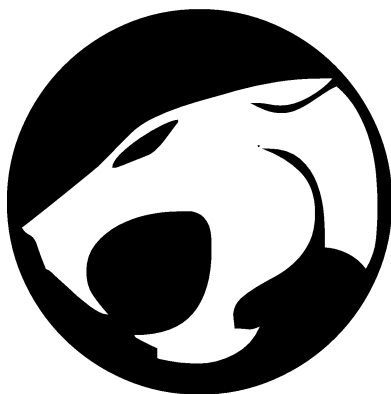


THUNDERCATS



THE ROLE-PLAYING GAME

A TRIGGER SYSTEM RPG

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NIGHTENOLE IMAGINATIONS

Games from Outside the Box

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LEGAL

The Thundercats RPG is an extremely compact RPG system based around the core concepts of the original Thundercats franchise. It is not in any way intended as a challenge of copyright to Rankin-Bass, Warner Brothers, or anyone else that has a vested interest in the success and profitability of the Thundercats franchise. It exists because I had a thought about it and couldn't stop thinking about it. It isn't terribly original or special.

That being said, it is the creation of Jeremiah L. Schwennen and Nightcandle

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INTRODUCTION

The **Thundercats RPG** (called **TCRPG** throughout this book) is a traditional table-top role-playing interpretation of the classic 1980s Thundercats mythos. It allows players to take the role of heroic Thundercats (or villainous servants of evil, if that's your thing), engaging in daring conflict over the survival of the Thundercats and the fate of the primitive world of Third-Earth.

What makes the heroes and villains of Thundercats unique—what has captured the imagination of the world for thirty years—are their incredible powers and the drive with which they pursue their goals. As the Thundercats strive to claim a new home for themselves after the destruction of their home world, Thundera, they make use of their inborn talents and incredible weapons to tame the dangers and foes that call Third-Earth home. But no foe is more persistent and focused on the eradication of the Thundercats than the servant of ancient evil, Mumm-Ra, who will stop at nothing to destroy the Thundercats and to claim the Sword of Omens, the symbol of their leadership, for himself.

The game uses a collection of four-, six-, eight-, ten-, and twelve-sided dice to govern action, success, and failure. The character sheet also houses a graphic organizer that will be essential to play. Tokens of some kind, such as glass stones or simple coins, will track expendable resources during play.

Aside from these dice, tokens, and a character sheet for each player, all that is required to play is some paper, a few pencils, and an imagination that is willing and able to explore the world of Third-Earth.

Like other traditional role-playing games, **TCRPG** requires that one player step up to the responsibility of running the game—a position we refer to as the Narrator. While the players need know only the basics of the game, it is the responsibility of the Narrator to know it all, for he will craft adventures, populate them with opposition and conflict, and be responsible for shepherding the enjoyment of the entire group. It is a heavy responsibility, but a worthy one.

GAME CONCEPTS

TCRPG operates on a dice-driven game mechanic called the Trigger System. The Trigger System, like many role-playing game engines, uses dice to determine if a character is successful and how successful that character is. In the case of TCRPG, characters typically roll 3 six-sided dice, adding all of these numbers together.

Success is determined by comparing the sum of these dice to either a fixed target number (a Standard Action) or the result of a similar pool of dice rolled by the Narrator (a Challenge Action).

Where the Trigger System starts to differ from other systems is in the existence of Triggers, special abilities, quirks, skills, knowledge, tools, powers, and more that are represented on the character sheet by boxes stacked into two Columns. Triggers can only be activated while the status Indicator (a measure of Health) is at or above their box. Triggers grant a bonus that usually aids a character considerably in the task at hand.

These two Columns represent the character's physical nature (the Hard Column) and mental or spiritual nature (the Soft Column). As damage is taken in either Column, the Indicator is slid lower, causing some Triggers to become inactive as the Indicator falls short of their Threshold.

Triggers come in five broad types: Action Triggers, which change the number of dice in the player's hand, Skill Triggers, which change the type of dice in the player's hand, Object Triggers, which can do either of the

above, and Dramatic Triggers, which penalize the dice in the player's hand in exchange for accumulating an expendable resource we call Thundrillium (☪). Multiple Triggers can be “pulled” at once, leading to impressive feats.

Once the hand of dice is determined, it is rolled and totaled. The number is then compared to the fixed target number in a Standard Action or the result of the Narrator's dice roll in a Challenge Action. If the player's roll equals or exceeds the target number, the player's action is successful. The difference between the results determines the effectiveness of the action, with larger differences contributing greater degrees of success.

In the case of some Challenge Actions, failure can have serious consequences, as the amount by which the action failed to reach the target is used to determine the degree of success of the foe on a counterstrike. In this way, combat happens in a furious system of strokes and counter-strokes, mirroring the action of the cartoon.

The fifth kind of Trigger is the Heroic Surge Trigger—all characters have a Heroic Surge Trigger that can usually only be pulled when they are near death or unconsciousness. Heroic Surge Triggers grant huge bonuses to actions and can also penalize the hand of dice that the Narrator draws upon for challenges when used properly.

One additional quirk of the Trigger System is the way that Triggers work on enemies. While players pull their own Triggers, most enemies do not. Enemies start out with their best dice types and hands of dice, and are constructed with Triggers that players may pull for them—weaknesses, vulnerabilities, and tactics that are particularly effective

against these foes. As these Goon Triggers are pulled, dice types will shrink and hands of dice will reduce.

But the Narrator has a secret weapon—Master Villains with complex motives and powers, aided by his own expendable resource, Thundranium (☉)—a resource he only acquires when players use their own ☉ resource to boost their abilities.

Through the fast-paced flow of action and excitement between players and Narrator, the Trigger System and **TCRPG** work together to recreate the experience of the Thundercats animated series of the 1980s!

HISTORY

The planet of Thundera was dying. Its native people, the cat-like humanoid Thunderians, were unable to prevent the destruction of the planet. Fleeing in starships, the Thunderians searched the galaxy for a new home, but they were pursued relentlessly by their old foes, the Mutants of the planet Plun-Darr. As these battles in space took their toll upon Thunderian refugees, a desperate gambit was proposed by their leaders.

On one particular ship, important figures of the Thunderian nobility, including the prince who would one day grow to be their king, happened upon a route that they believed would take them to safety—but it required traveling much farther than they planned. The leader on this vessel, Jaga, placed all other members of the nobility in suspended animation sleeping pods and piloted the ship towards this new destination—Third-Earth.

The journey was long and perilous, and Jaga did not survive it, but he shepherded his charges to the planet before he died.

When the suspended animation pods opened, the Thunderians were met with a savage, primitive world inhabited by many different races. It was a far cry from the technological marvel of Thundera, but it was habitable, and they would call it home. They also discovered that their prince, Lion-O, had been slumbering in a damaged pod that did not properly suspend his growth. While the boy of twelve had entered, a fully-grown adult emerged.

Using their science and technology, the Thunderians carved out a new home for themselves in the mighty Cat's Lair, with vehicles, weapons, and more, all under the leadership of Lion-O, who carries with him the powerful Sword of Omens and its mystical Eye of Thundera. They care the Thundercats!

But their troubles did not end with the establishment of their new home. An ancient servant of darkest evil, the mummy Mumm-Ra, stirred in his tomb upon the arrival of the Thundercats, and he has drawn to his die many clever, powerful enemies, including the surviving Mutants of Plun-Darr, grown older and more savage in their journey across the stars in pursuit of the Thundercats.

At all times, these foes work against the Thundercats, striving to gain command of the magic in the Eye of Thundera and to establish dominion over Third-Earth, and the galaxy, once and for all.

And somewhere out there in the stars, other vessels of refugee Thunderians still drift, searching for a new home.

CREATING CHARACTERS

When it comes time to play a game of TCRPG, players have two options—they can play an existing character from the Thundercats universe or they can build a character of their own, representing one of the newly-arrived refugees from Thundera. While some greatly enjoy one style of play over the other, the truth is that the two are easily interchangeable in this rules-set.

A NOTE ON CHARACTER TYPES: TCRPG can be played and enjoyed as a game of villains-versus-heroes as easily as it can be the story of Thundercats facing down Mutants and Mumm-Ra. While these character creation rules are specific to building Thundercats, inventive players and Narrators will be able to extrapolate from the information here and in subsequent chapters to make it possible to play a reptilian or jackalman with equal ease.

Before a character can be given numbers and game mechanics (what we call the Bio), the player should first consider what type of cat he wishes his character to be. A Thundercat's personality and Triggers are often closely associated with this choice, so thoughts about Cat-Type will inform many of the decisions made in the character creation process.

Characters are built (whether they are canonical characters or new creations) by making a fixed number of selections in each of a number of categories:

ACTION TRIGGERS. The Cat-Type of a Thundercat describes the fundamental Action Triggers of its race. The **ACTION TRIGGERS** chapter

of this book (pg. 13) details a variety of Cat-Types and the Action Triggers granted by each type—players and narrators are free to use the existing Cat-Types to extrapolate new races for their own use, including cross-type characters that take the Hard Trigger from one parent and the Soft Trigger from the other!

SKILL TRIGGERS. The Skill Triggers of a Thundercat describe their physical and mental specialties, measuring the things at which they excel and the things about which they are most knowledgeable. Thundercats have 3 Skill Triggers to depict areas in which they are possessed of better than the average level of talent, expertise, or knowledge. A selection of sample Skill Triggers are described in greater detail in the **SKILL AND DRAMATIC TRIGGERS** chapter (pg. 21).

DRAMATIC TRIGGERS. The Dramatic Triggers of a Thundercat describe their areas of vulnerability and weakness. Each Thundercat character has 2 Dramatic Triggers. Dramatic Triggers can be physical (hard) or mental (soft) liabilities, but they are frequently the source of drama and conflict in the course of play. A selection of sample Dramatic Triggers are described in greater detail in the **SKILL AND DRAMATIC TRIGGERS** chapter (pg. 21).

OBJECTS. The Weapons of a Thundercat are the artifacts of both technology and magic that aid the Thundercat in surviving the perils of Third-Earth. The **OBJECT TRIGGERS** chapter of this book (pg. 25) details a variety of weapons, devices, and vehicles along with their respective Object Triggers. Each Thundercat will start the game with a single Object Trigger, usually in the form of a weapon.

CHARACTER CREATION SUMMARY: NUMBER OF TRIGGER CHOICES

ACTION	SKILL	DRAMATIC	OBJECT
○○	○○○	○○	○

RECORDING TRIGGERS ON THE CHARACTER SHEET

To record each Action Trigger on the character sheet, find the spot in the appropriate column (Hard or Soft) that corresponds to the Threshold in the Trigger description in the **ACTION TRIGGERS** chapter. Mark its Threshold with a circle and list the Trigger name and any notes about the Trigger.

To record each Skill Trigger or Dramatic Trigger on the character sheet, select which spot in the appropriate column (Hard or Soft) you will populate with the Trigger. Mark its Threshold with a circle (Use the even number if your Action Trigger in that column is even, use the odd number if your Action Trigger in that column is odd) and list the Trigger name and any notes about the Trigger.

To record your Object Trigger on the character sheet, find the one remaining Trigger Box on the character sheet. Draw a box around the odd number and a triangle around the even number. Then list the Trigger name and any notes about the Trigger.

ACTION TRIGGERS

Every Thundercat belongs to one or more of several types of cat ancestries, and from these ancestries they derive their most potent game mechanics—Action Triggers. When creating a Thundercat, the first step is often to select what Cat-Type your Thundercat belongs to. Each Cat-Type confers specific Action Triggers that are unique to (or at least prevalent among) their type. *A Thundercats character may never take Dramatic Triggers that directly contradict the Action Triggers of their Cat-Type.*

CAT-TYPE	HARD ACTION TRIGGER	SOFT ACTION TRIGGER
CHEETAH	Superior Speed	Sixth Sense
JAGUAR	Superior Skill	Astral Projection
LION	Superior Prowess	Boundless Courage
PANTHER	Superior Strength	Brilliant Innovation
TIGER	Invisibility Effect	Illusion Casting
WILDCAT	Superior Agility	Wild Cunning

Each Cat description below includes two Action Triggers. For additional information on how Triggers work, see **ACTION MECHANICS** (pg. 33).

CHEETAH

ACTION TRIGGER: Superior Speed (Hard)

THRESHOLD: 5

BONUS: +1 Die

EFFECT: Pull this Trigger to move at incredible speeds. Use Superior Speed to act first in Initiative, to counterstrike non-flying ranged attacks, or to become adjacent to any non-flying foe.

ACTION TRIGGER: Sixth Sense (Soft)

THRESHOLD: 5

BONUS: +1 Die

EFFECT: Pull this Trigger to sense things beyond ordinary perception. Use Sixth Sense to see events from the past, to gain glimpses of the future, or to avoid surprise.

The cheetah is a fast, intuitive cat-type. Agile and strong, cheetahs are known to succumb to exhaustion after extended periods of exertion. The cheetah Cat-Type is exemplified in Thundercats by Cheetara.



JAGUAR

ACTION TRIGGER: Superior Skill (Hard)

THRESHOLD: 4

BONUS: +1 Die

EFFECT: Pull this Trigger to use your incredible combat skills. Use Superior Skill to make close combat attacks, to assess the weaknesses or tactics of an enemy, or to resist attacks targeting you.

ACTION TRIGGER: Astral Projection (Soft)

THRESHOLD: 2

BONUS: +1 Die

EFFECT: Pull this Trigger to send your spirit out of your body. Use Astral Projection to send messages to faraway places, to spy upon distant sites, or to do battle with phantom foes.

The jaguar is a strong, precise Cat-Type. Fast and spiritual, jaguars are dangerously loyal and prone to self-sacrifice. The jaguar Cat-Type is exemplified in Thundercats by Jaga.



LION

ACTION TRIGGER: Superior Prowess (Hard)

THRESHOLD: 2

BONUS: +1 Die

EFFECT: Pull this Trigger to use your incredible physique. Use Superior Prowess to make close combat attacks, to resist physical damage, or to break free of restraints and barriers.

ACTION TRIGGER: Boundless Courage (Soft)

THRESHOLD: 3

BONUS: +1 Die

EFFECT: Pull this Trigger to call upon your legendary courage. Use Boundless Courage to resist fear, to inspire others, or to impress strangers.

The lion is a mighty, proud Cat-Type. Born leaders and skilled warriors, lions struggle to take orders from others and are occasionally overconfident. The lion Cat-Type is exemplified in Thundercats by Lion-O.



PANTHER

ACTION TRIGGER: Superior Strength (Hard)

THRESHOLD: 4

BONUS: +1 Die

EFFECT: Pull this Trigger to use your prodigious strength. Use Superior Strength to make close combat attacks, to lift or shatter objects, or to leap up and make close combat attacks against flying foes.

ACTION TRIGGER: Brilliant Innovation (Soft)

THRESHOLD: 3

BONUS: +1 Die

EFFECT: Pull this Trigger to draw upon your inventive skills. Use Brilliant Innovation to build or repair objects, to pilot vehicles, or to determine how an object works.

The panther is a strong, agile Cat-Type. Very intelligent and resilient, panthers are often possessed of specific phobias and can become single-minded or obsessive. The panther Cat-Type is exemplified in Thundercats by Panthro.



TIGER

ACTION TRIGGER: Invisibility Effect (Hard)

THRESHOLD: 4

BONUS: +1 Die

EFFECT: Pull this Trigger to disappear from sight. Use Invisibility Effect to avoid detection, to dodge attacks, or to gain surprise in combat.

ACTION TRIGGER: Illusion Casting (Soft)

THRESHOLD: 7

BONUS: +1 Die

EFFECT: Pull this Trigger to project life-like illusions. Use Illusion Casting to distract your foes, to fool others, or to disguise yourself or your allies.

The tiger is a brilliant, clever Cat-Type. Introspective and sly, tigers are vulnerable to addiction and, due to their ability to disappear, sometimes lack confidence in their value. The tiger Cat-Type is exemplified in Thundercats by Tygra.



WILDCAT

ACTION TRIGGER: Superior Agility (Hard)

THRESHOLD: 3

BONUS: +1 Die

EFFECT: Pull this Trigger to use your phenomenal agility. Use Superior Agility to avoid ranged attacks, to become adjacent to non-flying foes, or to leap up and make close combat attacks against flying foes.

ACTION TRIGGER: Wild Cunning (Soft)

THRESHOLD: 5

BONUS: +1 Die

EFFECT: Pull this Trigger to outwit your foes. Use Wild Cunning to escape traps, to overcome obstacles, or to gain surprise in combat.

The wildcat is a clever, quick Cat-Type. Agile and slippery, wildcats are among the physically weakest of the Cat-Types and are known to be dangerously impulsive. The wildcat Cat-Type is exemplified in Thundercats by both Wilykit and Wilykat.



A NOTE ON RACES: TCRPG describes the Cat-Types of only those cats present on Lion-O's flagship during the evacuation of Thundera.

It is a known fact that other Cat-Types existed on Thundera, and thus could be the basis for player-generated characters (or later additions to the cast, such as Bengali). When a player or the Narrator sets out to design a new Cat-Type, be sure to pattern their Action Triggers off of those included in this chapter.

If playing non-Thundercat characters, the same general principals apply to any non-human race. A Vultureman would have two Action Triggers, as would a human or a Jackalman. The point is that all characters, regardless of race, have two Action Triggers and those Triggers should be based on characteristics inherent to that race.

SKILL AND DRAMATIC TRIGGERS

Thundercats all possess selectable Triggers of four types: Action Triggers, which are described in the **ACTION TRIGGERS** chapter, Object Triggers (found in the **OBJECT TRIGGERS** chapter), Skill Triggers, and Dramatic Triggers.

This chapter describes Skill Triggers and Dramatic Triggers. These Triggers are the way that a character is best defined in terms of who he or she is and what he or she can do. While the Cat-Type contributes the broad, powerful Action Triggers, it is the finesse and fine-tuning of the Skill and Dramatic Triggers that really flesh out a Thundercat.

A NOTE ON CREATING TRIGGERS: TCRPG encourages players to create new Skill Triggers and Dramatic Triggers when creating new characters. Those listed in this chapter are merely the tip of the iceberg!

When designing a new Trigger, care must be taken to label and define the Trigger broadly enough that it might be used in multiple situations. If you can't imagine a Trigger coming up at least once or twice every other session of play, it may be too specific or too narrow to be worth taking up a slot on the character sheet.

SKILL TRIGGERS

A listing of sample Skill Triggers is included on the table, below. Each skill Trigger may be pulled when a character is taking an action that relates to the Skill Trigger. Multiple Skill Triggers may be pulled at once for cumulative effects. When selecting a Skill Trigger for a character, players must also determine at what Threshold they wish to place the

Skill Trigger. Remember that there are only 8 Trigger Positions, and two of them are automatically set by your Cat-Type.

Note that the headings in each column are for descriptive, grouping purposes only. A character may have a cybernetic eye that grants them infrared vision that would clearly qualify for the Special Senses Skill Trigger, even if that ability is not “Mystic” in nature.

HARD TRIGGERS

ATHLETICS	TECHNOLOGY	MARTIAL	SHADOW
Running	Weaponsmith	Tactics	Theft
Lifting	Mechanic	Unarmed Combat	Picking Locks
Jumping	Pilot	Close Combat	Forgery
Swimming	Architect	Ranged Combat	Stealth
Climbing	Inventor	Gunnery	Disguise

SOFT TRIGGERS

ACADEMIA	ART	INFLUENCE	MYSTIC
Science	Singing	Leadership	Illusionism*
History	Dancing	Deception	Sorcery*
Medicine	Painting	Manipulation	Willpower
Agriculture	Acting	Politics	Lore
Law	Playing Instruments	Negotiation	Special Senses

*Each use of these Triggers costs  (see Using Thundrillium, pg. 43)

DRAMATIC TRIGGERS

A listing of sample Dramatic Triggers is included on the table, below. Each Dramatic Trigger may be pulled when a character is taking an action that would be hindered by that Dramatic Trigger. Multiple Dramatic Triggers may be pulled at once for cumulative effects. When selecting a Dramatic Trigger for a character, players must also determine at what Threshold they wish to place the Dramatic Trigger. Remember that there are only 8 Trigger Positions, and two of them are automatically set by your Cat-Type.

HARD TRIGGERS

TRIGGER	EFFECTS
Clumsy	Interferes with actions that benefit from coordination
Weak	Interferes with actions that benefit from physical strength
Sickly	Interferes with actions that benefit from toughness
Slow	Interferes with actions that benefit from speed
Inept	Interferes with a particular kind of action (defined on the character sheet) example: Swimming

SOFT TRIGGERS

TRIGGER	EFFECTS
Overconfident	Interferes with actions that benefit from planning or preparation
Naïve	Interferes with actions that benefit from caution or investigation
Stubborn	Interferes with actions that benefit from flexibility or adaptation
Crude	Interferes with actions that benefit from social graces
Phobia	Interferes with actions when in the presence of X (defined on the character sheet) example: Bats

OBJECT TRIGGERS

Equipment, be it a handy piece of armor, a vital weapon, or a mighty vehicle, is an integral part of the way that a Thundercat interacts with the world. This chapter describes the various Object Triggers that a Thundercat can purchase at character creation (or add during the course of play).

THRESHOLDS AND HARD/SOFT DISTINCTION

Object Triggers are not inherently Hard (physical) or Soft (mental). Instead, they slot into the last available position on the character sheet. Depending on the nature of the Object Trigger, it may be located on the Hard Column but be primarily used in Soft Actions—this is of no consequence. Some players prefer to place their Object Trigger in the Soft Column because there are slightly fewer ways to take damage in that Column—if this strategy appeals to you, plan accordingly when building your character.

All Object Triggers have a pair of Thresholds that work differently from the standard Thresholds on Action, Skill, or Dramatic Triggers. This is why they are recorded differently on the character sheet (with the square and the triangle, instead of the circle).

For additional information on how Object Triggers work, see **ACTION MECHANICS** (pg. 33).

OBJECT TRIGGER EFFECTS

Object Trigger effects are more specific and codified than the effects of other types of Triggers. When building an Object Trigger, the player or Narrator selects three Effects from the list below. With only a few notable exceptions (such as the Sword of Omens), Object Triggers will have only three effects, whether they are vehicles or weapons.

WEAPON EFFECTS

EFFECT	DESCRIPTION
Battle	Improves dice in close combat actions (not counterstrike actions)
Range	Allows ranged combat actions; ranged combat actions also gain benefits of all Object Trigger
Stun	Close combat damage is Soft (also applies to counterstrike actions)
Area	Adds 1 die to close combat actions
Distract	Successful hit pulls target's Distracted Trigger
Shield	Improves dice in resist combat actions (not counterstrike actions)
Grapple	Improves dice in climbing actions
Backlash	Improves dice in counterstrike actions

VEHICLE EFFECTS

EFFECT	DESCRIPTION
Armor	Adds 1 die to resist combat actions (not counterstrike actions)
Turbo	Improves dice in movement actions
Flight	Allows flight
Barrage	Allows ranged combat actions; Improves dice for ranged combat actions
Scanner	Improves dice for actions to detect; includes special senses
Transport	Allows Object Trigger to carry multiple passengers who may benefit from Flight and Turbo effects
Ram	Improves dice for close combat actions (not counterstrike actions); adds 1 die to close combat
Eject	Allows owner to drop this Object Trigger and replace with another in a single action.

DROPPING AND LOCKING OBJECT TRIGGERS

Since Object Triggers represent objects, characters may occasionally share Object Triggers with one another, or switch their preferred weapon for a particular action or event. More commonly, characters may decide to forego their normal Weapon in favor of piloting a Vehicle. In all of these cases, they are considered to be either Dropping (removing) or Locking (adding) an Object Trigger. Under no circumstance can a character be using more than one Object Trigger at once.

Such changes are temporary—if a character wishes to permanently replace his Object Trigger, this requires the expenditure of **Experience Points** (see pg. 45).

SAMPLE VEHICLE: THUNDERTANK

While example weapons are showcased on the characters described in **SAMPLE CHARACTERS** (pg. 29), none of the Thundercats in that chapter have a vehicle as their Object Trigger (although Panthro would likely most often have dropped his Fighting Sticks and locked The Thundertank in their stead).










OBJECT TRIGGER: The Thundertank


EFFECTS: Armor, Turbo*, Barrage*, Transport, Ram, Eject*










NOTE: The Thundertank requires two pilots (must be locked as the Object Trigger on two character sheets) in order to function. Thus, it has 6 effects. If only one pilot has the Thundertank locked, the effects listed with an asterisk (*) are not present.











SAMPLE CHARACTERS










Below you will find descriptions of the seven Thundercats that crashed on Third-Earth in Lion-O's flagship, built using TCRPG rules.











10	<HARD	LION-O		SOFT>	10
9		Pilot (Skill) +1 Step	Naïve (Dramatic) -1 Step +1 		8
7		Close Combat (Skill) +1 Step	Leadership (Skill) +1 Step		6
5 4		Sword of Omens (Object) Battle, Range, Shield, Grapple, Backlash, Sight, Beacon	Overconfident (Dramatic) -1 Step +1 		4
3		Superior Prowess (Action) +1 Die	Boundless Courage (Action) +1 Die		2
1		Heroic Surge			1











SPECIAL RULES: Lion-O's *Sword of Omens* Object Trigger is an object of immense power. The Object Trigger represents the Sword, the Claw Shield, and the Eye of Thundera. The **Sight** effect grants Lion-O "Sight Beyond Sight": +1 Die and +1 Step to mystically sense things happening far away. The **Beacon** effect allows Lion-O to Trigger a Heroic Surge in all Thundercats as though they each had .

10	<Hard	PANTHERO		Soft	10	
9		Mechanic (Skill) +1 Step	Stubborn (Dramatic) -1 Step +1 		8	
7		Close Combat (Skill) +1 Step	Fighting Sticks (Object) Range, Stun, Grapple		7 6	
5		Superior Strength (Action) +1 Die	Phobia: Bats (Dramatic) -1 Step +1 		4	
3		Pilot (Skill) +1 Step	Brilliant Innovation (Action) +1 Die		2	
1		Heroic Surge				1

10	<Hard	CHEETARA		Soft	10	
8		Running (Skill) +1 Step	Agriculture (Skill) +1 Step		8	
7		Bo-Staff (Object) Shield, Area, Battle	Over-Cautious (Dramatic) -1 Step +1 		6	
4		Superior Speed (Action) +1 Die	Sixth Sense (Action) +1 Die		4	
2		Weak (Dramatic) -1 Step +1 	Manipulation (Skill) +1 Step		2	
1		Heroic Surge				1

10	<HARD	TIGRA		SOFT>	10
9		Architect (Skill) +1 Step	Bola Whip (Object) Backlash, Grapple, Range		9 8
7		Close Combat (Skill) +1 Step	Illusion Casting (Action) +1 Die		 6
5		Invisibility Effect (Action) +1 Die	Stubborn (Dramatic) -1 Step +1 		 4
3		Inept: Swimming (Dramatic) -1 Step +1 	Willpower (Skill) +1 Step		 2
1		Heroic Surge			1

10	<HARD	WFLYBIT OR WFLYBAT		SOFT>	10
	8	Theft (Skill) +1 Step	Illusionism (Skill) +1 Step -1 		 8
	6	Weak (Dramatic) -1 Step +1 	Deception (Skill) +1 Step		 6
5 4		Board and Capsules (Object) Flight, Distract, Stun	Wild Cunning (Action) +1 Die		 4
	2	Superior Agility (Action) +1 Die	Overconfident (Dramatic) -1 Step +1 		 2
1		Heroic Surge			1

10	<HARD	JAGA		SOFT>	10
9		Lightning Spear (Object) Area, Battle, Range	Sorcery (Skill) +1 Step		9
8			-1 		
7		Old (Dramatic) -1 Step	Cryptic (Dramatic) -1 Step		7
		+1 	+1 		
5		Superior Skill (Action) +1 Die	Lore (Skill) +1 Step		5
					
3		Tactics (Skill) +1 Step	Astral Projection (Action) +1 Die		3
					
1		Heroic Surge			1

SPECIAL RULES: Jaga is a spirit during the Thundercats' time on Third-Earth. The Bio above represents Jaga as he was in life—to reflect his spectral form, which is only particularly effective against phantom foes, he disregards the Hard Column altogether. Phantom Jaga cannot Heroic Surge (because he disincorporate when he loses his Astral Projection Trigger) but he can benefit from a Heroic Surge Triggered by Lion-O's **Beacon** effect. Phantom Jaga is immune to all non-magical combat.

ACTION MECHANICS

TCRPG is a game of action and excitement. The previous chapters have painted the details of how a Thundercats character is created and assigned values for its various capabilities—but how do those qualities impact the action of the game?

The Action Mechanics chapter highlights the various actions a Thundercat can take, both in combat and outside of it—and presents flexible rules that should be applicable to almost any situation that the Narrator concocts.

THE TRIGGER COLUMNS

At the center of all action in **TCRPG** are the Trigger Columns. Each player character has two Trigger Columns, and each starts play each session with an indicator (we recommend a paperclip) pointing to the “10” position on both Trigger Columns. These indicators are then moved by both hard (physical) damage and soft (mental/mystical) damage and exertion from pulling Triggers. The indicators can be moved to “0,” but no lower.

ACTIONS

Anytime a Thundercat player character undertakes a task with the legitimate possibility of failure, he is engaging in an action.

In most ordinary circumstances, the player attempting the action simply gathers a handful of three 6-sided dice, rolls those dice, and adds the results of all three dice together to determine a score. This score is compared to either a **Standard Difficulty** (see below) or the result of a similar dice roll made by the Narrator in the case of a Challenge Action.

What complicates this process, and where the name of the **TCRPG** engine, the Trigger System, gets its name is in the use of Triggers. Players may, before rolling the dice, pull any and all Triggers on their character sheet that are currently active (i.e., the indicator in their column has not fallen below their Threshold) and represent abilities that are relevant to the action.

The four main kinds of Triggers each have a slightly different impact on the hand of dice, and all must be pulled before rolling the dice.

ACTION TRIGGERS

When a Thundercat pulls his Action Trigger, he adds another die to his hand of dice. If the step of the dice has changed (see below), the new die is of the changed dice type—all dice in the hand should always be of the same type. If multiple Action Triggers are pulled, multiple dice are added to the hand. Note that changes to dice quantity that would take a hand above 6 dice are wasted.

After rolling the hand of dice, the player adds up the values of all dice rolled (not just three of them).

SKILL TRIGGERS

When a Thundercat pulls his Skill Trigger, he improves the type of dice in his hand of dice. No matter how many dice are in the hand, or how many are added after this Trigger is pulled but before the hand is rolled, all dice in the hand change steps. If multiple Skill Triggers are pulled, multiple step changes occur, as outlined on the chart below. Note that step changes above a 12-sided die are wasted.

DIE TYPE STEP CHANGES: SKILL TRIGGERS (LEFT TO RIGHT)				
D4	D6	D8	D10	D12

OBJECT TRIGGERS

When a Thundercat pulls his Object Trigger, he gains all relevant effects associated with that Object Trigger. Some of these effects may improve the type of dice in his hand of dice, some may change the number of dice in his hand of dice, and still others simply grant the ability to do things which he might not otherwise have been able to do (such as fly or make a ranged combat attack).

Object Triggers interact with Thresholds differently than other Triggers. While other Triggers become inactive when the indicator slides below their Threshold (as marked by a circle on the character sheet), Object Triggers have no circle Threshold. Instead, they have a square Threshold, also called the Disabled Threshold, and a triangle Threshold, also called the Disarmed Threshold.

If the indicator of the appropriate column *reaches* the Disabled Threshold, the Object Trigger can no longer be pulled (note that this is slightly different from the way the regular Threshold works). This represents an exhaustion of the charges, ammunition, or readiness of the object.

If the indicator of the appropriate column *reaches* the Disarmed Threshold, the Object Trigger is considered to be dropped (see below). It requires an action to lock the Object Trigger back into readiness, in the event that the Thundercat has health restored and the indicator rises above the Disarmed and Disabled Thresholds again. IN some cases, additional actions may be required before a previously Disabled Object Trigger can be pulled again—see **Damaging Vehicles or Weapons**, below.

DRAMATIC TRIGGERS

When a Thundercat pulls his Dramatic Trigger, he *reduces* the type of dice in his hand of dice. No matter how many dice are in the hand, or how many are added after this Trigger is pulled but before the hand is rolled,


all dice in the hand change steps. If multiple Dramatic Triggers are pulled, multiple step changes occur, as outlined on the chart below. Note that step changes below a 4-sided die are wasted.

There is an upside to pulling a Dramatic Trigger: Each time a Dramatic Trigger is pulled, the character earns .

DIE TYPE STEP CHANGES: DRAMATIC TRIGGERS (LEFT TO RIGHT)				
D12	D10	D8	D6	D4

EXHAUSTION

Anytime a character pulls more than one Trigger for the same hand of dice, he suffers a point of exhaustion. Exhaustion is identical to damage, and it is applied in the same way (see **Taking Damage**, below). The damage may be assigned to any Trigger Column that houses one of the pulled Triggers. If two Triggers were pulled, both from the Hard Column, then the exhaustion damage must be applied to the Hard Column.

Exhaustion damage can be offset by spending  (see **Using Thundrillium**, below).

STANDARD DIFFICULTIES

Arbitrating difficulty numbers is far and away the most temptation-riddled part of the Narrator's job. There are five possible difficulties for a Narrator to select when determining the complexity of an action. The first is "Easy"—a Standard Difficulty of 9. Many times, actions of this complexity will not even need to be rolled.

Standard Difficulty 12 is Average, and is the default difficulty for any unopposed action. Much less common are the three upper-challenge Standard Difficulties. Standard Difficulty 16, called Daunting, represents unopposed actions at which failure can cause a degree of harm, either literally or figuratively, to the character.

Standard Difficulty 20, referred to as Perilous, governs extremely challenging actions where severe danger is posed to the character. Standard Difficulty 25, Harrowing, is exceedingly rare and describes only the most daring, life-threatening, and horrifying actions.

The chart below summarizes the Standard Difficulties and provides an extrapolation of even higher Difficulties, should your game require such monstrous things.

STANDARD DIFFICULTIES				
Easy	Average	Daunting	Perilous	Harrowing
9	12	16	20	25
<i>Additional Standard Difficulties: 30, 36, 42, 48, 54</i>				

CHALLENGE ACTIONS

When an action is opposed by another entity, such as a killer robot or the dark wizard Mumm-Ra, the action does not rely upon a Standard Difficulty. Instead, it is a Challenge Action, and the score resulting from the roll of the player's hand of dice is compared to the results of a similar roll by the narrator using dice representative of the opposing entity's abilities.

Challenge Actions succeed when the player's total is higher than the opposing entity's total. The amount of difference between the two totals sometimes has important effects on the game, in particular when determining how much damage an attack has done.

COMBAT

Combat only differs from any other set of actions in the sense that it usually happens with a greater feeling or urgency. When the action of a story escalates to a combat situation—or any other time that the pace of things accelerate to a point where every second counts—combat rules take effect.

During combat, Thundercats take actions in an order known as Initiative. Initiative is determined by having all participants in the conflict roll an action. Triggers that represent speed, such as the Superior Speed Action Trigger, Running Skill Trigger, or Turbo Effect Object Trigger are often used to bolster action rolls used to determine Initiative.

Characters proceed through a round of combat in the order of their result on the Initiative action.

For the purpose of combat, **TCRPG** measures movement in an abstract measure called Zones. Thundercats are always equipped with hand-held weapons or bare-handed fighting techniques which allow them to do hand-to-hand combat with other characters in adjacent Zones, while any attack that includes a pulled Trigger that confers Ranged Attacks has a range of 3 Zones. A Thundercat can increase or decrease the number of Zones between him and an opponent by 1 during each action undertaken in combat. Characters with Triggers that make sense for closing distance more quickly can pull those to move further than a single zone, but they gain no other benefit from the pulling of that Trigger during this action.

The actual length of a combat round is assumed to be about 30 seconds.

A NOTE ON SPEED: The following Triggers printed in this rulebook are assumed to be of benefit in more rapidly closing distance:

Pulling Skill Triggers such as Running or Jumping, Object Triggers such as Turbo, and Action Triggers such as Superior Agility usually allow a character to move 2 zones as part of a single action.

Pulling Skill Triggers such as Swimming or Climbing MAY allow a character to move 2 zones as part of a single action, depending on the relevancy of the Skill Trigger to the situation.

Pulling the Action Trigger: Superior Speed will allow a character to move up to 4 zones as part of a single action.

Final call on if and when these bonuses apply rests with the Narrator.

CHALLENGE ACTIONS IN COMBAT

Whenever a combat action is undertaken against a foe, the foe has two options for how to Challenge the action. They may Resist the Attack (think of this as dodging or blocking) or they may Counterstrike. Against Ranged attacks, Resist the Attack is the ONLY option.

In either case, the player of the character attempting to Resist or Counter the attack forms a hand of dice and pulls relevant Triggers. The results are compared. If the attacking character's roll is higher, no matter whether the target was Resisting or Counterstriking, the target takes damage (see below). If a Resist roll wins, the target takes no damage. If a Counterstrike roll wins, the attacker will take damage based on the difference between the rolls, as described under "Counterstriking," below.

TAKING DAMAGE

Thundercats and the various other entities on Third-Earth (and beyond!) can take 10 points of hard damage (that is, damage to their physical bodies as recorded on the Hard Column) and 10 points of soft damage (that is, damage to their minds or spirits as recorded on the Soft

Column). To track this Health, indicators are slid up and down the Columns on the character sheet.

Characters take damage when their Resist or Counterstrike rolls fail to exceed the value of an attack action rolled against them. The amount by which they failed determines the amount of damage they take, as indicated on the chart below. Damage is considered Hard except under special circumstances outlined under **Soft Damage Sources**, below.

TAKING DAMAGE		
Difference in values is less than current value of Hard Column	Difference in values is greater than current value of Hard Column	Difference in values is greater than combined current value of Hard and Soft Columns
1 HARD DAMAGE	2 HARD DAMAGE	2 HARD DAMAGE, 1 SOFT DAMAGE

Characters reduced to unconsciousness (If either Column falls below 1) are unable to perform any actions. They just kind of lay there, hoping desperately that they escape the notice of their foes. If both Trigger Column Indicators should happen to be released below 1 at the same time, the character is dead.

COUNTERSTRIKING

Counterstriking does damage in exactly the same way that a regular attack that wins does damage, with the same chart used to determine damage. Note that Counterstriking cannot be used against Ranged attacks, including those attacks that deal Soft Damage.

SOFT DAMAGE SOURCES


Most of the times that a character takes Soft Damage, it is from exhaustion or critical hits that happen to do bonus Soft Damage. The key to doing Soft Damage beyond these limited situations is the use of the Sorcery Skill Trigger. This Trigger indicates a Ranged, Soft attack.

Foes that are designated as Phantoms are also able to do Soft Damage with their attacks—in fact, they are unable to do Hard Damage!

The players or Narrator may develop other Triggers that indicate psychic or mystic attacks.

HEALING

There are four ways for a Thundercat to recover Health, each more rare (and more powerful) than the one before.

HEROIC SURGE. A Thundercat reduced to a “1” on either Column can recover by pulling their Heroic Surge Trigger. The character heals *both* Hard and Soft Damage equal to his current Thundrillium supply. The additional effects of a Heroic Surge are described under **Using Thundrillium**, below. As a less drastic means, a Thundercat may spend  to heal 1 Hard Damage and 1 Soft Damage at any time.

DEEP REST. Between sessions of play, a Thundercat can rest deeply, restoring his Health in both Columns to full. While this isn’t an especially speedy method of recovery, it is one of the few methods of healing that has no strings attached.

MEDICAL TREATMENT. A character with a relevant Trigger (such as the Medicine Skill Trigger) may pull it with an action to heal another character of Hard Damage. This is a Standard Action. The amount of damage repaired is based on what Standard Difficulty is reached. An

Easy result heals 1 damage, Average 2, Daunting 3, Perilous 4, and Harrowing 5.

MAGICAL HEALING. A character with a relevant Trigger (such as the Sorcery Skill Trigger) may pull it with an action to heal another character of Soft Damage. This is a Standard Action. The amount of damage repaired is based on what Standard Difficulty is reached. An Easy result heals 1 damage, Average 2, Daunting 3, Perilous 4, and Harrowing 5.

FLIGHT IN COMBAT

Through a variety of means and methods, some characters are able to fly. Flight offers a notable advantage in combat, in that only Ranged attacks can target a character who is actively flying. Similarly, a character who is flying can only target non-flying characters with Ranged attacks.

To maintain flight, a character must pull the Trigger that enables flight each and every round. If a character fails to pull this Trigger, they are assumed to land. If the character loses access to the Trigger because damage takes the indicator below the Trigger's Threshold, the character is assumed to have crashed and takes 1 Hard Damage and 1 Soft Damage.

DAMAGING VEHICLES OR WEAPONS


Vehicles are damaged in a somewhat counter-intuitive way in **TCRPG**. If a vehicle is Disabled (or Disarmed) it is considered unable to function. The pilot may Drop the vehicle and lock a different Object Trigger in its place, as described in **OBJECT TRIGGERS** (pg. 25).

If a character wishes to lock a vehicle-based Object Trigger after it has been disabled, he must both a) bring his appropriate Column Indicator up above the Object Trigger slot's Disabled Threshold and b) Succeed at an Average vehicle repair action (which benefits from Triggers such as the Mechanic Skill Trigger).

In some cases, the Narrator may require a similar action in the case of weapons before they can be used again following a drop to or below their Disabled Threshold (such an action would benefit from the Weaponsmith Skill Trigger).

These complications exist to offset the ease with which characters can switch out their Object Triggers and can be disregarded by the Narrator if they slow down gameplay to an excessive degree.






USING THUNDRILLIUM


Thundercats have access to a reserve of energy referred to as Thundrillium and represented throughout this rulebook graphically by the symbol .

Every Thundercat starts each session of play with  in their supply and may hold a maximum of  at any one time.


Thundrillium is gained by pulling Dramatic Triggers throughout the course of gameplay. It is also gained when the Narrator pulls a Villainous Surge Trigger (see ~~NARRATING THIRD-LAB TH~~, pg. 47).

Thundrillium is spent for the following purposes:

- : Ignore the exhaustion from a single action
- : Pull the Sorcery Skill Trigger once
- : Pull the Illusionism Skill Trigger once
- : Heal 1 Hard Damage and 1 Soft Damage
- : Add 1 die to your hand of dice for a single action (may not exceed 6 dice in hand)

: Improve the step of the dice in your hand by 1 step for a single action (may not exceed 12-sided dice)



Thunderdrillium is also spent to power the Heroic Surge Trigger.


PULLING THE HEROIC SURGE TRIGGER. At any time that a Thundercat falls to “1” Health in either Trigger Column, he may immediately pull his Heroic Surge Trigger. He immediately heals Hard and Soft Damage equal to his current Thunderdrillium supply. He then takes an action without pulling any Triggers (except Object Triggers). Instead, for each Thunderdrillium in his current supply, he may either add 1 die to his hand or improve the step of his hand of dice by 1. This means that a character with  would be able to roll six 12-sided dice for that next action.

After pulling the Heroic Surge Trigger, all the character’s Thunderdrillium is discarded from play (NOT converted to Thundranium!).

Note that only Thundercats have Heroic Surge Triggers. Master Villains have Villainous Surge Triggers, but otherwise, no other characters have access to this ability. A character may pull their Heroic Surge Trigger once per Adventure (Lion-O’s Beacon effect can also be used on a character once per Adventure, for a total of 2 Heroic Surges when the Sword of Omens is in play.)

THE PRICE OF USING THUNDRILLIUM






With the exception of the Heroic Surge Trigger, anytime a character spends , the point is handed over to the Narrator. This point is converted to Thundranium, a source of power for Master Villains that is represented in the rules by the symbol .

The uses of  are described in detail in the **NARRATING THIRD-PARTY** chapter. Suffice it to say, the Narrator having a large pool of Thundranium is a bad thing.

THE OMEN GAMBIT

Anytime that two or more characters pull their Heroic Surge Trigger at the same time, the Narrator’s Thundranium supply is reduced by an amount indicated on the chart below.


This technique is called the Omen Gambit because using it outside of the forced Heroic Surge Trigger effect of Lion-O’s Sword of Omens is risky. Characters are at their most vulnerable when they are eligible to pull their Heroic Surge Trigger, and the Narrator will surely pounce on that fact!

THE OMEN GAMBIT					
Number of Thundercats simultaneously pulling Heroic Surge Triggers	2	3	4	5	6 OR MORE
Amount of Thundranium Depleted from Narrator’s Supply					

SPENDING EXPERIENCE POINTS

Throughout the course of play, characters will be rewarded with Experience Points by the Narrator. Experience Points come from three primary sources:


- Unused Thundrillium points at the end of the session convert to Experience Points at a 2:1 ratio (that is, you get half of your leftover Thundrillium, rounded down, back in Experience Points).

- Unused Thundranium from the Narrator’s supply at the end of the adventure (not the session) converts to Experience points for each player on a 1:1 basis (that is, if the Narrator has  left at the end of the adventure, each player will get 5 Experience Points).
- Completing heroic objectives in the adventure are worth either Group Experience Points or Individual Experience Points, depending on the objectives.

Experience Points accumulate over time and are used to purchase improvements to a character. The possible improvements, and the cost of each, is indicated on the table below.

Note that unlike many games, characters do not grow more powerful over the course of play, but rather they evolve and change.

EXPERIENCE EFFECTS

XP COST	DESCRIPTION
5	Swap the location of two Triggers. Note that Hard and Soft Triggers must remain in the appropriate Column.
10	Change one of your Dramatic Triggers
10	Change one of your Skill Triggers
15	Switch the Thresholds in one Column from evens to odds (or from odds to evens)
20	Change your default Object Trigger
20	Change one of your Action Triggers
30	Change one of your Skill Triggers to a Dramatic Trigger
50	Change one of your Dramatic Triggers to a Skill Trigger NOTE: This will disrupt your ability to collect 

NARRATING THIRD-EARTH

To keep adventures on Third-Earth engaging, the heroes must deal with dangers and threats prove a true challenge to the Thundercats. This chapter provides Bios for two Master Villains and a collection of simplified Goons Bios representing the Mutants of Plun-Darr.

Additionally, this chapter outlines the uses of Thundranium, how to provide Experience Points for Heroic Objectives, and how Triggers work for Goons.

THE DANGERS OF AN UNTAMED LAND

Third-Earth is a world of incredible, forgotten technology and mysterious, unknowable magic. There are hundreds of tribes of humans, robotic bears (the Berbils), and more out there waiting to be discovered. These mysteries also bring with them great danger, and the Narrator's imagination is the only limit to what foes and challenges might be arrayed against the Thundercats.

THE MUTANTS OF PLUN-DARR

The most personal foes of the Thundercats are the Mutants of Plun-Darr, who followed the trail of the Thundercats' original ship to Third-Earth and even now plot to destroy their mortal enemies.

The Mutants are comprised of four main Types, all answering to the leadership of the Reptillian Slithe. While the Mutants are often found working with the dreaded Mumm-Ra (see below), they are just as often working for Slithe. Of course they often turn on one another in such a way that it's hard to believe that any stratagem employed by the Mutants will end in victory, but they are never short of ideas!

Most of the Mutants classify as Goons: they are foes, but they lack the strength and wits to prove a true challenge to the Thundercats. They are cannon fodder on their best days, but that role is essential! The Mutants described below serve as Goons for either Slithe or Mumm-Ra. It is also not unheard of for a Goon to rise up to Master Villain status—such a tale makes for a great series of adventures!

TYPE: Reptilian

HEALTH (HARD/SOFT): 6/4

WEAPONS: Range, Stun

TYPE: Jackalman

HEALTH (HARD/SOFT): 5/5

WEAPONS: Battle, Shield

TYPE: Monkian

HEALTH (HARD/SOFT): 7/3

WEAPONS: Battle, Grapple











TYPE: Vultureman

HEALTH (HARD/SOFT): 4/6

WEAPONS: Range, Area

MASTER VILLAIN: SLITHE

Slithe is a fiendish, sadistic, greedy creature—and those are his good qualities! The undisputed leader of the Mutants (as long as he’s around), Slithe occasionally finds the nerve to stand up to Mum-Ra, but usually opts to embark on his own schemes while the dark wizard is sleeping.

10	-HARD	SLITHE		SOFT	10
9		Mechanic (Skill) +1 Step	Dim-Witted (Dramatic) -2 		8
7		Close Combat (Skill) +1 Step	Battle Axe (Object) Battle, Area, Shield	7	6
5		Superior Strength (Action) +1 Die	Cowardice (Dramatic) -2 		4
3		Stealth (Skill) +1 Step	Cruelly Inventive (Action) +1 Die		2
1		Villainous Surge: Summon Mutant Goons equal to 			1

MASTER VILLAIN: MUMM-RA

Mumm-Ra is a sorcerer and demon-priest, an ancient native from Third Earth that serves as the undead focus for the Ancient Spirits of Evil—four god-like entities of nearly unlimited power whose influence is limited to the Black Pyramids on Third Earth. As such, outside of the pyramids, they can only interact with the physical world through Mumm-Ra. They provide him with immortality in exchange for perpetual servitude. Mumm-Ra usually resides in his Black Pyramid as a withered, corpse-like being; however, he can alter his form by reciting the following incantation: "Ancient spirits of evil, transform this decayed form to Mumm-Ra, the Ever-Living!" This transforms him into a muscular fiend with the power of flight and even more potent, awesome magic.

10	<HARD	MUMM-RA	SOFT>	10
9		Forgery (Skill) +1 Step	Vain (Dramatic) -2	8
7		Tactics (Skill) +1 Step	Illusionism (Skill) Battle, Area, Shield	6
5		Evil Incantation (Object) Battle, Range, Area, Shield, Backlash, Flight, +1	Cowardice (Dramatic) -2	4
3		Frail (Dramatic) -2	Master of Sorcery (Action) +1 Die	2
1		Villainous Surge: Teleport back to Sarcophagus and Remove from Play equal to your		1

USING THUNDRANIUM

Each time a character spends ⚡ (except for during Heroic Surges), an equal amount of ⚡ is added to the Narrator's supply. This is most easily done by simply collecting the tokens used by the player characters as they spend them.

Thundranium can be used in similar ways to Thundrillium, but with a few more restrictions. Thundranium can be spent to aid both Goons and Master Villains.

⚡: Ignore the exhaustion from a single action

⚡: Pull the Sorcery Skill Trigger once

⚡: Pull the Illusionism Skill Trigger once

⚡: Heal 1 Hard Damage OR 1 Soft Damage

⚡: Add 1 die to your hand of dice for a single action (may not exceed 5 dice in hand)

⚡: Improve the step of the dice in your hand by 1 step for a single action (may not exceed 10-sided dice)

Thundranium is also spent to power the Villainous Surge Trigger.

PULLING THE VILLAINOUS SURGE TRIGGER. At any time that a Master Villain falls to "1" Health in either Trigger Column, he may immediately pull his Villainous Surge Trigger. He immediately heals a total amount of Damage equal to his current Thundranium supply—the narrator decides how much of the healing is Hard and how much is Soft, so long as the two amounts of healing total the current amount of Thundranium. He then follows the directions listed on the Villainous Surge portion of the Master Villain character sheet.

After pulling the Villainous Surge Trigger, all the character's Thundranium is discarded from play and the Narrator cannot earn any additional Thundranium in this Adventure unless a new Master Villain enters the story.

GOON TRIGGERS

Goons do not have Triggers in the traditional sense, although they do gain weapon effects that mirror those found in Object Triggers. Instead, all Goons are subject to the following 3 Triggers. Three of these Triggers are pulled by players, and 1 is pulled by the Narrator.

Narrators should feel free to invent other Goon Triggers, particularly when introducing new types of Goons into the game. A Master Villain is only as good as his foot soldiers, henchmen, lackeys, and minions, after all!

GOON TRIGGER: Distracted

CONDITION: Pulled by players using an action with an Object Trigger with the Distract effect or the Illusionism Skill Trigger. This action, if successful, does no damage, but instead pulls this Trigger.

EFFECT: This goon's hand of dice is now reduced by one step indefinitely.

GOON TRIGGER: Entangled

CONDITION: Pulled by players using an action with an Object Trigger with the Grapple effect or the Unarmed Combat Skill Trigger. This action, if successful, does no damage, but instead pulls this Trigger.

EFFECT: This goon's hand of dice is now reduced by one die indefinitely.

GOON TRIGGER: Enraged

CONDITION: Pulled by the narrator during a failed action targeting a player character. This does not include Counterstrikes.

EFFECT: This goon suffers 1 Hard Damage and 1 Soft Damage; the Narrator gains ☹.

PLANNING ADVENTURES

An adventure in TCRPG usually starts with the answer to a simple question: Who wants what and why. Once this question has been answered (for example: Mumm-Ra wants the Sword of Omens so he can open a portal to the Dimension of Evil), the next step is to determine how the Master Villain will attempt to complete his or her plot. In the example, Mumm-Ra might decide to cast a plague on a farm village to lure out Lion-O and then spring his trap—a magically animated army of stone statues!

Adventures can take a single session of play or several sessions of play, it all depends on the complexity of the Master Villain's plot. Regardless of that, each session of play should give characters the chance to earn Experience Points from Heroic Goals.

HEROIC GOALS

Every adventure should offer at least 3 goals that the heroes strive to complete together. As they complete each goal, the entire group earns an Experience Point.

There should also be 2 goals in each adventure that can only be completed by a single character. These individual Experience Points represent particular acts of valor, heroism, or cunning that allow specific characters to shine and every effort should be made to distribute these points evenly over time.

ALLIES (ABA: WHAT ABOUT SNARF?)

There is a creature called a Snarf that once served as Lion-O's nursemaid. Now, he serves as Lion-O's conscience and comic relief. You may have noticed that this book is nearly over, and we have not talked about Snarf. What's his deal? What's the deal with any of the smallish helpers out there, like the Berbils, when it comes to game mechanics?

If you feel like Snarf needs mechanical representation, let him count as an inexhaustible point of Thundrillium. That way he can aid the team in a variety of ways but nobody has to play him. If someone wants to play him... well, that means someone has to come up with two Action Triggers for Snarf's race. Have fun with that!

BASES (ABA: WHAT ABOUT CAT'S LAIR?)

Cat's Lair is a source of drama and a place for excitement, not a weapon to be trotted out for battle with Mumm-Ra or the mutants. Cat's Lair can be treated as a Vehicle with no Turbo or Flight effects, and locked like any other Object Trigger, in the event that its impressive fortifications and armaments are needed in actions taking place in your story.

THE EYE (ABA: DOES SOMEONE HAVE TO PLAY LION-O?)

No one is required to play Lion-O. For that matter, the party does not need to have the Sword of Omens in it. Thundercats player characters are perfectly capable of saving the day and defeating Master Villains without Lion-O and his magic sword. That being said, things are

much, much easier with Lion-O around, and his Beacon ability can turn the tide of almost any fight.

But that only seems fair, since on the cartoon, the minute he fired off that beacon, everything fell apart for the forces of evil.

RESOURCES

The **TCRPG** project is not without many, many people to thank. The following resources were invaluable in the compilation of this game and deserve your patronage:

- [Wikipedia](#) (World information)
- [Dafont.com](#) (Fonts)
- [Thundercats.wikia.com](#) (Tons of information about all things Thundercats)
- [Lulu.com](#) (Printing services)
- [Jlschwennen.wordpress.com](#) (my blog, where this project starts, ends, and lives)

Aspiring Narrators may want to check out the following critical resources:

- [Gamemastering](#) (a terrific manual on how to run RPGs, produced by [vagrantworkshop.com](#))
- [The 1980s Visionaries](#) animated series, particularly the first season.

BLANK CHARACTER

10	<HARD	NAME:	SOFT>	10
9				9
8		Trigger: Effect:	Trigger: Effect:	8
7				7
6		Trigger: Effect:	Trigger: Effect:	6
5				5
4		Trigger: Effect:	Trigger: Effect:	4
3				3
2		Trigger: Effect:	Trigger: Effect:	2
1		Heroic Surge		1

APPENDIX

If you are at all like the author of this book, you like to have a book in your hands, not just on your screen. Since it would be wrong (and illegal) for the author to print this book and charge you for the product, since he does not own the IP for Transformers in any way, this appendix contains the directions required to print it yourself at a fabulous online printing company, Lulu (lulu.com).

1. Go to lulu.com and create an account/sign in
2. Click PUBLISH, then BOOKS, then START PUBLISHING
3. Click MAKE PAPERBACK BOOK
4. For Working Title, enter: Thundercats - The Role-Playing Game, for Author enter: Jeremiah Schwennen, and select KEEP IT PRIVATE AND ACCESSIBLE ONLY TO ME, click SAVE & CONTINUE
5. For paper select STANDARD. For size select TALL then COMIC BOOK. For binding select PERFECT BOUND. For color select BLACK AND WHITE PRINTING, click SAVE & CONTINUE
6. Upload this file and create a cover of your choosing by following the rest of the steps in Lulu's easy user interface.

Please remember: This book CANNOT BE SOLD OR USED TO GENERATE PROFIT IN ANY FORM.

VERSION HISTORY

o.o: Original release of complete rules. 60 pages. 07-22-2014

A NOTE ON REVISIONS: If you have suggestions or requests for revision or expansion for **TCRPG**, please send those thoughts to nightcandleimagnations@gmail.com or leave comments on the **TCRPG** hosting page at

jlschwennen.wordpress.com/writing-projects/tcrpg