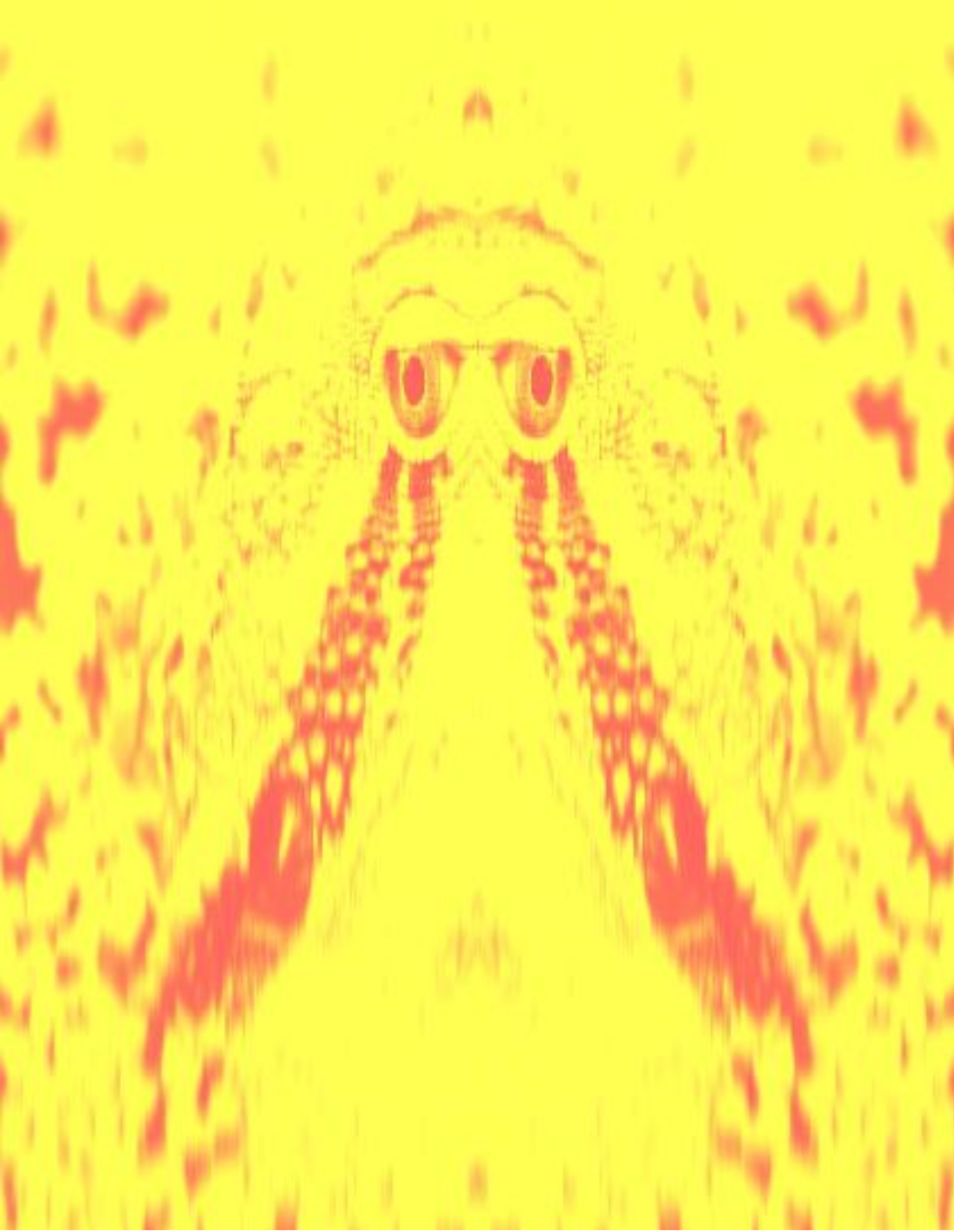


24??: Enemies and Allies



Some extra character classes and enemies for 2400 Tempus Diducit - made by Charlie Vick / @imaginaryhallw1 / charvus.itch.io. Not affiliated with 2400 Tempus Diducit or Pretendo Games

CHARACTERS

1. Revenant Revenger. Turn Insubstantial (d8), Revenge (d8), Undead Fortitude (d10). If you would be killed, make an Undead Fortitude check. If you pass you may stay, but increase Insustantial. If you achieve a d12 skill in Insustantial you retire as a Time Ghost. Start with a replica of the weapon that killed you, and a burning desire for revenge, your funeral clothes. When you get your revenge you find peace(?) and stop existing as a revenant.

2. Resistance Fighter, Machine War(s). Shoot (d8), Stealth (d8), Scavenge (d8), Improvised Explosives (d10). Starts with an 80 kW Pulse Rifle, armored vest (break as defense), radio headset, grenade.

3. Machine Infiltrator, Machine War(s). Strength (d10), Shoot (d8), Act Human (d10). Starts nude, with knowledge of one particular human target. Can impersonate people's voices.

4. Synth Warrior. Sonic Attack (d8), EDM (d10), Ambient Synthwave (d10), Scavenge Synth (d8). Starts with a large synth, a recording widget, a fancy shiny mask, and dark clothes.

5. Time Bandit. Sneak (d8), Appraise (d8), Read Time Map (d8). Start with stolen goods (roll again on the Fancy Items table), a dagger, nice clothes. You have a time map that can let you warp around the map, but misreading it can dump you out somewhere (or somewhen) you won't like.

6. Pro wrestler. Heel (d8), Face (d8), Fall Without Injury (d10), Structural Integrity Appraisal (d10). Start with an amazing mask or

Big Hair, wrestling boots, tiny clothes. Face lets you fight like a gleaming hero, Heel lets you fight dirty and look like a villain.

7. Humanoid Rat Sapper. Sabotage (d8), Tunneling (d8), Strategic Undermining (d8), Sing (d8). Start with 1d6 explosive charges, pistol, trench shovel, confusion about how you got here - wrong turn at the last tunnel fork? Psychedelic gas grenade? Wrong train away from the front? You are about 5 feet tall, a humanoid rat that still has about half a tail.

8. Fate Knower. d8 Predict, d8 diplomatically give news, d8 run. Have the GM roll Predict in secret and give you an honest (or not) indication of how something could go. You have a shard of pure Time lodged in your skull. You have some Tarot cards (not necessary to predict but pretty) and good running shoes.

9. Entropy Wizard. d8 accelerate entropy, d8 decay sight, d8 death meditation. Accelerate entropy can age things by what you roll in years. This may cause damage depending on the material or organism. Decay sight allows you to sense otherwise hidden decay, and death meditation allows you to appear to be dead.

10. Gargoyle. Fly d8 Claw d8 Talk To Rocks d8. Start with loincloth, a place high up to perch on, and clawed hands and feet. When you sleep you turn to stone.

11. Anti-Entropy Wizard. Reverse decay d8, Smell entropy wizard d8, d8 healing breeze. You can de-age things by what you roll when you test Reverse Decay; failure could youthenize things too much, age you, etc. Your healing breeze can affect more than one person at a time, but failures get more dramatic in such cases.

12. Moon Wars Engineer. Construct Bathysphere d8, diving/spacesuit d8, harpoon gun d8. With an idle 1d6 days and proper materials you can construct a bathysphere; a

suit takes 1d6 hours. Such are appropriate for aquatic dives or space adventures. You start with a worn spacesuit, wrenches, and a harpoon gun.

13. Antarctic Explorer. Train dogs d10, dogsled d8, endure d10, scientific journaling d8. Your scientific journals can be published to gain some fame among interested groups, or sold for money. You need to spend what you roll weeks in a unique place to put one together. You start with a pistol, 1d8 dogs, a dogsled, and special dogsled runners allowing it to run wherever you go. You also have lots of layers of clothes, rope, and pemmican.

Enemies

Radar deflecting anglerfish. Likes to eat ships. Dangler looks just like a ship. Emits EM like a normal radio and can 'talk' through that, comes across a little weird. Wants to eat more ships, receive interesting EM transmissions, particularly movies or TV shows.

Alternative Timeline You. 100% a turd. Wants to Nemesis it up with you. May acquire more powers the more versions of you it has destroyed. Has some kind of different piece of flair - goatee, cooler hair, fancy cape, shiny gun.

Dino Conqueror. Allosaurus. 25' long, 9 feet tall (if walking around and not rearing up) (so 7.5m long and about 3m tall). LASER EYES (2 attacks) and ULTRA HIDE (Break 3 times as defense). Wants: uranium, plutonium, fleeing humans.

Yeti Psychic Warrior. Mind bullets, meditative armor, 4 hands, 4 melee attacks if it comes to that. Wants: Balance in all things, human blood, time to write poems by a waterfall.

Roman Space Empire Soldiers. Shock lance, nanogladus, shiny armor, hover chariot. Wants to establish foothold in area, get tribute back to empire.

Ant Mecha. 30cm tall, titanium armor, ejection pen-jet missile, anti-'kaiju' rockets, laser 'sword' (size of a pocket knife). Jetpack, rollerblade feet. Wants to stop 'kaiju' (humanoid) intruders, find delicious sugar, ensure future of ant-kind.

Doggo Scientist! Fluffy round face above a labcoat. Stun phaser, shock collars, inkblot flashcards to study captives. Wants to research better ways to domesticate and train humans, wants to find new test subjects.

Paperclipper. Humanoid agent of amoral AI trying to turn all of reality into paperclips. Bleeds nanobot paperclips which convert surroundings to paperclips like corrosive acid. Has a special squirt-gun full of paperclip nanobot acid blood, twisted strange angles under greyish skin. Wants to make more paperclips, ensure AI will eventually exist, create grey goo.

Atlantean Mind Copier / Kidnapper. Bolos, knockout gas, portal key to Atlantis, brain copying machine, mind tapes. Brain copying takes about an hour. Wants to find scientists or engineers, capture and mind-copy them so their copies can advance Atlantean science.

Supreme Justice Death. It can't be reasoned with. It can't be bargained with. At it absolutely will not stop until it has killed someone who was supposed to die in this timeline already. Has a huge demented grin, each tooth (12) is a piece of armor. Has long strangling hands and piecemeal armor allowing it to blend in wherever. Always leaves a trail of pus in its wake.

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