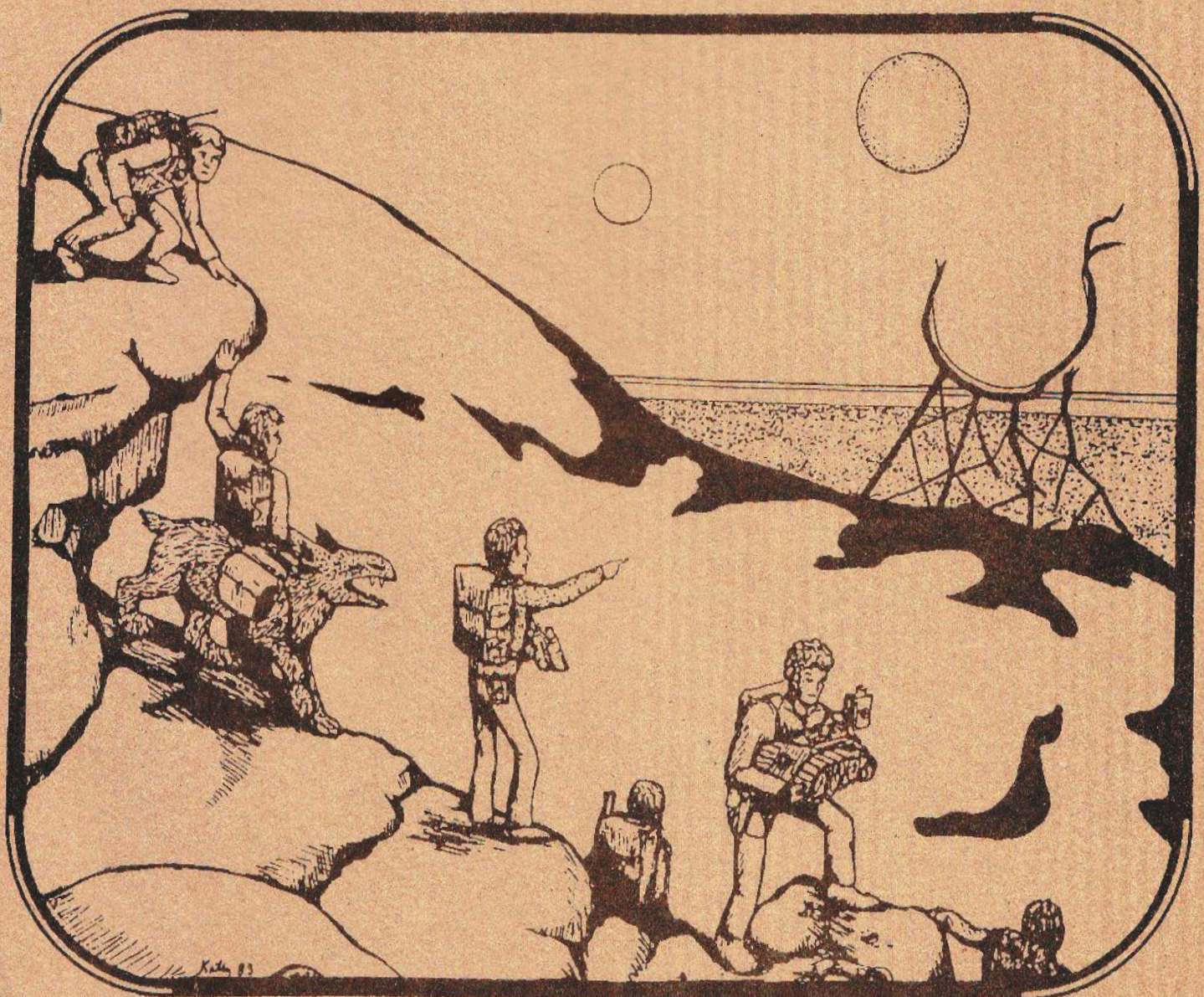




FRINGEWORTHY

PORTALS & PATHWAYS



BOOK #0

FRINGEWORTHY BOOK 0

Book 0 is the first sample supplement to Fringeworthy.

Because of questions and clarifications this book is included with Fringeworthy or free to any who purchased the game after June of 1982.

We make no excuses that Fringeworthy is a perfect game system. The first edition has a number of flaws that will be corrected here.

In addition to clarification, Book 0 will include new information for the Fringeworthy player and games master.

Index

- 01 Index
- 01 A Re-Explanation of the Weapons System
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- 06 Alternate Mapping Master Sheet
(use for photocopying)
- 07 Armor Mapping Master Sheet
(use for photocopying)
- 08 Notes to the Fringeworthy GM

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Weapons System

One of the most misunderstood aspects of Fringeworthy is the firearms weapons system. It didn't help that three lines of the text were edited by the computer and forever vanished to that great bit bucket in the sky.

QUESTION:

"What are the numbers under the range modifiers of each weapon?"

ANSWER:

Under the accuracy / range modifiers are the number of dice of damage that weapons projectile type does at that range.

The particular damage of the die is found in the AMO (Projectiles) chart on page 51.

PISTOL	Percussion	"Pepperbox"							
ROF 1/2	AMO C	PB VS	SH	ME	LO	VL			
ROL D	CYC n/a	+4	+2	0	-6	-10	-16		
CAP 08	WTE 1.5	2	2	2	1	.50	.25		
CIR 1849	NIS 10%b	SPC gp	IG(g)	PD(c4)					

THESE ARE THE DICE
OF DAMAGE ➡➡

QUESTION:

"Where are the Rocket Tables?"

ANSWER:

"The same place as the dice of damage when the computer clipped 14 lines off page 52.

ROCKET TYPES

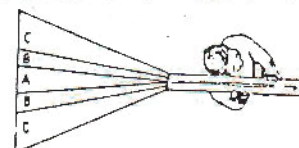
TERMS

RAN = Maximum range of weapon in feet (f) or miles (m)
BAK = Back Blast from the weapon
PUN = Damage / Penetration points to armor
INC = Incineration or burn damage
BLA = Blast points or explosive effect

TYPE	RAN	BAK	PUN	INC	DLA
M72A2 Law	3000f	6d10c	125	3d10	500
Armburst 300	3100f	d6b	110	2d10	1100
M47 Dragon	3200f	8d10b	207	3d10	2100
M87 Seeker	4.5m	6d10a	100	3d10	1000
Canberra Pod A	1300f	d10a	72	9d10	250
B	1300f	d10a	72	2d10	720
C	1300f	d10a	125	2d10	1250
M151E2 TOW	3.5m	8d10a	220	3d10	2200
Radelt CGM	3.0m	4d10a	350	2d10	1250
Wenzel LGM	5.5m	5d10a	300	2d10	3000

Back Blast Patterns:

- a 10 degrees
- b 20 degrees
- c 45 degrees



Law and Armburst are Shoulder Launched FOP
Dragon and Seeker are Tripod Fired NFP
TOW is Tripod fired, wire guided NOP
Canberra Pod fires 2.5 inch rockets FOP
Radelt and Wenzel are Tripod Fired NFP
FOP = Fireable on Pathways
NFP = Not Fireable on Pathways

Corrections

QUESTION:

"Your horse movement tables are....."

ANSWER:

Mislabeled. On page 45 change the horse pace from:

Walking	To	Walking
Trotting	To	Canter
Canter	To	Gallop
Gallop	To	Run
Run	To	Trot

QUESTION:

"Is martial arts a single skill or can it be divided into it's component skills?"

ANSWER:

Divide martial arts into skills of attack and skills of defense for now. In Book 1 we plan an expanded section dealing with many forms of martial art diciplines and the ways these special skills can be used.

PAGE 54 Under Building Strengths change the per "inch" to "half inch" with the exception of loose earth, sand, packed earth and standard brick. Thin plasterboard and glass are one quarter inch

Clarifications

In a few of the copies released there were slightly dark weapons pages. These, joined with a dot strip used for number seperation, tended to blur. If you have a semi-readable weapon these clarifications may help.

PAGE 47

	PB	VS	SH	ME	LO	VL
Colt .45 M 1911A1	+3	+3	+2	0	-4	-8
Baby Browning	+4	+4	-2	-4	-8	-12
Walther PpK	+4	+4	+2	0	-5	-9
.38 Police Special	+3	+3	+2	0	-3	-7

PAGE 49

	PB	VS	SH	ME	LO	VL
M16A1	-1	+1	+2	+1	-2	-3
AR-7 .22	0	+2	+3	+1	-2	-4
Winchester .300 Magnum	-1	0	+2	+3	+1	+1
.458 Winchester Magnum	-1	0	+2	+3	+1	+1
Tommy Gun	0	0	0	-2	-4	-8
MP-38/40	+1	0	0	-2	-4	-6
PPS (Soviet)	0	0	+1	0	-2	-6
M3A1 Grease Gun	+1	0	0	-2	-4	-8
UZI	+1	+1	0	-2	-4	-8

PAGE 53

	PB	VS	SH	ME	LO	VL
Early Bow	0	+1	+4	+3	0	-3
English Long Bow	0	+1	+4	+4	+2	0
Modern Compound Bow	0	+1	+5	+4	+3	+1
Arbalest (cross bow)	-1	+1	+4	+3	+2	0
Modern Cross Bow	-1	+1	+4	+3	+2	+2
Japanese Long Bow	0	+2	+4	+3	+2	+1

New Weapons

With life preservation in mind, the first Fringe explorers began to carry stun and sleep weapons for cases where combat was unavoidable and lethal force was undesirable.

TIME: Time until drug takes effect.
(in minutes)

MASS: Mass of Victim.
(in pounds)

SPECIES: Specific biological type effected.

LENGTH: Length of effect.
(in hours)

TRANQ	TIME	MASS	SPECIES	LENGTH
A	1	Less 5	Mammal	d4
A2	1.5	06- 20	Mammal	d4
A3	1.0	21- 100	Mammal	d4
A4	1.0	101- 300	Mammal	d4
A5	1.0	300- 900	Mammal	d4
A6	1.0	900-2000	Mammal	d4

Other Types

B Series 1-6 for Reptilian life forms.

C Series 1-6 for Avian life forms.

D Series 1-6 for Aquatic life forms.

H Series 1-6 for Human life.

K Series 1-6 for Insect life.

RIFLE	Dart	"Hartson 13 A1"
ROF 1/2	AMO J	PB VS SH ME LO VL
ROL A	CYC n/a	-2 0 +03 +03 +02 +02
CAP 06	WTE 10.0	* * * * *
CIR 1985	MIS 02%g	SPC cjz Modern

PISTOL	Dart	"Whisper Mk 2"
ROF 1/2	AMO J	PB VS SH ME LO VL
ROL A	CYC n/a	+3 +2 +2 0 -2 -6
CAP 06	WTE 2.5	* * * * *
CIR 1990	MIS 02%g	SPC ejxz Modern

Projectile J

Because of the fragile nature of the darts being fired special projectile J is expanded here.

PROJECTILE J

DAMAGE PENETRATION in d4

	PB	VS	SH	ME	LO	VL	BREAK
J	2	1	1	.50	.50	.25	02%
J2	3	2	2	1	1	.50	03%
J3	4	3	3	2	1	1	03%
J4	5	4	4	3	2	1	05%
J5	6	5	5	4	3	2	10%
J6	7	6	6	5	4	3	20%

Break is the chance of a dart to be destroyed by the high velocity impact.

REMEMBER

01 Hitting a creature with a dart rated for under the creature's mass will only slow or aggravate the creature.

02 Hitting a creature with a dart rated for over the creature's mass runs a 25% chance per level of killing the creature due to drug overdose.

LANGUAGE +

Languages are a special branch of skills that may be taken at a higher skill rating to start.

LEARNING BY	LEVEL START	BONUS
(education)		
IDET Training	d4	no
Primary School Training	d4	+3
Secondary School Training	d4	+3
Higher Education Training	d4	+4
Primary + Secondary	d4	+6
Secondary + Higher Education	d4	+7
Primary + Secondary + Higher Education	d4	+10
(intermittent contact)		
In Own Country		+2
In Other Country (year)		+3
Relative or Family (little use)		+1
Relative or Family (much use)		+2

(related languages)

Knowing a closely related language to the new language you wish to learn gives you .25 times the level of the related language as a bonus. Maximum of a 5 point bonus.

REMEMBER

A This school training is in three stages.
B These bonuses are for initial language generation only.

C STAGES OF LEARNING

- 1 Primary: Children's basic school.
- 2 Secondary: A high school equivalency.
- 3 Higher: College study over a period of years.

Any of these stages may be skipped during the development of the character.

The Ed Powers Story

As a child Ed Powers had a neighbor named Franko who used to teach Ed a few words in Spanish. As an adult Ed begins to learn Spanish. His roll to start is a 1 but because of his intermittent learning he gains a bonus of +1 on his roll for the initial generation of language. Ed can understand the word Taco and order a dinner in a spanish restaurant without making much of an idiot of himself.



Bilingual Breakdown

Many countries have a second language or a higher percentage of a particular language that is learned. Index your country by d100 to find the chance of being bilingual or have Primary / Secondary / Higher training in a specific language. (n/a = No other language)

CANADA	01-60	n/a
	61-90	French
	91-95	Other
	96-99	Bilingual
	00	Bilingual + French
UNITED STATES	01-75	n/a
	76-85	Spanish
	86-95	Other
	96-99	Bilingual
	00	Bilingual + Spanish
MEXICO	01-75	n/a
	76-90	English
	91-95	Other
	96-99	Bilingual
	00	Bilingual + English
SOUTH AMERICA	01-50	n/a
	51-85	Portuguese / Spanish
	86-95	English
	96-97	Other
	98-99	Bilingual
	00	Bilingual + English or Spanish or Portuguese
EUROPE	01-40	N/a
	41-90	Any Eastern Europe + French German Latin Spanish Belgian Norwegian Italian Greek Portuguese Turkish Swedish Dutch Icelandic Finnish English
	91-95	Other
	96-99	Bilingual
	00	Bilingual + Other
AFRICA	01-50	n/a
	51-95	Any of: French German English Swahili Arabic Bantu Portuguese Spanish Tribal Dialects
	96-97	English + Other Above
	98-99	Bilingual
	00	Bilingual + Other
EASTERN EUROPE	01-50	n/a
	51-95	Any of Europe + Polish Hungarian Romanian Ukranian Bulgarian Albanian Serbo-Croatian Czech
	96-98	Russian + Other Above
	99	Bilingual
	00	Bilingual + Other

Wound Shock

As a character takes Whole Body Damage he or she suffers the possibility of wound shock that may become a death shock.

REMEMBER

- 01 Index the general area hit.
- 02 Break hit points into 25%, 50%, 75%, 100%.
- 03 Index the damage taken as a percentage of the character's hit points. Find the general area and index this percent To find the chance of shock.
- 04 Roll under this percentage on a d100 for the character to go into shock.
- 05 If the character goes into a state of shock, repeat steps #1-3 and roll on the death shock table. Death shock is immediate.
- 06 Chance of shock and death shock can be reduced by drugs.
- 07 See EMR and Life Saving.

% HIT POINTS LOST	PERCENT CHANCE SHOCK	PERCENT CHANCE DEATH SHOCK
-------------------	----------------------	----------------------------

BRAIN AREA

Graze	-	-
01-25%	20%	10%
26-50%	50%	40%
51-75%	70%	50%
76-98%	90%	70%

VITAL AREA

(chest, abdomen, spine)

Graze	-	-
01-25%	20%	10%
26-50%	40%	20%
51-75%	50%	30%
76-98%	70%	50%

EXTREMITY

(arm, leg,)

Graze	-	-
01-25%	10%	05%
26-50%	20%	10%
51-75%	30%	15%
76-98%	50%	30%

FAR EXTREMITY

(hand, foot)

Graze	-	-
01-25%	-	-
26-50%	05%	-
51-75%	10%	05%
76-98%	50%	10%

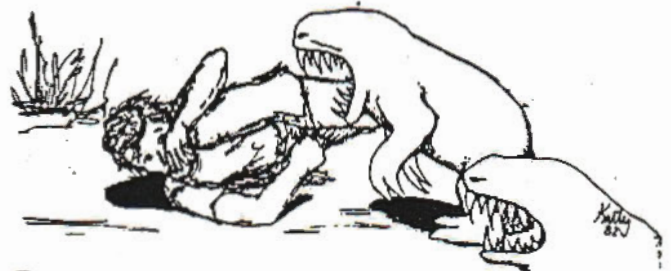
Blast

Blast effects exposed body areas as whole body damage with the chance of stun and shock indexed from the least protected or exposed areas.

Body areas hit with double their rating of maximum damage (Total) are amputated or removed by blast at the GM's decision.

Blast Stun

Most close detonations will have the effect of causing the character to lose (d4 x .50) actions and suffer a 40% chance of a d10 hour hearing loss of d100% of hearing.



Stun

Related to wound shock, stun is another side effect of damage. When a character is damaged, check for stun intensity and length.

REMEMBER

- 01 The stun percentage is always indexed from the amount of damage a character has taken in a specific area. This damage is indexed as a percentage of whole body points.
- 02 A player character has a final action before becoming totally unconscious.

Type

FAST:	d6	Actions
LIGHT:	3d6	Actions
MEDIUM:	d6	Minutes
HEAVY:	3d6	Minutes
HARD	d6+6	Hours

PERCENTAGE DAMAGE TAKEN

PERCENT CHANCE OF STUN

TYPE OF STUN

BRAIN AREA

Graze	20%	Fast
01-25%	30%	Light
26-50%	50%	Medium
51-75%	70%	Heavy
76-98%	98%	Hard

VITAL AREA

(chest, abdomen, spine)

Graze	05%	Fast
01-25%	20%	Fast
26-50%	40%	Medium
51-75%	60%	Medium
76-98%	80%	Heavy

EXTREMITY

(arm, leg,)

Graze	05%	Fast
01-25%	10%	Fast
26-50%	20%	Light
51-75%	40%	Medium
76-98%	60%	Heavy

FAR EXTREMITY

(hands, feet)

Graze	-	-
01-25%	-	-
26-50%	10%	Fast
51-75%	20%	Light
76-98%	40%	Medium

Fast and Light stuns are more an action penalty than the character actually falling unconscious. See the medical reductions in the disease section for stun effects.

Other Than Human

It walked in from the paths one day and said it was hungry. Not knowing whether to shoot or feed it, we took the more peaceful option and gained IDET's first Fringeworthy Alien.

She called herself a Slarg, in her barely recognisable gutteral english (This bent the base linguist out of shape). For more than 30 years she had been lost on the pathways.

From the Notebooks of Dan Farnsworth

Slargs, in appearance, resemble pony sized dogs with the absence of eyes and near human intelligence. Their lack of eyes is made up for by a form of spacial sense as well as a keen sense of smell and hearing.

Though not very dexterous, their forepaws serve as hands.

SLARGS AS PLAYER CHARACTERS

- 01 Generate your character as a human and make the following changes.
 - A Reduce DEX by 3 only if the characters DEX is over 8.
 - B Add 20 to Hit Points.
 - C Add +5 to Strength.
- 02 Spacial sense gives a Slarg a 360 degree view of itself and the area it moves through. This ability drops off rapidly after 200 feet or if any solid object blocks the way. This includes glass.
- 03 Slargs are muddy grey to brown in color with 64 extremely sharp teeth. Their sharpness of teeth is only matched by their sharpness of wit, abrasive, crass and generally tempermental personality. Added to this is a scavengers sense of humor.
- 07 Slarg native social structure is a simple dominance hierarchy that lends itself to normal human social structure especially team action. Unfortunately they prefer to let others do their fighting for them in a spirit of camaraderie and cowardice.

DAMAGE

STRENGTH RELATED IMPACT: Variable

BITE: : BI 04 +BI 07

NAMING

Usually human names mixed with an odd gutteral sound.

Example: Gla'k Kisselis or G'rrst

SLARGS

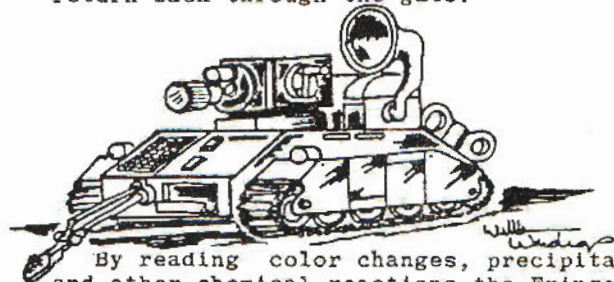


The Wind-Up That Saves Lives

One of the common dangers of traveling the Fringepaths is the unknown conditions present on the opposite side of any portal ring.

Several explorers had met with injury or death from exposure to harsh climatical conditions before someone came up with a device to decrease this hazzard. The new Fringeworthy industrial units, backed by a German toy manufacturer created a device now called the "Wind Up".

This small mechanical device, through an ingenious series of cams, gears and springs, slowly crawls through a ring, stops within three feet of the other side of the ring, tests the atmosphere / pressure, and collects audio-visual material before closing to return back through the gate.



By reading color changes, precipitations, and other chemical reactions the Fringeworthy team can then decipher vital facts about the world's climate, radiation count, atmosphere composition, soil and limited biological conditions. The completely mechanical sound recorder and camera give a good idea of the layout of the countryside and hint of the existance of animal life in the immediate area. Tests include:

TEST

TIME

PRESSURE:

I

A simple one-way barometer gives a very accurate measure of the pressure. A basically infallible device.

TEMPERATURE:

I

A simple thermometer (-200 to +400)

HUMIDITY:

A

A wet bulb thermometer to compare to the dry bulb.

ATMOSPHERE CONTENT:

D

A series of small vials are opened for a period of a few seconds. The atmosphere reacts with chemical mixtures in each vial. Color changes indicate the presence of certain elements / chemicals in the atmosphere.

SOIL SAMPLE:

E

An arm with a probe takes a soil sample for analysis and deposits it in several containers.

VISUAL:

I

A 16mm roll film camera extends from the body of the device on a telescoping arm to rotate 360 degrees before returning into the body. Film is self developing.

AUDIO:

I

Based on the Edison "phonograph" this is a mechanical recorder of limited utility that etches sound on a small tube that can be replayed like a record.

ALTERNATE
REALITY
NOTES

Fringeworthy

ALTERNATE
REALITY
NOTES

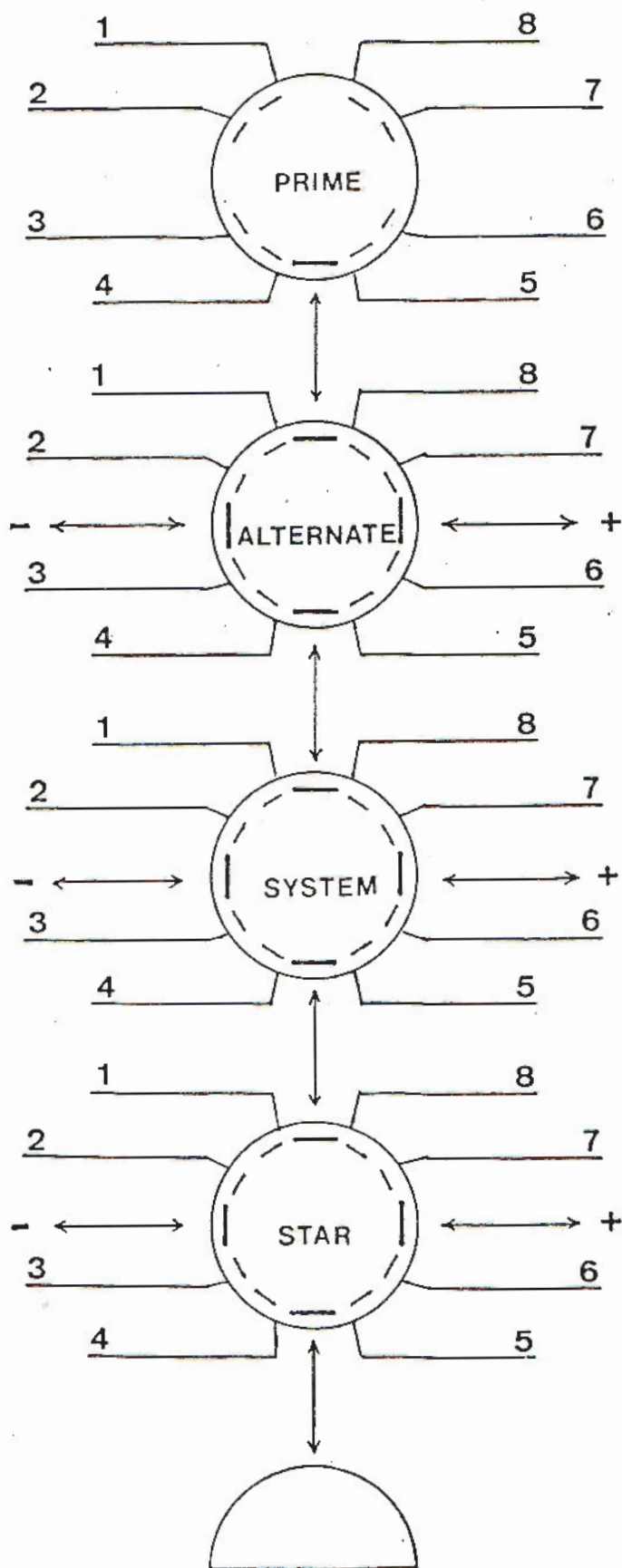
WORLD: _____

1

2

3

4



8

7

6

5

Armor Map

FRINGEWORTHY

EQUIPMENT

C = CARRIED
S = STORED

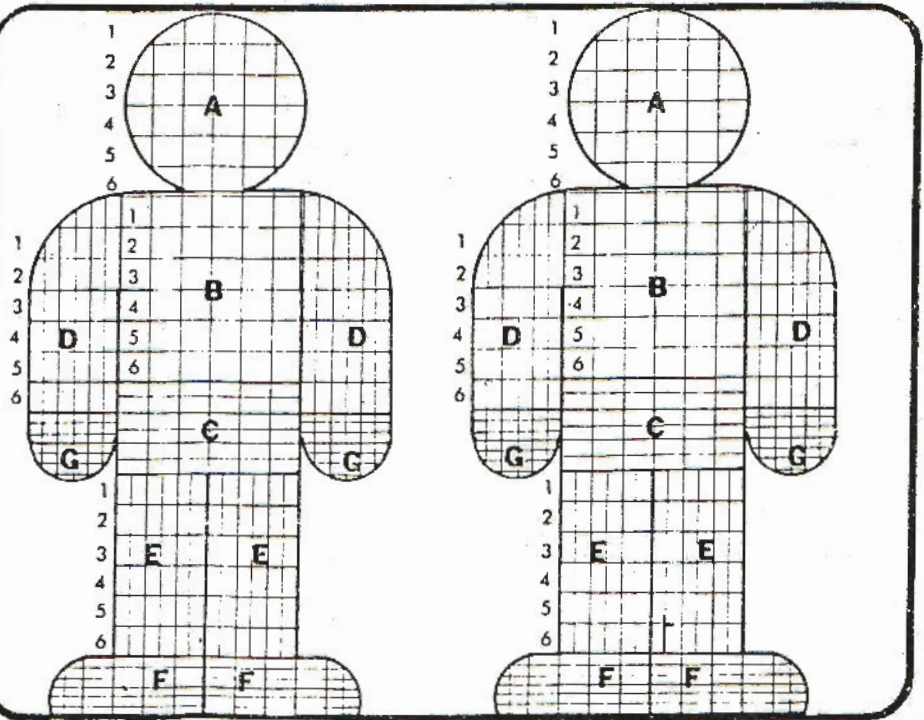
NORMAL DRESS

LOCATION ARMOR

/ BATTLEDRESS

LOCATION ARMOR

Helmet
Visor
Joints
Yolk
Chest Plate
Back Plate
Backpack
Gloves
Fabric
Boots



Special

Weapons



ROF
ROL
CAP
CIR

AMO
CYC
WTE
MIS

PB VS SH ME LO VL
SPC

ROF
ROL
CAP
CIR

AMO
CYC
WTE
MIS

PB VS SH ME LO VL
SPC

ROF
ROL
CAP
CIR

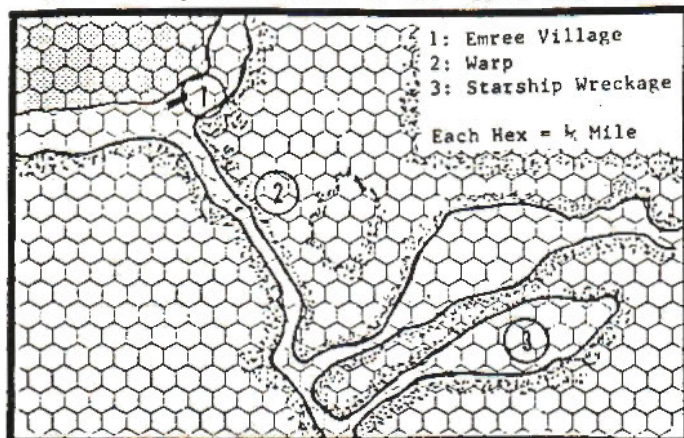
AMO
CYC
WTE
MIS

PB VS SH ME LO VL
SPC

EMREE

Players step from a WARP to a desolate cold valley. The sun appears, an orange, K class star. Vegetation is sparse, mostly common scrub and small twisted trees.

This valley continues to the North and South



NORTH

The valley opens into a flat delta on the edge of a lake. A hundred or so mud and grass huts line the edge of the lake. Smoke can be seen coming from a number of communal fires. On the far North are small plots of land being farmed.

These are the EMREE, a race that developed far too late in their Earth's history to gain the needed time to leave the world or save themselves from their star's extinction.

Emree are limited by their non-humanoid physical structure and cultural beliefs.

Their leader is a "spiritual" dancer with little knowledge of his world.



Here the IDET team can see the obvious and make the decision to contact or back away from this culture.

If they leave the adventure ends here. If they make peaceful contact with the shy alien "spirit dancer" they will gain friendship and a gift of a Tehrmelern Vac Suit Glove that will not fit a human hand.

To the Emree this is prophecy coming to life in the form of the return of the crystal users who will bring the sun to life again.

The IDET team will be fed vegetables and taken to the South East of the valley on the following morning.

The second crevice to the right leads leads to a valley partially blocked by the wreckage of a Tehrmelern starship, a 500 foot sphere that crashed long ago.

Though the engines, controls and personnel effects are long gone, the mapping of a starship hull will be an invaluable find to IDET.

A single command chair remains on, what may be, the bridge. Facing the chair is a screen. A single block of equipment is on the lowest deck of the ship.



Sitting in this chair lights the screen and will scare the last whits out of the Emree guide. If a Fringeworthy inserts a Purple or higher crystal value into the depression in the arm rest, the arms of the chair will light like a christmas tree. The screen will show the star and a series of information glyphs that are un-translatable.

A purple triangle will light in the left armrest and pulse. A sound of power and a light electrical discharge will be felt.

If the purple triangle is pressed the screens will begin an obvious countdown pattern that are the first 114 glyphs of the Tehrmelern scientific numeric language.

The starship is now set for it's final destination, the heart of the Emree's star. The two minutes of counting is the time to evacuate the ship.

At this point the ship will rapidly begin to accelerate toward the star. (with or without anyone on board).

In a weeks time the star will begin to brighten and return to its G stage.

The Tehrmelern engineer returning to this project was killed by a predator just before she could complete the final phase of the disposal of the ship and give the Emree time to develop.

EXPERIENCE

Depends on how they handle the situation. The Emree are pacifistic and friendly. Any direct, hostile, contact will damage them socially. At best the Emree throw rocks with a THR of 12. Like most primitive people, the Emree are partial to trinkets and novelty items. Medicine would be a revolution as would the concept of the "fired" clay pot.

For a successful run, reward them well.

The GM may expand the scenerio with the addition of predators or semi-intelligent hostiles that prey on the Emree. Could there be an intelligent sterile Nellor waiting? or Aliens investigating the wreckage?

Have Fun, Good Luck

FRINGEWORTHY

FRINGEWORTHY is the role playing game of interdimensional travel and adventure.

As you become one of the Fringeworthy you will find yourself walking to alien worlds, alternate realities, and times without number on missions of discovery.

FRINGEWORTHY INCLUDES:

- * *A 78 Page Game System Book*
 - * *Over 150 Weapons*
 - * *Utility Sheets*
 - * *Book O and a Complete Starter Adventure*
 - * *Detailed Bio-Medical Systems*
 - * *200 Skills and Languages*
 - * *Equipment and Vehicles*
 - * *Aliens and Animals*
 - * *World Generation*
- 