tell the underground vaults from the surface balconies. Its deeps store the largest and most complete set of DNA from all the

creatures and animals before the long wait. However as the world is populated by dinosaurs none have been recreated.

◊ **The ship**

Another self-controlled city hub in form of a mighty generation ship that never left earth's orbit to fly to another planet, instead it finally landed on what the crew thought was their new home but they later discovered the truth. It was earth only millions of years in the future. The ship is several kilometers in length and has hundreds of thousands of people in cryo-chambers.

◊ **Free outposts**

Hundreds of outposts that have declared independence from all others, the free outposts all lie on the borders of Ecotopia and New Eden. Some only have a few inhabitants while others several hundred; they are mostly self-supported but trade with each other and the larger city hubs.

SEASONS AND EPISODES

“Previously on Dinoblast: Morduk the scarred slaver has escaped again and the rangers are trapped in a canyon with no way out. Denies and the children are still missing and the three Brimstar brothers desperately try to fight off the incoming waves of Pteranodons that keep them out of the canyon, will they be able to rescue the rangers in time before the predator horde finds its way to them!”

Episodes contain conflicts, drama, events and adventures and the time in between the characters regain health, skills points and can reequip basic items. Each episode starts with the game master or someone else reading a “Previously on Dinoblast...” text that should have been written at the end of the last gaming session. This is to keep all the players up to speed and to set the mood.

The first episode or when a new player comes in should also start with a “Starring...” introduction of each player and his/her character. A short summary that explains how they look, act and what they do. It doesn't matter if the character haven't met yet, they will still all be featured in the same episode at some time.

This is a description of a few scenarios spanning several seasons that can be used to start playing in the Dinoblasts world of Pangaea Ultima and can be used as a template for players creating their own. The players' characters are all newly awoken inhabitants of a city hub within New Eden that have just recently established trade routes. Exploration teams have been sent out to the free outposts and new ones have been constructed. However a few days ago the trade caravans have not returned and scouts have found dead dinosaurs and broken equipment.

♦ **The first mission:** The players' first task will be to investigate the missing caravans and go deep into the jungles and mountain canyons. They will find more and more tracks and evidence of struggle. Other examples of first mission can be to investigate radio silence at a nearby outpost, a group is stuck out in the wilderness or perhaps a mysterious and hidden corpse is found, presumably murdered and it needs to be investigated as murders are almost unheard of.

♦ **Ambush:** They will be ambushed by a much greater enemy and be forced to retreat, but will they risk leading them back to the city hub or try to lure them on the wrong path.

♦ **Securing the territory:** When they get back and debrief the elders in the city decides that they need to secure and protect their outposts and trade routes. However this will spread all their military forces thin. Some outposts will be plundered and others are under siege so the players will need to rescue and drive the enemies back. This can continue for long if needed or left to other strike teams. This is also a good time to add in other smaller side missions such as: an earthquake cripples an outpost's defenses, injured dinosaurs are brought home, migrating dinosaurs cause problems, a new New Eden dam cuts off dinosaurs' water holes, chemical waste from a refinery causes pollution and sick dinosaurs, someone is stealing dinosaur eggs or perhaps a forest fire spreads quickly and must be stopped. Other examples are to protect a colony from a swarm of smaller dinosaurs; search for a mole, a crashing meteor wipes out all

technology and wreaks havoc. Each outpost should provide a unique challenge to safe or secure.

◊ **Getting help:** When most of the outposts are secured the city's forces are too few to hold them. The players are sent to the other cities to ask for help and information about the enemy. They will need to travel across various terrains and talk to different people. They will learn that the new enemy is different warlords and marauders join together by one ruler.

◊ **Fighting back:** With help from the other cities they will start to seek out the enemy outposts, take back lost ones and search for the enemy home base. This can also continue forever if needed with victories and losses.

◊ **All-out war:** At some time there will be battles all over the place and entire cities will be fought for as some join the enemy side.

◊ **Winners and losers:** Finally the enemy headquarters is found at the border of an Ecotopian state and smaller conflicts have ended, the players can either by performing a sneak attack end it all or lead the final assault. However this can lead to a larger war between New Eden and Ecotopia.

FEATURED STORIES

Unlike seasons that come in a chronological order, featured films are used when the players just want to do something cool with their characters that don't fit into any episodes in the season. The adventures that happen there should not affect the seasons but can include characters that are dead and take place before or after the main story.

EXPANSIONS

Any content that directly adds to the Dinoblast universe is an expansion and can be used in combination with the rest.

SPIN OFFS

If a player wants to change something or add content to the Dinoblast universe that doesn't really fit, this can be done as a spin-off and have its own mythology and story. Spin-offs become a form of independent expansion and may or may not be compatible with the main game. Perhaps some players want to play as the dinosaurs or robots instead and fight off an alien invasion or zombie tyrannosaur outbreak.

THE RULES

There aren't many steps into creating a new player character for Dinoblast the only required ones is choosing a name and a archetype.

COMBAT

Combat in Dinoblast should be played fast and tactical, there is no interest in knowing where a laser blast hits an opponent or the exact damage that is caused. Many enemies should be in the way just for the characters to kill while others are real opponents (bosses). Robots are good to use for when the game master needs/wants many foes that should be taken down with ease (just because it would be odd to have some areas unguarded). Human opponents and dinosaurs should be used for the more important/interesting encounters.

Examples: *Two characters are pinned down with suppressing fire from another group behind a few rocks. This situation could either be won by a long shootout that takes time (but not really requiring any skills), using a "sneak" skill on one character that sneaks up behind the enemies while the other one draws fire, using several "sneak shoots", by throwing a grenade or simply charging an armored predator right at them.*

The choice of what route to choose when it comes to solving a situation is left in the hands of the players, and every situation should have several different ways to being solved. Robots can be hacked using skills, destroyed by a blaster or sneaked by in hidden tunnels. Each situation can lead to another depending of the outcome:

♦ AMBUSH

The players are performing or being victims of an ambush. Enemies are coming from all directions and the most unexpected places, even ones that are until now unknown. Closed doors and hidden hatches suddenly open, air born dinosaurs comes flying in, trees are broken by heavier dinosaurs or high ground is taken by the enemy.

An ambush can always lead to a retreat unless the path to escape is blocked. In those cases it should be a defense until the path is clear by using explosives, hacking a door lock or finding alternate paths. There is also the possibility of the ambushed being captured.

♦ SHOOTOUT

A shootout is not two sides doing nothing it is an intense situation where all tries to shoot the their enemy without leaving cover, to make sure a shootout is resolved the enemy should always have incoming reinforcements.

Until one side decides on what to do the combat becomes a shootout where all sides shoots at the other from cover. No skills are required and no damage will be done to either side, the shootout must be resolved in some other way.

Failing to win the shootout can result in being overrun (assault), flanked(ambush) or forced to retreat.

External solutions can be by taking away the enemy's cover by charging a dinosaur at it, shooting at some device causing an explosion.

Other ways can be by letting the shootout go on until one player sneaks up behind the enemies, throwing a grenade, using sneak shoots or some other skill.

◊ **ASSAULT**

The players are performing an all-out attack on a compound or similar. Most likely they are doing this by using suppressive cover fire.

◊ **RETREAT**

The players need to retreat or withdraw on another location, this means leaving cover and exposing themselves to enemy fire. If the retreat fails the combat switches into a defense to defeat the oncoming enemies or be capture.

◊ **DEFENSE**

Protected by cover or not the player must hold a position until something ends the defense. This can be defeating all the oncoming enemies, holding out until backup arrives or some similar event happens.

WEAPONS

High tech weapons are as a rule laser based and very powerful, they need to be recharged after a few hundred shots but have almost unlimited range and are both light weight and recoil free. The weapons are recoil free and lightweight; it takes much to destroy them and they can be buried for decades and still work. More primitive weapons exists but are rarely used other than by savage tribes.

There are many prototype weapons being developed and researched in the labs of the city hubs. These can be found and used by players and should be based on some more basic weapon but with a twist. For example a prototype blaster cannon might cause a deadly damage instead on critical on 5+ with a d6. But there is also more unique weaponry in development such as the automated anti-laser or laser fences.

These are the normal weapon types used by humans to kill other things or protect them self:

- ◊ **Blaster pistol:** A simple lightweight pistol that causes light damage, it is a perfect sidearm.
- ◊ **Blaster rifle:** The standard issue weapon everywhere the blaster rifle causes a severe damage. With a blaster one can be safe everywhere at any time.
- ◊ **Blaster cannon:** If situations occur when the normal blaster just isn't enough the blaster canon causes a critical damage, this is the biggest weapon that can be used by a normal person.
- ◊ **Dual-Blaster cannon:** Causes a critical damage, the same as the normal blaster canon but is worn and each canon rests on the users shoulders.
- ◊ **Heavy blaster cannon:** Causes a deadly damage, heavy blaster cannons are mounted on larger dinosaurs or defense turrets. Heavy blasters can be dual, triple or even quadruple and have an auto mode.
- ◊ **Auto/turbo blaster:** All "single blast" skills can be used as "Suppressing fire" or "Multi target" skills. The auto blaster has a high fire rate and can be of any blaster types except for sniper, but they usually deal less damage.
- ◊ **Sniper blaster:** All "single blast" skills can be used as "Precision blast" skills.
- ◊ **Beam weapons:** These are the most powerful laser weapons there is as they shoot a constant laser beam that quickly burns through and destroys anything it hits. Only the biggest dinosaurs and weapon platforms are equipped with beam weapons. Their damage counts as several deadly damages on each hit.
- ◊ **Rockets and missiles:** Are used by various weapons and exists in many different sizes, some flying dinosaurs are equipped with small rockets and other larger with huge missile ramps.

◊ **Grenades:** Grenades can be used to stop enemies shooting suppressing fire or get to enemies when a blaster cannot. Grenades deal deadly to light damages depending on how afar the character is from the explosion.

◊ **Tranquilizer:** This is a weapon used to sedate and capture dinosaurs in a safe way. This can be small pistols, sniper rifles or even blowpipes, all fire some kind of dart.

◊ **Combat knife:** The ultimate close combat weapon used by both fighters and rangers. More advanced and probably only existing as prototypes are vibroblades that through very fast oscillations of the edge can cut trough almost anything. However the standard combat knife usually have several other built-in functions other than for cutting.

◊ **Plasma weapons:** These weapons fire a plasma that sticks and burn right through armor.

◊ **Sonic weapons:** Sonic weapons are classed as non-lethal and case a knock-back effect.

HEALTH

Damage from weapons are divided into light, severe, critical and deadly. A character can take 4 light, 3 severe, 2 critical and 1 deadly hit before they die but that should be a rarity for the hero type player character. It is also good to know that the super engineered bodies of the human survivors heal rapidly from almost any injury. Light damages heal one point every hour and severe one point every day. However critical and deadly needs medical attention to be lowered to severe. Dinosaurs follow the same health pattern but larger dinosaurs have this multiplied. A health multiplier of 2 means that the dinosaur can take 8 light, 6 severe, 4 critical and 2 deadly damage. Multiple of 3 mean 12 light, 9 severe, 6 critical and 3 deadly etc. Smaller dinosaurs can have reduction instead of multiplier. A reduction of 1 means that it can't take deadly damage, only 1 critical, 2 severe and 3 light damage. Health reduction of 2 means 1 severe and 2 light etc. Down to only 1 light damage.

If a characters, robots or dinosaurs health in any level is full further damage on that level counts as one level higher until it reaches a deadly damage.

Examples: *Jaime, a medic escaping a lost battle has been hit by multiple blaster pistols and a blaster rifle. Now he is hit again by yet another blaster pistol that deal a light damage. But as he already have 4 light damages the new light damage counts as a severe. If he also already had 3 severe damages than the light damage would count as a critical damage (the first available nearest damage slot).*

SHIELDS

“Until that outpost’s shield generators are disabled we must hold the attack, but every minute we wait their reinforcement closes in on us. Commander, are you up for a hide and sneak operation? Their artillery and missile batteries can shoot out so if this take to long we will not have much of an squad left to assault with. This entire campaign depends on the coming hour, don’t fail us now.”

Energy shields require massive power outputs and only a larger dinosaurs can carry shield emitters but as normal armor only can protect against a small number of hits from lasers they are the primary defense. Shields are not limited to dinosaurs as buildings and some special smaller installations like turrets have built in shield emitters, however installations like that can naturally have thicker armor. A dinosaur without a shield emitter cannot take many hits from a blaster. The most power full can when active prevent up to almost countless deadly damages and even beam weaponry until their power sources are depleted or cannot sustain a steady output. Shields are however normally useless against missiles, projectiles and bombs as they only work on energy weapons.

Its most likely the job of rangers or commandos to disable the shields and surface to air missiles by infiltration before any large scale attacks can commence.

ARMOR

“Only thick magnetic armor can withstand heavy laser blasts and in those cases they can only protect against a certain number of hits before they are rendered useless. Bare this in mind when dino-tanks come stomping your way, use the agility and speed of your mounts and outmaneuver the behemoths. -Ranger debriefing before a marauder incursion. “

The primary function of armor is to prevent physical damage to the carrier but can reduce heavier hits from lasers at the cost of the armors integrity. Shields are the primary defense but cannot protect against attacks other than laser blasts and are normally used on structures.

Armor is not only measured in how much can withstand but also how much it covers; there are four levels of coverage, basic, partial, extensive and full. An armor can take (its armor level multiplied with its coverage) number of hits before it is damage beyond the point where the it protects. This means that a full heavy armor can take $4 \times 4 = 16$ deadly damage before it is destroyed, partial medium armor can take $3 \times 2 = 6$ critical damage, extensive light armor can take $2 \times 3 = 6$ severe damage etc. Damages that is prevented do not lower the amount of hits the armor can take.

Body armor only protects against more primitive close combat weapons and attacks however they can reduce a damage by one step e.g. from critical to severe, severe to light etc. Dinosaurs in captivity that have been trained for military use normally wear medium armor (in rare cases heavy armor) that even can take several hits from heavy blaster cannons. Lighter and faster dinosaurs probably have no armor but some dinosaurs have natural armor that protects them.

◊ **Body armor (1):**

Only protects against close combat hits such as punches, stabs, kicks and such. Robots and most dinosaurs have natural body armor.

◊ **Light armor (2):**

Made out of several layers of composite material light armor prevents light damages and lowers severe to light. Some robots and dinosaurs have natural light armor.

◊ **Medium armor (3):**

Prevents light damage and lowers critical to severe and severe to light. This is the heaviest a person can carry in normal conditions and is based on magnetics technology.

◊ **Heavy armor (4):**

Prevents light damage and lowers deadly to critical, critical to severe and severe to light. If worn by characters they are most likely mechanized walkers. Walls, doors and similar interior object counts as having heavy armor or at least medium.

Examples: *A ranger is being pinned down by several opponents and during a desperate last try to escape he/she is hit with a blaster rifle. But as the ranger has a basic light armor (armor value of 2) the blaster only causes a light damage and the ranger can escape. However the armor can only take one more severe damage before it is useless.*

A rider sit on his trusted Ankylosaurus currently equipped with partial heavy armor (armor value of 4, and can take 8 deadly hits) takes several hits from blaster rifles. But as blaster only do severe damage the dinosaur's armor withstands the blasts with ease (the amount of times the armor can be hit is not reduced). Moments later a hostile Tyrannosaurus with double heavy blaster canons on each side appears and fires at once. One side hits the Ankylosaurus which armor lowers the deadly damage to light. But it can only be hit 6 more times.

EQUIPMENT AND GEAR

Equipment is only interesting to the player if it is important to know if the character has it or not or its usage is very specific. Equipment can give bonus to skill points or enable special skills that can only be used with the item in question.

Examples: *A portable AI unit or computer can give extra "Hacking" skill points, cybernetic augmentations can also give extra skill point and grant special skills such as "punch through wall" or equipment can be in the form of access codes, key-cards, maps and much more. Yet another type of equipment can be robots that might have 5 skill points in "single blast" each and takes direct orders from the player character(s).*

◊ **Cybernetic body:** gives skill points in "power punch", "high jump", "long jump", "fast print", "quick dodge", "soft landing".

◊ **Combat robot:** a humanoid robot that gives 5 extra skill points in "single blast", it can follow orders from its owner but is not autonomous or self-aware.

◊ **Hover drone:** a small hovering drone that can be used as a scout.

◊ **Implants:** can give several different skills

◊ **Demolitions:** gives skill points in "blow up door/bridge", "break through wall", "destroy device".

◊ **Target painter:** give the "auto target" skill to others with missile weapons. However this can be countered with the "interrupt signal" skill.

◊ **Compact turret:** A small turret that is carried and deployed from a heavy suitcase.

◊ **Portable laser fence:** A set of rods that when deployed creates a fence like defense from lasers. The laser can be passed through but they will cause severe burns.

SKILLS

When a character does something that can directly affect someone or something else in a negative way or the consequence of that failing is substantially, a skill must be used. A player has a certain number of skill points in each skill that represent how many times it can be used during the same episode. Harder challenges might require more than one skill point to be used. If the player wants to use the skill but there are no remaining skill points, a six-sided dice can be rolled and the skill is a fail on 1-3 and a success on 4-6, if the challenge is great and requires more than one skills point that amount of dices must be rolled with success.

Since all the skill points can be used it is up to the player to decide when to use the skills points (which guaranties success) and when to roll the die (and risk failing and deal with the consequences). The player can also choose to use some skill points and the rest by rolling dices to meat the challenge.

Examples: *Player A want to shoot a drone at very long distance. The game master tells that it will require 4 skill points in "Single blast" but the player only wants to spend 2. The remaining 2 skills points are replaced with 2D6. Player A rolls 3 and 5 which isn't enough to hit the drone that flies off on the distance.*

At the start of the game each player spends 25 skills points on skills the player want the character to know or choose from one of the four archetypes fighter, science officer, medical officer or ranger. Note that if a character don't have a skill (its not written on the character sheet) it can still be used by rolling the die.

Here is a list of different skills that a character can use, more can be added by the players and some have a wider scope of use than others:

- ◊ **Close combat:** can be used to defeat an enemy in close combat
- ◊ **Assassination:** The skill is used to take down an enemy silently at a very close distance; normally the "sneak" skill is required to get close enough.
- ◊ **Double enemy take-down:** Used to fight and take down two opponents in close combat at the same time.
- ◊ **Triple enemy take-down:** Used to fight and take down three opponents in close combat at the same time.
- ◊ **Opponent reduction:** This reduces the amount of simultaneous enemies in close combat to half by the character positions him/herself and outmaneuvering the enemies.
- ◊ **Multi enemy take-down:** Used to fight and take down multiple opponents in close combat at the same time.
- ◊ **Precision blast:** Used to hit small targets or targets at very long distances.

- ◊ **Single blast:** Used to shoot at and hit a single target at a moderate distance with any type of ranged weaponry.
- ◊ **Multi target:** Used to shoot at two or more targets at the same time, normally this is only possible with an auto blaster.
- ◊ **Dual blast:** Used to shoot at two targets at the same time with two weapons.
- ◊ **Suppressing fire:** Prevents a single target or a group of opponents to shoot back or advance without getting hit.
- ◊ **Sneak:** Allows the character to sneak a distance without getting noticed.
- ◊ **Hack:** Is used to hack computer systems/networks and gain access to restricted information, enable/disable security systems, open secured doors and computer consoles or to get control over an enemy dinosaur with an encoded control chip.
- ◊ **Dodge:** Is used to dodge something being thrown at the character.
- ◊ **Sprint:** Allows the character to move from one location to another even when he or she is under suppressing fire from enemies. The equal amount of points needs to be used to the number of enemies that shoots the suppressing fire (dual weapons counts two).
- ◊ **Sneak shoot:** This skill is used to shoot out of cover that has been forced on the character by suppressing fire.
- ◊ **Tracking:** This skill is used to track dinosaurs and people in many different terrains.
- ◊ **Evade:** When mounted on a light, fast or flying dinosaur this skill can be used to evade incoming fire of any type.
- ◊ **Heal:** Is used to heal wounds, it reduces the severity to a lower level: deadly to critical, critical to severe and severe to light. Healing deadly and critical damages cannot be done on by the character on his/herself.
- ◊ **Repair:** The skill is used to repair damaged structures and vehicles.
- ◊ **Strength:** The character uses his/her strength to lift, push, pull etc. and object or other persons.
- ◊ **Agility:** The ability to jump, climb, throw etc. longer distance and with higher precision.
- ◊ **Dinosaur control:** This skill is used to force a dinosaur into doing something it would not normally do, engage in dangerous situations, hold its ground or simply stand fast when it wants to run away. In order to use this skill the user must be connected to the dinosaur using some form of neural interface like a control chip.
- ◊ **Multi-dinosaur control:** Can similarly to dinosaur control be used to remote control several control chips but this requires lots of long and hard training to not mix up the different

dinosaur bodies and multiple input from their combined senses. However if the dinosaurs get out of signal range or the signal is disturbed the connection and control is lost and can be hard to recover.

DINOSAURS

“Our mission is simple, there are a dozen missing pilgrims out there beyond the predator lines and they all count on our aid so mount up and ride, rangers of Ecotopia! For the sustainability of man and earth we protect and serve those that cannot. Bring them back to us...”

Here is a list of some of all the thousands of different dinosaurs that exists in the world and how they are used by humans. Dinosaurs trained and/or controlled using neural control chips that allows a rider to directly sent signals, commands and orders directly to the dinosaurs nerve system. However this is only an interface between two brains, it requires training and skill to force a dinosaur to do things it would normally never do. The neural control chips are as a rule encrypted and linked to a specific rider och group of riders, but this can be hacked by skilled characters. If a dinosaur is damage or the chip is of bad quality/incorrectly tuned to the dinosaurs mind it could break or stop working correctly. This has resulted in dinosaurs going berserk, having cerebral hemorrhages or die. Rangers are the ones that rely the least on controls chips and more on good old training and breeding on temperament.

“I found the strangest thing in the wounded dinosaurs DNA, it almost look like its evolution have been locked in time. Which do make since since they should have evolved away from what they are now. I mean from the old records in the city hubs vaults I have found the exact same species only they where all extinct several hundred millions of year ago. Tens of millions of years before we evolved... I must tell the other back at the lab. Last known entry from Dr Jenny Adungood.”

Eoraptor

A very small two-legged predator that is not more than 1 meter in length and weighs about 10 kilograms. There are some that has been equipped with transmitters and used as scouts or even bomb carriers. Some larger dinosaurs have several of these small killers which can be released upon the battlefield.

**Natural armor:**

None

Highest armor:

Body (1)

Common special:

Remote bombs
Mass attack
Tracker
Scanner

Crew:

-

Health:

1S, 2L

Giraffatitan and Bruhathkayosaurus

This two of the largest dinosaurs that is known. Giraffatitan is around 26 meters long and weighs about 35 tons and Bruhathkayosaurus even bigger at up to 60 meters long with a weight of 120 tons. They are used for everything from transports/haulers, watch towers to huge weapon platforms.



Natural armor: Light	Highest armor: Heavy(1)	Common special: Blaster canons Heavy blaster canons Beam weapons Missile battery Auto blaster brackets	Crew: 1-12	Health: 5D, 10C, 15S, 20L
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Lambeosaurus

This giant is about 15 meters long with a distinctive head adornment. They can move on both two and four legs. They are good transport dinos but can also carry heavy weapons which get added range and flexibility when they stand on their back legs.



Natural armor: Light	Highest armor: Heavy(1)	Common special: Blaster canons Heavy blaster canons Missile battery Auto blaster brackets	Crew: 1-6	Health: 4D, 8C, 12S, 16L
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Spinosaurus, Carcharodontosaurus, Giganotosaurus and Tyrannosaurus

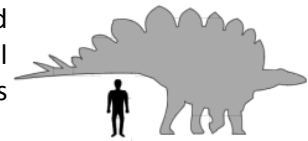
They are all big predators that make fearful war machines and are not used for much more. The Tyrannosaurus is 13 meters long and 4 meters tall at the hips. They can carry massive armor and lots of weapons together with their strength and huge jaws. They can run up to 40 km/h; however they turn slow and can easily be outmaneuvered.



Natural armor: Light	Highest armor: Heavy(1)	Common special: Blaster canons Heavy blaster canons Missile battery Auto blaster brackets	Crew: 1-4	Health: 4D, 8C, 12S, 16L
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Stegosaurus

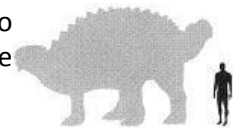
Well known for their bony back plates and tail spikes they are large and heavy built creatures sometimes used carry communication arrays as well as mobile command platforms. They are about 9 meters long and 4 meters high.



Natural armor: Light	Highest armor: Heavy(1)	Common special: Blaster canons Missile battery	Crew: 1-4	Health: 3D, 6C, 9S, 12L
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Ankylosaurus

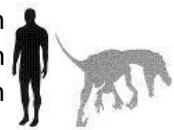
15 meters long, slow-moving tank with a heavy tail and club. They are said to make even a tyrannosaur back away. Many times they are preferred over the large predators as standard combat/tank dinosaur.



Natural armor: Light	Highest armor: Heavy(1)	Common special: Blaster canon Missile battery	Crew: 1-4	Health: 3D, 6C, 9S, 12L
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Dromaeosaurus

1.5 meters long and weighs around 33 kilograms. They are fierce raptors that when controlled make fast and deadly opponents, but they are too small to carry riders. On the end of their long arms and fingers there are vicious curved claws and their month is full of razor-sharp teeth.



"If you ever meet on of those monsters, fire all you can because if you miss and they jump ontop of you, you will be dead."

Natural armor: Light	Highest armor: Light	Common special: Twin blaster rifle	Crew: -	Health: 1D, 2C, 3S, 4L
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Einiosaurus

6 meters long and weighs 2.5 tones. These horned dinosaurs are often used by riders that don't want predators. They can carry a rider.



Natural armor: Light	Highest armor: Medium	Common special: Blaster rifles Blaster canon	Crew: 1-2	Health: 2D, 4C, 6S, 8L
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Eudimorphodon

1 meter long and weight no more than 2 kilograms, they are small fish-eating flying reptiles that are used as scouts with transmitters and/or cameras or used as drones if light weapons.



Natural armor:	Highest armor:	Common special:	Crew:	Health:
-	-	Transmitter Camera	-	1C, 2S, 3L

Heterodontosaurus

1.2 meters long and around 9 kilograms these dinosaurs are used as personal backpacks that follows their masters around wherever they go. They are plant eaters with strong legs and well developed arms that can be trained to pick up and grab items.



Natural armor:	Highest armor:	Common special:	Crew:	Health:
-	-	Backpack	-	1C, 2S, 3L

Pachycephalosaurus

This 8 meter long dinosaur at 1 tone is another favorite among riders and can easily be recognized by their up to 20 centimeters thick dome shaped head. At speed they can ram targets and deal big damage.



Natural armor:	Highest armor:	Common special:	Crew:	Health:
Body	Medium	Blaster rifles Blaster canon	1-2	2D, 4C, 6S, 8L

Pteranodon

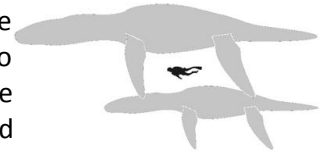
With a wingspan of 9 meters and a weight of 25 kilos they have very small bodies so are not suitable for carrying riders unless they are fitted with a gravity damper that lower the riders weight back down to the initial 25 kilos.



Natural armor:	Highest armor:	Common special:	Crew:	Health:
-	Body	Blaster rifles	1	1C, 2S, 3L

Kronosaurus & Svalbard pilosaur

These two monster of the sea have been known at some occasions to be equipped with special equipment that allow one or more rider/diver to follow and control them even when they go deep under the surface. The kronosaurus are somewhere between 10-11 meter and the Svalbard pilosaur up to 15 meter in length.



Natural armor:
Light

Highest armor:
Light

Common special:
Torpedoes
Missile battery

Crew:
1

Health:
3D, 6C, 9S, 12L

VEHICLES

Even though the primary means of transportation are dinosaurs there are vehicles in the world, but they require a lot of materials and energy to construct whereas dinosaurs are a more eco-friendly alternative and already exists where ever humanity decides to settle down.

However situations now and then arise when dinosaurs just aren't appropriate for the job. Most commonly used vehicles are off road bikes, buggies and trucks. But there are a number of occasions when different organisations and military units have developed and produced tanks and other large vehicles. The number one usage of vehicles are for aerial purposes as flying dinosaurs can't carry much weight even with gravity dampers. Probes, hovercrafts, airships and huge flying transport planes and carriers are in operation and some like the huge helicarriers acts as flying dinosaur hangars. Those vehicles that do exists are as a rule electrical as creating a fossil fuel dependency would be hated by all.

Different kind of spaceships and shuttles have been deployed but they are very rare and only the largest city hubs have a spaceport or space elevator connected to a space station. Even though more and more satellites are deployed there are still no global communication or positioning system operational, so portable communication equipment and maps are used.

Just as some city hubs have refocused on space to find answers some are exploring the oceans which too are full of dinosaur life. Submarines, diving support vessels, platforms and underwater facilities/habitats have been constructed and many have moon pools and airlocks where dinosaurs can enter or exit.

CHARACTERS

Players, the game master and NPCs.

Recurring characters.

Group dynamics.

Perks and behaviors.

EXPERIENCE AND PROGRESS

Experience points (EP) can be used to increase the amount of usage of a skill, each episode ends with each player spending one experience point on their character or saved it for later used. When spending an experience point the player increases a certain skill's skill points (SP). However higher amount of skills points are more expensive. The cost of increasing skill points is 1 EP per step for SP 1-10, 2 EP for 11-15, 3 EP for 16-20, 4 EP for each SP over 20.

“Patric wants to raise his ranger character Donovan's skill in Precision blast from 7. He has 6 saved experience points. From 7-10 it costs 1 per step which is $3 \times 1 = 3$. He has 3 experience points left. After 10 it costs 2 per step. His remaining 3 is only enough to raise the skill to 11 and he saved the last experience points to later.”

Saved experience points can be used as a supplementary skill point to any skill (but that experience point will be lost) or prevent a character from dying (all experience points are lost).

ARCHETYPES

Archetypes are predefined characters that serve different purposes in a player group, some are good at fighting, others are more supporting character etc. There are four different archetypes to choose from but a player can also spend the characters initial skill point as he/she wants. The archetypes are more guidelines than rules.

Each archetype follows the same template. This template contains inspirational text, description, starting weapons, armor, equipment and a set of skills that have been preassigned skills points.

SOLDIER

"Commander Shia stood at the ledge to the ravine and looked at the targets bellow, it was disguised and a trading convoy and the hovercrafts where loaded with crates full of weapons. The dinosaurs in the front and rear should be taken down first by remote activated mines and then if they didn't surrender, the rest by bombardment from awaiting dinosaurs behind her on the ledge. She gave the orders..."

The soldier is the main combat character in a player group. Fighters are the core of all military units and are sent in to defend, assault, retake or take down any target or facility.

Soldiers live and take orders in a strict chain of command. These are the ranks in chronological order that are used in most city hubs: General, major, captain, lieutenant, sergeant, corporal, private.

◆ Starting weapon:

Blaster pistol, blaster rifle and five grenades, combat knife

◆ Starting armor:

Partial medium (standard combat armor)

◆ Equipment:

Communication device, binocular

Close combat	[15]
Multi enemy takedown	[5]
Precision blast	[5]
Single blast	[30]
Suppressing fire	[10]
Sneak	[5]
Dodge	[5]
Sprint	[5]
Evade	[5]
Strength	[5]
Agility	[5]
Mind control	[5]

SPECIALIZATIONS

These are a few different specializations that the soldier can have, each grants a few unique skills.

"Explosive expert"

"Heavy weapons expert"

"Commander"

"Mercenary"

"Sniper"

"Pilot"

SCIENCE OFFICER

"They were pinned down by enemy fire from both hallways and there was no way to reach the hangar, but the small office door behind a corner could at least buy them some time. The lock was set to high security, three leveled firewall and an impossible encryption algorithm but science officer Jack Kirby bypassed it exploiting a known backdoor and opened the door.

- Sergeant! cover fire, we can retreat in here.

It was not an office, but a laboratory with dinosaurs in closed glass containers. The tankers on the wall could blast a hole right into the hangars, he raised his blaster pistol and fired..."

The science officer has unchallenged knowledge of all technology and the inventions of the world. This character type seldom take part of the actual combat, they instead stay behind and give any kind of support they can.

◇ Starting weapon:

Blaster pistol

◇ Starting armor:

None

◇ Equipment:

Communication device, portable computer, portable long range communication extender

Single blast	[5]
Suppressing fire	[5]
Sneak	[5]
Hack	[30]
Evade	[5]
Heal	[5]
Repair	[20]
Agility	[5]
Mind control	[20]

SPECIALIZATIONS

These are a few different specializations that the science officer can have, each grants a few unique skills.

"Communication officer"

"Dinologist"

"Systems expert"

MEDICAL OFFICER

“Medic! the young medical officer Bran heard somewhere in the thick smoke that lingered after the explosion, it lightened up now and then by laser blasts. She crawled to a fallen dinosaur and saw a ranger giving covering fire to two wounded soldiers and pulled out two medical kits. Enough for one of them to grab the launcher and send a missile on the heavy dinosaur that came right at them using the other soldier’s laser guidance.”

In the dangerous world injuries and death is part of everyday life for most but the medical officer makes sure it is down at a minimum and keeps the team fit for fight. As they need to heal fighters they are required to participate in some amount of combat, at least more than the scientists.

◊ Starting weapon:

Blaster pistol, tranquilizer

◊ Starting armor:

None

◊ Equipment:

Communication device, surgical kit, 2 medical kit, 4 first aid kit, antidote, portable medical scanner.

SPECIALIZATIONS

These are a few different specializations that the science officer can have, each grants a few unique skills.

“Chief surgeon”

Single blast	[10]
Suppressing fire	[5]
Sneak	[10]
Hack	[10]
Dodge	[5]
Evade	[5]
Heal	[30]
Repair	[10]
Agility	[5]
Mind control	[10]

RANGER

“The jungle was thick and the roar of the predator could be heard even closer, who was hunting whom and could she outsmart millions of years of instinct. It had spread fear for weeks and attacked every science team in the area. However, she was not there to kill it, no it should be relocated to the valley below which made the hunt even more dangerous and challenging. She raised the tranquilizer rifle and aimed... the leaf in the bushes to her right rustled, there was more than one...”

The rangers are multipurpose characters who spend most of their time out in the field and a lot of that time alone amongst the many perils. Rangers protect convoys, serve as scouts and saboteurs that makes way for the fighters and makes sure that they don't go into a trap.

◊ Starting weapon:

Auto blaster rifle, blaster pistol, combat knife

◊ Starting armor:

Light

◊ Equipment:

Communication device, survival kit, first aid kit

Close combat	[10]
Detect trap	[5]
Single blast	[15]
Multi blast	[5]
Suppressing fire	[5]
Sneak	[10]
Dodge	[5]
Sprint	[10]
Sneak shoot	[5]
Evade	[5]
Strength	[5]
Agility	[5]
Survival	[5]

SPECIALIZATIONS

These are a few different specializations that the ranger can have, each grants a few unique skills.

PRICES AND COST

Normally a player won't need to buy the equipment needed as it is assigned for the mission based on their occupation. But he or she can still amass a personal wealth that can be spent on extra equipment such as weapons, equipment, armor, dinosaurs or perhaps specially designed vehicles or a personal outpost near a mountain lake.

Currency is measured in credits that represent the actual resources and materials it takes to produce different things. There are no brands or companies whose products are more expensive because it has their logo on and almost no middle hands to take a cut. A character may earn credits by doing missions for different factions. Normal civilians with daytime jobs earn no to few credits as they get what they need through rations of different kinds.

Credits can be seen as a way for a player to produce things that the society don't need or have any reason to prioritize.

Item	Cost in credits
Blaster pistol	25
Blaster rifle	50
Blaster cannon	250
Heavy blaster cannon	1500
Sniper blaster	75
Grenade	25
Full light armor	200
Medkit	100
Giraffatitan	100.000
Giraffatitan with full heavy armor	350.000
Einiosaurus	5.000