

ODYSSEY PRIME



Requires the use of the d20 Modern Roleplaying Game,
published by Wizards of the Coast, Inc.

EDN7200



ODYSSEY PRIME

A dual-stat d20 Modern/Unisystem game of exploration

Requires the use of d20 Modern, published by Wizards of the Coast®

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Battlefield Press: Luftwaffe 1946, Cityscape, Fantastic World, Pulp Fantasy.

Blacksburg Tactical Research Center: Colonies, Neo Terra, TimeLords, Ythrek.

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Eden Studios: All Flesh Must Be Eaten, Armageddon, Conspiracy X, Terra Primate, WitchCraft.

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ODYSSEY PRIME

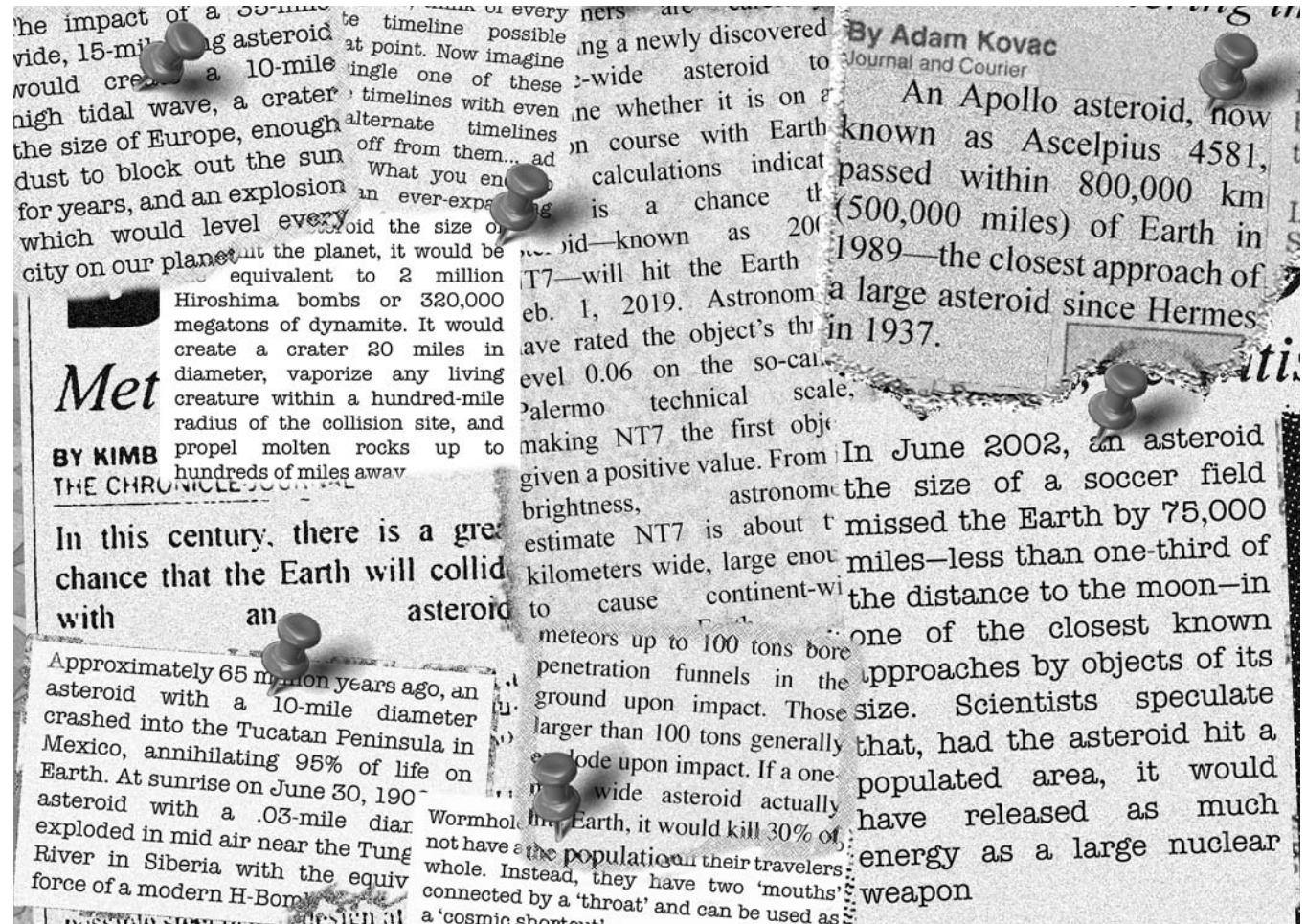
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Chapter 1

THE SKY IS FALLING

About 50 asteroids are known to intersect Earth's orbit ...



3

An asteroid /Sheaded too close to Earth.



ODYSSEY PRIME

Clearance: Umbra

Joint Special Advisory Committee

NSC, NASA, FEMA

To: Eyes Only

Re: Odyssey Prime

We regret to inform all that as of September 20th, 2005, the threat of asteroid RX338, a.k.a. Domsday, is confirmed, imminent, and possibly unavoidable.

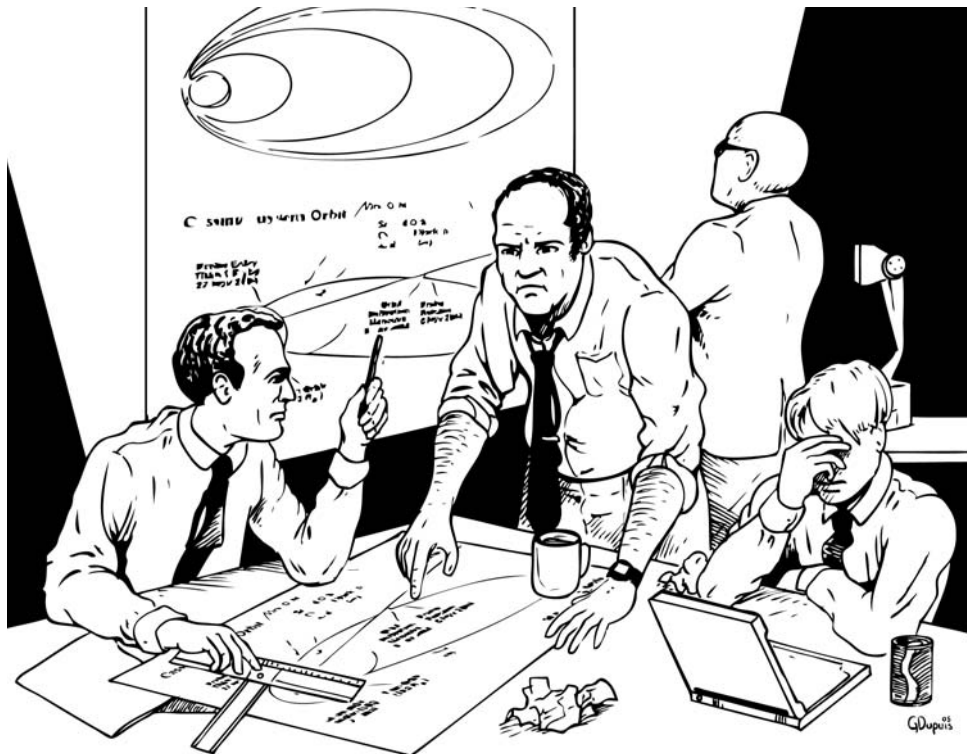
While we fully intend to research and develop all means at our disposal to combat this crisis, the Committee is aware of technology in our possession that is capable of extradimensional transportation. This item in question was salvaged in near-perfect condition from an inoperable facsimile of alien origin. We have studied the viability of colonizing other worlds, and, in light of the aforementioned catastrophe, have decided to proceed with the operation, codename Project Odyssey, to relocate selected citizens and allies in the event all our other solutions fail.

It is our unreserved recommendation to commence Project Odyssey at the earliest opportunity. Time is of the essence.

“George” is a former astronaut-turned-top-brass at NASA. It’s rumored that he worked heavily with the CIA in his younger days, testing and developing secret surveillance technology from space – something to do with orbital mind control or some such, but that’s another story.

On the job, George oversees a crew of professional stargazing geeks. The geeks fiddle with data from far-flung probes nobody’s seen for decades, some of which are not even documented in official records. “Celestial body” sightings come across their desks so often that they make a race out of nick-naming new finds.

Some years back, they located one body and dubbed it “John Doe #7.” When, a few years later, they thought it would sideswipe Jupiter, they renamed it “Knock-Knock.” A few seasons after that, its moniker became “Fat Messiah,” as projections calculating its trajectory course with Earth rushed in monthly, weekly, daily, and then hourly. By the time the geeks nervously handed the report of this asteroid upstairs to George, they had renamed it “Domsday,” as the in-house



scientists calculated its trajectory as 98.5% likely to collide with the Earth in 2012.

Houston, we have a problem.

* * *



Mia wasn't sure she'd been in bigger trouble before in her life. She had certainly encountered weirdness aplenty in her former line of work, but then she'd at least been dealing with apparitions, homegrown, terrestrial weirdness. This was different.

If her "occult investigator" luck held up, the bubbling, fuming muck wouldn't swallow her whole before she completed the ritual. Of course, it was the same luck that landed her with this group of world-hoppers who believed themselves Humankind's Preservers. Who knew the fog stalker had escaped the Portal, and that professional curiosity would cause her path to cross that of the Dam Con boys? Thanks to some shrewd detective work, she had discovered Project Odyssey, the Doomsday Asteroid, and the plan to use the Portal for off-world evacuation — as well as black-clad commando types waving guns in her face. Get shot or help them find new worlds to save humanity were the options they had given her. Easy choice.

So far, Mia's experience was hit-or-miss. Her Odyssey Team hadn't stepped into too many truly esoteric environments, but on the occasions they did (like this one), her experience sure came in handy. Not that she slouched the rest of the time; she snooped for clues, played go-between, bandaged up G.I. Reggie, punch-lined Tom's crappy jokes for him, fought hostiles, and slayed bad mojos when she had to. She even thought it cute when the guys started calling her "Buffy." On the other hand, knowing Earth was doomed did jade things a bit. The cut-throat politics, the arcane conspiracies, the "invisible" cults' hidden war for immortal ascension that she'd heard about and sometimes witnessed no longer carried the same weight when a world was in the balance. Heck, nothing would matter in six years...

For now, though, she figured she had to hold the icky goblin-dark-god-thingie in the seal long enough for the team to make a rendezvous. This was definitely not a good place to evac people to.

* * *

The silhouette leaned back, lit a pipe, and let a couple puffs escape into the faint lumination of the window behind. "You look like a man with many concerns."

"Who am I working for, really, Mister...Smith?"

"Project Odyssey. On paper, you're an agent of FEMA, the Federal Emergency Management Agency..."

"FEMA? You mean, the only government bureau empowered to suspend the Constitution during a national crisis?"

"Very good, you know your laws. You ought to know, then, this gives us quite a police power without having to pass ourselves off as cops or spooks. And if what we're dealing with is not a 'national' crisis, I don't know what is."

"But wouldn't the military find a way to destroy the asteroid by then?"

"Can you be absolutely sure? They thought they'd win Vietnam, too. It just means a decade of theories and no way to prove them till Doomsday," Smith scoffed. "Survival leaves no margin for error. Odyssey lets us hedge our bet, so to speak, so we don't all embrace Kingdom Come if the nuclear warheads or whatever else they try fail. Makes me sleep better at night."

"Six years is not enough time to evacuate **EVERYBODY.**"

"Nor, frankly, do we want to. I trust you can think of several undesirable... 'elements' yourself whom you wouldn't mind seeing left behind. We're currently sharing the technology with Great Britain, Canada, Israel, Japan, Australia, and other foreign allies to maximize the effort. Cells are sprinkled around the world to insure humankind's survival. We have scouts prospecting for suitable colonies every day."

"That's great, Smith, but I don't mingle well with aliens. I'm not one you want to hang an 'Ambassador' sign on."

"Oh, you are right about that, my boy. Which is why you're going to be working with Dam Con. Somebody has to stay home and plug the leaks!" Smith laughed as he pulled a manila packet from the shadows and slid it across the table. "Your first assignment is a journalist named Koontz in Philadelphia..."



Primed For Odyssey

Odyssey Prime is a game of interdimensional/planetary adventures. At stake is the human race's very survival, as a distant giant meteor speeds on a course to collide with Earth in the year 2012—a cataclysm sure to obliterate all organisms and transform the planet into an eternal wasteland.

However, a discovery from decades past may turn out to be our salvation. In the 1920s, American historians looking for evidence of the Arthurian legend accidentally unearthed remnants of an alien artifact. The U.S. and British Intelligence Agencies quickly formed an alliance to jointly study the find in complete secrecy. As time progressed, the partners arduously reassembled the pieces, filled in the gaps with trial-and-error modifications, and gradually exacted the nature and nuances of this extraterrestrial wonder. Completed over a year ago, the artifact can bridge worlds that are galaxies and possibly dimensions apart, allowing for visitation from both sides of the bridge.

Now, in light of the Domsday Asteroid's revelation, another clandestine project is created to prolong humankind's future. It calls for scouts to venture beyond the Portal to survey unknown frontiers and determine their compatibility to Earth for prospective new homes for the evacuees. Project Odyssey is born.

As a member of the Odyssey Team, you explore unfamiliar territories and brave the perils of strange lands, because every new habitat you uncover perhaps saves another hundred, thousand, or even million people.

The journey of a thousand worlds begins with a single step. This is that single step.

IT'S SIX YEARS TILL DOOMSDAY

Whatcha gonna do about it?

Chapter Summary

Chapter One: The Sky's Falling! introduces the premise and theme of the *Odyssey Prime* campaign.

Chapter Two: The Odyssey Begins details character creation information and new advanced classes.

Chapter Three: Priming Up provides skill and feat information.

Chapter Four: Outfitting a Team lists new weapons, equipment, and vehicles.

Chapter Five: The Last Line of Survival elaborates the storyline of *Odyssey Prime*.

Chapter Six: The Journey of a Thousand Worlds presents a dramatic roll system, an alternate award system, and adventure seeds.

Chapter Seven: The Unisystem™ Odyssey gives information on running *Odyssey Prime* as a Unisystem game.

About The Game

Odyssey Prime uses the D20 Modern system under Wizards of the Coast's Open Gaming License. You'll need the *D20 Modern Roleplaying Game* in addition to this book to play. A chapter on using **Unisystem** as your base system for this game is included in the back of the book.

The most salient feature of this game is the freedom for the Game Master (GM) to devise practically any sort of encounters. The flexible premise allows for a limitless range of creative settings and genres. GMs are not always bound to one single specific milieu with a predefined set of laws, leaving them to freely sample



virtually any fiction, tale, game, sourcebook, adventure, or other sparks of imagination as a “trial run” without committing to a long-term campaign.

Another feature of *Odyssey Prime* has each player playing TWO characters concurrently. You’ll create an Odyssey Team character, as well as a Damage Control Team character. “Dam Con” characters are best described as “black ops,” whose responsibility is to neutralize anything that could compromise Project Odyssey’s objective. This enables the GM to run adventures of a different theme—that of exciting contemporary espionage/counterterrorism with meaningful consequences—and keep the campaign fresh with a conducive alternative at the same time.

It’s our intention to make *Odyssey Prime* more cinematic and interactive than a conventional roleplaying game. To that end, we have included several options, such as a **Dramatic Resolution Table**, to encourage dynamic actions, Feats enabling players to control minor story elements of an adventure, and an Evaluation Log to be filled out for bonus Experience Points after each mission, etc. As always, the GM may discard any and all rules to serve her preference, but we believe you’ll find these extra touches motivating and conducive to a theatrical campaign.

Lastly, *Odyssey Prime* is an ambitious project. It is a real-time game in the sense that a definitive climax is planned for the year 2012. Meanwhile, NOTHING we introduce between now (this rulebook) and then (a special adventure pack) is canonical. Future sourcebooks will expand various rules and present new worlds and possibilities, but GMs can create freely without ever worrying about us throwing monkey wrenches into their campaign timeline. (We won’t say much about the conclusion, except that your characters WILL have a chance to stop the Doomsday Asteroid!)

How to Use Odyssey Prime

Product Identity

The *Odyssey Prime* name, Project Odyssey, Odyssey Team, the Eden Odyssey product line name, any logos and identifying marks including trade dress, artwork, symbols, designs, depictions, likenesses, formats, and graphic and other visual representations are designated Product Identity, within the meaning of the Open Gaming License, reprinted at the end. The graphic features of this work, likenesses of such features, or any work derived from such features may not be used, absent express written consent of Misfit Studios and Eden Studios.

Open Game Content

Open Game Content is outlined in this section and in specially indicated sections within the book, subject to the previously detailed Product Identity.

Finally, all materials originating in, or derivative of, the d20 Modern System Reference Document are Open Game Content.

Chapters One, Five, and Seven are entirely closed content, as is all story information specific to the *Odyssey Prime* game, including the terms Sherman Ring and Odyssey Team. All classes, skills, feats, and weapons and equipment presented in Chapters Two, Three, and Four are Open Gaming Content, except for story elements previously listed as PI. The Dramatic Action Resolution (DAR) system from Chapter Six is Open Gaming Content.

Gender

Every roleplaying game struggles with the decision about third person pronouns and possessives. While the male reference (he, him, his) is customarily used for both male and female, there is no question that it is not entirely inclusive. On the other hand, the “he or she” structure is clumsy and unattractive. In an effort to “split the difference,” this book uses male designations for even chapters, and female designations for odd chapters.

Support

To learn more about *Odyssey Prime* products, please visit www.misfit-studios.com or www.edenstudios.net.

About the Author

Tony Lee is possibly the best role-playing game writer/editor ever to hail from the tiny island nation of Taiwan. Possibly, since the gaming industry is practically nonexistent there and the natives usually choose a more lucrative career, such as putting two fragile parts together or slapping glue on to sneaker bottoms inside cramped factories. He has worked with many publishers, from Wizards of the Coast to Ballantine Books to Z-Man Games, and endured five snowy winters in Lake Geneva, Wisconsin, where he comprising the bulk of the Taiwanese RPG writer/editor community living there. Possibly, since he represented about 20% of the Asian population in town and 80% of that population ran their own restaurants. After another year in Indiana’s Fort Wayne (best known for being the biggest city with nothing to offer), he’s transplanted back to Los Angeles, and is once again eyeing the title of Best Taiwanese RPG Writer/Editor Ever in the City of Smog between thinking up bad bios. Go Lakers.

