

Time-Displaced Humans

(Modified from original material by Tim Snider)

It is more common to encounter a Time-Displaced Human who hails from Earth's recent past rather than from prehistory. However, the occasional defrosted Viking has been encountered in the wastelands.

To determine the time period from which the model hails, roll 1d24 and refer to the following table:

1	Stone Age (pre-3500 BC)
2-3	Metal Ages (Copper, Bronze, Iron - 3500 BC to 1000 AD)
4-6	Middle Ages (1000 to 1500 AD)
7-10	Age of Discovery (1500 to 1800 AD)
11-15	Modern Age (1800 to 2000 AD)
16-24	Pre-Apocalyptic Age (2000 AD to The Final Wars)

You can also roll 1d6 (if the model is from before the Pre-Apocalyptic Age) or 1d9 (if the model is from the Pre-Apocalyptic Age) to determine from which continent or colony the Time-Displaced hails:

- 1 North America
- 2 South America
- 3 Europe
- 4 Africa
- 5 Asia
- 6 Oceania
- 7 Antarctica
- 8 Atlantis Base or Lemuria Dome (roll 50/50)
- 9 High Colonies (roll on pg 51 of that book)

Now roll 1d6 to determine how the model ended up in the post-apocalyptic future:

- 1 Deliberate (or accidental) freezing via cryogenics or suspended animation device. The model was automatically released due to a pre-set time lock or perhaps was discovered by others.
- 2 A time-traveling experiment in the past went awry, hurling the hapless model forward in time. Or a still-running time-traveling device in this future reached back through time and pulled him to the present.
- 3 The model fell into a state of hibernation when overcome by a freezing environment (i.e., "frozen caveman in a block of ice"). He revived when he thawed.
- 4 The model stepped through a naturally occurring rift in the space-time continuum that promptly sealed behind him after he was dropped into this future.
- 5 The model found a way to slow or stop the aging process and he is actually incredibly old.
- 6 The model was brought through time by a Broken-Moon Wizard.

All Time-Displaced Humans have this beginning profile:

Q 3+ C 2

Then apply these era-specific mods:

Stone Age models:

+1 to C; -2 on Artifact rolls; Hand-to-Hand Specialist; afraid of Robots, Powered Armour, MaKs, Landmates, vehicles, etc. (require Morale check to charge or if charged by).
Two Skill rolls and 1db food.

Metal Ages models:

+1 to C; -1 on Artifact rolls.
Two Skill rolls and one Equipment roll.

Middle Ages models:

+1 to C.
Two Skill rolls and one Equipment roll.

Age of Discovery models:

+1 to Q.
Two Skill rolls and one Equipment roll.

Modern Age models:

+1 to Q; +1 to Artifact rolls.
One Skill roll and two Equipment rolls.

Pre-Apocalyptic Age models:

+1 to Q; +2 to Artifact rolls.
Three Equipment rolls.

Poison attacks affect Time-Displaced on a 5 or 6
(not just a 6).

They suffer a -1 to their Quality for radiation
checks.

They never develop mutations.

Time-Displaced models are Pure Humans and as such
can be recruited into Purity Squads during a
campaign.