


In the year 1994, from out of space comes a runaway planet hurtling between the Earth and the moon, unleashing cosmic destruction. Man's civilization is cast in ruin. 2000 years later Earth is reborn. A strange new world rises from the old: a world of savagery, super science, and sorcery.

But one man bursts his bonds to fight for justice. With his companions Ookla the Mok and Princess Ariel he pits his strength, his courage, and his fabulous sun sword against the forces of evil.

He is Thundarr the Barbarian!

Take 1000 CP

## Form

**Human (Free)-** Humans were once the lords of Old Earth, but now they scrape by as barbarian tribes squatting in the ruins of their former grandeur or else as slaves of the various wizards.

**Mutant (Free)-** Presumably created in the calamity that destroyed Old Earth much of the world is peopled by various mutants. Most are combinations of human and some animal, such as the rat-like Groundlings or the reptilian Carocs, though others have more random features, such as hulking three fingered humanoids. Most mutants serve the wizards, though the pig men seem accepted by humanity and the large, fanged, and brown furred Moks are widespread in human lands. Really, the distinction between human and mutant seems arbitrary, as tiny gnome-like mutants are counted as men. You can

be any canon mutant not listed below or have a custom form that is roughly human in power.

If you take a canon mutant type, you can choose to ignore your starting location roll and begin within your people's home if they have one.

**Amazon (100 CP)-** Blue-skinned humans who live in a matriarchal city in the sea near Mount Rushmore. Amazons are excellent swimmers and can breath underwater as easily as on land.

**Stalker from the Stars (200 CP)-** A species from another world. Another of your kind would land its star ship on Earth to hunt prey in the near future. You have a large, red, vaguely insectoid body with four arms and two eye stalks jutting from your head. You can burrow through stone with such speed and stealth that you could pick off a party underground one by one. Your eyes can shoot energy beams like a mage's spells and your hands can spray out webbing that can quickly cover a human head to toe. The webbing is bizarrely resistant to energy weapons, but not to magic or brute strength. However, you have a vampiric diet and must drink blood to live.

**Werewolf (200 CP)-** You were born a wolf but subjected to a magic spell that transformed you into a werewolf. By day you are human, while at night you take the form of an anthropomorphic wolf. While in your man-wolf form you can emit short range energy beams from your claws, passing on your curse to others. Werewolves you turn become obedient to you until stronger magic breaks the curse. In this way even a powerful wizard could become your loyal minion.

## Starting Location

Roll or pay 50 CP to choose.
**1) Manhat-** The ruins of Manhattan. The people here are troubled both by the (literally) two-faced wizard Gemini and bat riding raiders who drain life energy from victims to restore their own youth.
**2) The Village of the Moks-** This village is the home of the Mok race. At least one of the hills they live on is solid gold beneath the soil covering, something which will soon draw greedy pirates to them.
**3) The Ruins of Washington D. C.-** The people of these ruins are troubled by both a pack of werewolves who wish to transform them and the firey wizard Infernus.
**4) Underground Amusement Park Village-** A village in a large underground cavern, into which an amusement park from Old Earth has fallen. Soon an alien vampire will begin stalking these innocents.
**5) The Alamo-** Escaped slaves of the wizard Khromm have holed up here, using a machine called the Guardian they stole from him to repel his attacks.
**6) The Ruins of San Francisco's Chinatown-** The Golden Scepter of the Yantzee is hidden here, which has drawn the wizard Kublai into attacking the human village here in hopes of disposing of the one thing that can depower the enchanted ruby that is the source of his powers.
**7) The Village of the Glider People-** The people here know the secret of wing-like gliders which they use to travel about the grand canyon that houses their village. Nearby is a scientific chimera held in stasis in an old hospital, rumored to be a demon that can grant magic powers.
**8) Free Choice-**

## Background

Any Background can be taken as a Drop In. You can change your sex for 50 CP.

**Barbarian (Free)-** Realistically, everybody here is a barbarian of some stripe. Every society is still squatting in the ruins left behind by Old Earth. Only the most proficient of warriors are referred to by

the title of barbarian though. Whether you are a free roaming hero or bandit or a grunt in the army of some wizard, you have learned to scrape by without the benefit of scientific or magical knowledge.

**Sorceress (Free)-** Not everyone who seeks magic power does so with impure motives. A rare few magicians pursue the art with the hope of aiding humanity. You are one such scholar, turning your studies towards more noble ends as a wandering adventurer.

**Wizard (Free)-** The strongest states in the world are ruled by wizards. These tyrants rely on a mixture of magic and science to oppress their peoples and enslave humanity. Wizards seem not to consider themselves human, strangely including the ones who are clearly humans themselves despite wielding magical artifacts. You have set yourself up as one of thee warlords. Don't worry if you don't have any real magic. At least one trickster has used magic tricks to set himself up as a wizard despite lacking any powers of his own.

## Perks

**Gem Blessed (300 CP)-** A magical mishap with the Gem of Power has granted you strange abilities. Like many different beings here, you can shoot energy beams from your eyes. Much more uniquely, you can summon a pair of white feathered wings onto your back, allowing you to fly.

**Survival Skills (100 CP, free Barbarian)-** Thundarr and Ookla eat well enough to keep their massive muscles fueled even though they spend nearly all their time far from "civilization" such as it is here. You can easily feed a group in the wilderness through hunting and gathering and can track someone just as easily as you would track prey. You are also able to ride a horse or raft, and know how to construct the latter.

**Heroic Entrance (200 CP, discount Barbarian)-** Thundarr's group manages to hit every American landmark in what seems to be a rather short time period, to say nothing of how they can apparently ride from America to London in horseback. When you venture out into the wilds and keep traveling with a destination in mind, you'll eventually wind up there after several days of travel, no matter how little sense that makes. If something dramatic happens mid-transit your trip will be shortened even further, allowing you to show up just in time to heroically intervene in whatever battle or disaster is going on. You don't even need to pick a destination in advance if you don't want to, allowing your (steed's) feet to guide you to a new adventure.

**Warrior (400 CP, discount Barbarian)-** You are an amazingly skilled warrior, able to run circles around the useless grunts of the wizards' armies. Even unarmed, you could make quick work of such foes, sending them flying with tosses all while ensuring that you never actually kill anyone. You could even deflect energy beams and spells fired at you, at least if you had a weapon capable of standing up to them.

**Heaving Thews (600 CP, discount Barbarian)-** You have utterly immense strength, easily the equal to Ookla the Mok. You could pick up and hurl boulders or swing a steel girder as a weapon.

**Beauty (100 CP, free Sorceress)-** The main characters are quite good looking, being a beautiful woman and a heroically muscled hunk, though only Ariel seems to draw any attention for it and even that is rare. You are as attractive as her or Thundarr, and are able to maintain your good looks with no care even as you travel through the barbaric wilderness.

**Lore of Old Earth (200 CP, discount Sorceress)-** You have studied the sciences and history of Old Earth. Such is your intelligence that even reading those scraps of knowledge that have survived the thousands of years since armageddon you still know all about the various locations of the world and what they were used for, as well as the public technology of the age. In one area of your choice, you are an expert of technology even by Old Earth standards. If you choose robotics, you are the equal to the Ice People who could quickly construct a deadly robotic body for the wizard Mindok, or if you picked genetics you could create your own "demon" chimera.

**Elementalism (400 CP, discount Sorceress)-** You have mastered elemental spells, able to call up miniature tornadoes to send enemies flying or trap them in bubbles of water. Unfortunately, like most magic here you need your hands free to cast these spells, leaving you a damsel in distress if someone can grab your wrists. However one piece of magic that doesn't require them is your masterpiece, for you are an element shifter like the ancient queen Maya. You can turn your body temporarily into any element: a gas to fly, a metal for defense, or many other exotic qualities you might need (the element Neon is apparently great at absorbing magic energy beams, for example).

**Sorcery (600 CP, discount Sorceress)-** Your magic is more geared to being a wondering heroine than the empire building magics of the wizards. This covers control over energy and matter. You can summon light, move objects via telekinesis, shoot balls or beams of magic energy as attacks either fatal or ones designed to knock out enemies, creating threads of force to bind enemies or forcefields to defend your allies, even miles long bridges of energy to aid your travels. Your mastery of matter allows you to destroy, turning enemy weapons into dust in their grasp, or repair, mending objects back to working order. That last one requires knowledge of what exactly you're doing though, as Ariel could not magic up a replacement for the advanced computer part the Guardian device needed due to not knowing how it worked.

**Scheming (100 CP, free Wizard)-** No foolish barbarian could ever outsmart the devious mind of a wizard! You have a talent for tactics and deception, such as tracking rebels back to a hidden base by leaking a story about a superweapon you want to obtain, only to hide yourself and your army in the alleged weapon for when they capture it themselves. You could even exploit magic tricks to trick people into thinking you're a wizard despite lacking magical powers.

**Scrying and Teleportation (200 CP, discount Wizard)-** One wizard, no matter how personally powerful, can hardly run an empire while stuck in his own palace. You have mastered magics to communicate with your minions across long distances and to teleport yourself or others across long distances.

**Mental Magic (400 CP, discount Wizard)-** You have mastered spells to influence minds. You can force captives to answer your questions truthfully or shoot beams that control the minds of those they hit, be they human or animal. You can even swap your soul with that of another, trading bodies with your victim.

**Monster Creation (600 CP, discount Wizard)-** You know magic to create monsters under your control. You need a base target which you transform into your new minion. A mere human will become an obedient but likely not too useful mutant. A line of cars could be merged into a large quasi-mechanical snake or a multi-story building could be transformed into a giant fire breathing dragon, either of which could be a challenge to Thundarr's party. At the heights of your power a gigantic statue, such as the Statue of Liberty, could be animated into a golem with the power to shoot flames that could carve through entire sky scrapers.

## Items

**Trusty Steed (100 CP, free Barbarian)-** You have a swift and loyal horse to serve as your steed. Or if you prefer it could be an equort, a yellow furred horse-like animal with some reptilian features like the one Ookla rides.

**Bow and Stun Arrows (200 CP, discount Barbarian)-** This is a regular wooden bow and a collection of (presumably enchanted) stun arrows. A hit with one of these arrows will paralyze the target, even if the arrow itself fails to penetrate their skin. You'll receive replacements for any arrows you've used or lost in your Warehouse each week.

**Black Pearl (400 CP, discount Barbarian)-** A fist sized black pearl, this gem has the mysterious ability to cancel magic. Throwing it at an animated Statue of Liberty would be enough to entirely destroy the enchantment animating it, though the pearl itself would be destroyed in the process. The Manhat tribe somehow believed that they would be able to make more if they had a working example to study. Regardless of whether that was a pipe dream, you receive a replacement a week after each black pearl is used.

**Sun Sword (600 CP, discount Barbarian)-** Maybe magical, maybe a scientific energy weapon, maybe both, this hilt can project a glowing beam from itself at your command. The sun sword is so powerful it can easily cleave large boulders in twain or hack through a thick stone wall or deflect both energy weapons and magic if used to parry them. It can even draw large amounts of energy into itself to protect you, though it has limits. Blocking a direct hit of red negative energy lightning could heavily weaken the blade to the extent that the faint energy it projects can hardly be used.

It comes with two accessories. The first is a pair of metal bracers, which the sun sword can cling to magnetically so that it can be carried and drawn easily. The second is a Pool of Power, an underground cavern filled with pools of glowing golden liquid. Dipping the sun sword inside the pools will recharge it, restoring it to full functionality if it has been overused (such as from blocking negative energy lightning). Normally, the sword will recognize whoever recharges it as its owner and allow them to choose who can activate it, but this sword will always follow your will over that of whoever last dipped it in the Pools in case there is a conflict.

**Diving Mask (100 CP, free Sorceress)-** This clear oval shaped mask is seemingly an artifact from Old Earth and is of the kind the Amazons use to allow guests to visit their underwater home. It allows the wearer to breath underwater.

**Flying Mount (200 CP, discount Sorceress)-** You have a mount or vehicle that can fly. An animal can be something like a giant bat or vulture creature, while there are a variety of scientific flying machines that, while not intelligent or loyal like an animal, come with integrated energy weapons.

**Vapors of Life (400 CP, discount Sorceress)-** You have the recipe and ingredients needed to brew the vapors of life. Those who breathe them in will have their life energies sucked out, causing them to shrink to perhaps half their normal size. The now energized vapors can then be breathed in to restore the youth of the next one to breathe them. The instructions also explain how to reverse the process to restore victims to their proper size. Used ingredients are replaced after a week.

**Moon Dial (600 CP, discount Sorceress)-** This large machine can project a portal leading into the past, to a time and place of your choosing. This seems to work on predestination rules, as at least

Khromm constantly stealing weapons from the past never wrecked the timeline. The portal in the present shows a scene of where in the past it will take travelers, while the portal back is invisible, so you'll need to remember where it is yourself.

**Energy Gun (100 CP, free Wizard)-** The wizards' armies seem to have an endless variety of weapons, all of which project deadly beams of energy, and this is another example of Old Earth's ancient energy weapons.

**Death Flowers (200 CP, discount Wizard)-** A death flower is a red flower with the power to temporarily sap the will of anyone who breathes in its scent, turning them into a compliant slave. You have a train cart's worth of death flowers which will be replaced weekly when used. This also comes with several guns that have a chamber in which death flowers can be loaded. When fired, they shoot out a stream of death flower gas at whoever it's pointed at.

**Artifact of Power (400 CP, discount Wizard)-** The Helmet of Power that could enhance the magic of any wizard who claimed it to such a degree that they would be guaranteed supremacy over their rivals. The Gauntlet of Power that could both allow a regular human to fire bolts of force and empower a wizard enough to un-shrink a miniaturized city back to its original size. The Staff of Power that grants its wielder super strength. There are a lot of various Things "of Power" around here, and you have claimed your own. Like the examples above, you possess a potent magic item that grants a supreme enhancement to your magic or your body.

**City State (600 CP, discount Wizard)-** While humans squat in the ruins of their long lost ancestors, true cities are largely controlled by tyrannical wizards. You possess are the unquestioned leader of your own city filled with science fiction luxuries and defences. You may have your population be downtrodden slaves or else normal citizens like the Amazons. It possesses its own army of either mutants or robots, along with an awe-inspiring flagship vehicle: a flying skyship, a hulking amphibious vehicle a dozen stories high that can roll across both the land and the sea bottom, or something of your own demented design on the same scale. The city's residents will join you as followers.

## Companions

**Companion Import (50-300CP)-** You can import or create one companion per 50 CP spent, up to 300 where you may import/create 8 instead. Each companion gets a free background and 600CP to spend.

**Canon Companion (50CP)-** You can choose any character to become your new Companion.

## Drawbacks

You can take up to +600CP worth of Drawbacks.

**Hydrophobe (+100CP)-** Moks dislike water, and so do you. You'll be highly distracted by the urge to escape from any body of water you find yourself immersed in, unable to focus on more important tasks while you're desperate to return to land.

**Lords of Light! (+100CP)-** Like a proper barbarian, you don't understand anything of Old Earth's technology or culture. Encountering anything more complex or eldritch than the normal barbarian lifestyle of the present for the first time will leave you doing nothing but making shocked exclamations in a stupor. Hopefully you have a more knowledgeable friend who can explain it to you.

**“G” Rated Violence (+200CP)-** You are a noble soul, unable to willfully take the life of an enemy no matter how cruel they may be. You’ll keep yourself to merely destroying their weapons and literally sending them packing by throwing them out of town. At most, you can sit back and watch while an enemy’s own insane schemes spell their own doom.

**Poor Tactics (+200CP)-** No matter what your strongest suite in combat is, you insist on using one you’re worse at. Much like how Ookla, a supremely powerful and hulking Mok who can lift boulders with his bare hands, insists on using a comically small bow despite being a poor shot who scored maybe two hits over the entire series, you will ignore your strengths and instead rely on a combat style you’re clearly unsuited to.

**Damsel in Distress (+300CP)-** Ariel is a powerful sorceress able to contend with groups of enemy soldiers in fair combat, yet she is repeatedly captured by enemies that get the drop on her and grab her wrists, preventing her from using her magic. Like her, all your abilities now require you to be able to move your hands. If your arms are immobilized, they’ll be unavailable.

**Mind Over Matter (+300CP)-** The wizard Mindok’s body was damaged in the catastrophe that destroyed Old Earth. By the present, he is nothing but a living brain trapped in a robotic body. Like him, you are nothing but a brain. At least you start with a crude robotic drone that can fly, has arms, and possesses a helmet to cover up your true form.

**End Choice**
**Go Home**
**Stay**
**Continue Jumping**

## Notes
A Generic Jump by Generic Anon.