

Tri Tac Games

TTG 1713

WEIRDZONE

THE DAY EVERYTHING

WENT TO HELL



TRI TAC GAMES
EZ
RULES

SCIENCE FANTASY ADVENTURE
ACROSS TIME & SPACE



**Dedicated Tri Tac's founder
Richard Lee Tucholka
(February 9th, 1954 - April 27th, 2017)**

*Because the greatest
part of a road trip isn't
arriving an your
destination.
It's all the wild stuff
that happens along the way.
—Emma Chase*

Weirdzone

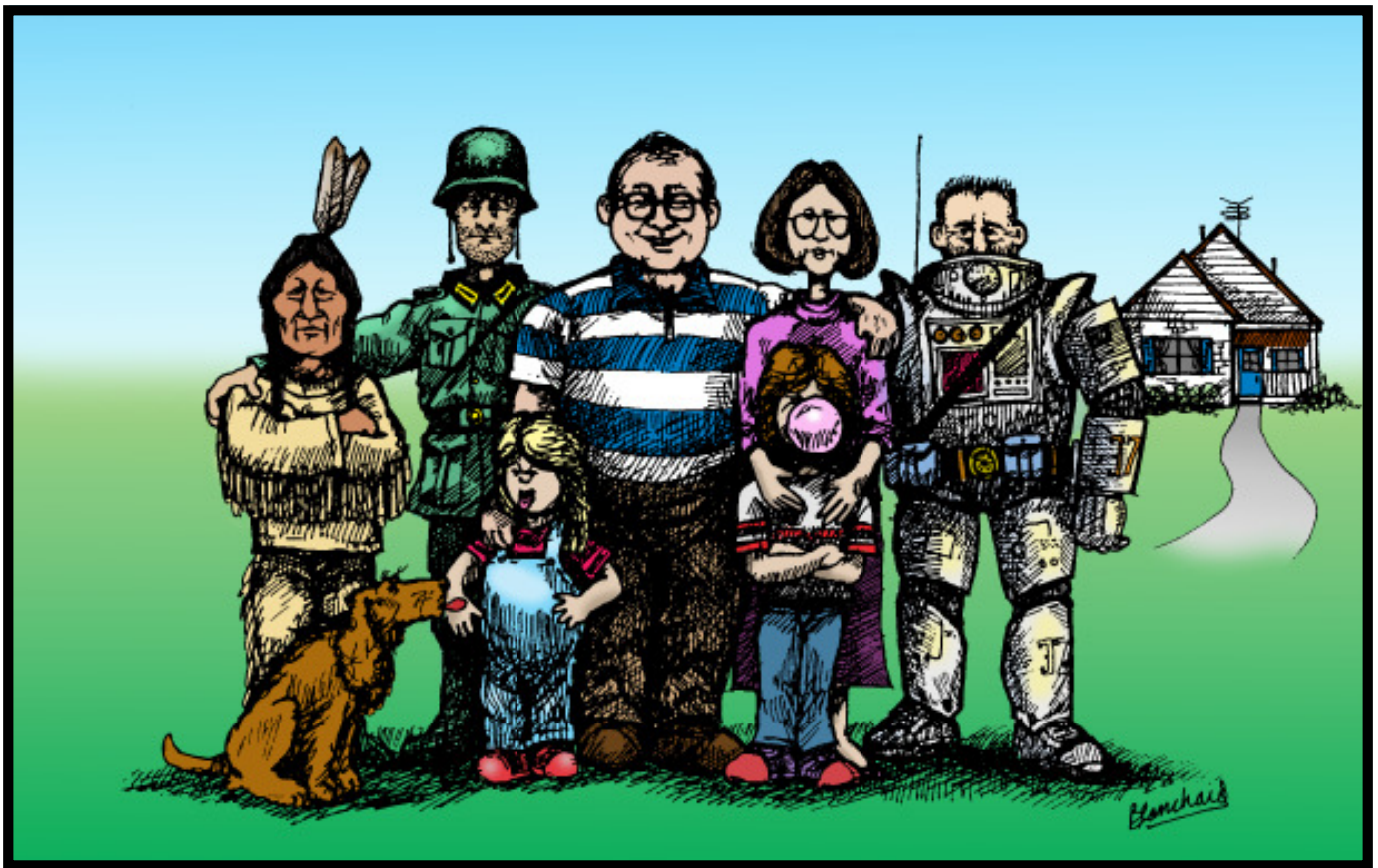


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Weirdzone

Special Edition Sourcebook for Any RPG System

Richard Tucholka



Tri Tac Games, Books & Graphics
Michigan Washington Georgia California Arizona

Weirdzone

SPECIAL EDITION SOURCEBOOK

For any RPG Game System

A publication of
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GAMES BY RICH TUCHOLKA

Bureau 13

Fringeworthy

Incursion

FTL: 2448

Hardwired Hinterland

The Morrow Project w/Sadler & Dockery

Bureau 13 d20 Edition

Fringeworthy d20 Edition

Bureau 13 *EXTREME*



Weirdzone

Welcome to a roller coaster ride to hell. One night you are in your comfortable home watching cable and having a beer, a moment later the power goes out, the dog howls and everything lurches.

You have been sucked into a Quantum Hole, a vortex between dimensions, a freeway between what is and what never was. You are about to travel on a great journey across time and space to worlds of wonder.

Welcome to the Weirdzone
...Your Adventure is Starting

**THIS SOURCEBOOK
INCLUDES ARTWORK BY**

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Border art was created using Serif, Ltd
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**Do not lose your knowledge that man's proper
estate is an upright posture, an intransigent
mind, and a step that travels unlimited roads.**
Ayn Rand

Weirdzone

RPG Sourcebook for Any Game System
by Richard Tucholka

Dedicated to:
Melody Natcher
Kevon & Shelly Goodge
Paul Lippencott

Special Thanks to:
Paul MacDonald
Shalla & Freon
Karl Koenig

In Memory of:
Lisa Mason
Kelly Jones
Howard DeVore

Photography

I can't give enough thanks to all the photographers who provided images for this book. These images are copyright by their owners and used here with permission and a mutual love of gaming.

ABOUT THE AUTHOR

Richard Tucholka (Feb. 9th 1954 - April 27th, 2017) was an amazingly creative individual who traveled SF Conventions for over thirty years.

Tucholka was called "one of the unsung heroes of RolePlaying" and "Michigan's Gaming Guru". You may have known him more for his work in the creation of the Role Playing games Bureau 13: Stalking the Night Fantastic, voted Best Fantasy RPG of 1991 by the RPGA Network at Gencon.

Rich was a comic book publisher, actor, book, movie, and game reviewer, staff writer for STARDATE and STARDRIVE Magazine, and always a Science Fiction Fan. He was a member of Science Fiction's Elite Security Group The Dorsai.

He lived in Oak Park, Michigan where he managed Tri Tac Games and worked as Senior Computer Support for a multi-national conglomerate before his job was shipped to the Philippines without him.

Hobbies included house restoration, publishing, gardening, writing, reading (science fiction, anthropology, psychology, sociology, paleontology, and military history), and trying to index his 18,000+ books and B Budget Movies.

He packed rooms whenever he put on "Uncle Richard's SF Video Roundup" at the many Science Fiction Conventions he attended.

If you never had a chance to play with Tucholka as an RPG Game Master, you missed out. He would have knocked your socks off.

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NOTICE:

No part of this book should be misconstrued as real unless you have been to the Hardwired Hinterland.

Tri Tac Games does not support religious extremism, political correctness, politics or book burn-ing.

If this RPG has offended you in any way, shape or form you are welcome to purchase and burn as many copies as you wish. Discount rates are available.

DESIGNERS NOTES:

It's never about rules, it's about Role Playing and Adventure. But the Adventure needs a framework, a system for play. It doesn't matter what rules you use from d20 to Tri Tac, Palladium, Savage Worlds, Fudge or Gurps.

In the old days it was about the play system, and many systems were created that were accurate, comprehensive, and just a little long winded to promote faster game play. Talsorian's Mike Pondsmith once said, "Don't think like a Dinosaur, think fast and light." He was absolutely right in his assessment of what made good rules.

These new d0 or EZ Concept books have combined the comprehensive quality of our old system with speed and ease of play. Compatible with your Favorite RPG as well as the old Tri Tac Systems, its a great way to explore new Game Ideas.

Welcome to the Tri Tac universe of role-playing Ease, Enjoyment, Excitement and Excellence. Grab your dice and let your imagination go wild!

Weirdzone History

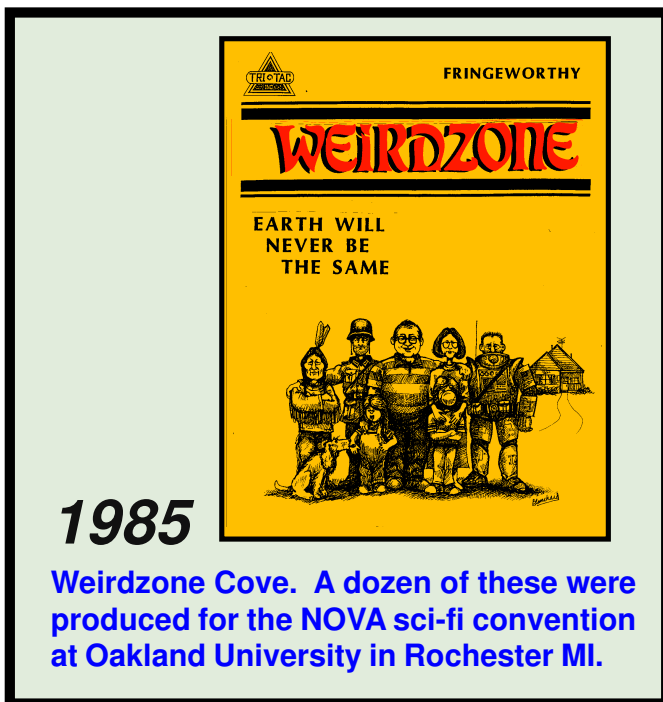
The first Weirdzone games were run in 1985 at NOVA in Rochester Michigan. The idea was drafted into a dozen sheets, the green tractor feed printouts and original art were carefully filed.

And every few years around the holidays Rich Tucholka was asked by local gamers to pull out the notes and run a game for the fun of it. As time passed the files were stored again and faded into history.

In 1995 a band of marauding Woodchucks forced a move from the file storage in a Barn. Containers were transferred back into Tri Tac's office. Acquiring a life of their own, these files kept cropping up again and again.

By 2008 Tri Tac was working on a new line of Bureau and Fringeworthy books. Other projects like Bureau 13 Extreme and Hardwired Hinterland were dusted off and finished.

With Weirdzone finished there are two more on the way for 2011. EZ Space! The Final Frontier the way it should have been and a classic 1930's Space RPG that is a little different.





It Ain't Kansas

"I got no idea of what the hell happened but there's no more taxes and I get to travel!"

Osgood Brown

Every Tri Tac games has characters who tell stories. They are often heroes who shine in the tradition of Joseph Campbell.

In this book we don't know what the hell happened as the old Arkansas farmer, Osgood Brown came to life with his damn Robot "Pickles."



Weirdzone

Weirdzone is an RPG of Science Fantasy and Exploration in a different place, a string of universes across time and space and realities that never were.

Materials Needed

For **role-playing** you need a small number of materials that the average gamer already owns.

Dice

In this book you will find mostly d10 and d100 tables for general use by the players and GM. Get a pair of common 10 sided dice that allow you to roll a d10, several d10's or a d100. You can also get a d100 polyhedral dice.

Game Book Needed

You will need at least one copy of **your favorite RPG rules**. Hardwired Hinterland is a concept book designed for use with any popular RPG system. So if you prefer d20, Palladium, Gurps, Savage Worlds, Fudge or the classic Tri Tri Tac Game System, use that.

Copies

You have permission to print out the Back Sheets if you need them. Make as many as you want.

Figurines

The more visual aids you use the better. A wide variety of Modern, Space and Fantasy figurines are available from a number of companies.

HO Scale Buildings & Things

Games take on realism when you use floor plans and HO scale buildings. While HO Scale is not to scale with a true 25mm figurine, it can be overlooked. A 20mm figurine is perfect. Check with your local hobby store for 20mm figurines. And then there is always 135th Scale for modeling.

Terms of Role Playing

Do we need to cover this again? By this time we all know what dice do and what a GM is. I really think you have the idea of what an RPG is if you're holding this book in your hands.

Time and Motion

Time and Motion are relative. This is relative to what the GM decides constitutes a turn. Generally a couple of seconds is good for most things you do like pulling the pin on a grenade, firing a weapon, or falling over dead.

Some motion or actions are taken for granted. If the GM says you flip on a light switch, then don't worry about relating it to skills or agility.

Measurement

Weirdzone sticks to the English (non-metric) system for general examples. For miniatures rules, use common sense, line of sight, and inches.

Sticking to the Rules

Nobody ever sticks to the rules so why should you? Modify or change them as the GM wishes. Games should be designed to be adaptable and fun. We've created the nucleus of what you can expand on, so please feel free to do so.



The Storms of Spring

The news best described it as unusual weather phenomena. Great storms of spectacular color that came out of nowhere and returned to nowhere without dumping an ounce of rain. You could feel the electrical energy as the massive bolts of lighting cracked across the sky, disrupted electronics and created blasts of thunder that cracked windows.

It was quite a sight and it passed within hours. The effects were global. While scientists speculated, it was rumored and then verified that the storm had left damage in its wake, unusual damage.

Where the occasional building once sat were perfect wooded plots or grassland. All circular and all completely missing the structures that were there along with the people. The circular areas were never large, though they sheered off walls, vehicles, power lines, roads, buildings and in some cases people.

Scientists talked about string theory and quantum mechanics that had no relation to known phenomena. They were almost right.

GM's Notes

Use a house or small business you are familiar with. map it on graph paper and make it the center of a circle. Add a hundred feet or more to the edge of the circle to add a bit of land.

"Would you tell me, please, which way I ought to go from here?"

"That depends a good deal on where you want to get to," said the Cat

**Lewis Carroll
Alice in Wonderland**



Utilities

From this point on your utilities are cut. Your water stops, the power lines are severed and the gas lines fail.

If you have a generator or a propane tank on the property it is good. Wells fail. Fuel becomes a finite resource. Streams dry up and shallow ponds evaporate.

Self Reliance

From the start there will be a continuing quest for self reliance to make your little island (Zero Plot) self sufficient.

Defense

Next is defense. This is a critical aspect of travel between dimensions. There are both good and bad things out there..

GM's Notes

Inventory and the basics are first. Fuel, Food and Shelter. The last is easy. More then likely you have a building that has gone with you. It may or may not be your property.

It Ain't Kansas

"Biggest flash of light since Johnny Jamison's still blown up. Then I was traveling across this grey space. Looked like the inside of one of them Geode rocks."

Osgood Brown

Earthshift

The world light up and you can feel it in your bones. Then things grow quiet and there is a sense of motion. You are on a Zero Plot.

The Zero Plot

The Zero plot is an island onto itself in the sea of space and time. It can be as small as a hundred feet to as large as a half mile. They are always circular. They take the land, buildings and a good chunk of earth with them.

Weird Space

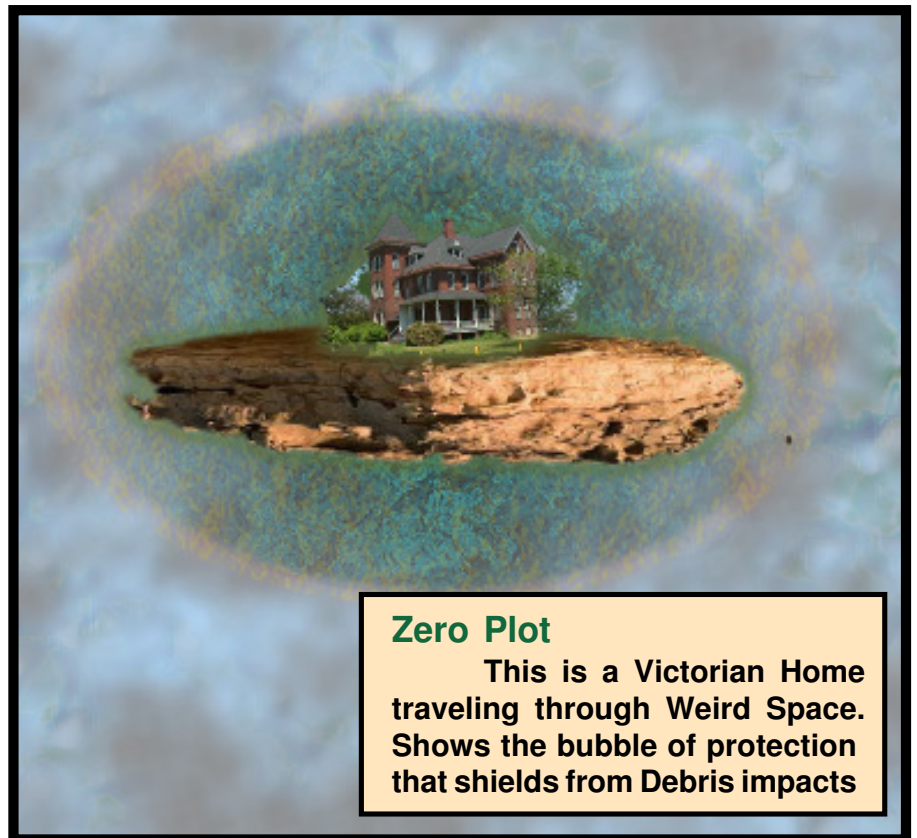
Your Zero Plot travels through Weird Space, a featureless dark grey void. At times there are swirling mists of random colors that curl around the bubble that protects your property. At times you can almost see shapes or shadows in the mist passing you by. Balls of color and light will race across your sky or hang in the distance before curving off or just vanishing. Transit is generally very smooth without bumps or any effect of gravity. At rare occasions you can see another Zero Plot pass you by. See also ***Jumping Ship***.

Gravity

Gravity at the surface of your Island is a standard 1.0 of Earth Gravity. This extends up to 100 feet above the surface. Off the surface there is no gravity..

Air

Weird Space is filled with breathable air. The average temperature of the air is 47 degrees and a little humid.



Zero Plot

This is a Victorian Home traveling through Weird Space. Shows the bubble of protection that shields from Debris impacts

Travel Time

You are in a featureless dark grey void. At times there are swirling mists of random colors that curl around the bubble that protects your property. You are in transit for 3d10 +6 hours.

Landing

Landing is easy. You end up in a Strange New World about every 3 days.

Time There

Your time in the new world is finite. Within 5d10 +6 hours the process starts again. An hour before departure you get a psychic notification, a feeling that things are about to happen. There is no way to delay this process. Saint Elmo's Fire will form around antennas. Thunder will rumble 5 minutes before departure.

Departure Time

There is a single flash of light like a camera flash and your Zero Plot is back in Weird Space.

Pre Departure Checklist

It doesn't matter if you are on the Zero Plot or not. Any person or animal over 17 pounds in weight transfers. As a bonus the individual ends up back on the edge of the Zero Plot regardless of how far they were distant from it. Individuals who are on the Zero Plot when it transfers become part of the Zero Plot. They pick up the inherent energy and signature that makes them part of that Zero Plot. In this way people and things can join your travels.

RULES

- 01 Anything living over 17 pounds will shift as long as it is on the Zero Plot.
- 02 Anything you are carrying will shift.
- 03 Anybody you are holding or that is holding onto you will shift.
- 04 The shift severs chains, rope and bindings.
- 05 Any material dumped off the Zero Plot will not shift.
- 06 Catapulting material off your Zero Plot in Weird Space effectively gets rid of it.
- 07 Debris in Weird Space can be dragged into your Zero Plot.
- 08 Being returned to the Zero Plot will give the victim a 25% chance of throwing up.
- 09 Dead People do not return to the Zero Plot
- 10 The Shifted Individual always ends up back on the Zero Plot.



Landing Effects

As your Zero Plot makes a complete shift you may have the chance of minor to spectacular effects.

01-50 No Effect

Like a thief in the night, you just appear.

51-75 Minor Effect

Booming sound like a minor rolling thunder.

76-85 Medium Effect

Sound like a clap of thunder or a sonic boom. has a 10% chance of breaking glass within a few hundred feet.

86-90 Major Effect

Sound of a Massive Explosion with Light and a Residual Glow that lasts for 2d10 seconds

91-95 Spectacular Effect

A massive charge of lightning strikes the ground just before the Zero Plot appears. with a Major Effect

96-97 Pyrotechnic Effect

Like the spectacular Effect but this starts a half dozen small fires around the edges of the Zero Plot.

98 Vortex Effect

Like the Spectacular Effect with the addition of a tornado like effect that vanishes when the Zero Plot Shows up.

99 Wrath of God Effect

Clouds build up and lightning strikes as a thundering explosion deposits the Zero Plot at the center.

00 Armageddon Effect

The skies light up as all of the listed effects happen along with a spectacular light show, thunder and enough pyrotechnics to scare the natives for decades.

MORE RULES

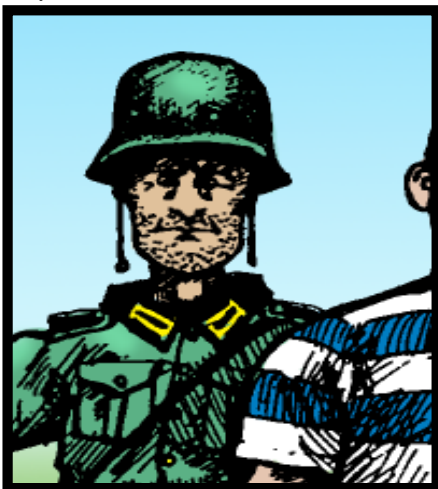
- 01 Zero Plots never land in water or in low swampy areas.
- 02 A Zero Plot always lands on worlds with breathable atmosphere and base temperatures between -50 and +110 F. The mean average is between 40 and 80f F
- 03 Plots never crush buildings or kill the native inhabitants. Previous inhabitants seem to fall into a timeless hyper space bubble and appear again after the zero plot has left. They have no idea time has passed.

Traveling With the Sharps

Warping out of their suburban neighborhood with their house and garage, the Sharps begin their journey.

At their first landing they gain Otto Kranshymer, a german WWII soldier who stumbles across their Zero Plot in 1943. Otto is unlucky enough to be on the Zero Plot as the house shifts and he becomes stuck with the family.

He becomes a friend of the Sharps and a helper as he is a carpenter.



TRANSFER WEATHER

In Weird Space there is weather. There is a flat 10% chance some form of weird weather will manifest within 10 hours of travel.

01-05	BIRDS	51-55	LIGHTERS
06-10	COLD CLOUDS	56-60	MEMORY
11-15	DEAD CLOUDS	61-65	NAV CLOUD
16-20	DEBRIS	66-70	NAV WESTER
21-25	ELECTRIC CLOUDS	71-75	PASSENGER CLOUDS
26-30	FAST WEATHER	76-80	RUST CLOUDS
31-35	HOT CLOUDS	81-85	SLOW WEATHER
36-40	JELLY FIRE	86-90	SWARMS
41-45	LIFE CLOUDS	91-95	WIND SHEARS
46-50	LIFTERS	96-00	VERY RARE EVENT

BIRDS

Birds are birds. Small birds are better, larger birds are a problem. While a good prop will shred a moderate sized bird, geese and ducks will land on your Zero Plot. Sometimes they stay and sometimes they just leave. Condors and Pterodactyls can be hazardous.

COLD CLOUDS

Cold Clouds are frigid patches of air that cause instant snow and ice to form. They will drop a 10 x10 foot area up to d100 degrees below freezing.

DEAD CLOUDS

These 10 x10 foot stinking monsters just damage and suck the energy out of living things. Fruit rots, passengers sicken and even the strong will pass out for d10 minutes.

DEBRIS

These are bits of almost anything that fall out of the sky. These can range from small bits to a chunk of a 7-11. Generally larger items fall closer to the edges of the Zero Plot.

ELECTRIC CLOUDS

Nasty manifestations that create tiny storms and miniature lightning bolts. If not grounded or dispersed they will strike for moderate damage and start small fires. They have a good chance to surge electronics or damage a power system. They can knock people or livestock unconscious for d10 minutes and cause a 5% chance of cardiac arrest.

FAST WEATHER

Amazingly fast and furious rain storms that sweep across the Zero Plot. Accompanied by small gusts of winds and tiny thunderclouds. These clouds can be disrupted by a good tennis racket.

HOT CLOUDS

These colorful bits of hell will start small fires around the Zero Plot. Figure d10 fires per 3 minutes of cloud contact. Cloud contact is for up to d10 minutes. Fires are always small and easy to extinguish before they grow into an extreme fire hazard. They can be dissipated with a good bucket of water.

JELLY FIRE

A sparkling mass of jelly that forms on wings and surfaces. Lasts for d10 minutes and dumps d100 pounds of goo. Residue smells like fresh fruit and must be hosed off before it rots and attracts gigantic flies.

LIFE CLOUDS

These clouds heal, make seeds sprout and even make cured wood start to grow again. These clouds will act as a fertility drug on Humans and Animals.

LIFTERS

Null gravity clouds that can create problems for anything not anchored to the ground. The effect lasts for d10 minutes.

LIGHTERS

Clouds of Brilliant light that can blind for d100 minutes.

MEMORY

These clouds are like going through a can of Alphabet Soup - memories, not the Victim's will flood in. Often they are strong and leave a lasting impression. Many of these memories are fragments of calls for help.

NAV CLOUD

Without the victims realizing it they gain a minor ability for d10 days. They can close their eyes and point back to the location of the Zero Plot.

NAV WESTER

This cloud does the same as a Nave Cloud but gives the victim a sense of when the Zero Plot will go out and then return to Weird Space. It is a psychic alarm clock. that lasts for d20 days.

PASSENGER CLOUDS

Passenger clouds are fairly rare. They drop life forms onto the Zero Plot. Can range from people to animals as well as exotic creatures that may be benign or destructive. Passengers stay with the aircraft until landing and then generally make their own way to their final destination. See the additional section on Hitchhikers and Unwanted Guests.

RUST CLOUDS

These nasty manifestations pit windshields, warp or rot wood and corrode metal in small areas. Good maintenance is necessary when hitting one of these to find problems that will manifest later.

SLOW WEATHER

Long lasting rain cloud that just dumps for d10 hours.

SWARMS

Concentrated swarms of bugs, birds, or small items like Mexican Lotto tickets

WIND SHEARS

Wind Shear will hit unexpectedly and damage property. Blasts of 80 MPH wind can be bad for people and livestock.

VERY RARE EVENTS

01-50 **HARD TRANSPORT**

51-75 **PSI**

76-85 **RED**

86-95 **BLACK**

96-00 **GOLD CLOUDS**

HARD TRANSPORT

A clouded ring of displacement that will add a building or great pile of debris to a Zero Plot. May be up to d10 tons of material.

PSI

An exposure to this cloud shocks the victim's giving them a 10% chance of picking up a very minor Psychic ability. This ability is permanent and often a blessing or a curse. Being hit with this cloud knocks 50% of humans and animals out for 2d10 minutes.

RED

These clouds are dangerous and hungry. If allowed to manifest they can be carnivorous. Survivors describe them as oily black clouds with mouths and teeth. They can be damaged with blunt weapons.

BLACK

Impressions of Batwings and a Laughing voice that promises many things and manifests amazing things. Generally the promises never work out right and anything created by the cloud doesn't live up to snuff.

GOLD CLOUDS

Impressions of Multiple Fluttering Wings and a voice that calls itself "I Am". People should be notoriously nice to this manifestation. It appears friendly and very powerful. Individuals who have annoyed it have suffered very bad luck and subsequent things that often make them wish they were dead.





Hitchhikers and Unwanted Guests.

01-05 Earth Riders
06-10 Spinners
11-15 Rock Eaters
16-20 Burrowers
21-25 Flyers
26-30 The Dead
31-35 Ether Bunnies

36-40 Machines
01-75 Junk
76-90 Repair Mecs
91-95 Servant
96-00 Warbots

36-40 Swarms
41-45 Trees
46-50 Pools
51-55 Flats
56-60 Scavengers
61-65 Saucers
66-70 God Awfuls
71-75 Gobblers
76-80 Docks
81-85 Dinosaurs
86-90 Just Folks
91-95 Polter
96-97 Demons
98-09 Angels
00 Gods

More Hitchhikers

Roll once per transfer into Weird Space for the chance of multiple Hitchhikers. They can appear any time during the transit of Warp Space.

01-75 None
76-95 One
96-00 d4

Earthriders

These are small, grotesque and primitive humanoids that appear in groups of d10 individuals. These destructive individuals are cannibalistic and homicidal. Often armed with rocks and crude blades that present a general menace to those who are new to the Weirdzone. They are slow, superstitious and stupid at best.

Spinners

Spinners are bizarre jewel like spiders that form with their webs. Often a yard across these semi-harmless creatures will keep to themselves. They tone and sing. If disturbed they can spit acid up to 10 feet, bite with a paralytic or spray a pepper like gas. They trap and absorb weather clouds.

Rock Eaters

Horse sized elephantine creatures that have a taste for rocks or concrete. Their diamond like teeth can chisel a brick sized rock into dust in d10 minutes. Their skin is rock hard. They have a distaste of Iron and refined metal. A rock Eater is stubborn and prone to ignoring people.

Burrowers

These giant insects are up to two yards long. Fast and hungry, they burrow beneath the surface spring up to attack their prey,

Fliers

Primitive lizard like Proto-Birds. They are noisy, destructive and nest in rocks. They can be as large as sheep or as small as hummingbirds.

Dead

Returning from the dead are all sorts of manifestations, especially Zombie like folks that just don't know they are dead. Often looking for the bus back home to Pittsburgh, they are harmless and charming. They do not see themselves as dead and will gladly join you for lunch even if food dribbles out of their bodies and they leave a trail of maggots.

Ether Bunnies

These bunnies are insubstantial rabbit like creatures that appear in groups. They demolish the grass and flowers if not frightened off. They can nip and give off freezer burn if handled.



Machines

Machines are the old remnants of somebodies super science. They appear as junk, shpt up junk or function mechanisms. Some are specialized and some just stupid. Warbots are the only danger to people though many can be reasoned with. In rare cases the robots are designed as servants and will become members of the Family. Some repair bots can be very useful around the house. The rarest of units have full AI (artificial intelligence). This is often mistaken for (artificial stupidity.)

Swarms

These diabolical creatures appear as swarms of light (d100 marble sized lights) that move erratically in a three foot ball. They are attracted by Heat, light Motion, Sound, Odor or other phenomena. In most cases the lights swarm around the victim for d10 minutes and fade. There is a 5% chance the lights intensify and incinerate the victim. Water and impact can destroy d10 of the lights per attack. Swarms may also be insects, mice or other vermin.

Trees

Semi animate creatures that resemble single or clusters of small ancient trees. Gnarled and covered in small eyes, they have manipulative arms and cavernous mouths. They fear fire and spray water at flame sources. They are often covered in odd fruits. A tree will sometimes root and become happy, sharing fruit and mumbling happy sounds. Most valuable are the Psionic Fruit trees.

Their fruit induces Psionic abilities for d10 hours once a week. Most dreaded is the wild talent that manifests when it wishes to as any other talent. No two trees or their fruit look the same. Psi Tree fruit always has a random effect.

Pools

Pools appear as three foot puddles in a myriad of colors and odors. These liquid land mines can have beneficial to obnoxious contents. The average pool is a few inches deep. If the contents is drained, they dry up and vanish. If slowly drained, a gallon or two a day, they regenerate.

Flats

A life form resembling a flying flapjack. They spin rapidly and slam into objects with almost no force. However they are sticky and will grasp their target. Etching glass and peeling paint that at best a nuisance. Sticking to livestock they can cause abrasions within d10 hours and really annoy cows. They are easily killed.

Scavengers

Primitive dog like creatures that are armored and just have a bad attitude. Grunting like pigs, a pack of these (d10+2) is enough to bring down a man after a good fight. They are not fast but they are vicious and cunning. They prefer Burrowers to humans and go crazy for Goats and Chickens. They are terrified of ducks and geese.

Scavenger puppies smell, are bad tempered and can not be house broken or trained. They will eat the rugs and chew furniture.



What Attracts Swarms

Any of the following can attract a swarm.

- 01-50 High Heat
- 51-75 Bright Light
- 76-85 Motion
- 86-95 Odor
- 96-97 Magic
- 98-99 Psionic Use
- 00 Emotion

Tree Fruits

Any of the following fruit can come from a tree.

- 01-50 Sweet Fruit
- 51-75 Sour Fruit (healing)
- 76-85 Meat Fruit (protein)
- 86-95 Nuts
- 96-97 Drug Fruit (sleep inducing)
- 98-99 Poison Fruit (mild)
- 00 Psionic Fruit

Fruit Effects

- 01-50 Telepathy
- 51-75 Telekenesis
- 76-85 Pyro/Cryokinesis
- 86-95 Healing
- 96-97 Mind Control
- 98-99 Teleportation
- 00 Wild Talent

Pools

- 01-50 Water
- 51-75 Alcohol (industrial)
- 76-85 Oil
- 86-95 Acid
- 96-97 Varnish
- 98-99 Alcohol (drinkable)
- 00 Beer

Dinosaurs

Dinosaurs are a common problem for Zero Plots. They are a common Hitchhiker.

Size

01-25 **Small** (Turkey Sized)
26-50 **Average** (man to Horse Sized)
51-85 **Large** Elephant Sized
86-95 **Gigantic** (Freaking Huge)
96-00 **Dinosaur Men** (Smart)

Diet

01-75 **Green Things**
76-00 **Meat**



Dinosaurs

The average dinosaur is the size of a truck or bigger. They range from passive to very aggressive. Almost all of the larger dinosaurs are destructive to property and livestock. They are generally stupid.

Meat eaters are highly dangerous. They prey on anything that moves. Even the man sized or smaller meat eaters will be a challenge to dispose of with-out firearms.

If cleaned and preserved they are a fine food source.

Dinosaur Men

Rarest are the intelligent dinosaurs who have a large brain. Some of these have developed technical skills from stone to metal working. They can be friendly to hostile.

Dinosaur Hazards

While droppings can be a gardeners friend, a dead dinosaur attracts insects and needs to be catapulted into the void before it rots. In the case of Gigantic dinosaurs high explosives may be necessary as well as a hell of a lot of work.

Dinosaur Disposal

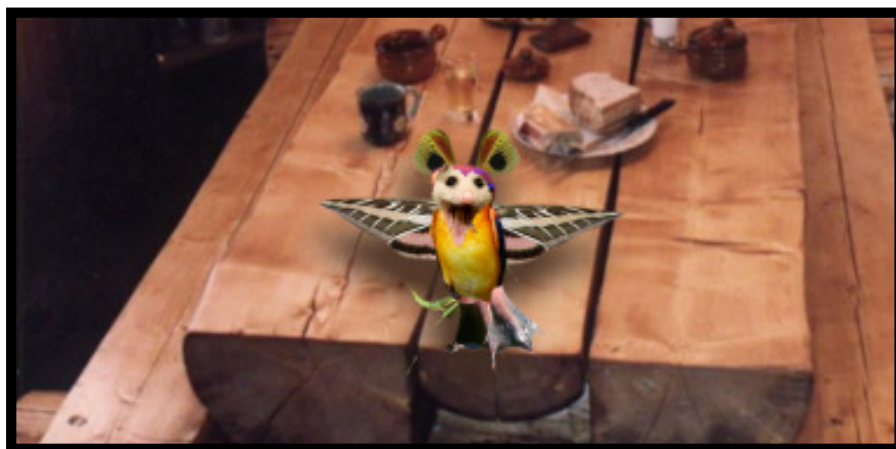
Being none too smart it is easy to spook them off the edge of the Zero Plot with large noises after they have trampled the garden and crushed the truck.

Saucers

Odd saucer shaped objects three feet in diameter. They zip around or across a Zero Plot and appear to investigate anything from the Laundry to a Hopping Toad. The maneuvers they perform are fantastic and they often have blinking lights and a glow in any or multiple colors. Hitting one with a baseball bat can often produce violent explosions of metal and crystalline parts and a discharge of energy. The average saucer appears to have no reason, control or general purpose than to disturb the local natives. They buzz sheep and are attracted to cows.

Godawfuls

A random patchwork of life forms is the best way to describe a Godawful. They can be the size of a Mouse to the size of a small Elephant. They can be protective and loving to violently aggressive.



Gobblers

Amazingly annoying are the small colorful blobs that find unusual things to eat. The average Gobbler is the size of a rat and as noisy as a flock of geese. They bubble and sing to themselves at the snug up to some random object and begin to dissolve it. This process takes days. They come in groups of d10+2 when they appear. The only thing good about a Gobbler is that when dead, they make a fine and semi-permanent glue.

Ducks

Ducks are Ducks. Geese are larger noisier ducks. Appearing in domestic or wild varieties they have a 50% chance of becoming permanent residents if you feed them. While they make outstanding watchdogs they are also a tasty treat for holidays.

Dinosaurs

Amazing creatures from that lost age before an asteroid ended their world. Most Dinosaurs are harmless but annoying vegetarians that can be herded become livestock.

The meat eaters are a different story. From mini raptors to the flesh eating giants, they are a health hazard of epic proportions best disposed of with large weapons.

Dinosaurs are highly susceptible to colds and pneumonia.

Just Folks

Like a visit from bad relatives, folks just show up during transit. Most are just friendly, need a bite to eat and are on their way during Weird space travel or after a landing. They come from different eras and can have a multitude of personalities. On very rare occasion they will stay with your group.

Polters & Ghosts

Polters are noisy spirits that take up residence on a Zero Plot. They can be destructive or passive in their actions. Their primary talent is screwing up machinery, knocking things over, making noise and creating bad dreams.

The average Ghost has all of these talents but also possesses some intelligence and reasoning. You can talk to ghosts. Ghosts can even be helpful. Not so with Polters.

Holy Men can banish Polters in d4 hours.

Demons

The average Demon is a hitchhiker with immense power and a bit of an attitude. They can be subtle or overt in looks and actions. Being nice to them is no guarantee they won't cause issues. Bargaining with a Demon will almost always result in a bad deal or the bargainer getting cursed or screwed.

They are always noxious to the environment and the animals hate them. They do not inspire, are never helpful, and love a good cup of coffee. A Demon will teach and impart wisdom on the Weirdzone to those who are listening. It is often wrong. They are also messengers and will lie about danger.

The good thing about demons is they are short lasting and never stay longer than d6 hours. Demons and Angels just despise each other and will fight, regardless of the property damage.

Angels

Angels and Saints are powerful beings who take up residence on a Zero Plot for d10 hours. Most likely they are just good people and a little narrow minded in their beliefs.

They are always beneficial to the environment and the animals like them. They can inspire, be helpful, and love a good cup of coffee with fresh cream. An Angel will teach and impart wisdom on the Weirdzone to those who are listening. They are also messengers and will warn of danger.

Gods

Gods take on any other forms they wish including livestock or just folks. Their power is immense. They can manipulate matter and are often wise. There are exceptions to this. Greek, Norse and Roman Gods are common as well as Gods from Older Pantheons. These gods have a subtle sense of humor. Christian manifestations are much more rare and generally sullen.

Just remember that extinguishing that burning bush may be a bad thing without talking to it.



Just Folks

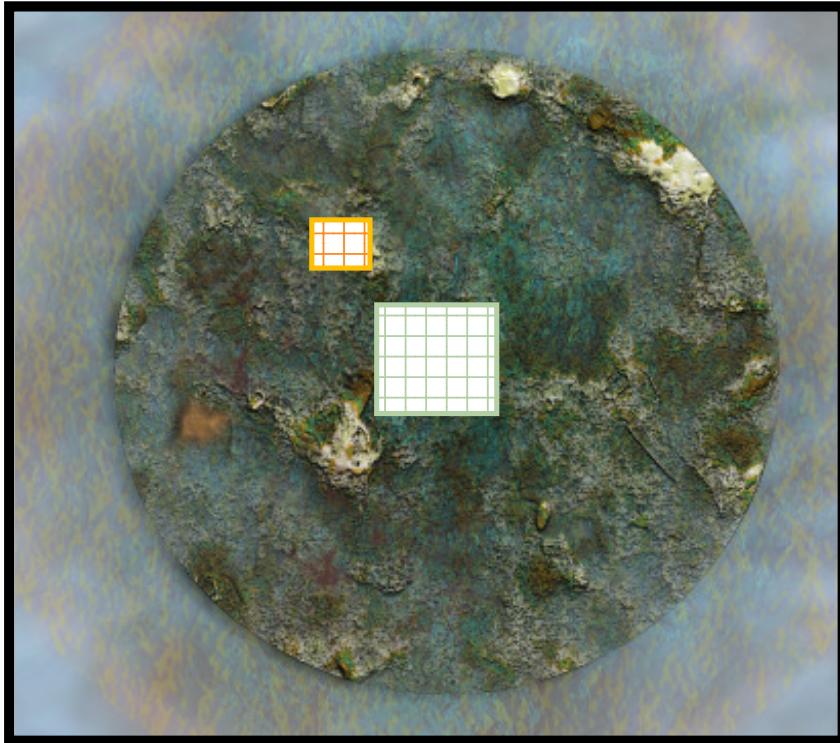
People are caught in the Weirdzone and become temporary residents. They are different in that they are not attached to the zero plot unless they make 3 trips on the same Zero Plot. An average of d6 show up for the length of the trip. On occasion they will simply spend a little time, walk to the edge and vanish into Weird space.

Era

01-24 Past
25-85 Present
91-00 Future

Type

01-05 Refugees
06-10 Explorers
11-15 Poets
16-20 Musicians
21-25 Animal Trainers
26-30 Servants/Groundskeepers
31-35 Entertainers
36-40 Businessmen/Salesmen
41-45 Teachers
46-50 Technical Specialists
51-55 Carpenters
56-60 Electricians
61-65 Mechanics
66-70 Medical Professionals
71-75 Politicians
76-80 Scientists
81-85 Mercenaries
86-90 Priests/Monks/Holy Men
91-95 Tourists
96-97 Crazy People
98-09 Psychologists
00 Void Engineers



Zero Plot 1

Wilson Cottage

An abandoned country cabin, this site does not have a lot going for it other than rich land and a shelter.

It has an outhouse and an iron stove. Shelves are empty, there are no supplies and a few Raccoons have moved in for the duration.

Being stranded here will be a serious challenge.



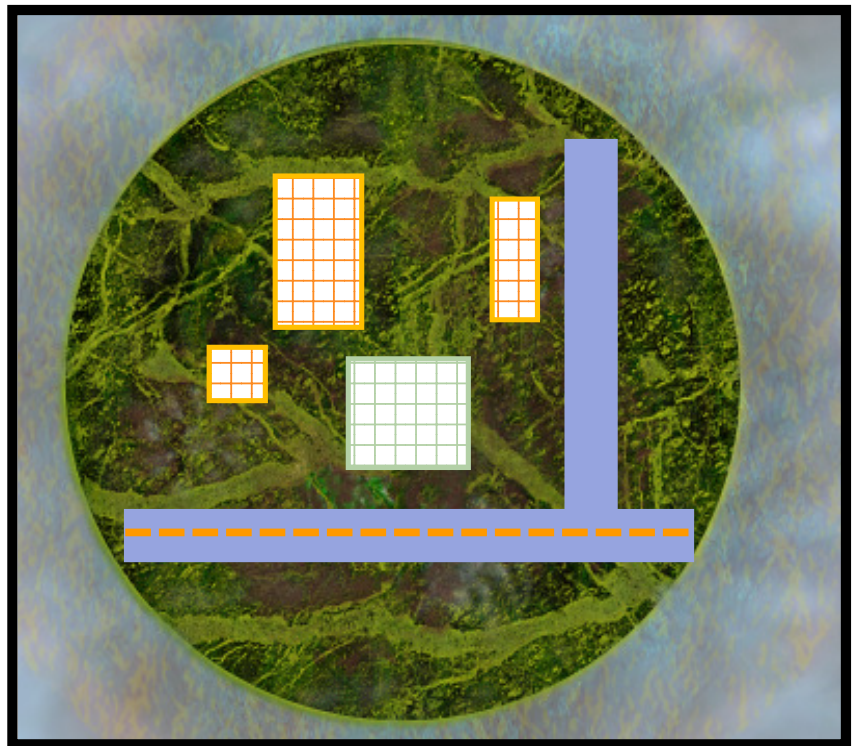
Zero Plot 2

Senasac House

Classic 1860's mansion with a bit of land and out buildings.

The second floor makes it highly defensible. With a Barn, Garage and Out Buildings it is fully stocked and has supplies as well as weapons.

There is a water tank in the back yard that is half full. There is also a generator for power.

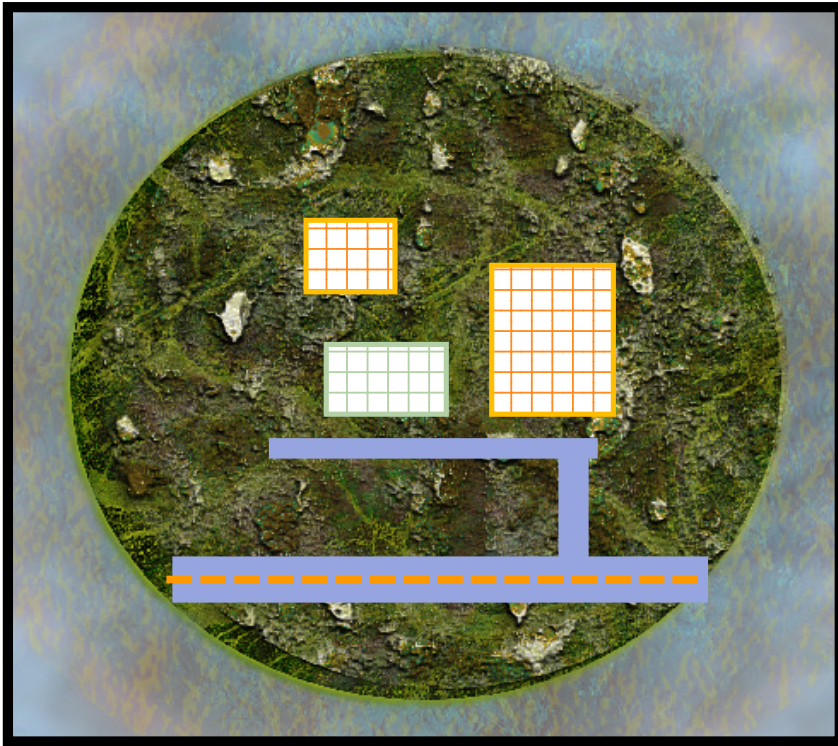


Examples of Small Zero Plots

About a 400 foot circle of prime Houston Real estate that vanished into the void along with a minivan on the way to the airport and its 4 passengers. Resources here are good. The yard, garage, workshop and chicken coop are all intact as well as the rebuilt 1956 Chevy Truck. The yard is big enough to garden, the house itself fully equipped with a gas generator. The tank has 100 gallons in storage.

Withing 6 months the house is an armed fortress with new out buildings, geese, dogs and more small arms than most third world countries. Doctor Dave is the leader of the crew and they now include Joe Silver, Amit Bashcar, Sir Nathan Stewart, Running Fox, Brother Abraham, the Nabonne Sisters, Angel Sanchez, 3 chinese kids and the thing in the barn. The garden is growing and the Cow only talks when it wants to.

The Senasac House



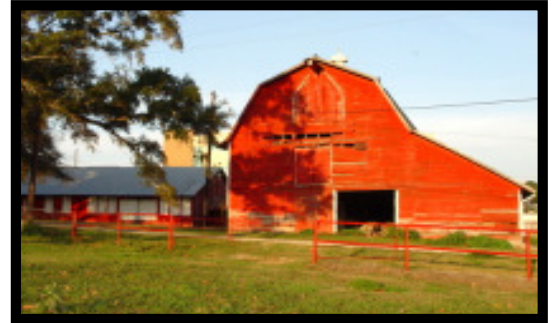
Zero Plot 3

Carson Farm

A fully stocked functional farm with a generator, buildings and a small pond.

Horses, pigs and goats add to the versatility of this Zero Plot along with a 100 gallon gasoline tank.

There is corn in the fields and a vegetable garden.



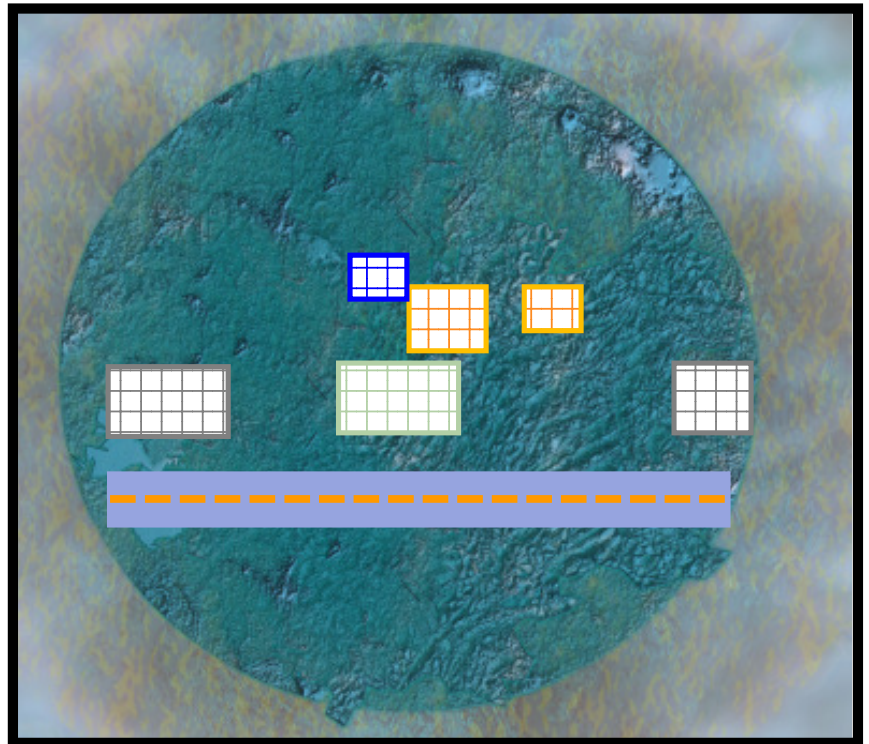
Zero Plot 4

Hargrove House

This is a small bit of suburbia with a lot of potential. Compact in size it was built to be energy efficient and partially solar powered.

The garage has a workshop and there is a shed for gardening as well as a greenhouse.

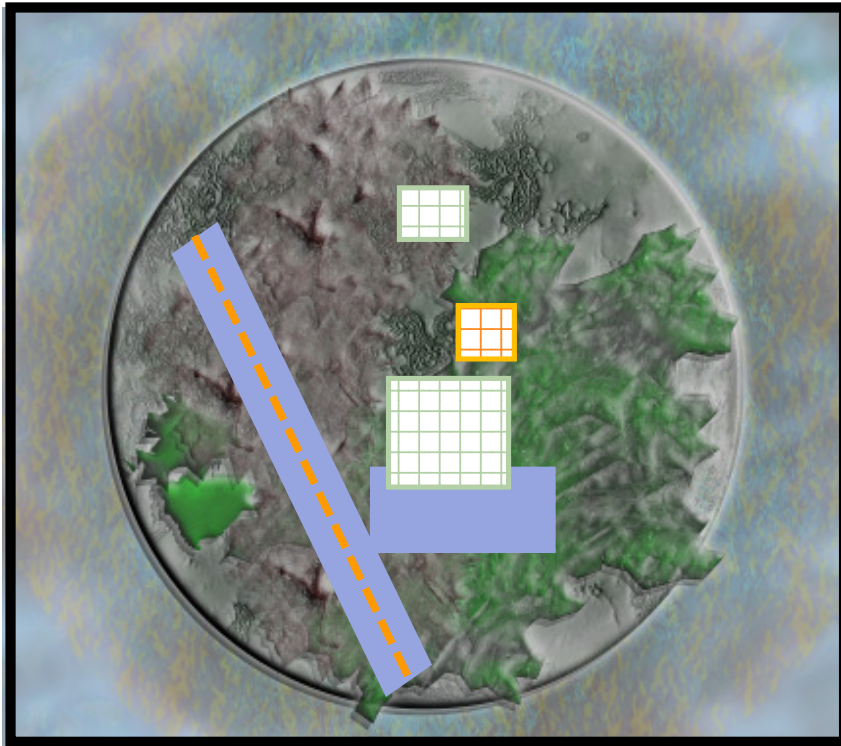
Two other homes were demolished in transit.



Examples of Small Zero Plots

The Hargrove home is small. Just a bit of suburbia. The Effect took it, its garage and part of another garage at the back property line. Its 67 year old occupant, Elizabeth Hargrove was terrified but resourceful. She caught on very fast that there was a pattern to the travel and with her garden and her year of stored supplies has done well. She has accumulated several fellow travelers. They seriously respect Ms Hargrove even when she isn't carrying a .357 magnum. While she was on several heart medications at the beginning of the trip, she has become healthier and swears her Arthritis has gone away. Her cooking is wonderful and the boys protect her. While Hanz and Chuckburt have their own rooms in the basement, Grond is exiled to a bunk in the garage as his personal hygiene is questionable, even for a Neanderthal.

The Hargrove Home



Zero Plot 5

Happy Barn Mart

A suburban Missouri roadside cafe that is fully stocked. Provides ample opportunity for commerce if chickens and water can be added.

The large chicken statue will probably frighten natives.

A small functional cottage sits a short distance from the structure in sparse woods..



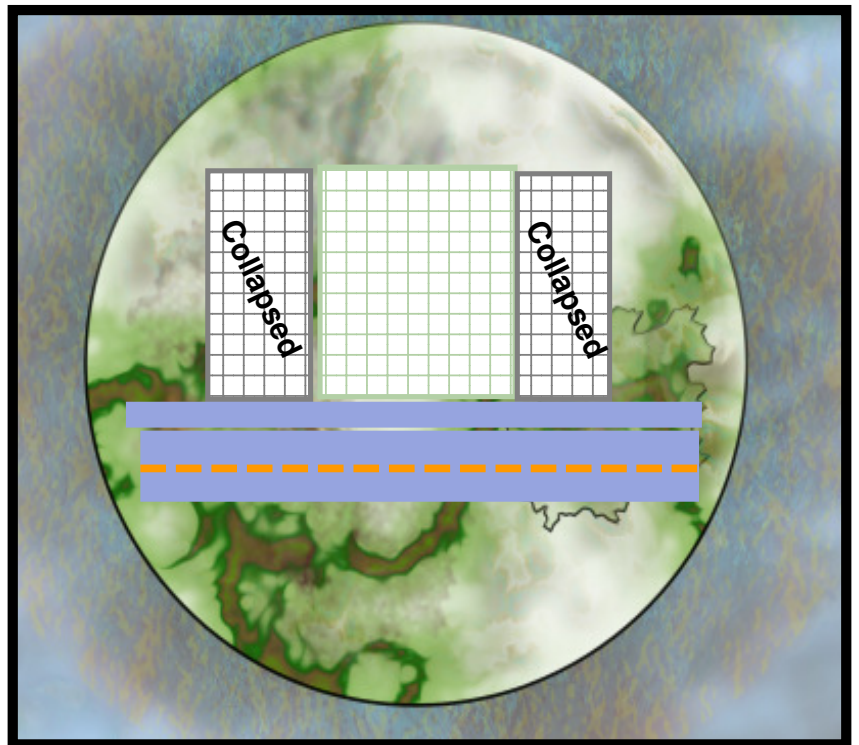
Zero Plot 6

High Street Tenement

Classic 1910 construction from the heart of a large city. The remaining building is sturdy in a sea of collapsed structures.

There is enough salvage in the debris to feed the dozen or so the survivors a few months.

While resources here are high it will depend on what they do.

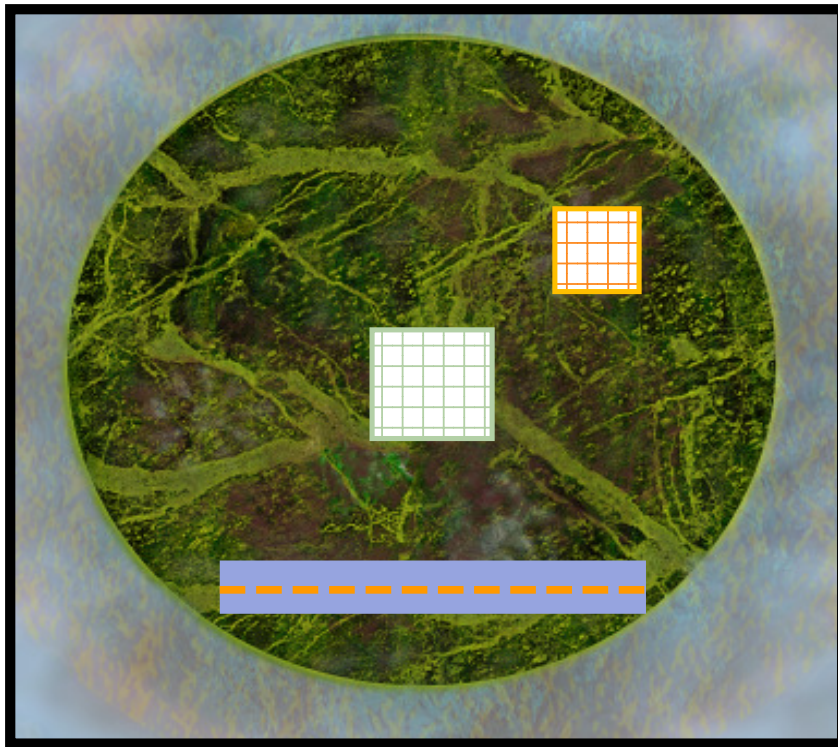


Examples of Large Zero Plots

The Spice Tree Apartments took a hard hit as they transferred. One 5 story building was intact, but two side buildings collapsed. Six of 10 of the apartments were occupied at the time of transfer. There were few resources to begin with. The rest were buried under the rubble of the other buildings. The major problem to start was organization. Personality conflicts turned the situation bad from the beginning.

From the start Vikings ransacked the first two floors before Mrs. Hooglie used a Pump Shotgun to scare them off. From there things just got worse as bad planning took its toll on the survivors. Each apartment floor became it's own fortress with little cooperation as food and salvage were fought over.

Spice Tree Apartments



Zero Plot 7 *Sadler Farm*

Another medium sized farm with a workshop, barn and home. This farm only had a limited garden and a few horses. The barn was used as an auto repair shop and is fully equipped.

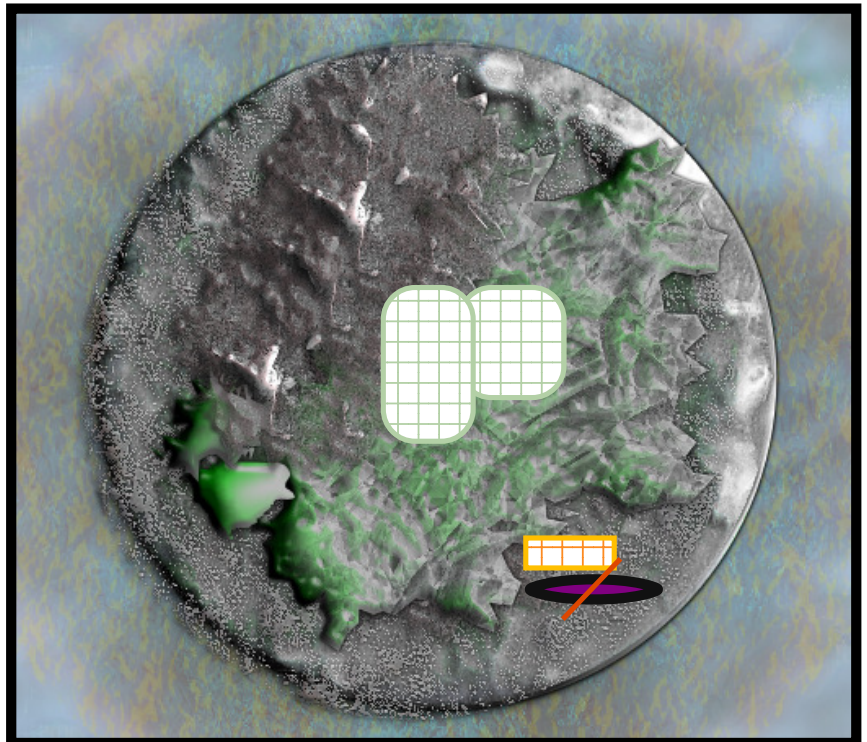
There is a large generator and sufficient gasoline to run the farm for several months.



Zero Plot 8 *Seigling Cottage*

This odd structure is a home from some future that is fully equipped for survival. It is made of ballistic class plastic and has solar power. It pulls needed water from the atmosphere and recycles waste into a garden.

There are 6 maintenance and household robots.



Examples of Large Zero Plots

This strange structure can be a fully self sufficient home for a half dozen people. It is high tech, self repairing and green in its ecological footprint.

The Zero Plot around it is large and appears to have bordered on a lake. The lake bed is now dry and there is a dock with a sailboat at one side. It appears this was an island at one time.

Personal effects in the house show a very normal human family dressed conventionally as well as entertainment dating 2196 and a house wide AI computer system.

The island is arid with only a few Gerbils and a pair of Crows.

The Future Cottage



Fishing Weird Space

Fishing is the science of throwing a net over the side of your Zero Plot and reeling in something interesting. Depending on what you call interesting, this can be anything from debris to valuable materials.

The primary method is to drop a net of the side and try trolling for a few hours. While sporting and a lot of fun, you invariably will snag something.

You will need about 500 feet of steel line, a net and a ground anchored crane with a winch.

Within d4 Hours

- 01-25 Nothing
- 26-85 Snagged Something
- 86-95 Snagged a Few of Something.
- 96-00 Snagged a Bunch of Something

General Classification

- 01-25 Debris
- 26-85 Trash
- 86-95 Something Interesting
- 96-00 Something Outstanding

General Condition

- 01-25 Battered
- 26-85 Usable
- 86-95 Excellent
- 96-00 Pristine

Catch of the Day

Some things can be small to large items. Debris and trash are wood, stone, garbage and other moderately useless items. Examples can be an old tire, a wooden skid, drywall, or half a dead goat.

01 Medical Supplies

Anything from a medical kit to a bottle of cough syrup. Prescription bottles, or a medicine cabinet from 1956. Or it can be medical equipment and pieces of a medical office.

02 Clothing

May be regular clothing from any era. New to well worn, clean to dirty. May be a bag of laundry or something packaged. Exotic clothing may also show up as well as single socks.

03 Wood Scraps

Cut pieces of wood in any shape or a whole tree section. From Pine to Oak and more exotic species. These are dry and preserved.

04 First Aid Kits

Small to large box of basic medical supplies. May be bandages to high tech kits. The largest kits may be medical cabinets from offices.

05 Craft Supplies

Sewing / Yarn / Knitting / Supplies that may have high tech properties. Glues, papers and fabrication kits. Tools, paint and brushes that are normal to strange in functionality.

06 Kitchen Hardware

Forks, spoons and knives as well as ceramics, bowls, pots and pans in any shape imaginable. Cauldrons and larger pots are possible. A few may still have food in them. Some cleaning required.

07 Beauty Supplies

Supplies used to change appearance.

08 Clocks or Watches

Wind up to high tech. May tell time in standard earth hours to completely different systems.

09-10 Plates & Dishes

Common plates and cups. Can be paper, wood or ceramic.

11 Household Tools

Varied tools that can be low to high tech.

12 Canning Supplies

Various material for food preservation.

13 Writing Supplies

Pens, brushes and writing supplies that may be anything from pencils to paper and ink pens.

14 Camping Equipment

Tents and outdoor survival equipment.

15 Small Cutlery

Stone to steel knives and blades.

16 Hunting Knives

Slightly larger knives from small to short swords.

17 Axe

Common axes in various styles.

18 Book

Paper to plastic book in a number of languages.

01 Self Help	04 Romance
02 Childrens	05 Magazines
03 Adventure Fiction	06 Comic Books
07 History	08 Technical
09 Culture	10 Reference

* GM's choice of Subject, How-To, Cooking, etc.

19 Books

d10

20 Small Library

d100

21 Large Library

d100 x d10

22 Backpack

Backpack made of cloth, plastic, wicker or any high tech material.

23 Linen

Basic linen or Cloth. Any color, size or condition. Simple to decorative. High tech versions may have odd properties.

24 Towels/Blankets

Basic linens and blankets. Any size or color made of natural to synthetic fibers.

25 Furniture

Basic furniture that can range from tables, chairs and common designs to large and elegant pieces. May be boxed or have personal items attached.

26 Fresh Fish

Small to large fish in various types.. Usually d10 fish of different or the same species.

27 Bathroom Fixtures

Bath fixtures including common and unusual designs. May include piping and bathtub units.

28 Electrical Hardware

Wiring, boxes and general parts from home or industrial areas. May include wall sections.

29 Soap / Cleaning Supplies

Chemical compounds, for cleaning. May be in small to large boxed quantities.

30 Dental Supplies

Dental supplies used to clean and repair teeth. In some cases may be parts of a dentists office.

31 Comm Equipment

Small communications devices in a wealth of forms and sizes. May also be telephones and telegraph equipment.

32 Music Player

Devices that store and play music. May be a sheet music to records, tapes, Disk or crystals. Some storage media can have hundreds of songs. The average high tech player will need to be powered. Low tech record players can be cranked. May include musical instruments.

33 Music Collection

01 Classical	04 Pop
02 Rock	05 Electronic
03 Rhythm	06 Opera
07 Blues	08 Techno
09 Punk	10 Alien

* GM's choice of song quantity and media..

34 Imaging Equipment

Film to electronic Cameras that store images on a removable chip, bead, crystal or stick. Generally a removable device can hold 5000 pictures. Film cameras may require development chemicals.

35 Space Heaters / Stoves

High tech heaters to common iron, wood burning stoves. May be simple to complex or just parts of a fireplace.

36 Preschool Toys

Simple and cute educational toys for beginning learners. May be simple to complex The most valuable are high tech AI Bears and Cute Animate Animals

37 Toys

Any items including games, puzzles, kits and more that can be fun and educational. Some games can be very sophisticated with AI, 3-D projection and micro mechanical devices.

38 Building Supply

Panels, fasteners, adhesives, screws and bolts. May be simple to highly complex with a small to larger quantity of the material. Wood is common.

39 Sports Equipment

Balls, bats and other physical sports equipment. Can be simple or have built extras geared for performance and education.

40 Musical Instrument

Simple to complex musical instruments that range from individual items, sheet music to brass. More rare are wood items like pianos and violins.

41 Art

Art objects that range from paintings to sculpture to art supplied and more. Statuary is common as well as carved stone.

42 Large Tool Kit

Large unfolding tool box that contains a wealth of common tools from drivers to hammers to wrenches and saws. In high tech kits these tools are unbreakable, self cleaning and sharpening. The box will serve as a repair AI and even self fabricate needed items from steel or carbon. Boxes can be specialized as Woodworking, Maintenance, Electrical, Robotic etc.

43 Battery

Small to large batteries for home or industrial use. Range from dead, corroded cells to smart, ever powered systems with adjustable voltage.

44 Battery Recharger

Battery charger for smaller home devices or common batteries. High tech versions are self powered and have an AI system to analyze, repair and charge batteries. Low tech systems require electricity.

45 Tire Patch Kit

Simple tire patch kit. May have a powered or hand pump included.

46 Flares

Light signaling devices that range from burning chemicals to beacons that show bright lights.

47 Vehicle Parts

Varied and specialized, these common items are simple to complex devices for ground or air vehicles. While some are incomprehensible, a few like Ever Clean Windshield Blades are highly coveted. May be engine parts to structural. In rare cases it may be sections of or an entire wrecked vehicle.

48 Vehicle

Stored vehicle that can be salvaged. May range from a bicycle to the mega rare flying car. The high tech versions of these may be self fueling..

49 Storage Boxes

Cardboard, wood, plastic or metal crates and barrels of any size. High tech versions are tougher and may have locks or the ability to put their contents into time stasis. These are always handy items.

50 Robots

In lower tech conditions these are dummies or simple mechanical devices. Some may have the brains of a toaster, vacuum the floor or let the cat out. In high tech situations these can be any form of AI robotics up to perfect humanoids. They can be programmed to learn as well as become savage war machines. Robots can still be functional but trauma to a brain case may create severe mental abnormalities.

ROBOTIC TYPES

- 01 Household Robot with Specific Function
- 02 Household Servant
- 03 Worker
- 04 Fabricator
- 05 Office Worker
- 06 Medical Worker
- 07 Pilot
- 08 Security
- 09 Helper Companion or Pet
- 10 AI Brain Box for Multiple Robotic Control

DESIGN

- 01-75 Basic Robot
- 76-98 Humanoid Caricature
- 99-00 Perfect Humanoid

51 Cutters

Simple to complex cutters for fabrication or demolition. May be small or large. The more high tech the better it cuts. May have powered blades or micro Plasma cutters built in with higher tech.

52 Motors

Powered devices that spin a shaft in various sizes. May be attached to devices and controlled by computer or manual operation. Used for lower tech electrical generation or flight when powerful enough.

53 Paint Supplies or Paint

Simple paint. In high tech situations it may paint patterns, be very tough, color change or have a built in AI for the user to change his environment. In very high tech situations the paint will be a suspension of nanos that are perfect for covering walls and highly interactive. May regulate environmental temperature, humidity and have programmable light and music functions. May be common whitewash or house paint.

54 Money

From coin to bills, card to jewels the universal item in societies is money. Coins are valuable depending on metal content. Gold is wonderful. Cards less so unless you want to scrape a windshield.

55 Shoes / Boots

Sandals to high tech armored combat boots with built in AI for comfort and survival. Very highly prized. Few are new and most mismatched sets and used.

56 Computer

Desktop to wearable, a computer can be a friend or an annoyance. Some are simply mechanical calculators. Many are desktop devices that keep records and are a hub for communication and entertainment. A few control sophisticated machines create networks of computers by physical line or wireless communication. Intact computers are rare, parts are common, and nothing is ever standardized or interchangeable. They work with the user to make his life better or frustrate them into a smashing frenzy.

57 Safes

Boxes small to large or rooms that protect their contents with strength, alarm, or even deadly force. The more sophisticated the tougher the safe can be. Safes that have not been emptied can have valuable prizes for the finder.

58 Alarms / Timers

Simple devices for the detection of movement, heat, gas, time or any imagined changes in the environment. May be sound alarms that are tripped. The best can communicate with the user directly.

61 Files and Papers

Paper makes the universe go round. These can be news paper to records, forms and files. They come in quantities, often boxed or in containers. Paper has a number of uses from insulation to kindling. In some cases files may be made of plastic or even metal or stone.

62 Movies

Tapes, reels, cards, slugs, disks, crystals or stranger formats like beta or blue-ray are common. These are pure motion picture entertainment and in rare instances educational productions. Duration of a movie can be minutes to days in length. They commonly need a player. The most sophisticated films have built in 3-D projectors and AI systems for visual quality. Less sophisticated storage media may deteriorate with time.

63 Binoculars / Telescopes

Imaging devices, hand held or mounted on stands. May include devices like remote security cameras. Often glass tubes with lenses.

64 Glasses

Personal visual devices, hard machined to a specific visual quality. Sophisticated versions have built in adjustment for the user as well as sun screening and night vision function.

65 Tarps

Waterproof cloth or plastic sheets of any size or color. High tech versions may be rugged, self sealing, self cleaning and color changing.

66-70 Recreational Drugs

May include Beer, Whiskey, Tobacco and other substances in bottles, cases or barrels.

71-72 WEAPONS

Simple Slug Thrower to high tech blasters with AI. In many styles and sophistication. Add d100 +6 rounds of ammunition for each weapon found.

Weapon Class

01-33	Handgun
34-66	Rifle
67-95	Shotgun
96-98	Assault Rifle
99	Grenade (d4)
00	Gun Collection (with d10 weapons)

73 Weapon Cleaning Kit

Kit for cleaning weapons.

74 Radiation Counter

Hand held or clip on device.

75 LIQUID FINDS

01	Gasoline	06	Solvent
02	Motor Oil	07	Paint
03	Transmission Fluid	08	Soap
04	Kerosene	09	Syrup
05	Burnable/Food Oil	10	Food Puree

LIQUID CONTAINER

01-25	Cans (d6)
26-50	Bottles (d6)
51-75	Quarts (d6)
76-85	Pints (d6)
86-98	Pails (d6)
99-00	55 Gallon Drum

76 Portable Generator

Portable Electrical Mechanical Generator fueled by Fuel, combustible, nuclear or solar.

77 Garden Supplies

Garden supplies and fertilizer. May be plant specific or generic fertilizer. In some cases quantities of seeds will be found that can be planted. May include pots, parts of a greenhouse, farm equipment or more.

78 Rope

Rope or synthetic line. May be very strong and self repairing to old and rotten..

79 Wax or Candles

Common Candles. May be wax or composite to enhance long time burn.

80 Rugs

Tapestries and expensive rugs to inexpensive woven mats.

81-83 Currency, Crystals, Gold

Anything precious and valuable.

84 Fireplace Accessories

Home Decor and carved wood as well as iron parts and occasionally stonework.

85 Fishing Equipment

Fishing supplies to small boats.

86 Fabric (d10 yards)

Bulk Fabric or any value or quality.

87 Bicycle or Bike Parts

Bulk Bicycle parts.

88-90 Beverages

Beer barrels to Fine Wine and Whiskey. May also be soda and bottled water.

90-92 Pet Food

Bulk Pet Food and Animal Feed.

93-94 Spice

Bulk Spices in bale or cannister.

95-98 Canned Food

Canned food from Spam to Vegetables. Food can be packaged and in any condition from preserved to just rotten. Any lower tech canned or bottled food of unknown age and origin is a toss up between intestinal terror and food poisoning. High tech packages can be self heating or preserved in special containers.

99-00 Survival / Military Ration Packs

Boxed or in small bars, the Ready to Eat Meal is a prize worth having. Good for survival and replacing Airline Food. Higher tech versions never expire, taste better and digest easier. May have AI additions to improve health. Lower tech editions taste like hell but you can live on them.

GM's Notes

OK... this is a short list but the GM can expand it and add more items as he or she pleases.

It Ain't Kansas

"Caught it in a net and repaired it a bit. Helps me around the farm and scares the cow so bad she milks herself."

Osgood Brown

Bad Catches

There is a 95% chance your catch will be just an item that has use or is trash. In 5% of the cases you reel in something just bad.

Bad is best defined as something that you didn't want to catch.

Real bad is something that crawls out of the net and tries to eat the chickens or your face.

Nature of the Bad Catch

Bad catches can be overt or hidden in nature. Check on the table below for the nature of the Bad Catch.

01-50 Obvious

Very Very Obvious you got something bad.

51-75 Fairly Obvious

Takes a second look to tell this is bad.

76-85 Not Obvious

Not obviously bad until you reel it in.

86-90 Hidden

Takes a bit to realize there is something not right about this catch.

91-95 Very Hidden

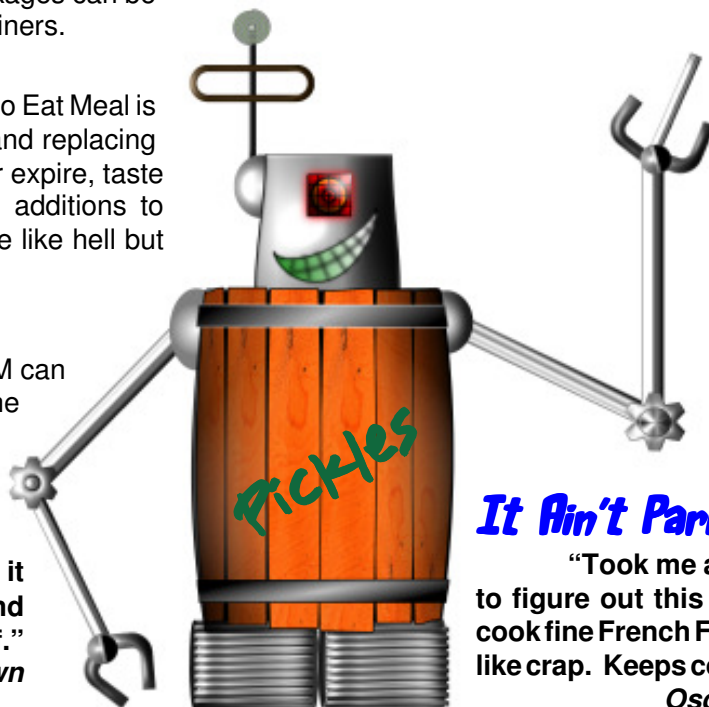
Takes a good while to see this catch is bad.

96-99 Amazingly Hidden

This nastiness is hidden deep in the catch.

00 Trojan Horse

Nasty surprise that doesn't show up for hours to days. When it shows up it is a major problem that creates hard work to dispose of it.



It Ain't Paris Neider

"Took me a whole year to figure out this robot could cook fine French Food. Tastes like crap. Keeps cookin snails."

Osgood Brown



JUMPING SHIP

Not all Zero Plots are good places to live. In fact some are just death-traps. This leaves the travelers with a hard life or the chance of abandoning their Plot and finding a new one.

The key to Jumping Ship is transportation. This can be done in a variety of ways from the classic “Kal El” method to using an aircraft or some form of powered raft.

Passing Zero Plots.

Close passes to other Zero plots are rare events. They can be spotted with an optical scope or by sighting if the second Zero Plot is within a mile.

RULES

- 01 You can only transfer from plot to plot in Weird space.
- 02 There are never more then one Zero plots on any world.
- 03 Transfer to a new Zero Plot in Weird space links the traveler to his new home. The same is true for equipment and livestock.
- 04 Zero Plots always pass vertically moving from low to high.

New Homes

Not all passing Zero Plots can be “good” places. They may have hostile owners, hostile life forms, or a lack of resources. Extreme care should be taken before transit is made.

Harvesting Other Plots

With sure transportation close, slow passes of zero plots can be investigated, boarded and resources harvested. Transport and time is the most danger as well as that farmer with the shotgun and the leftover King Tiger tank. Caution is advised.

Chance Per Transfer

Close passing has a small chance per your Zero Plot’s trip through Weird space. This is a flat **7%** chance.

Distance Between Plots

Distances are always Random between passing plots.

Distance	Visibility
01-50 Miles 3	n/a
51-75 Miles 2	n/a
76-85 Mile	n/a
86-98 2000 Feet	+05
99 1000 Feet	+10
00 0500 Feet	+20

Speed Rate

Speed rates can vary from slow to fast as you pass.

Speed	Time
01-50 Fast Pass	Minutes d10
51-75 Quick Pass	Minutes 2d10
76-85 Average Pass	Minutes 5d10
86-98 Slow Pass	Hours d4 +1
99-00 Same Speed	

What You See

01-50	20% Visibility
51-75	40% Visibiity
76-85	70% Visibility
86-98	90% Visibility
99-00	Crystal Clear

Weird Dawn

The first transfer is always spectacular. This will be no exception. The players can be anywhere. Home or business or cars in a traffic jam on a major freeway.

First Passenger

Within hours the Zero Plot gets a passenger. With a small flash of light he appears near the edge and calmly walks to the players in search of coffee. This is Tom Turtledove, a Void Engineer, a researcher into the Weirdzone who is trapped like the players. He will explain a little of the mechanics of the process to them for an hour and then get an odd look on his face. He apologizes and walks a few yards off. A second burst of blue light envelopes him and he vanishes.

First Landing

After a couple days the fireworks start and the Zero Plot appears on a rise over a sandy beach. The climate is cool and the crabs are plentiful. In fact they are so plentiful they become a bit of a hazard as they will defend their beach.

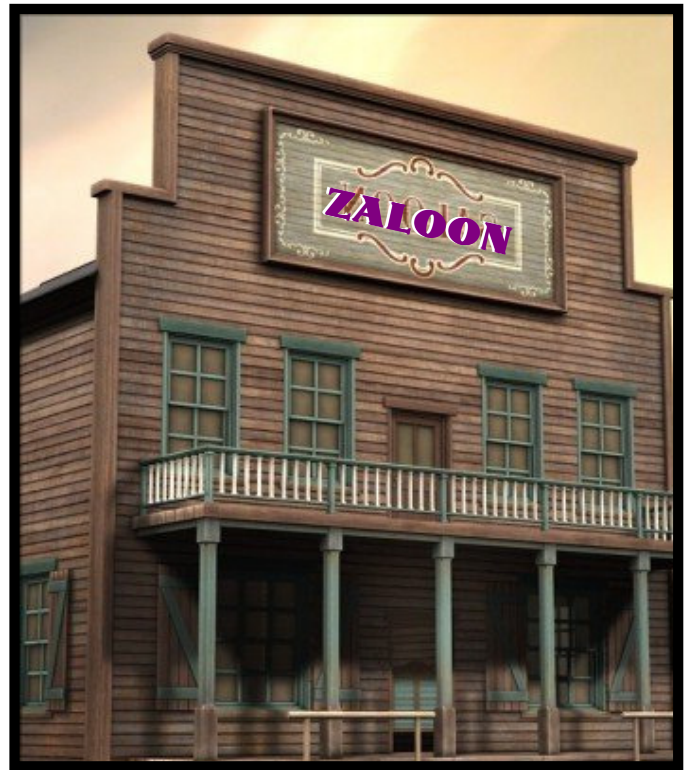
Inland

Inland is a cracked asphalt road that leads to a weed infested highway. A couple miles down is a cluster of cabins and a long deserted general store. The few items on the shelves are odd and labeled in an unknown script. Oversized magazines litter a rack and appear to be in popular subjects like food, fashion and news. None of it is readable or quite normal. It appears as if an Aztec and African Culture were crossed with a touch of American Indian.

Supplies

While supplies in the store and cabins are sparse and the preserved cans of food questionable the real treasure is the infrastructure of the store. There is a cast iron stove, a pair of water tanks and bales of fence wire. There are pipes, furniture and kitchen tools. There are wall phones, garden tools and garden carts. There are also packages of seeds on a shelf that may give the Travelers a few melon plants.

The work to strip the site will take a day or more. After 70 hours the players will get an odd feeling realize they need to head back to their Zero Plot as it is getting ready to depart.



One For the Road

A few days later the Travelers come out of Weird space to land on the edge of a small desert town. The moon is full though it is blue and green with a scattering of clouds.

The buildings are low and rugged in the western style. There are 3 wheeled autos parked down the street. They are uniformly the same model and color, black. A few have symbols on the doors such as Carrots, Wrenches, and a Broken Pot.

There is electricity here. The town is dimly lit. The exception is the bar or Saloon. There is sharp piano music coming out of the open front door.

If the players stroll in they find the music stops and the people look surprised. They are grey skinned, hairless and have three fingers. While dressed in an 1870's style, they are definitely not quite human. Neither is the black beer.

Standoff

For a long minute nobody moves and the bartender sets two beers and a shotgun on the counter. The bartender nods at the newcomers and looks at the beer. He then says "Dzinkke?"

The players can drink the beer or back out. If they choose to drink the beer, the music starts and the bars patrons will attempt to communicate. If the players return a second night with trade goods they will make friends.

Weird Worlds

Where your Zero Plot lands is anybody's guess. From Windswept Desert to Tropical Parades you only go there once.

To randomize this take a d100 and roll for each of the scales. It will give you a rough idea of what the world is like.

ECOLOGY

CLIMATE TEMPERATURE

0-----50-----00
Low Median High

WATER AVAILABILITY

0-----50-----00
Low Median High

WILDLIFE

0-----50-----00
Hostile Neutral Friendly

PLANT LIFE

0-----50-----00
Sparse Average Dense

NATURAL RESOURCES

0-----50-----00
Low Median High

INTELLIGENCE

POPULATION

0-----50-----00
Low Median High

TECHNOLOGY

0-----50-----00
Low Median High

PERSONALITY

0-----50-----00
Hostile Neutral Friendly



Other Places

This is a rough idea of worlds to encounter in your travels.

Differences

01-25 Alternate Evolution
26-75 Alternate Historical
76-85 Alternate Geological
86-95 Alternate Cultural
96-98 Alternate Technological
99-00 Alternate Environmental

Technological Progress

01-25 Primitive
26-75 Classical
76-85 Medieval
86-95 Renaissance
99-00 Early Industrial
99-00 Industrial
99-00 Post Industrial Green
99-00 High Tech
99-00 Ultra High Tech

Beliefs

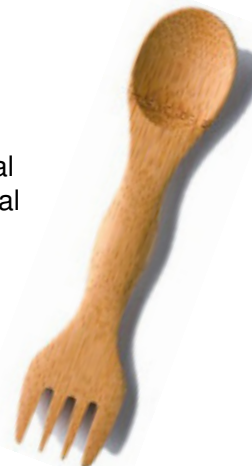
01-25 Agnostic
26-75 Spiritual
76-85 Religious
86-95 Very Religious
96-98 Fundamentalist
99-00 Crazy

Arts

01-25 None
26-75 Very Crude
76-85 Crude
86-95 Average
96-98 Refined
99-00 Very Refined

Politics

01-25 None
26-75 Little
76-85 Average
86-95 A lot
96-98 Very Political



It Ain't Kansas

"Folks is Folks even if they is green. They wern't sure about me and Pickles for the first day and then they got a might curious. Came over and brought a basket of fruit."

"I gave them some 'Shine' and they was real happy. Real, real happy. They traded me a couple of red striped pigs for a gallon."

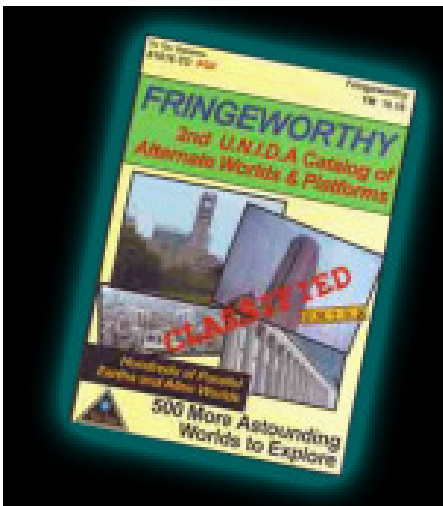
"Pickles made a pie out of the fruit. Tasted like crap. Put snails in it. The pigs is pigs."

Weird Worlds

These are half a dozen examples of Weird Worlds. These can be serious to light hearted. It all depends on the GM and the nature of the campaign.

GM's Notes

- 01 Start Easy on the players. Try to not burn them out and shoot them dead on their first few adventures.
- 02 Let them innovate and work out their methods of contact and survival.
- 03 Give the Travelers something to do. Tiny quests can be fun.
- 04 Not everybody is hostile. In fact most people are curious to new things. While some conflict adds to the adventure, too much conflict saps the enjoyment of the adventure.
- 05 A touch of humor goes a long way but too much humor can be a distraction.
- 06 The purpose of any good RPG is fun for the players. The GM is not there to lecture them on morality teach them the fine art of his way of thinking.
- 07 Pizza Helps



PORTALS 1 & 2

Tri Tac publishes a pair of books for Fringeworthy that can be easily adapted here. Between Portals 1 and 2 you will find more than 5000 world ideas to explore. Go to **Tritacgames.com** for information.

Sarkor Muu

This Earth is similar in many ways. The majority of it's population are simple farmers on small farms.

At best the folks here are dull witted and focused on their farming. The center of every farm is an elaborate barn decorated with carvings and bands of color.

The Sarkor people are highly protective of this near religious center of their lives. In the barn is a pampered Cow. While appearing normal, these bovines are smart and manipulating. With a psionic talent they put pictures into peoples minds. They demand the best of care and keep the people at a low level of technology.

Rail Yards

Your Zero Plot lands at the siding of a vast rail yard with hundreds of wooden and iron freight cars. In the distance can be seen Steam Locomotives.

There are resources here and they can be acquired if the Travelers can avoid the Yard Apes. Security here are intelligent Gorillas that use 200 pound Hounds. While they don't carry firearms they do carry baseball bats.

Rural French Road

A quiet spot just off a pond and a dirt road. Just a half mile down is a Bar and Grill with a number of Hover Trucks sitting at the side. The people are friendly and use silver as currency. The beer is good and the food a little on the spicy side. A few miles down is a general store with common goods and seed stocks that are genetically enhanced.

Civil War

This landing is between the lines of somebodies Civil War. Green and brown dressed troops face each other, east and west. One side appears British and the other Chinese.

Battle lines miles in length with cannons and spotting balloons are paused. A single stone fence, three feet in high separates both sides of this half mile No Mans Land.

New York

The year is 1927 and the Zero Plot lands in the middle of Central Park. Few notice except for a car load of gangsters and a few night strollers.

Russian Winter

Just eight miles outside Moscow in the winter of 1887. The roads are busy with wagons heading for the city.

A few curious travelers will stop by the Zero Plot and be friendly. A small horse mounted military group will also take an interest in the new arrivals. They will not be as friendly to foreigners.

TECHNICAL SUPPLIMENT: STEAM

VOL 02, NO. 1

FEBURARY 9 WS

WeirdSpace GEOGRAPHIC



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OFFICIAL JOURNAL OF THE
WEIRDZONE GEOGRAPHIC SOCIETY
DUMPED INTO THE VOID BY GEORGE'S PUBLISHING

Temo Sanchez's Last Stand

The Spice Tree Apartments took a hard hit as they transferred. Six of the ten apartments had tenants.

From the start Louis Granderson and his Cousin Larry tried to take charge. Their decisions were bad. Mrs. Hooglie's apartment was well stocked with food and her Pit Bull "Baby" protected her. Her trusty pump shotgun stopped a raid by Vikings on their second landing.

One was inhabited by Louis Redson a drug addict. Another by retired Postal worker Sam Higgins.

The fifth apartment was the home of 80 year old Namoi Clark and her 48 year old Alcoholic nephew Gerald. The last by the Sanchez Family, just in from Detroit. They were Temo, His wife Mary, and 4 children Phillip (12) Michael (10) Julian (7) and Rosie (3).

Six Months later

Within 6 months only part of the Sanchez family is left with a wrecked building. They are nearly starving. Temo has lost his wife and two of his children to hostiles. His 3 year old Rosie is perpetually hungry. The 12 year old Philip is withdrawn and has stopped talking. The rest of his neighbors are dead.

He hopes to rebuild the remains of the Zero Plot into a small fort. So far Temo's imagination and luck have not helped a lot. He and the children are barricaded into an upper apartment.

As the plot lands in a quiet field Temo breathes a sigh of relief and makes the sign of the cross. He then notices a pack of velociraptors watching the building.

Saving His Family

Temo knows four of the dinosaurs are out there. They are cunning and he is out of shotgun shells.

Looking down he sees another Zero Plot heading for a close pass to his small plot of hell. Coming from below he figures he has an hour to get the children ready.

The velociraptors have other ideas, they are also starving and the family is moving towards the edge.

Screaming at the inhabitant of the passing Plot, he hurtles his daughter, sure she will fall into the plot. He then screams at his son to run and jump. Seeing the velociraptors heading towards him the 12 year old leaps for all he is worth. Temo has become a diversionary target as he sees the second children fall into the gravity well of the passing Plot. He knows he will not have the speed to jump to the other Plot and will miss it. He jumps anyway as the first velociraptor misses him and tumbles into the void.

Floating slower then the passing Plot he yells "Take care of my children!"

Seconds later an arrow embeds in his hip and something begins to pull him to safety.

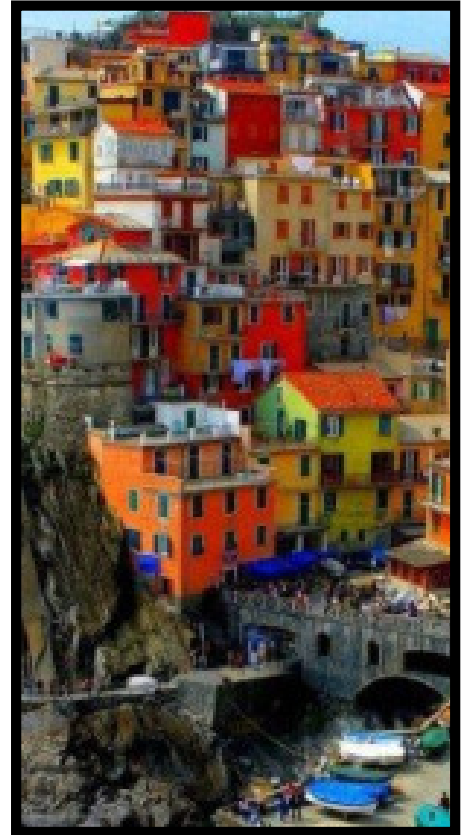
Temo is injured and bleeding as rough hands and a mechanical arm pull him to the surface of his new home.

Designers Notes

Long Term Campaigns

While the first Weirdzone games were a little light, later ones had moments of deadly seriousness. The Sanchez family was one of those moments where a three hour game stayed with the players for years. The circumstances were a little different but the idea lived on.

While we didn't start with Weirdzone running more then a couple fun games it became obvious that there was potential for a series of games. The players enjoyed the challenge of engineering a livable environment.



It Ain't Kansas

"Any man who saves his kids over himself is good in my book. Kids love Pickles. Temo is a good friend. Robot still can't cook without usin snails.

--Osgood Brown
& Family



INVENTORY

Page



Character

 Notes

Hand Name
Occupation

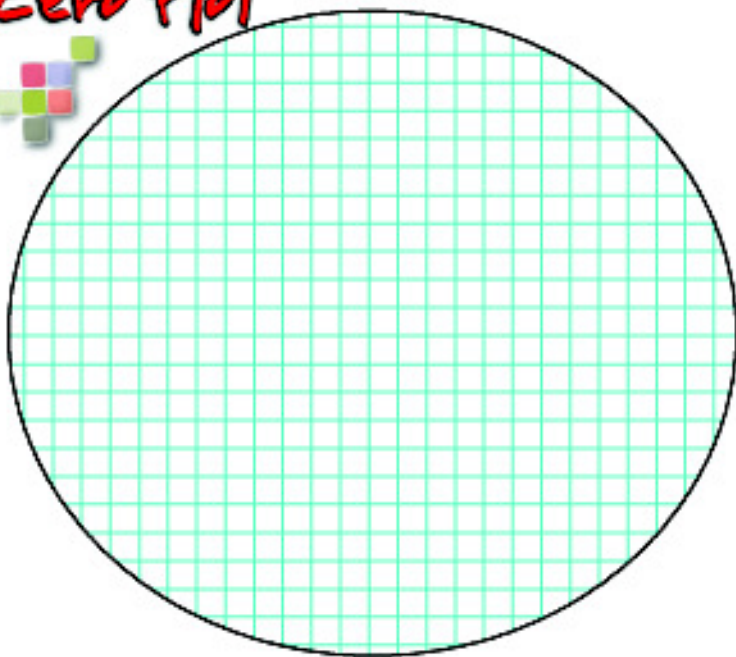


Statistics



Equipment

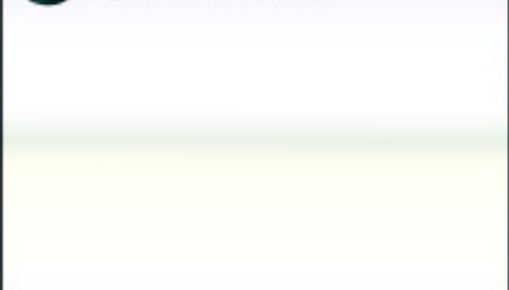
Zero Plot



Photo



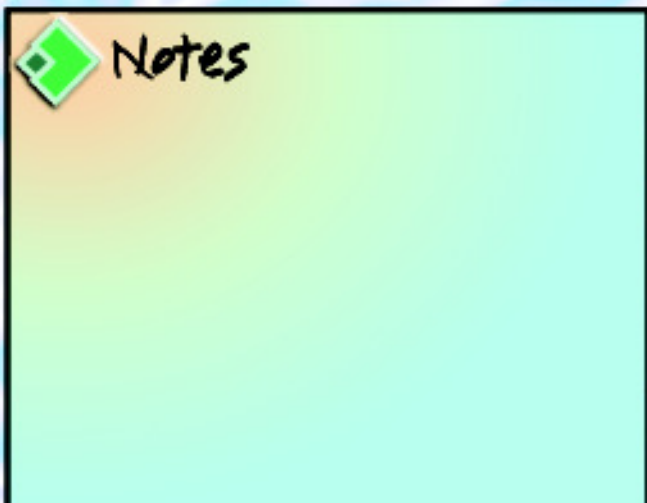
Sideview



Data



Notes



Special





tritacgames.com
tritacgamers.com
tritacsystems.podbean.com

Weirdzone

There Went the Neighborhood!

One day you find yourself in Roman America, the next a deep jungle forest! That's what happens when you are sucked into the Weirdzone!

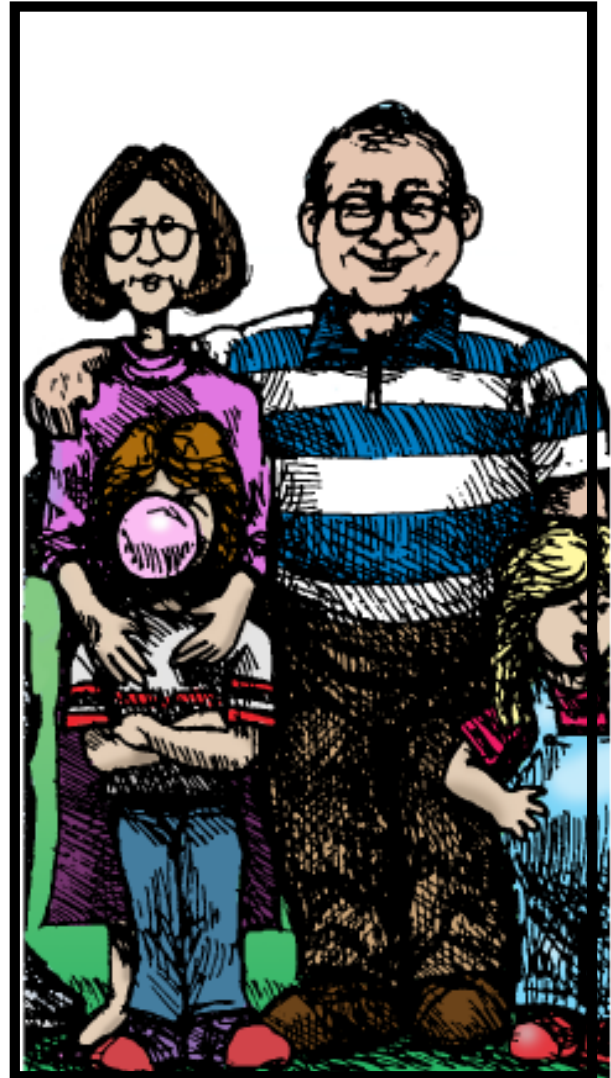
Your home, your car, everything you own are now on a roller coaster ride through Alternate Worlds and Bizarre Realities!

You'll meet new people, make new friends, fight monsters and pick up a few hitchhikers on your trip through space and time!

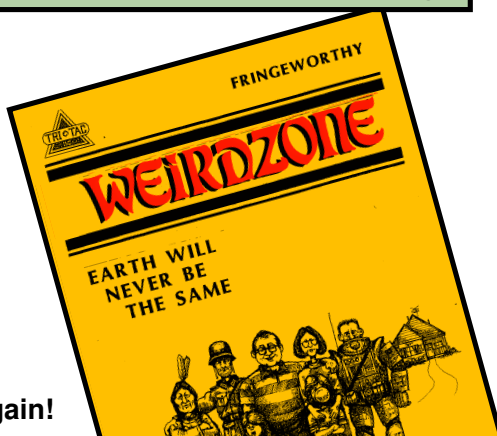
Weirdzone is an RPG of creative survival on a Million other Earths and locations beyond imagination.

Screw the Mortgage Company!

Your Home is your Starship and you are on a wild ride to adventure across a million worlds. This RPG was 25 Years in the Making!



Weirdzone
Premiered
in 1985
With a Print
Run of 10
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never seen again!



WEIRDZONE is a Role Playing Adventures Module complete in 54 pages. Use with any Rule System!

Polyhedral Dice and Sanity are not included. This adventures adventure concept is totally compatible with other Modern RPG's with minor modification.

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