

# ***SAVAGE THUNDARR!***



## ***THUNDARR THE BARBARIAN SAVAGE WORLDS CONVERSION***

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## **Necessary Legal Mumbo Jumbo!**

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<http://www.thundarr.com/legal.html>

They have set up some links for any information you may need.

Most of this comes directly out of Under the Broken Moon Copyright © 1998-2002 Brandon Blackmoor. A great resource for Thundarr the Barbarian.

Go to <http://rpqlibrary.blackgate.net/settings/thundarr/world.shtml> or <http://www.thundarr.com> for the real skinny on Thundarr.

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In other words, don't sue me...

I like your stuff and only wish to share my ideas with others who may like it as well.

Hell, I'd even love to see a live action Thundarr come about. (Why not? They did Scooby Doo for Christ's sake!)

:)

Now, go on. Grab your fabulous Sunsword and enjoy!

# ***SAVAGE THUNDARR!***

## Up on a Soap Box

Where were you in 1980? I was sitting in front of my TV on a Saturday Morning watching what would soon inflame my malleable little pea brain ... Thundarr the Barbarian!

I loved it!

It had all the trappings of Science Fiction and Fantasy. Plus I had just discovered AD&D (Yes! The original 1<sup>st</sup> ed. books! God I'm getting old...) a year before and I was starting to click the pieces together...

"Hmmm, I have a game that I love and a show I love." Years pass.

Thoughts swirl as I find Gamma World, Traveller, etc. some time later. What was it? An old show that this reminds me of... Hmmm.

Then, one day, as I'm surfing the Net, I stumble across a page for Under The Broken Moon, Thundarr the Barbarian Role Play.

I was stunned! The Holy Grail! Knights who say Nee! (No, no, damnit! Don't go there...)

I printed them off and read the rules. To say I was impassioned would be an understatement.

It uses an Over the Edge rules variant, which may be ok for some, but left me wanting more (This was the days before I had ever seen, or anyone had ever heard of SW for that matter).

So, I continued searching and found a GURPs Homebrew setting (which has disappeared from the Net (I have an archive backup somewhere...)), but GURP's and I have never gotten alone since the Great GURPs cockup of GenCon '85. (Oooh, Evil Memories! Find your safe place! Mommy...)

I shelved the idea in my notebook. Time passed.

Anyway. As I worked feverishly on my Savage Star Frontiers, there in the back of my notebook, was some background material for a Fudge Thundarr that was bouncing around in my skull for sometime.

"Thundarr? Savage Thundarr? Oh, yeah Baby!"

It took 25 years before I finally got around to it.

Naturally, I had to put it to paper so I could play. And what better system than Savage Worlds, eh?

Well, let me get off of my Soap Box. Without further ado...

Savage Thundarr the Barbarian!

Sweet!

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# ***SAVAGE THUNDARR!***

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.

Two thousand 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 Sunsword against the forces of evil.

He is Thundarr, the Barbarian!



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## The Setting



It 2000 years in the future, and the world's left in ruins. A freak runaway planet (some believe it was a comet) has sundered the Moon and hurled the Earth into chaos and upheaval.

Ruined cities, barren wastelands and some scattered pockets of green can be found here and there. There are murky swamps, volcanoes and inland seas that stretch for miles.

But, as always, there are survivors.

## Civilization

### **Villagers**

People gather together for comfort, community and protection. These Villagers represent the downtrodden of the Sundered Earth. They dress in rags, live in ruins and eek out a pitiful existence amid the desolation. Most are unaware of the past (or simply choose to ignore it) and have little care about History (That is something for the Elders to worry about!), Science (that is for the Wizards to worry about!) or Social Reform (What? Get out of here. I have crops to tend to...).

### **Traders**

Most Villages are self sufficient, but there are always some things that they could use that they can't produce locally. That's where the Traders come in.

They are wanderers who travel the Broken Lands, always on the lookout for the next sweet deal. They barter and trade goods between Villages, keeping a healthy markup to make them relatively rich. Wealthy caravans are often the targets of Mutant Marauders in the employ of a crazed Wizard.

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Some Traders wander the Wastes in search of Technology to trade with Villagers in exchange for food and shelter. This can help explain the abundance of Unused Relics in relatively remote Villages.

## **Barbarians**

Then there are the Hero's of the Genre. Barbarians. Well, there's not much to add. The name pretty much says it all. They are the primitives who roam the world fighting Wizards and Mutants and rescuing Villagers from their Evil machinations. They are the best suited for survival in the chaotic world. Villagers consider them brutal and savage. They have an uncommon sense of Honor that is hard to find in the new world.

## **Sorcerers, Sorceresses and Wizards**

Some, a select few to be sure, are born to Power. Some (read, most) stumble across an Item of Power. Others may be students of the arcane, taught by Elders who wish to pass on the knowledge that was hidden in the Dark Night, or simply delving into areas forbidden by generations of Elders as, perhaps, the cause of the Fall.

Whatever the source, Wizards are out there and are often found repressing Villagers, enslaving Villagers, or simply tormenting Villagers for their own depraved amusements.

The most obvious distinguishing characteristic of Wizards is physical mutation or alteration. Why and how this mutation occurs is unknown, but it is a fact that the more powerful Wizards have frequently mutated into a monstrous form that is scarcely recognizable as Human.

At the mild end of the scale, this mutation commonly takes the form of unnatural skin color and/or exaggerated physical features, such as blue skin, shark-like teeth, or blazing eyes. At the extreme end of the scale, the Wizard may be a body less head, have mechanical tentacles for arms, have dozens of eyes, or any of a host of other horrific physical deformities.

You will pretty much know a Wizard when you see one.

There is also evidence that a society of Wizards exists, and much of their apparently irrational behavior stems from their social interactions with each other.

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## **Strongholds and Death Ships**

A universal undertaking among wizards is the construction of enormous strongholds and vast death machines (also variously "land machines," "war machines," and "death ships"). How Wizards manage to erect these enormous structures with only unskilled labor as assistants is a mystery. It is known that some of these strongholds and death ships are actually artifacts found by the Wizards and repaired or reactivated, rather than constructed from raw materials.

It is also known that several Wizards create their strongholds and death ships with magic, sometimes using rare elements and ancient artifacts to power the vast structures. It is possible that the arcane energies empowering these structures are related to the mutations and mental instability endemic to Wizards. This theory is supported by the fact that none of the sorcerers and sorceresses appearing in the series has strongholds or death ships.

Sorcerers and Sorceresses are typically (but not always!) benign, reclusive and studious. Researching lost and forgotten magic's as well as lore from Before the Fall. They tend to be less crazed than the above-mentioned Wizards.

## **Nonhumans**

The Earth of 3994 is full of nonhuman creatures, a number of which are large, ugly, and not too friendly. Giant rat-things live under cities, giant bear-lizards live in swamps, absolutely huge fire-breathing lava worms burrow through the deep earth, and so on. It's a dangerous place. Fortunately, the dynamics of carnivore biology prevents these creatures from being abundant. Prey always has to outnumber the predators by a wide margin, even under the broken moon. Still, some of the preys are dangerous in their own right, particularly those that compete with Humans for resources.

## **Mutants**

There are some who have become changed, perhaps even adapted or evolved, for the New World. Increased radiation in the aftermath of the Dark Night has created new races and endowed some of the human population with strange powers and some even stranger appearances.

Most times, they are found in the employ of Wizards as the faceless goons who do their bidding. But sometimes they can be found on their own, wandering around in roving bands terrorizing Villagers. (Anyone see the pattern here?)

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There are many different Mutants: Mutated Plants, Mutated Animals, and Mutated Minerals (Ok, that's a stretch, but it sounds fun ☺). Mutated humans can have Visible Mutations or Mental Mutations (or both!). Run with it.

## **Ape People**

Ape People (a.k.a. "Man-Apes") look like lean, furry humanoids with long arms and heads like monkeys (thus the name). They aren't terribly bright, but they have a knack with technology and are capable of repairing devices that they could never build on their own. Ape People tend to be jealous of and hostile toward Humans, and they are easily roused to violence, but they are just as easily scared off if their victims don't prove to be easy prey.

## **Carocs**

Carocs are long-tailed reptilian humanoids with scaly green skin, flattened oval heads on their neck less shoulders, and lots of sharp nasty teeth. They are slightly tougher than Humans on average, and they are just as mechanically inclined, making them competent competitors for scavenged resources. They generally consider Humans and other mammalian species inferior to them, and are prone to enslave any other creatures they consider worth enslaving, such as Moks.

## **Desert People**

Desert People are squat little humanoids around 60 centimeters tall; they are secretive and dangerous despite their diminutive size. They speak a mumbling, murmuring tongue, which is structurally similar to the language of Moks, and usually understandable by Moks. Desert People live in tunnel complexes deep underground, although they occasionally come up to the surface world to scavenge supplies or hunt for food.

## **Groundlings**

Groundlings are rat-people, depraved and vicious. They typically live in crowded underground warrens. Like Ape People, Groundlings tend to be jealous of and hostile toward Humans, but Groundlings lack even the Ape People's proficiency with technology. Most Groundlings are morally bankrupt: they won't build or create anything if they can steal it, and they enjoy seeing what others have worked for destroyed. Groundlings prefer to attack from ambush, and only if the odds are significantly in their favor, but once they commit to an attack they are persistent and difficult to drive away. They groom themselves constantly, so at least they don't smell bad.

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## **Hawk People**

Hawk People (a.k.a. "Hawk Mutants") appear to be brown-feathered humanoids with hawk-like heads. They speak Human, but have annoying screeching voices. They are (surprisingly for a fantasy cartoon) wingless, but they have large clawed talons on their hands and feet, which allow them to climb swiftly. They also are able to leap great distances, implying a higher muscle mass to weight ratio than is typically found in Humans. Understandably, Hawk People seem to prefer living in rocky areas, and they like heights.

Hawk People aren't fond of cumbersome clothing (and being feathered, they don't really need it), but they typically wear backpacks to carry their personal belongings. In fact, Hawk People seem to be more civilized and technically inclined than most mutants, although this doesn't imply a higher moral awareness than is found among (for example) Humans. A favorite weapon among Hawk People is a metal staff with a crescent-shaped pincer on the end. The points of the pincer can stab an opponent, or the Hawk Person can use the pincer to grab and immobilize an opponent (to capture them, or just to keep them out of arm's reach).

## **Little People**

Little People are squat little humanoids around 60 centimeters tall, possibly related to Desert People. Unlike Desert People, Little People are relatively friendly and outgoing, and live in small villages aboveground. They are industrious people, every bit as mechanically inclined and morally developed as Humans. They can also be just as dangerous when threatened, and tend to be less likely than Humans to capitulate when faced with a superior force.

## **Moks**

Moks are primitive-looking creatures that resemble furry, hulking Humans with thick manes similar to that of male lions. Their facial fur is black, in a pattern that gives Moks a ferocious skull-faced appearance, made all the more frightening by the Moks' large canines and cat-like eyes. Moks speak a guttural, growling language that is difficult for other species to speak. The massive musculature and growling speech of Moks sometimes gives the impression that Moks are uncivilized and brutal, but Moks greatly enjoy music and are generally no less artistic in temperament than Humans. They are, unfortunately, not very good dancers. A significant difference between Moks and Humans is that Moks hate water, and would rather face overwhelming odds in battle than wade across a stream to safety. Moks do catch fish for food, but all fishing is done with nets cast from shore. Moks tend to have a strong, musky smell.

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Moks are a physical people, quick to display anger and joy in a rough-and-tumble fashion. Among themselves, injury from such horseplay is rare, but among other species Moks have a reputation for being casually violent and dangerous to be around. Despite their powerful builds, ferocious appearance, and fearsome reputation (or, more likely, because of these traits), Moks live in relative peace with their neighbors. There are malevolent, belligerent Moks just as there are malevolent Humans, but like Humans the majority of Moks prefer to live peacefully, raise a family, grow their crops, and trade honestly with their neighbors.

## **Monsters**

This is the best description for making a monster I have ever heard.

There are too many monsters tromping around than can be inventoried here. Pick a normal Old Earth animal, make it the size of a house, stick some scales and claws on it, maybe some spikes, and you've got a typical monster. Once in a while, toss in a monster with Magical Resistance.

That just about says it all, huh?

## **Ruins and Relics**

After the cataclysm stripped away a large portion of Earth's atmosphere, more cosmic and solar radiation reached the Earth's surface.

In addition to the mutagenic effect this had on plant and animal life, this may have also had the effect of making Earth's atmosphere less corrosive. (This helps to explain why there are still Ruins with iron girders and Relics from Before the Fall, after two thousand years!)

Also the passing of the runaway planet cracked the Earth's moon into several pieces: the tidal effects from this and the runaway planet itself both had a devastating effect on Earth's geology. It is possible that the instability of the Earth's crust results in large deposits of Old Earth relics - even whole cities - periodically being brought to the surface, protected from decay and in serviceable condition.

*I've taken the liberty of utilizing Mr. Littlefield's idea from The Bare Necessities in Shark Bytes #3 (page 47) of too many skills, and I've created these Hero's using his ideas. It really does make more sense this way.*

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## The Heroic Trio

Ariel, Human Sorceress (Wild Card) Seasoned (?) XP

"Thundarr, no! You can't just rush in! .... Outvoted again."



**Attributes:** Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d6

**Pace:** 6" (Climbing: 3"/Swim: 3"); **Parry:** 5; **Toughness:** 5

**Guts:** d8; **Notice:** d10; **Stealth:** d8

**Intimidation:** d6; **Persuasion:** d8; **Taunt:** d6

**Skills:**

**Knowledge Skills:**

Survival d4, Tracking d4

**Talent Skills:**

Riding d8, Fighting d6, Shooting d8

**Common Knowledge:** General Area, Wizards' Ways, Villager Customs

**Edges:**

Arcane Background (Sorcerer) 25 Power Points, Charismatic, Blast, Bolt, Burst, Deflection, Entangle, and Telekinesis

**Hindrances:**

Loyal, Heroic

**Gear:**

Horse

### Background Information

Her grandfather, who taught her sorcery and Old Earth History, raised Ariel. She seems to be of Asian descent, and mentions once to Thundarr that her ancestors may have lived in a place much like the Chinatown area they visit in **Battle of the Barbarians**. She is called "Princess Ariel" throughout the series, but princess of what and where we don't know. We also don't know when she met up with Thundarr and Ookla, but it appears from the credits that she helped them escape from the wizard who enslaved them, and she's apparently been traveling with them ever since. She

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has a pretty obvious crush on Thundarr, but it's hard to tell if he's aware of it or if he returns her feelings.

**Thundarr, Human Barbarian (Wild Card) Seasoned (?) XP**

"Humans are not for hunting!" But I prefer "Demon Dogs!"



**Attributes:** Agility d8, Smarts d6, Spirit d10, Strength d10, Vigor d10

**Pace:** 6" (Climbing: 3"/Swim: 3"); **Parry:** 8; **Toughness:** 7

**Guts:** d10; **Notice:** d8; **Stealth:** d6

**Intimidation:** d10; **Persuasion:** d8; **Taunt:** d8

**Skills:**

**Knowledge Skills:**

Survival d10, Tracking d8

**Talent Skills:**

Riding d8, Fighting d12, Shooting d6

**Common Knowledge:** General Area, Wizards' Ways, Villager Customs, Mok Customs, Mok Language

**Edges:**

Brawny, Dodge, Mighty Blow, Sweep

**Hindrances:**

Loyal, Heroic, Vengeful, Overconfident

**Gear:**

The Fabulous Sun Sword (Str +10 AP 5) One of a Kind Item of Power,  
Horse

## **Background Information**

Thundarr is a barbarian who was enslaved by a wizard (we don't know which one). We don't know how long he was enslaved, but we see in the opening credits that he seized the opportunity to escape, and along with Princess Ariel and Ookla the Mok he kicked the wizard's goons asses all over the place, and might have kicked the wizard's ass as well. Since then he has made a career of helping any Humans he finds and foiling the plans of any wizards he runs across. Thundarr seems to something of a bigot, actually: he most definitely shows a pro-Human bias, but hey,

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who can blame him? Once a non-Human demonstrates a basic sense of right and wrong, though, he does his best to defend them just as he does Humans. Thundarr is stubborn and tends to act without thinking (that's an understatement), but he's basically a good person who wants to make the world a better place.

## **Ookla, Mok Barbarian (Wild Card) Seasoned 35 XP**

"Raarrraarrraarrraarr!"



**Attributes:** Agility d6, Smarts d4, Spirit d8, Strength d12+2, Vigor d10

**Pace:** 6" (Climbing: 3"/Swim: 1"); **Parry:** 7; **Toughness:** 7

**Guts:** d8; **Notice:** d8; **Stealth:** d6

**Intimidation:** d10; **Persuasion:** d6; **Taunt:** d6

**Skills:**

**Knowledge Skills:**

Survival d8, Tracking d8

**Talent Skills:**

Riding d8, Fighting d10, Shooting d10

**Common Knowledge:** General Area, Wizards' Ways, Villager Customs, Mok

Customs

**Edges:**

Brawny, Dead Shot, Mighty Blow

**Hindrances:**

Incapable of Communication (Major) cannot speak English, Outsider, Quirk (Does not like water, Cannot Swim)

**Gear:**

Mok Bow (2d6 | 15/30/60 | RoF 1 | Wt 10 | Min Str d10 | AP 2 due to pull),

Mutated Horse-like Thing

## **Background Information**

Ookla was a slave of the same wizard who enslaved Thundarr, and escaped with him. Ookla is one scary guy: he can face down some pretty nasty beasts with just a

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growl and a flex of those gargantuan muscles. He can back up the threat, too: in more than one episode he picks up a car and swings it around. At heart, though, Ookla is a softie. He is Thundarr's stalwart companion, and never in the entire series does he let the Barbarian face a threat alone - unless he's guarding Ariel, that is. Nothing pisses Ookla off faster than threats to Ariel, and nothing makes him happier than getting her back safe (although food comes a close second). Ookla's bow is made for Moks, and anyone with less than d10 in Strength won't be able to draw it.