

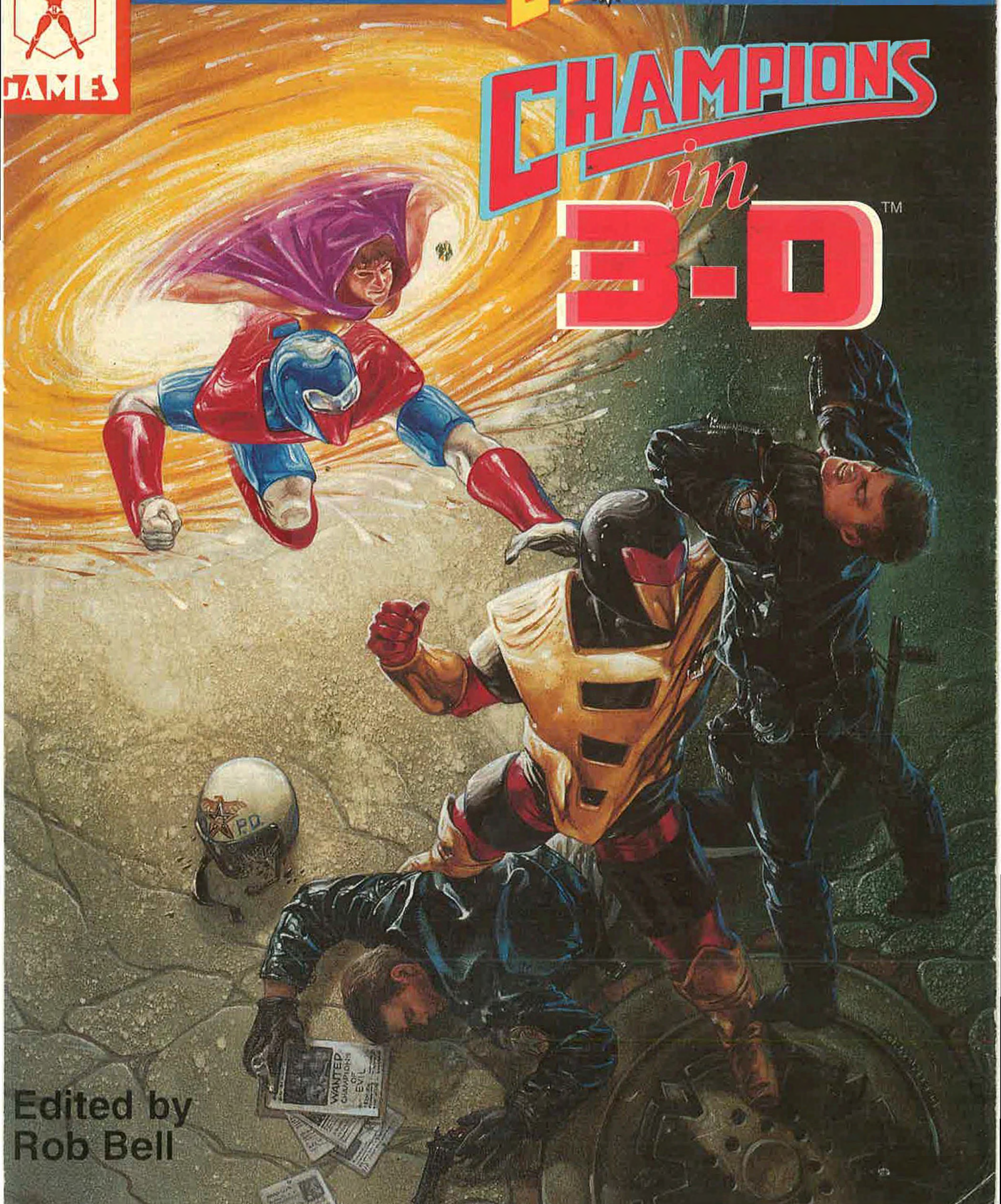


A Sourcebook for

CHAMPIONS[®]
THE **SUPER** ROLE-PLAYING GAME™

#411

CHAMPIONS *in* 3-D™



Edited by
Rob Bell

CHAMPIONS IN 3-D™

Edited by
Rob Bell

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INTRODUCTION

What if the Roman Empire had never fallen? What if dinosaurs had evolved into intelligent beings? What if Doctor Destroyer ruled the world?

Alternate dimensions, also called parallel worlds, are separate universes overlapping our own, universes where history took another path. In one, Earth never developed life. In another, humans have already gone to the stars. In yet another, Earth was conquered by the Aztecs, except for the last French rebels in Australia. And in another, superheroes just like the ones in your campaign joined the forces of evil, and the world is in danger.

What does this have to do with your campaign? Why does this affect your campaign world?

Because in comic books, heroes can travel between the dimensions.

Dimensional travel allows the GM to give his players new challenges, new enemies, and new opportunities for roleplaying, without having to make permanent changes to your campaign. Ever wonder how the heroes would handle World War III, but didn't want to destroy their world to find out? This is how you try it...

WHAT'S IN THIS BOOK

This book provides all you need to run alternate-world scenarios for your Champions campaign. In general, only the GM should read this book, although he can certainly let players read portions.

Dimensional Campaigning: This chapter discusses ways to build your own dimensions and scenarios, or to adapt the ones in this book for your own campaign. This chapter is primarily for the GM's use, but players may read it too. There is even a character — Dimension Man — which the GM can use to connect all the dimensions in *Champions in 3-D* into a huge multi-part scenario.

Dreamzone, Horror World, Fantasy World, Nazi World, Backworld: These are ready-to-use dimensions; they include background, scenarios, NPCs — everything needed for instant play.

Short Dimensions: These are one-page dimensions that the GM can use for short scenarios. They are also easy to expand into full-sized dimensions.

HOW TO USE THIS BOOK

If you plan to use only the pre-built scenarios, you can skip the *Dimensional Campaigning* chapter, but you may still want to read through Chapter One for the GMing tips. If you plan to build your own dimensions and scenarios, read the whole book before you begin play; you will want to consider all the sections before the heroes are in the scenario, and the pre-built dimensions may also give you some useful ideas.

This book is primarily written for use with a superhero campaign, but you can also use it in a heroic campaign without superpowers. (Fighting against great odds is, after all, one of the things that makes a hero.)

Because most *Champions* players are American, this book concentrates on alternate versions of the USA, but you can easily extend its ideas to other countries. Some scenarios translate directly — a dinosaur story in New York could just as easily be set in Paris — but others are more dependent on their setting, like a Confederate World, and should be replaced by appropriate historical analogs for other countries.

All the alternate dimensions given, of course, are written for entertainment only. They do not mean the book's writers are Nazis, communists, or worshippers of eldritch horrors, any more than we are cartoon characters or elves. These worlds are not intended to advertise any political or religious position, and we hope that any reader we have accidentally offended will alter or ignore the offensive material — or, in the true spirit of the comics, play those segments in a way that shows how wrong those positions can be.

EDITOR'S NOTES

I've wanted to do this book for a long time — ever since I read the *X-Men* story "Days of Future Past." Although dimensional travel is a mainstay of comic books, few GMs allowed it into their *Champions* campaigns. Why?

Because designing a good alternate dimension requires a lot of work. The GM must come up with a history, social structure, and all the NPCs that populate the world. Moreover, this is work that is only useful one time, since once they leave an alternate dimension, most heroes never return.

This book should make it much easier to run stories (and characters) that involve dimensional travel. With 5 full dimensions and 26 short ones, the GM will always have plenty of dimensions at his fingertips. He'll be prepared when someone's Extra-dimensional Movement backfires, or someone steps through the magical gate. Just flip through this book, pick a dimension, and away you go. I know I've always wanted to do that...

Rob Bell

"Seeker, I don't think we're in Kansas anymore..."

"Too right..." Solitaire's *Wizard of Oz* joke had been funny the first time, but this was the fourth dimension and the humor was wearing a little thin. First there had been Rome World, where the Roman Empire still spanned the globe. Then came Fantasy World, where the Champions had fought dragons — and Seeker had rescued a princess. There was even a short trip to Prehistory, where Obsidian had wrestled with a brontosaurus. And now they were here, wherever "here" might be.

Suddenly a woman noticed the Champions. "Aiyeeeeeeee!" she screamed. "Run! It's the Champions of Evil!" A policeman jumped from his squadcar and started shooting at the erstwhile superheroes.

"Bloody 'ell," muttered Seeker. "ere we go again..."

CHAMPIONS TM in 3-D

is the dimension-travelling sourcebook for *Champions*[®]. There are campaigning guidelines, play tips, and 31 parallel worlds — everything needed for a cross-dimensional scenario, or even campaign. Next time a hero's Extra-dimensional Movement backfires, just flip through this book, pick a dimension, and away you go!

Champions in 3-D contains:

Dimensional Campaigning: This chapter discusses ways to build your own dimensions and scenarios, or to adapt the ones in this book for your own campaign. There is even a character — Dimension Man — which the GM can use to connect all the dimensions in *Champions in 3-D* into an immense mini-series.

Dreamzone, Horror World, Fantasy World, Nazi World, Backworld: Can your heroes enter a child's dreams and defeat his worst nightmare? Can they defeat their own evil duplicates in Backworld? These are fully described, ready-to-use dimensions. They include background, NPCs, and numerous scenarios.

Short Dimensions: These are 26 one-page dimensions, ranging from Aztec World to Wimp World, with everything in between. Fight alongside intelligent dinosaurs, or try to survive Mad Viking World! Each short dimension includes background and a scenario, and easily can be expanded into a full dimension.

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political themes and
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