for EABA

TimeLords™
begin the adventure into forever...

TimeLords™ v1.1

WHERE DO I FIND IT?

WHAT IS THIS? - **TimeLords** is a reissuing of **BTRC**'s role-playing game of the same title, with new background material and converted over to **EABA**, **BTRC**'s online role-playing system.

TimeLords is a game of time and dimension travel, eon-spanning adventures powered by an alien artifact whose potential is limited only by your ability to comprehend its workings. With it, you can go not only forwards and backwards in time, but sideways as well, because an alternate universe is often just a timeline where things happened differently than they did in the "real" world...

Game history - **TimeLords** has been plugging along for over fifteen years now, **BTRC**'s first role-playing title and one of the first time travel role-playing games. It went through a couple editions and half a dozen supplements, and then sort of fell by the wayside as we worked on newer systems. But, it has not been dormant, just working behind the scenes. Long-time player Eric Baker has become a successful SF author, and has published work based on the **TimeLords** universe. I have also stepped into the fiction field and at this time I'm (still) trying to get **Eternity's Shadow** accepted for publication. This is a novel based around the background of the game, the original acquisition of time travel by humanity and how it shaped history as we know it. Changes to the original **TimeLords** background are largely due to this work, and excerpts are sprinkled throughout.

TimeLords includes all the background material you need to run a time or dimension hopping campaign of *any* type, with plenty of technobabble and campaigning tips to get you through the exceedingly strange and complex nature of the universe in general.

For those just getting started, you'll want a copy of the **EABA** rules to generate your adventurers. We suppose you could use any other rpg system with the **TimeLords** background, but why? Aside from that, everything you need for a universe of adventure is currently in your hands.

Good luck...you're going to need it!

Greg Porter

Greg Porter

Prologue
Time: 2389CE
Location: Earth_null

Lucifer watched the sky fall and the world end. He had seen it more times than he cared to count, though the gleaming skull held loosely at his side would tell him the exact number if he cared to ask. He stood naked on the mountaintop, waiting and watching. The city, a smudge at the end of the valley, represented just another failure. It stood on a small mountain of its own ruins, two, three and even four story buildings of stone and brick inside its nested walls. Outside, its rocky flanks eventually gave way to treeless pasture and farmland, extending the length of the valley and on terraces halfway up the mountains. Roads paved with stone extended a little ways outside the city before reverting to crushed stone and then to dirt, snaking off in myriad directions. No machines of any kind could be seen, save for the occasional windmill or waterwheel. In a hand he held the only thing of consequence these people made, a knife of iron. *So little, but it is something.*

He shielded his eyes and looked towards the heavens. Above, unseen by day, were the sparks Far-walker called "sun-fire", not stars, but points of light made by unknown but thinking hands. Those hands were more primitive than the Destroyer, but far more advanced than mankind's. Lucifer had seen what was going to happen, if not on this exact world, on others like much it, but forced himself to watch. *Maybe it will be different this time.*

"It begins, old friend." The skull's voice came from no particular direction, and spoke in a language so old it had no name. "The sun-fire intensifies shortly before the hammers fall." A pause. "As always." Far-walker's voice conveyed a sense of regret, though Lucifer knew his teacher was largely incapable of emotion. Lucifer watched the skies intently, though Far-walker could and later would bring forth images far more accurate and detailed. The death of humanity was a morbid fascination to them both...and something more. There. A point of white against the daylight blue, then four heartbeats. Point. Spot. Disk. Fireball.

Impact.

The city vanished as the comet hit. The flash of heat hit Lucifer first, vaporizing snow and spalling the rocks around him. Razor-edged flakes bounced off his skin and whined disappointed into the distance. The radiant heat burned off his hair but only reddened his skin, and he bowed his head to even the destruction of his coarse black locks. When he looked back up, the pillar of fire and smoke had dimmed to bearable levels and was already pushing at the roof of the sky. Then the shockwaves hit, driving him back a step. First from the comet's passage through the atmosphere, then from the impact itself.

The cloud of debris and choking gas was more leisurely in its passage than the shockwaves, boiling from the impact site like Hell itself had opened. It would soon roar its way up the mountain to where they stood, and into the valleys beyond before it finally slowed in its destruction. Lucifer knew this future all too well. The same was happening elsewhere across the world. Cities died, their smoking pyres blotting out the sun. The next rains that fell would be cold, black and acidic enough to burn the skin. There would be no harvest, not this year or the next. The few survivors he found in the future were little more than animals, afraid to build, afraid of the open sky, inbred and sometimes lacking even language. The angry hands in the sky would continue to hurl rocks and ice, though not with such deadly aim or deliberate malice as this first time. In a few centuries, even the pitiable remnants of humanity would be gone. Lucifer wiped the dust from his eyes, leaving a moist smudge on one cheek. He looked into the empty eyesockets of the skull he held.

"We fail...again. Why do I keep trying?"
"Revenge.", the skull quietly said.
"Revenge."

Lucifer stepped over the ridgeline, picked up a bundle of clothing, and Jumped.

"Lucifer once told me that the thousand years after Thíra were the hardest. While Far-walker held a treasure-trove of Designer knowledge, it was next to useless to him. There was no intermediate data between basic mathematics and advanced quantum mechanics. No blast furnaces, no steam engines, no understanding of magnetism or electricity. The Designers were so advanced that they didn't even bother with simple things like mundane metallurgy."

- from interview with Rachel Weaver, known as Uma, 2278CE, subjective year 443

▼ **BASICS** - *History is a fabrication*. Not a lie, but *fabricatus*, a made thing. Everything that *is* about the past and probably anything that *will be* in the future has happened or will happen because a time traveller interfered somehow. This is not to say that every single event in human history was directly shaped by time travel. *Just the important ones*. And when you make the big changes, the little changes follow.

History as you know it was shaped to reach a certain goal. Shaped by one man with the ability to travel through time, and the motivation to do something with that ability. He *needed* something, and needed a civilization to build it for him. But no such civilization existed. And when he traveled to the future, he found that the civilization he needed *never would exist*.

You must understand that without outside pressure, humans have no impetus to improve their lot. Ancient man used his intelligence the way a ram uses his horns, a way to compete for mating privileges. The strong, clever man became a leader of men, and then discouraged strength and cleverness in others, lest they challenge his position. Scientific progress was glacial, scientific method unknown. Our time traveller determined to change that, but he had no such knowledge of his own to give. So, he took the meager advances his distant descendants acheived in *their* future, and transplanted them to the past, using history as a machine to multiply the time he had available.

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Inventions, discoveries, wars. Kingdoms raised and kingdoms toppled. Assassinations and deaths in the still of the night. Individuals saved from death and billions condemned to it. All to drag humanity kicking and screaming into an era of advanced technology, to build for him what he needed to be built.

But who was he? How did he acquire the power to travel through time, and what gave him the will and ability to survive over ten thousand years in pursuit of a single goal? It's a long story, and it starts ten billion years from now...

▼ **A BRIEF HISTORY OF THE UNIVERSE** - *In the Beginning there was the End*. And at the End were the Designers. The race that created the Matrices and most of the other associated technology had another name for themselves, but those who sorted through the mess they left behind found it impossible to pronounce, so they were assigned a more convenient title. The Designers were apparently the very last species in our galaxy to develop intelligence, and they had the misfortune to come by it very late: By the time their ancestors first gazed up at their pale, red sun with curious eyes, the universe had become a dull place. The Milky Way galaxy, long ago stripped of rejuvenating gas clouds, had become a stellar boneyard, populated almost entirely by old red dwarfs and neutron stars, the dying embers of former glory. From their home planet, the night sky was an unbroken black.

When their scientists arrived at the laws of thermodynamics, the implications carried a special poignancy.

Their civilization survived for hundreds of thousands of years. As befitted their environment, they were a slow and careful lot, not given to sudden advancements in any field. Still, over the millennia, they gradually built up to a staggering level of scientific and technological achievement. They developed a workable hyperdrive, rearranged their solar system, and built planet-sized sensor arrays to listen for other civilizations, but found none. They explored the eons-empty ruins of the civilizations they called the Old Ones, races who would not even climb from the primordial ooze until long after Earth's sun was just a memory. Designer physics discovered the ultimate prize: The Grand Descriptive, a set of equations that seemed capable of describing the relative relationships of all that was.

And it all seemed for naught, grand but pointless achievements that would ultimately be remembered by no one. Interstellar explorations had found only dead stars and frozen, lifeless planets. The great technological ears they had unfurled to the cosmos heard only the uniform drone of interstellar hydrogen, cold, thin and sterile. The universe was winding down, and they were to be the last spectators. The fabric of interstellar space had already unraveled in places, leaving a nothingness that was even less than vacuum. Their sun provided a last oasis, but it too was well past its prime. Their great machine intelligences could predict how long it would take them to exhaust all the readily available fusion fuels, and how long the following era of privation would last until their civilization sank into final oblivion. Their poets composed wistful prose about the shiny young universe they had missed, and horror stories about the inevitable victory of the encroaching night, and the icy grave of hope. But not all were hopeless. Many could not bring themselves to meekly accept the eventual triumph of entropy, and labored to somehow create a better future for their kind.

▼ **ABOUT THE DESIGNERS** - There is no one alive who has actually seen a Designer, so all that anyone has are Lucifer's recollections and data provided by Far-Walker. What we know is that they were carapaced creatures about a meter to a meter and a half long, and perhaps half a meter high, with a large number of pseudopods, some specialized for movement, others for manipulating objects. They lived in a cryogenic environment, comfortable with liquid methane and frozen ammonia seas. They had numerous eyes, sensitive to the far infrared, but other details of their biology are lost to us. The only thing that is known is that they were extremely efficient, and could use virtually every energy source in their resource-poor environment. Biomass, certain minerals, even thermal differentials between an upper surface warmed by their dim red sun and an underbelly cooled by the frozen ground, all powered the Designer metabolism. The destruction that brought about their extinction and the millenia of exposure since that time have taken care of any physical remains. Not even pictures or data records have been found, despite significant efforts on the part of several TimeLords.

The Door - The equations of the Grand Descriptive postulate the existence of numerous discontinuities, of several distinct types. Through the application of certain mathematical transformations, the Designers discovered that some of these could be made to do 'tricks', changing position within the Descriptive. At first, it was believed that these singu-larities and their 'travels' were useless abstractions, and some held that their very existence invalidated the Grand Descriptive completely. At length, however, the same math transforms proved critical in perfecting their hyperdrive theory, demonstrating conclusively that they *did* correspond to physical phenomena, and prompting new interest in their implications.

Eventually, using modified hyperdrives, the Designers were able to 'capture' a Descriptive discontinuity, and hold it, where it could be studied at leisure. The first attempt to manipulate the discontinuity was nearly the last. Feedback between the discontinuity and the containment field resulted in a local breach of the spacetime continuum. However, analysis of the resulting wreckage confirmed the hypothesis being tested: *the discontinuities could be used to manipulate time itself*.

And so they discovered the universe's last and greatest secret. The rest would be mere engineering. Their offspring would have a future...in the past. The Door was open. At the very end of Time, time travel had begun.

Much like the way human physicists vie for time on a particle accelerator, Designer researchers competed for opportunities to tweak the captive singularity in various ways, by gingerly modifying the parameters of the binding fields. And, just as it is with their human counterparts, there were soon many more researchers than time slots. So they conjured up another one. And another. And another.

Eventually, thousands of the discontinuities predicted by the Grand Descriptive (the exact number is lost to us) were under Designer control, on or around their homeworld.

It was found early during the course of experimentation that the discontinuities were the reason for time itself. Time was not a function *of* matter, but a property imposed *upon* matter from outside by the sparsely distributed discontinuities. Having a like "charge", they repelled each other, and were distributed more or less uniformly through space, more densely within gravity wells, less so between stars. Isolating one from the rest of the universe within a modified hyperdrive altered the fabric of spacetime for millions, sometimes billions of kilometers. The Designers wrecked countless solar systems collecting these discontinuities, but there was no one left to complain about it, and the Designers didn't care. *They weren't planning on staying*.

The Designers determined to use time travel to escape the frigid doom overhanging their race. Self-contained temporal manipulation devices were constructed. The term we have for them is Matrix, its exact derivation is unknown. Temporal scoutcraft were constructed, built around these first Matrices. The Designers were concerned about the potential consequences of certain paradoxes (more on this later). So, in keeping with their cautious nature, their 'flight tests' were all brief visits to distant places and remote times. Everything worked perfectly, and the scoutcraft were then dispatched to search for an era suitable for colonization. Not all of them came back. Even for the Designers, time travel had its risks.

Inter-temporal colonization required a compromise. They reasoned that, since they were going to all the trouble of moving their entire population in order to buy time for their civilization, they might as well go back as far as possible. On the other hand, if they went too far back, there would be less of the heavier elements (silicon, iron, etc.) around, and so fewer interesting planets. In the end, they chose a period roughly 15 billion years after the Big Bang. *Sound familiar?* If not, that's roughly the universal "summer" that we live in right now.

The Designers did not plan to make their escape in great fleets of time traveling space arks, or anything like that. What fleet could hold the populace of a crowded planet? Also, they would need a steady power source until they discovered suitable planets. They had a simple solution to both problems: Through the operation of thousands of stabilized discontinuities, and devices whose parameters we can only guess at, they would bring their entire solar system with them. This was not arrogance. It was merely a measure of their quiet confidence in their utter mastery of nature.

This confidence was apparently well deserved. As far as we know, the operation was accomplished without a hitch. The Designer's sun and homeworld phased into the Milky Way galaxy around 10,000BCE by human reckoning.

It was a time of great celebration, and great awe. Not from their own incredible feat of astro-engineering, doubtless the greatest ever achieved, but of the view. There were *stars!* Before they had known only the wide, red, familiar face of their sun by day, and stygian darkness by night. But now the night sky was a velvet curtain, alive with thousands upon thousands of brilliant, dancing points of light, an eruption of nocturnal brilliance unimaginable to any of their kind who had not seen it.

They looked upon their work, and saw that it was good. So they packed away the inter-temporal star moving gear, and settled down to methodically explore the young, vibrant, energy-rich universe which their awesome technology had placed at their disposal.

After a few short journeys into the now-recent past, the ruling entities of the Designers determined that any further time travel would be unnecessary, wasteful, possibly dangerous. So they ruled that henceforth the Matrices would only be used for space travel or other similar functions. They did not provide for any enforcement of this edict. They knew that enforcement was unnecessary. In fact, they made the ruling, as they made all their rulings, without fear of contradiction or argument. Millennia of living with the conformist mindset required for survival on their crowded, resource-poor world had long ago weeded out any trace of societal deviance from the race.

So, it was the sort of thing they were not at all prepared for...

A not so happy ending - Designer civilization flourished in its new environment. Some things changed, some things didn't. They remained frugal, industrious, responsible, and obedient. But the limitless horizons now before them had *some* effect. Slowly, little by little, they began to become less cautious. A new generation was born and matured, in a world of limitless energy and boundless possibilities, something their elders could never have imagined in their own desolate youth.

Long before their trip through time, the Designers had particularly excelled at cybiotics, the design of technology built by a biological host. This science fit in well with their frugal mentality, as the central philosophy was economy of effort: Why design a machine from scratch, when you can let nature do half the job for you? Living things, after all, are self-motivating, self-replicating, and self-repairing. By the time of their great temporal exodus, they had come to rely on cybiots a great deal. But the future of the science, like the future of the race, seemed in doubt, as, over the millennia, they had exhausted the potentialities of their planet's biosphere. Generations of researchers produced no improvements. The cybiots they had worked fine enough, but there seemed to be nothing left to do in the field.

After the Exodus, that view changed quickly. Their new galaxy was *crawling* with life. Exploration and colonization missions cataloged billions of new species, including a handful of tool users ranging from starfaring societies ("almost" intelligent) to extremely primitive (Stone Age humans). The possibilities were limitless! Cybiotics was reborn. Soon a flood of useful new critters, from the microscopic to the gargantuan, came pouring out of the labs.

Some centuries after the Exodus, the Designer subgrouping known as the Family of Reconstructive Evolutionists came up with a peculiar idea. It was not the sort of idea that members of their species usually entertained, for it was grandiose, and involved the expenditure of a great deal of effort to create something for which there was no demonstrated need. In earlier times, the concept would have been dismissed without a second thought. *But times had changed.*

Put simply, their plan was to use every trick of Designer science to create the ultimate being possible, a sort of demonstration model of their technology. It would not be just another god-like computer: They already had plenty of those. Instead, their creation would be a creature that would, at first glance, appear to be mere flesh and blood. It would be a being one could touch, embrace, shake appendages with, but it would be as brilliant, wise, potent, and indestructible as they could make, a supreme and enduring monument to their technology. It would be used as an emissary to the "lesser races", so that Designers did not have to trouble themselves dealing with what they considered sub-intelligent beings.

Their recipe went something like this: Start with a large tool user of modest brainpower. Discard and replace those simpler parts of the brain whose functions could be easily replaced by technology. Augment the higher centers with a fully interfaced computer, the biggest that would fit in the space available. Then rip out various organs, one by one, replacing each with much smaller micromachinery or custom-designed organs performing the same functions. Use the space saved to install nifty hardware. Armored skin, that could seal airtight against hostile environments, backed by thermal insulation and energy-absorbing pocket universes. Electromagnetic sensor arrays. A closed metabolic cycle, allowing near total self-sufficiency, at least when operating at low power. Organically replaced metal bones, to withstand high gravity. And while they were at it, an internal gravity drive. Perhaps a hyperdrive, laid along the spine...No! A Matrix! Right at the base of the skull, next to the FTL communicator...etc. The resulting construct would be able to toss aside pesky asteroids with induced gravity warps, beat mountains flat with internally mounted probability cannon, instantly access every computer on the homeworld, maintain simultaneous mental contact with thousands of Designers, and travel through interstellar space without recourse to any external device.

After considerable meditation on the subject, the ruling entities approved the project. Their predecessors would have been turning in their graves, but the ever-conserving Designers would have considered burial to be a waste.

We do know something about what the finished product looked like. The basic outline was nothing startling, being similar to the human pattern: It was a four limbed, upright biped. Its head, however, did not look remotely human. A narrow, toothy snout projected from the front of the enlarged brain case. From the end of the snout, where nostrils would be on a mammal, hung a short, flexible trunk, like a tapir's. Above the snout were two eyes, very wide, and pitch black. Loose flaps of skin, like the ears of some dog, hung on either side of the head. It was a large creature, standing over two meters tall. The closest human pronunciation of its species was the "Qual'n", and its primitive homeworld lay several thousand parsecs closer to the galactic core than Earth.

Somewhere in the creation process, an error was made. Some safety check was overlooked, or perhaps some shortcut was taken. Perhaps before the brain was reconnected to the sensory apparatus, it became aware, and spent too long in sensory deprivation. Or perhaps the brain they chose was defective to start with, in some way they overlooked. Xenopsychology was a relatively new field for them. Whatever the case, the finished product still lived up to all their stated expectations. It was brilliant. It was wise. It was patient. It was powerful.

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It was also a murderous, xenophobic paranoid.

Psychologically speaking, the Designers were one big happy family. Peaceful and reasonable, they imagined that true intelligence and pacifism went hand in hand, and that only sub-intelligent primitives embraced violence. Their culture did not prepare them for a genius capable of genocide.

At first, though, all seemed well. Their creation concealed its madness, patiently making its plans, gathering or subverting Designer power sources and preparing itself, all the while appearing to be the gentle, enlightened demigod they wanted it to be. Only after all its systems were fully operational did it strike. Like most high-tech civilizations, the Designers relied heavily on their version of computers. Imagine the effect when, in one moment, every significant computer on their homeworld shut down. All backup systems failed simultaneously. The paralysis was total. Amid the chaos, the malignant angel they had brought forth struck again.

Within seconds, every Designer within a thousand kilometers died in agony.

Not Enough.

Rising swiftly into the atmosphere, he sensed, calculated, and chose.

Beneath him the planet twitched. The greatest architecture multernity ever knew crumbled to dust before a planet-wide seismic convulsion of a magnitude that any human geologist would declare impossible.

Still, Not Enough.

The bringer of the Apocalypse sped higher. Again he sensed, calculated, and chose.

Folding space around himself as protection from his own handiwork, he gathered his power for a supreme effort, and concentrated. It is not easy to destabilize a small red star. Indeed, it is very, very hard.

But it is *not* impossible.

Leaving a dead planet circling a dying star, The Great Destroyer set out to obliterate the colony worlds.

Vengeance is mine! - Shortly before their destruction, the Designers discovered humanity. Our species got relatively little attention. We were one of many tool-using species, and specimens were collected and stored in stasis as a matter of course. Sheer chance chose a handful of humans to be taken out of storage for behavior studies. A few were taken to a nearby asteroid for a series of experiments. This family of neolithic humans was placed in a simulated steppe environment and observed for some years. Not quite lab rats, not quite pets, the humans were aware of their limited environment, but powerless to do anything about it. Through the guidance of a limited AI based on a deconstructed tribal elder (an "ancestor spirit"), they learned and were taught, as well as could be expected for superstitious illiterates. To them, the Designers were not gods, but still held in awe and fear. Designer emotions and motivations were alien to the captives, and while the AI shaman had the best understanding of the Designer psyche, human language did not have the concepts necessary to express them to his companions.

As word spread of the creation of the Emissary, the Family of Designers studying the humans decided to modify the adult male, whose self-designation was Bright-spear, to test if this manipulation of lower life forms was an ultimately profitable exercise. The human was very lightly augmented, stronger, faster, tougher, but nothing so drastic as had been done to the Qual'n. To allow him to interface to their interstellar computer network, they used a surplus Matrix. It was available, and an efficient use of existing resources. An inhibiting system would prevent any other uses. Final tests were about to get underway when the renegade Qual'n, calling himself the Destroyer, arrived at the asteroid colony. No coherent warning had gone out during the homeworld's destruction, so the outpost was unprepared. There was nothing here that could stand in his way, and he knew it, so this time his method was more brazen, more leisurely, and more cruel. He planned to spend a few days killing off the hundred thousand or so inhabitants, a few at a time, by slowly burning out their brains, so that he might fully savor the slaughter. Using the Designers' distinctive mental signature to find his prey, he did not notice the humans.

In an incredible display of hubris, The Destroyer announced his presence and intentions to every soul on the planet. He did this via broadcast over their network, the content of which was, more or less, "I'm going to kill you all, and there's nothing you can do about it". Then, an invisible rain of madness and destruction began to fall upon the colony, intensifying by the minute. Amid the shambles, trapped and forgotten inside the habitat dome, an altered human blindly ran towards his lifemate and infant son, only to see a rift in the habitat suck them into the vacuum of space. Seeing the hungry ground open up and swallow all he loved, his mind filled with thoughts of escape. As he too was sucked towards oblivion, a Designer tech's dying convulsions deactivated the inhibiting system on the Matrix in his brain.

The human's wishes were granted. He was gone.

The Destroyer sensed the Jump and recognized the phenomenon immediately, but had no means of determining its destination. Furious at the escape, he cut short the torment of his victims by vaporizing the colony site, and he then departed to search for other prey.

The human, meanwhile, suddenly found himself elsewhere. He did not know it yet, but he was also *elsewhen*. The experiment had been successful: The Matrix had sensed his distress, and taken him to more congenial surroundings.

This human was *not* a helpless castaway. He was stronger and tougher than any natural human could hope to be. And he carried the crystal skull that was the embodiment of the tribal shaman Far-walker. It was limited in scope and ability, and no longer had access to the vast Designer databases, but it still held secrets that would take millennia for humans to finally grasp.
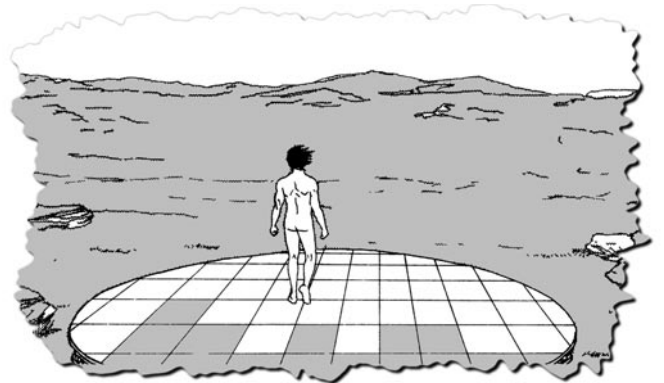
Even so, what sort of life did Bright-spear have left? He was alone, bereft of family, filled with rage and grief, stranded in a place so far removed from his true home that his language had no words to express it.

There seemed no point in carrying on. At the brink of despair, he remembered something from his childhood. His tribe had been hunters. He knew from the elders' tales that, if a hunter was wise, clever, and brave, he might bring down the mightiest creatures in the world with nothing more than a stone-tipped spear.

At the brink of self-destruction, this idea saved him. It suggested a purpose, a reason to survive, a Cause. He should not die uselessly on this barren world. Somewhere out there lurked the thing that had destroyed everything he cared about. Whatever it was, it had to be destroyed. As far as he knew, there was no one left to do it. He would have to be the hero, the Champion of Goodness and Light, opposing what must surely be the embodiment of Darkness and Evil. He would repay his debts to his friends and family the only way now possible.

"I'm going to get that bastard!"

His ancestor spirit was only able with some difficulty to convince Bright-spear that the Destroyer was far too powerful to challenge, even with the strength of ten men and skin tough enough to turn the sharpest flint. Bright-spear had to find a way to make the tools to make the tools to make weapons capable of defeating the Destroyer. Far-walker did not tell Bright-spear how many thousands of years this would ultimately take. Bright-spear had the time. The Designers had taken away the death-of-winters from he and his family as a simple, routine procedure. He would never grow old so long as the Designer implants in him continued to function.

His thirst for vengeance gave Bright-spear the will to survive, and surviving, he learned. He learned to use his Matrix. Gradually, he learned to influence the destinations of his Jumps, and found that the path of days to come could branch like an endless river. He found that without goading, humanity would never develop the tools he needed. Worse, some side effect of temporal translation made moving advanced items from one time to another virtually impossible. He could move things from place to place, but not from time to time. Fuels and explosives ignited, electrical arcs corroded and pitted delicate machinery, unknown quantum effects ruined transistors and integrated circuits. It was not a deliberate limit built-in by the Designers. *Their* technology wasn't affected, and they just didn't care about anyone else's. He was unable to jump-start his own past with equipment from a possible future.

So he goaded humanity from the rear. From the development of metalworking to writing and mathematics, he Jumped across continents and centuries, finding advances, spreading ideas, pushing tribes, then nations into conflict to spur a need for research and better tools with which to do violence. Sometime during an extended sojourn among the peoples of the eastern Mediterranean, he took the name Lucifer.

At the same time, he also began creating allies. Some millennia after the fall of the Designers, Bright-spear made a tentative visit to a world that had been occupied by Designers, *and* was not instantly lethal to humans. There he uncovered dormant Matrices from the wreckage, and learned that his own Matrix obeyed him only because it considered him a subset of the Family that augmented him. Using this authority, he reactivated the Matrices he found. For anyone else to use them, the Matrix would have to recognize them as a subset of *his* Family, and by extension, of the Designer Family. He spread his seed across the centuries, and tracked his children down when they reached adulthood.

These became the first TimeLords. Some of them he had rescued from almost certain death, others were lured by the promise of adventure, wealth, power or immortality, while others were simply 'converts'. Now he had extra sets of hands to do what he called The Work. He scouted out useful futures from the many useless ones, ruthlessly culling and pruning dead-end possibilities, while his children steered the bulk of humanity's potential existence down the highest-tech roads they could find or make.

While Lucifer and the TimeLords could travel through time, they did not have an endless supply of it. Because of the unique nature of the Matrices, the places they visited once they could not visit again. Worse, a threat from without the solar system cut short all human histories in the distant future. Unless humanity could develop the power to counter what was later called the Machine Invasion, there would be no humanity left to build weapons to fight the Destroyer.

Many were the setbacks, the dead ends, the unfruitful timelines abandoned to eventual doom so that more promising ones could be nurtured. Global plagues almost destroyed the Work on several occasions, dropping population and industry, causing uncontrollable social change, and setting efforts back decades if not centuries in some cases.

Eventually, one last useful timeline remained, barely viable, surviving by a thread after a 22nd century plague called the Red Death. From here, the TimeLords began the final phase of their preparations. New TimeLords were recruited and trained. For equipment, an arsenal of the very best military hardware that could be created was collected, including scavenged, salvaged and jury-rigged Designer hardware. Using multiple-Matrix quadrangulation, a method was devised to locate and track their enemy through space (the Great Destroyer's own Matrix, built into his brain, made this possible). This was done very cautiously, to avoid being detected themselves. Lucifer concentrated his efforts on researching the nature of his enemy.

Finally, all was in readiness. There was no excuse for further delay. From an orbiting base around Mars, they manned their squadron of fighters, and Jumped through space to the Destroyer's distant homeworld. The year was 2278CE. It had been over ten thousand years since Lucifer had arrived back on Earth, spear in his hand and vengeance in his heart.

Meanwhile, the Great Destroyer had not been idle. In the thousands of years since Lucifer's chance escape, he had left a trail of havoc through our arm of the galaxy. After satisfying himself that the Designers had been utterly wiped out, he used his sensor arrays to search out and deal similarly with any other species that might conceivably (given time) be able to challenge his dominance or try to lay a yoke on the Qual'n. When these became scarce, he would satisfy himself with sterilizing any biosphere he chanced across. Fortunately for us, he never did find Earth. No one is really sure why. Perhaps the knowledge was in memory banks that were destroyed with the Designer homeworld. Maybe Earth was a *long* way off and he just hadn't gotten around to it. Or perhaps he did find *an* Earth, but one on a little-known timeline. Why humanity survived past the Stone Age is one of the Great Mysteries.

During the lulls in his stellar wanderings, the Destroyer was worshiped on his homeworld as the Angry God, whom all made obeisance to. While the Destroyer protected his homeworld from all threats, he also stifled its technological progress. No one, not even his own kind, would be allowed to develop tools to challenge his dominance. No one *loved* the Angry God, but all *feared* him. Over the long centuries a cult of resistance fighters called the Dead made slow technological advances, and made several futile attempts on the Destroyer's life. They recorded his comings and goings to the distant stars, and harassed the priests of the Angry God when they could.

The Destroyer's simple pleasures were rudely interrupted by the arrival of the TimeLords' battle fleet. *Even a paranoid can be surprised.* Though taken totally by surprise, his instinctive reactions allowed him to survive the initial onslaught, and destroy two of the six TimeLords' ships. He was damaged, however, and realized quickly that the fleet was a very real danger to his continued existence. Escape was imperative. He could ponder the nature of the threat later, from a safe distance. He Jumped.

And so did the fleet. The Destroyer's hyper-spatial jump had been a short one, and so it took them only a few seconds to lock onto his new coordinates. They had only discharged half their Matrices in the initial ambush. The Destroyer could Jump multiple times, but at a great toll on his energy reserves. His anger overcame prudence, and he stayed to fight. Battle royal was joined.

Details of the combat are sketchy, for few who fought that day remain alive, and they don't like to talk about it. Suffice it to say that destructive energies were released that day in quantities that would have made the Destroyer proud, if only he'd had the time to appreciate them. Despite this, the engagement was inconclusive. The Destroyer, crippled, escaped with a final Jump through time. The human fleet could not follow; their mundane technology would be ruined by a temporal jump. Of the TimeLords, the Destroyer had taken a grievous toll; a third of their number dead, and the remainder could not Jump through time to pursue. They retired to lick their wounds.

Morale was at low ebb. After all the centuries of painstaking preparation, bringing to bear the mightiest armaments available, they had failed. Further, the carnage in their ranks was a grim reminder of the risks of a rematch. Death has a special poignancy to TimeLords, because anyone with access to a Matrix is potentially immortal, and so they have more to lose than most. This was the first time in their careers that many of them had bet their lives...and lost. But Lucifer survived, and would not give up. To him, his quest was his whole reason for existence. Most of the other survivors could not see it his way, and there were many desertions. They simply took their Matrices and left.

Meanwhile, the Destroyer was having a crisis of his own. The battle had demonstrated for the first time in his existence that he was vulnerable, in the sense that a concerted attack by the most powerful weaponry ever developed could hurt him. And he didn't know where the TimeLords had come from. He sensed the Designer technology, and thought perhaps his attackers were their servants. The prospect of losing immortality was as disconcerting to him as it was to his opponents. He decided that what he needed was a fortress, a place of refuge where he could rest, heal, and make plans in safety. *But what place can be safe from a Matrix?*

To find an answer to this problem, he began an exhaustive search of his own computer augments, which were far more complete than Lucifer's, containing nearly the sum total of Designer knowledge. Every theory, every physical law, every principle of nature had been included in his memory banks. Somewhere within that vast repository of knowledge, he found an answer. He found that it was possible to generate regions of (for lack of a better word) non-space, where certain otherwise universal laws did not apply.

The most important thing was that no Matrix could arrive into or be detected in such a zone, and no Matrix-related technology would work there. He went to work.

It turned out to be a simple task (at least for a mind of his caliber), though time-consuming. Blueprints were unnecessary, he could do the plans in his head. All he needed was parts. Most of the technology he got from ruined Designer bases, which he thoroughly destroyed afterwards to prevent his attackers from recovering any more for themselves. The rest, he stole. He would Jump until he found a suitable high-tech civilization, locate any desirable equipment or hardware, and simply Jump out with it. If he was not feeling pressed for time, he might stay for a little while and have some "fun". Those few parts which he could not find, he was forced to build himself.

The TimeLords did not intervene during the years it took to complete this work. *They couldn't.* Much of their fleet, which had taken over a century of human industrial output to assemble, had been destroyed in a matter of minutes, and over half the TimeLords had died or deserted. And there remained a strong morale problem. Only Lucifer and a few of his innermost circle remained undaunted. To top it off, the time of the Machine Invasion was fast approaching. The timeships that were to be Earth's defenses were in poor shape for another battle. It would require most of the decades remaining simply to repair them. The Destroyer could wait. A new threat had to be stopped before *those* hostile aliens scoured the life off of Earth. A planet's concerns suddenly became more pressing than one man's vengeance on the distant Destroyer.

When the Destroyer had completed his lair, he wasted no time in activating it. His subsequent disappearance from their scans caused great consternation among the remaining TimeLords. Had he died? if so, their cause was moot. Had he developed some sort of invisibility to their sensors? That had especially frightening implication, for how could they fight what they could not see? Perhaps he had encountered some race that was stronger than he thought. Did that mean he was no longer a threat? Still, Lucifer would not give up, and more desertions seemed imminent.

It was Zhanken (later called the Snake), the cleverest of the TimeLords, who came up with the answer. He pointed out that their sensors had not recorded a Jump prior to the disappearance, and it seemed unlikely that their enemy would conveniently keel over just now. "Since we can't tell where he is, let's look where he *was*." Needless to say, there were few volunteers. So, he and Azazelo undertook the task by themselves. They jumped into the cometary halo of the Destroyer's solar system during a time when he was invisible to their scans. Still, they were hesitant to get closer. It looked safe. *But then again, traps always do.*

They Jumped closer, made a quick orbital reconnaissance, and Jumped home via a circuitous route.

Returning to their base, they found that the sensors there confirmed their observations of the Destroyer's disappearance from the known universe. Scraps of information from Far-walker's database hinted at a possible answer. Painstaking analysis of the sensor recordings, and several years of experimental research confirmed the hunch. Their enemy had created a dimensional hole, where Matrices could not reach. After considerable effort, they duplicated this feat, and created their own area of non-space. When they began investigating its properties, they discovered the Destroyer's plan... and its weakness. No Matrix-related phenomenon functioned in such a zone. The potential implications of this were profound. If as they suspected, most of the Destroyer's powers stemmed from his ability to manipulate spacetime through his Matrix, then he would be nearly powerless if he could be caught in such a zone. His place of refuge would become his tomb.

Unfortunately, the boundary to such a zone was in a sense a temporal boundary, and the side effects of transiting it were identical. The Destroyer could not ravage planets while in his refuge, but neither could the TimeLords use their high-tech armada on him.

Armed with this information, Lucifer was able to re-enlist the aid of a few of the older TimeLords. He also recruited, conned or hired a considerable quantity of new talent, mostly soldiers from low-tech societies, which he planned to use as cannon fodder in the assault. Well-equipped, but cannon fodder nonetheless. The plan was straightforward. As many as possible would Jump to points near where their sensors indicated the "door" to the Destroyer's non-space region was, and assault it. Needless to say, they knew this threshold would be well-defended, but they were counting on their skills, numbers and surprise to insure that *someone* made it through. They waited until he disappeared again. They Jumped. The Jumps were accurate, and they achieved total surprise on the Qual'n army that guarded the Temple of the Angry God. Still, losses were heavy. Most of the cannon fodder did not even make it to the door.

Once inside, the *real* battle began. By the time the first group had blocked the exits, the Destroyer had had time to arm himself in a more conventional manner. While his godlike Matrix-based powers were unavailable to him, he was still *incredibly* strong. This alone was sufficient to kill or incapacitate any of the non-TimeLord troops that made it within melee range. The TimeLords, in heavy armor, fared better, and continued the assault themselves.

TimeLords
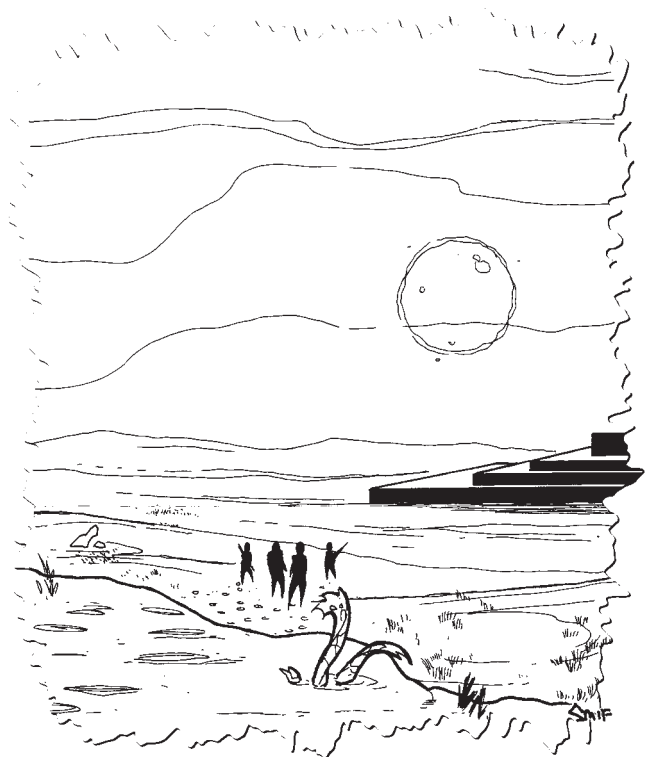
The final confrontation was between Lucifer and the Destroyer. Armed with massive melee weapons, Lucifer and the Destroyer hammered each other, battering down each others vastly weakened Designer defenses until Lucifer was able to ram his spear up through the Destroyer's jaw and into his brain.

The Destroyer, the murderer of billions, slowly slumped to the ground.

But he did not die. The resistance group known as the Dead had painstakingly manufactured tons of gunpowder in a mine under the ziggurat the Destroyer had built around his refuge. During the battle, they saw an opportunity and set it off. As the TimeLords fled for their lives, the ziggurat slowly collapsed in on itself, burying the Destroyer under a million tons of rock, inside a pocket universe where his powers could not function.

The TimeLord survivors picked up their wounded and dead, and left him there.

▼ **EPILOGUE** - With their mission completed, there was little left to hold the TimeLords together. The group slowly fragmented, each going their own way through time and space. Lucifer retired to spend the remainder of his existence in meditation, but like most TimeLords since, he was denied a peaceful end. The human mind is not well-adapted to immortality, and sometimes it just snaps. Zhanken, the Snake, eventually went mad (so they say), killed Lucifer and destroyed Far-walker. Azazelo, Lucifer's bodyguard and the second oldest TimeLord, swore vengeance and now pursues Zhanken endlessly though time and space.

Most of the other TimeLords managed to set themselves up comfortably in various continuums, coping with the stress of immortality with hobbies ranging from gardening to playing god. Most of the subsequent generation of TimeLords (including your adventurers) have the dubious distinction of being indirect proteges of Zhanken. Aside from the challenges of staying alive, he also specializes in creating new TimeLords.

He first locates one of the old Designer Matrices (one of his specialties), then tracks down one of Lucifer's distant descendants. Usually a grandchild is as dilute a genetic code as will be accepted by a Matrix (and Zhanken is not above using his *own* children as decoys). He kidnaps a group of ordinary people, usually humans, usually from a moderately advanced culture (his own background). He will transport them to some unpleasant environment (barren desert, chilly tundra, etc.), give them a little speech about the big favor he is doing them, hand them a Matrix, and tell them that using it is the only way to escape the ruthless assassin that he is going to send after them. Frequently, the Matrix he gives them will have its first several jumps programmed for destinations Zhanken feels are "interesting", "amusing", or just likely to build character. These early challenges are not always combat-oriented, but might pit the adventurers against the environment, or be confrontations with unfamiliar cultures. The ruthless assassin? The one who is chasing Zhanken, of course. By the time Azazelo has caught up with the Matrix with Zhanken's signature, Zhanken will be long gone in a different direction...

Recollections

The thing I remember most was the first time I touched cold, dead, human flesh. Each of us has something that colored our first impressions of Lucifer. Mine was walking shell-shocked with him across some medieval battlefield at dusk. Where and when I don't remember anymore. I do remember the smell of crushed grass mingled with woodsmoke and the heavy odor of human waste. A moon undimmed by pollution or city lights made ghosts of the scavengers moving through the evening mist. They ignored us, and we them. Lucifer knelt by a shadow in the dark, his steel grip pulling me down with him. The shadow resolved into a human form, eyes and mouth open to the sky. His makeshift armor had been little protection on the battlefield, and he was caked with mud from where he had been trampled after he fell.

"Lay your hands on him." A statement, a command. Lucifer didn't often make requests, I was to find. I didn't comply. Timeshocked though I was, I still had a good understanding of all the vermin and germs clinging to the corpse and was of no mind to give them a new home. Lucifer wasn't used to being disobeyed. He took both my wrists and pressed my hands against the corpse, my strength useless against his.

My right hand stayed on the cold rubbery skin of the peasant's abdomen, the other slid off half-congealed blood into the slimy wetness of swelling entrails. Already nauseated, I retched repeatedly, on the ground, on the body, on my hands, until there was nothing left but dry heaves.

"Damn you!" I wheezed, spitting out the last chunks clinging to my lips. "Why?"

He let go of my wrists and wiped off his hands with a handkerchief before offering it to me. "This is Death. It happens. It has happened, it will happen. Serve me and you will see rivers of blood and oceans of bodies, but you will live forever. Refuse, and I will take you back to your time and place, there to grow old, die, rot and be as forgotten in time as the wretches you see around you."

I numbly accepted the proferred handkerchief as his words circled around in my brain. In the past hour I had been confronted with almost every human emotion and sensation, scientific impossibility proven as fact, but nothing clung to me like the feel of that dead man's skin sliding under my hands. I was young. I had never been so directly confronted with human mortality. If Lucifer was offering an opportunity to cheat the fate of those I saw around me...

Something in me changed in that moment. I wiped myself off with the handkerchief and offered it back to Lucifer. He made no move to accept it, so I let it drop between us.

"When do I start?"

The drawbacks of eternal life were not to become apparent for some centuries...

"The blood-debt you seek is not within your grasp." Far-walker said. The crystal skull looked almost sympathetic in the afternoon light. "The shaping of people is too great a task for one pair of hands. If you are ever to make the tools you need, you will have to bring your vision to others. You must share your burden, or fail..."

Far-walker, to Lucifer, 556BCE

▼ **BASICS** - Your **EABA TimeLords** adventurer will have all the normal skills and attributes available in the basic rules, but for a **TimeLords** campaign, there are a few twists...

Adventurers in **TimeLords** can represent one of three types of people:

1. **Yourself**, an adventurer that represents *your* personal attributes and abilities, thrust into unknown time and space by forces beyond your initial control. This is the **Primary Game**, the game these rules were *really* meant to be used for.
2. **A normal adventurer**, generated off a varying AP and SP base, a slightly larger than life hero recruited from some portion of history by some time travelling individual or organization. This is the **Secondary Game**, another way to use these rules for a time travel campaign, and an option which adventurers from the Primary Game will often explore after they have gained some experience.
3. **A combination of 1 and 2**, where you design up an adventurer that represents you, but as you would have developed in some *alternate* history, someone who has your general stats and abilities, but as they would be focused in that alternate space and time. This is the **Tertiary Game**, a modification of either the Primary or Secondary games, and is subject to the limits or benefits of both.

▼ **PRIMARY GAME** - Virtually all of human history and culture was shaped by the first generation TimeLords, creating the main branches of history as we know it. The first generation in turn, was responsible for the second generation TimeLords.

Adventurers will be second or third generation TimeLords, accidental time travelers. You are newly thrust into a multiverse where there are perhaps dozens more with Matrices, TimeLords with more experience and less scruples than yourselves. However, just as the first generation's knowledge was an imperfect copy of Lucifer's, so these second generation TimeLords know less than their mentors. Without the central figure of Lucifer to guide and police them or the threat of the Destroyer to motivate them, they are more prone to human frailties. The changes they wreak are often less for a perceived good than for personal benefit. They see the limitless universe as still small enough to be worth fighting over. Temporal lines will be drawn, and crossed. Histories will be altered, cultures raised up in one place, laid low in another. Most of the second generation TimeLords will perish by violence or ignorance.

The Matrices lost by these TimeLords lay dormant in places and times throughout the histories, surfacing at irregular intervals as historical oddities. Those who chanced upon them and could use them almost always end up in a different place and time, and only a few survived long enough to understand the secrets and power that they held. A few Matrices have been seeded into cultures by a surviving older TimeLord, perhaps to cause change, perhaps for entertainment, perhaps to confuse an enemy. Regardless, those who encountered a Matrix on their own and survived long enough to learn how to use it became TimeLords of the third generation. Starting from scratch, they are like Lucifer, alone and ignorant of the possibilities that surround them, and with no choice but to learn or die trying.

You have the opportunity of a lifetime, to take your chances in the infinite unknown, to be a TimeLord. The rewards are immeasurable, but the cost equally high. For when you travel in time, you change it, like it or not. Your decisions will affect not only your own life, but the lives of everyone you meet, and all their descendants.

Once you finish the adventurer design section, your gamemaster should flip to for Primary Game campaign ideas.

▪EABA

Adventurer creation - You can do things one of two ways. The first is that adventurers get a "low normal" amount of points (60A and 60S), plus any adjustments for their current age, using that Trait (**EABA**, page 2.11). With this, try and build a personality that matches who you *think* you are.

What we *recommend* is that all adventurers get their stats by means of the tests that follow, and get +1A per year past age past 16 to allot how they wish (with a few exceptions). Characters also get 60S to start with, +2S per year past age 16, and this will be done after all attributes are figured.

Strength - You can measure starting Strength relatively easily, both objectively and subjectively. For instance, it takes a Strength of 8 or 9 for most adventurers to be able to do an unassisted one-arm chin-up *or* pushup (Strength 7 or 8) for lighter adventurers). So, a player who wants to claim a Strength of 9 can simply demonstrate that they have it by doing one or both of these feats. The table below lists the effective Strength that can be exerted in a particular circumstance compared to maximum lifting capacity. For instance, if it says Strength+1, it means the mass that can be moved is the same as the maximum lift (-3d penalty) for a Strength of 1 more than the adventurer.

Use of Strength	Lift capacity
Lift and carry	Strength+0
Push with one leg	Strength+0
Push with both legs	Strength+3
Push with one arm	Strength-1
Push with both arms	Strength+1
Pull with one arm	Strength+0
Pull with both arms	Strength+2

These numbers are more specific than the general **EABA** carrying capacity, and are not meant to have the "controlled situation" bonus applied to them. They are still general guidelines. For instance, the amount you can push out from your chest is different than the amount you can push over your head...

By using your own weight and the chart, you can use the ability to do a pushup as a lowest threshold for Strength. A pushup will leverage about seventy percent of your body weight, so your ability to push with both arms can be compared to your weight and used to find the lowest number your Strength can be. Or, you can use the ability or inability to do a chinup the same way.

EXAMPLE: If you mass 75 kilograms and can do a pushup, then you can push seventy percent of 75 kilograms using both arms. This is about 50 kilograms, or the lifting capacity for a Strength of 6 from the **EABA Universal Chart** (**EABA**, page 3.4). Since pushing with both arms is a force of Strength+1, this means your Strength is at least 5 (because your Strength+1 equals Strength 6). If you then try to do a chinup and *fail*, you know that 75 kilograms is *more* than what your Strength+2 could lift. This means that your Strength+2 is not more than 8, because Strength 8 has a lifting capacity of 80 kilograms. So, these two tests determine that your adventurer's Strength is at least 5, but not more than 6.

To narrow things down, you can simply add weight to the best test you can succeed at until you reach a failure point. Weight for pushups should be put on your back, and counted at seventy percent of actual amount. Note that *all* physical tests to determine an attribute rating are *at your own risk*. If you injure yourself or someone steps on your fingers, etc., it's not our fault...

EXAMPLE: The player from the previous example wants to have a Strength of 6, so they get a friend to find some weights to put on their back. Since pushing with both arms is Strength+1 (a total of Strength 7), we look at the **EABA Universal Chart** and see a Strength of 7 can carry 63 kilograms. Now, 63 kilograms is seventy percent of 90 kilograms (divide the 63 kilograms by .7). Since the player masses 75 kilograms, we add 15 kilograms to get their total weight up to 90 kilograms. If they can do a pushup with the extra weight, they have a Strength of 6. If they can't, they have a Strength of 5. For reference, a liter of water masses 1.0kg.

Agility - Everyone starts with an Agility of 5. If you made it to college based on an athletic scholarship or play on any college level team in any Agility-based sport, you can put *any* points you would have gotten for Awareness into Agility instead. Otherwise, you may only add points for this from your age-based gains. A side effect of this is that no non-athlete is going to have an AGL of 8+ unless they are at least 25 or use points from sources other than age to get a higher level.

Awareness - Start with an Awareness of 5. You get +2A towards Awareness for being accepted at a college that has a selection process and +3A for having a scholarship that covers at least your tuition for at least a year. Granted, being in college does not necessarily make you any smarter, but there is presumably a selection process based on academic potential for *most* students, and since you also play role-playing games, we're willing to give you the benefit of the doubt.

You get +1A towards Awareness for each year of study *past* freshman level. Judge this by the course level of most of the courses you finished in your *previous* grading period. The maximum bonus for this is +3A. Without a scholarship under your belt, you will have at least an Awareness of 7 if you graduate, even without any points from age added in. You also get +1A towards Awareness for each year of study towards a degree past a Bachelor's degree, with a maximum bonus of +3A. So, an advanced degree automatically guarantees an Awareness of 8.

For someone who is just taking community college courses, or Associate level degree programs, you get +1A towards Awareness per year of full-time study you have completed, or +1A towards Awareness per two years of part-time study.

This covers the *cognitive* aspects of Awareness. If you get to an Awareness of 6 or more, your default roll for skilled tasks goes up to at least 1d, representing the knowledge base you have accumulated through numerous course studies. For the *perceptive* aspects of Awareness, see the following:

Condition	Effect
20/60 vision or worse	Weakness on sight
Severe hearing loss	Weakness on hearing
Totally deaf	Special
Legally blind	Special

You don't get any points for this, it just is a counter to the intelligence-base part of Awareness. An adventurer with a severe perceptual disability would simply have no roll for that sense. For instance, a deaf adventurer would never make hearing rolls.

Any adventurer who has a mediocre cognitive Awareness for whatever reason *may* get a Forte of "keen eyesight" or "keen hearing" if they have *no* sensory limitations, can convince the gamemaster that it is appropriate, and pays the 5A cost of the Trait.

TimeLords

Will - Everyone starts with a Will of 5. Being able to convince the gamemaster that you deserve an extra 2A to put towards Will is perhaps a justification for getting it, since Will is also a measure of force of personality (you can also suppose it means you have a higher Will than the gammeaster...). Since pain tolerance and mental fortitude are also aspects of Will, proving that you have some degree of these qualities to the gamemaster is also worth 2A. Self-destructive and/or stupid ways of showing these qualities simply mean that you may take up to 2A from points you have towards Awareness and put them towards Will instead, but it does not actually *gain* you any points.

Health - Everyone starts with a Health of 5. You gain or lose points towards Health based on your personal habits and health history. That is, your starting Health of 5 is worth 7A. If your lifestyle and history net you -1A, this means your Health is 4, with 1A towards getting it back to 5.

Lifestyle	Health effect
Sedentary lifestyle (virtually no exercise)	-2A, max. starting Health of 5
Average lifestyle (little exercise)	+0A, max. starting Health of 6
Average of 1/2 hour strenuous activity/day	+1A, max. starting Health of 7
Average of 1 hour strenuous activity/day	+2A, max. starting Health of 8
Average of 2 hours strenuous activity/day	+4A, max. starting Health of 9
Average of 4 hours strenuous activity/day	+6A, max. starting Health of 10
Average of 8 hours strenuous activity/day	+8A, max. starting Health of 11

Health	Health effect
Lost 0 days to illness in past year	+2A, adjust max. by +0
Lost 1-3 days to illness in past year	+0A, adjust max. by +0
Lost 4-6 days to illness in past year	-1A, adjust max. by +0
Lost 7-9 days to illness in past year	-2A, adjust max. by -1
Lost 10-12 days to illness in past year	-4A, adjust max. by -1...
Lost 13+ days to illness in past year	-6A, adjust max. by -2

▼ Sadly, a lot of roleplayers are going to end up as Health 5 couch potatoes in **TimeLords**...

▪EABA

Points gained or lost here *must* be applied towards Health or a Forte on Health. Adventurers should also list any immunizations or immunities they have, like smallpox, measles and so on. Allergies might be a Weakness on Health, but do not give the adventurer any extra points. An adventurer who works regularly in a sport that requires long-term endurance (Iron Man, marathons, etc.) may *purchase* a Forte of "high endurance", which gives them a bonus when it comes to the effects of exertion and exhaustion.

Fate - Most modern characters will start with a Fate of 3. The **TimeLords** universe is almost totally devoid of magic, psionics or other paranormal powers, so a Fate of 3 is seldom going to be a limitation. It just limits the amount of luck that the adventurers can count on in any given adventure.

The gamemaster may wish to use fringe or "phantom" timelines (see page 3.4) in which things outside the normal realm of human potential are possible. However, whether such abilities work *outside* that timeline is unlikely. If the overall campaign is going to have a mystical bent by gamemaster fiat, then any adventurer who can claim witches, shamans or other pagan or occult family ties may spend points to increase their Fate, but may not have any points towards paranormal abilities unless they can demonstrate them (if they can, we'd *really* like to see it duplicated under controlled conditions...).

Now, this isn't to say that adventurers won't run into any paranormal powers, just that they are unlikely to have any of their own. In the end, it's the gamemaster's world to tinker with, and if it seems more fun to toss in some alternate universes where hocus-pocus is actually a force to be reckoned with, then it will serve as an interesting counterpoint to any advantage the player's scientific knowledge gives them.

▼ If a player for some reason can demonstrate a level in *any* Attribute that the system does not normally allow them to buy with their base and age-based experience, then the gamemaster should consider whether or not the character has a Forte in that ability. If so, the adventurer gets this at *no charge*.

Attribute costs - As a handy reference, give the players the following numbers for ease of improving attributes or making plans on how to allot leftover AP.

Attribute level	Cost	To raise 1 point
1	1A	1A
2	2A	1A
3	3A	2A
4	5A	2A
5	7A	2A
6	9A	3A
7	12A	3A
8	15A	3A
9	18A	4A
10	22A	4A
11	26A	4A
12	30A	5A

▼ **HOW TO DO IT**
1. Primary Game adventurers start play with all attributes at a level of 5 (except Fate of 3).
2. For Strength, you get a level at no cost as indicated by objective and subjective tests.
3. For other attributes, your life path will either give or take away AP towards that attribute.
4. All adventurers get +1A per year of age past 16. These may be spent to increase their Attributes or offset losses from step 3. Leftover points should be allotted to Traits or set aside for later adventurer improvement.

EXAMPLE: A 20 year-old player decides to make up what is essentially an avatar. They weigh 80 kilograms, and were just able to manage a push-up with an extra 20 kilograms of weight. This means that seventy-five percent of 80+20=100 kilograms is the level of their Strength+1. Looking on the **EABA Universal Chart**, this is closest to a Strength of 8. If their Strength+1 is 8, then their actual Strength is 7.

Agility starts at a 5, and has no modifiers. Since they are 20 years old, they get +4A to play with, and spend 2A to raise this Agility to 6.

Awareness starts at a 5. The player gets +2A for being in college and +2A for being a sophomore. They spend 1A of their 2A from age, and this gives them enough to raise the 5 to a 7.

Will starts at a 5, but the player cons the gamemaster into agreeing that their course load is worth something, which is +2A, enough to make Will a 6.

Health starts at a 5. The player rides their bike everywhere, to the tune of an hour a day, for +2A, and hasn't been sick in years, for +2A. They add in their last age-based 1A, enough to make Heatlh a 7. Set starting Fate at a 3, and Attributes are done!

Traits - Your adventurers do not get points for these, either for *or* against them, but they are likely to have them just the same. Most players will have a few Personality Traits at some *minor* level unless they are borderline psychotic to begin with, and may have a few other Traits, including things like a minor Curse (severe allergies, etc). Use the guidelines in the **EABA** rules to figure the level that is appropriate. Some of the Personality items you may not even realize you have, but they're in the adjectives that people use when talking about you: Cynical, overconfident, forgetful, squeamish, and so on. *All* adventurers in the Primary or Tertiary games get the Timesickness Trait (), so when you're done here, check that out.

A good way to do the Traits is to simply make a list of player's names, and pass the list around. The gamemasters can read off the categories from the **EABA** rules if people need a little prompting. Each player and the gamemaster writes down what they think the other players *and* themselves have in the way of limitations and advantages, and the level they think it is at if appropriate. When everyone is done, the *average* result (rounding in the player's favor) is the level of the appropriate Trait. If you think anyone is thin-skinned enough to be sensitive on the issue, the results can be anonymous (and of course, being "thin skinned" is a Personality Trait too...). If everyone comes out unspeakably bland, try again. Role-players usually aren't *that* dull. This time, each player *has* to list something they think is a positive *and* a negative trait about *themselves*. With this as a "seed", pass the list around again. If something an on/off advantage or limitation like Pain Tolerance or a Forte, an adventurer gets it only with a *majority* vote *and* gamemaster permission. You may *not* use any free A or S to purchase a Trait that you did not get any level of or majority vote for, but on the other hand, those advantageous Traits which you were rated as having do not cost you any points either.

Skills - Skills are generated on a pre-adult *and* adult basis. First, you spend the 60SP you have as a "low normal" person for all experience *up to age 16*. You may spend as you like, but no skill can be more than +1d. This is the basis of "who you are", and all your adult training is where you went with that basic set of skills. After age 16, figure the total S available from age (2S per year) and applicable life experience. Full-time college studies get +10S each year, but all but 2S for each year of college must be put towards Awareness-based skills that you were studying. Part-time studies get +4S per year, and all but 1S per year must go towards Awareness-based skills you were studying. Years working full time generate normal SP (2S per year), and half of them must go towards skills related to that job. Any long-term professional training taken during any non-college year will get you +1S for training of up to 500Cr per year, +2S for up to 1000Cr a year, +3S for up to 2000Cr a year, and +4S for up to 4000Cr per year. *All* SP gained from this training must go directly to the skill being trained in. Time spent just "hanging around" generates the base of 2S per year, which may be allotted any way you want.

Once you get through this, which can take a while depending on your age, you will have generic S, S that must be devoted to certain *types* of skills, and S that must be devoted to a *particular* skill. You can spend these on anything that you as a person can do or have training in. Your adventurer is now done. Your equipment and money is what you have on you right now, and within reach. *Ready, set, go!*

▼ **Note!** - You may find that you don't have enough points to purchase all the abilities you have, or *think* you have. One, you may just be overrating yourself. What you consider a +1d skill may actually just be a +0d. Two, you may have misclassed the skill. You might think that you have a great musical talent, but the level of skill you think is correct costs too much. Maybe after reflecting on the degree of experience you have, it should be considered a hobby instead, which is +1d, but only costs 5S. This means you may still be good, but only in an amateur sense. Presumably if you want to "go pro" the gamemaster will let you use the points towards the non-hobby skill, so long as you accept the lower score you'll get as a result of the increased difficulty. Last, you may overestimate the diversity of your skill. Maybe a skill package of several narrowly defined +0d skills is what you are looking for.

▪EABA

▼ **SECONDARY GAME** - Your characters are members of a "Time Patrol", some organization that patrols the lines of probability for various reasons. The gamemaster will provide background for the organization if adventurers are going to be members. A sample organization is listed later in the rules (see page 6.2).

Any organization with the power to travel through time, and the responsibility that goes with it, will be *extremely* selective about who works for them. There will be rigorous standards, specialized training and constant oversight of anyone who is authorized to travel through time. Adventurers will therefore be a cut above the average, and should recognize this from the start. Time Patrol members will start as "normal" or "heroic" adventurers, depending on how the gamemaster wants the campaign to run. This would be a base of either 80A and 80S or 100A and 100S.

A pre-generated Time Patrol (The Guardians) is listed later in the rules, and if you intend to use this background you should flip to page 6.4 to get specific adventurer generation notes. Otherwise, the guidelines below are recommended.

Time Patrol members do have certain limits they must adhere to in order to be recruited. These should be listed in the description of the organization that is available to all players.

Regardless of their background and attributes, field agents will be required to learn a basic set of skills, which must be paid for from their S total. A useful "Patrol package" is below.

Requirements	Cost
Native language at +1d	5S
Native culture at +1d	5S
Second language at +0d	5S
Second culture at +0d	5S
Third language at +0d	5S
Third culture at +0d	5S
History at +1d	10S
Scrounging (choose type) at +1d	10S
Unarmed combat of some type at +1d	10S
Melee weapon of some type at +1d	10S
Projectile weapons at +1d	10S
Patrol regulations at +0d	1S
Professional skill of some type at +2d	20S
Total	101S

Note that since adventurers get their native language and culture at +0d for free, the 5S cost is just to raise it to +1d, which covers being able to recognize or possibly mimic variations and dialects of that language.

The professional skill must be some skill that will be useful in a Time Patrol sense. This could either be a modern skill like being the team medic, to something as archaic as being a blacksmith or midwife. Any of those skills would help the party blend in or function better while on a mission. Adventurers whose background has them pulled from the past to become members of a Time Patrol *must* have an archaic profession.

▼ Net gains in A or S from just staying alive (age-based gains) are possible only in societies where average conditions are good enough that people don't prematurely age due to environmental hazards. With negligible medical care and poor conditions, aging occurs sooner, is more severe, and simply staying alive saps time and effort that would otherwise go towards self-improvement. A Dark Ages peasant can only get so good at scratching a living from the soil, and has little time to devote to other pursuits, even if there was someone available to teach them. This lack of diversity should be noted for any Patrol character from a mundane low-tech background, making exceptional individuals (nobility, etc.) the more likely candidates for interesting adventurers.

Crossover - In the event that adventurers from the Primary Game get recruited into a Time Patrol, *all* adventurers will get an amount of S necessary to get the *least skilled* character up to minimum levels. Extra S may be allotted as desired. You can figure that this is intensive, full-time training (A and S that total to 12 points per year), and adventurers will be out of action for this long. If this training takes a year or more, adventurers *will* get the "free" +1A and +2S per year mentioned on page 2.3 to put towards the "Patrol" skills, or use them to represent personal interests worked on in their meager spare time.

EXAMPLE: If it takes 25S for the *least skilled* adventurer to meet Patrol minimums, *all* adventuers get to add 25S in training (everyone trains for about the same amount of time). All the adventurers go through a two *year* training course before the Patrol even thinks about letting them time travel again. Any S left over after they meet Patrol minimums can be spent as desired, and since they got 2A and 4S for spare time during these two years, these points may also be spent as desired.

TERTIARY GAME - Your adventurers are based somehow on you, or an ideal you, living in a different world than the one you are familiar with. For instance, your adventurers are based on yourself as survivors of a global disaster, with the experience and skills based on ten years of experience in the post-Ruin world. Or, the adventurers are swash-buckling versions of yourself in 17th century Europe.

Adventurer creation - Go through the detail you did for the Primary Game to generate your *personal* stats and skills. Then, figure out how many A and S this character is based on as if they had been designed from scratch. Whoever has the *highest* total A gets +5A to allot however they want. Whoever has the *highest* total S gets +10S to allot however they want. Each *other* player gets a number of A and S to allot equal to the difference between *their* total and the *highest* character's total (*after* the extra 5AP or 10SP are added in). The gamemaster may also throw in a free amount of AP and SP to represent experience in the game world.

EXAMPLE: The adventurer with the best attributes has 80A spent on them. The next lowest adventurer has 70A. The first adventurer gets +5A, raising their total to 85A. The next lowest adventurer gets +15A, making their total 85A as well.

▼ This process makes adventurers that represent the players as the core, but makes the world "fair" in that everyone starts off with the exact same point totals.

Adventurers *must* substitute skills appropriate to their background for ones they have which do not apply.

EXAMPLE: A player whose adventurer is based on themselves, but in a 17th century Europe, whose character has a skill of +0d with Land vehicles would change this to either a +0d in Equestrian or a +0d in Team handling (wagons, etc.). Adventurers from a pre-gunpowder era might substitute bow or crossbow for a gun skill.

If the equivalent skill is a Hobby, the adventurer gets it at a level of +1d. If the equivalent skill is an Advanced Skill (and the previous skill wasn't), then the skill is reduced in level by 1d (down to a minimum of +0d).

EXAMPLE: If the alternate background was one where *everyone* learned martial arts (an Advanced Skill), but the adventurer had +1d Brawling skill, then this would become +0d in Martial Arts instead.

TimeLords

▼ **TRAITS** - The following list covers exceptions and clarifications on **EABA** Traits in a **TimeLords** game.

● **Age** - In general, adventurers will not gain or lose points for this Trait during creation of adventuers, since we have included life experience and time in other aspects of generating adventurers. Effects from aging *may* occur later in the campaign.

Primary Game: You are your chronological age.
Secondary Game: Time travel is still considered rigorous work. Most agents retire from field work before age 70, and certainly wouldn't be recruited for field work past age 50. The gamemaster will decide if advanced technology will increase the age at where aging effects take place need to be made.
Tertiary Game: Base on your current age, plus however many years have elapsed from the time regular adventurer generation ended..

◆ **Blessing/Curse** - Unless your campaign resolves around mystical or religious conflicts across time and space, this mainly represents things like severe allergies as a small Curse.

Primary Game: What you are is what you are.
Secondary Game: Members with otherwise outstanding qualifications might be allowed to have an allergy of some type that qualifies as this Trait. For instance, a violent allergy to penicillin.
Tertiary Game: This would be the same as for the adventurer in the Primary Game.

● **Enemies** - It is hard for anyone to qualify as an Enemy in **TimeLords** unless they have the ability to travel through time.

Primary Game: Not applicable. You don't know anyone who has a broad enough reach in time and space to hate you in a meaningful way.
Secondary Game: It is possible to have a time travelling Enemy of any level if you are a Time Patrol agent, but starting adventurers are unlikely to have one as more than a Minor Enemy unless the game-master gives points for a large enemy organization that hates the adventurers just because they are members of a Time Patrol.
Tertiary Game: Adventurers may have enemies at any level, with gamemaster approval, with the same caveats as for Friends.

● **Friends** - Friends are easier than Enemies, since they can represent someone that has resources at a place you regularly visit or are based from. But, it helps if they have some form of time travel ability.

Primary Game: Not applicable. You don't know anyone who has a broad enough reach in time and space to help you out in a meaningful way.
Secondary Game: A Time Patrol member is a possible Friend, as is a historical authority figure in an area where you are based, if this area is often used in an adventuring sense.
Tertiary Game: Adventurers may have *reasonable* contacts that they can purchase with points available. If the campaign is going to revolve around time travel rather than alternate personas, such Friends would be as for the Primary Game.

● **Fortes & Weaknesses** - Available in most campaigns.

Primary Game: Whatever you are is whatever you are.
Secondary Game: Most adventurers can have numerous Fortes and Weaknesses. Everyone has their strong and weak points.
Tertiary Game: As for the Primary Game. Adventurers will usually be required to keep any Weaknesses, but may buy Fortes with any spare points. Weaknesses may possibly be bought off during play.

◆ **Gifted** - Unlikely for any **TimeLords** campaign unless it has mystical or religious overtones.

◆ **Larger than Life** - Unlikely for any **TimeLords** campaign unless it has mystical/religious overtones.

● **Looks** - Adventurers can be widely different than the norm in terms of appearance in any **TimeLords** campaign. The benefits and drawbacks will vary with the type of campaign.

● **Motivation** - Depends on the type of campaign.

Primary Game: Your main motivation will be to figure out what the hell is going on, and to stay alive long enough to do so.
Secondary Game: Is the Patrol a job, an adventure, or a means to an end? Are you just the best person for the job, or is it more personal than that?
Tertiary Game: Depends on the nature of the campaign. One with little time or dimension travel gives more room to relevant motivations than one which doesn't.

◆ **Mythic Archetype** - Unlikely in most campaigns, but is *possible* in Secondary or Tertiary campaigns.

● **Pain Tolerance** - Available in all campaigns.

● **Personality** - Available in all campaigns.

Primary Game - You are what you are.
Secondary Game - No one with any limitation of more than two levels would make it past the psychological screening process to get into the Patrol in most cases. Even a positive trait can be a liabilities if taken to extremes. While members may have personal quirks and biases, they are not enough to be a regular detriment to their abilities.
Tertiary Game - Adventurers may amplify or reduce existing traits by one level, or get new ones at a two levels or less.

◆ **Physical Limitations** - This is not a normal **EABA** Trait. It is beyond the scope of a Weakness. Players who have limiting physical handicaps may find themselves at a disadvantage when designing adventurers for the Primary Game. There are a number of ways to handle this:

1. Role-play it. With your friends to support you, design the adventurer realistically and use your mind and your companions to work around the limits. Use what you have to the best of your abilities.
2. Undo it. Figure out the average A and S spent on the other adventurers, and design a non-disabled adventurer that has your personality based on this amount.
3. Bypass it. Design up a "random person" based on this average A and S. This adventurer will be an inhabitant of the first place the characters Jump to, and should have a motivation to join the adventurers, and skills or talents that will make adventurers want to have this "stranger" around.

Secondary Game - No physical limitation beyond the level of a Weakness. Agents who have suffered non-correctable injuries of more than this are retired to desk jobs or inactive status. With advanced medicine, few problems cannot be corrected to this level, although the means of doing this may preclude missions where advanced technology would be a detectable handicap.

Tertiary Game - You may have limitations as desired, or buy off old ones if possible in the new game world.

▼ While **EABA** is not available in a commercial Braille edition, permission has been given to the Library of Congress for Braille copies to be made.

ADVENTURERS

■ **Secret** - Unlikely in most **TimeLords** campaigns. The fact that you are time travellers is usually kept secret from those around you, but since you can leave a timeline behind on short notice, drawbacks of the secret being found out are minimal. If a campaign has a certain time or place where most of the action takes place, then leaving that area behind is not an option, and being found out as a time traveller could generate powerful enemies. In this case, all adventurers would have their nature as time travellers be a Secret.

■ **Status** - There are few forms of status imaginable that would transfer an advantage across time and space, so this Trait is unlikely unless a Time Patrol is a widely known and recognized phenomenon.

◆ **Unusual Background** - If an adventurer needs or shows they have this Trait, it is allowed for any campaign. The advantages or penalties it confers on the adventurer are up to the gamemaster to decide.

■ **Wealth** - This varies in applicability.

Primary Game - Not applicable. You start the game with the money in your pocket, and it is not likely to work where you are going...

Secondary Game - Wealth is probably going to be about average. And, it serves little actual purpose since what you can take on a mission is based on the needs of the mission, not your personal equipment. It can, however, be used to buy items that are brought back from missions for one reason or another, at a standard appraised rate. Most agents do have collections of curios and relics of nominal value.

Tertiary Game - Starting wealth is based on skills and years of experience, as per the **EABA** rules (**EABA**, page 2.19). Points may be spent to increase this or gained to decrease this.

▼ **NEW TRAITS & SKILLS** - While the **EABA** rules cover most of the contingencies and vagaries of adventurer design and background, particular gameworlds may have facets that are unique to them, and uncommon enough elsewhere that they are not in the main rules. A time travel game has a few of those facets. Of the following traits, the ones marked with a "*" were used in the novel *Eternity's Shadow* and can be considered as "official". The others are available at gamemaster option depending on the type of campaign.

Knowing (New skill)* - This is an Awareness or Fate skill, and represents your ability to sense the minute distortion in the fabric of spacetime that occurs whenever there is a nearby time/dimension travel event. Time travellers haven't really come up with a good word to describe it, but do know it when it happens. Someone who has never experienced time travel *can* have the sensation described to them, but without experience, cannot adequately filter out all the other extraneous sensations of daily life. A simplistic way of describing it is a slight sense of disorientation, or *deja vu*, and a faint flash of light coming from somewhere *outside* your field of vision. The base Difficulty is as for ranged combat, substituting kilometers of distance for meters.

Only one attempt may be made per event, and is usually done secretly by the gamemaster. Extra time can be spent to "prepare" the skill, which represents simply meditating in a quiet environment to "listen" better, and the bonus applies only if the adventurer is actually meditating when the event happens. If a character has an automatic success (their minimum possible roll is equal or more than the difficulty), they have a good idea how far and in which direction the event took place (within a compass point and a range band), but otherwise can't pin it down to more than a general "thataway somewhere".

A person exceptionally skilled at this can see a glimpse of what the other time traveller is seeing, if the "knower" is in possession of a Matrix and the time traveller is using one. It may even be possible to get a glimpse into their thoughts and psyche.

Feeling (New skill) - The remnants of the Designer information network inherent to Designer technology allow Matrices and working technology to share minimal information. This is usually nothing more than an "I'm here" message, but often that is enough. The owner of the Matrix may be able to tell that something is "different", but not much more.

The ability to "feel" the presence of other Designer tech is an Awareness or Fate skill. The base Difficulty is as for ranged combat, substituting kilometers of distance for meters. The base time increment is ten seconds, and works best if the adventurer is not distracted (quiet, darkened surroundings are good). If even the lowest possible roll by the adventurer will succeed, they have a good idea how far and in which direction the item is (within a compass point and a range band), but otherwise can't pin it down to more than a general "thataway somewhere". Failure by more than three points may mean the adventurer *thinks* they detect something, but is mistaken.

Oddly, this skill is pandimensional. If the adventurer makes a skill roll that would have worked at a level of higher Difficulty, they can detect such items on *nearby* timelines, provided they would be geographically close to the corresponding point on the other timeline. The adventurer *will* know this if they succeed at the roll, and in fact has an automatic "good" fix on the location if that is their next Jump.

Matrix skill (New skill)* - This Will skill allows an adventurer to correctly operate a Matrix or other Designer technology that can be communicated with by a Matrix. Until all adventurers involved in Matrix operation get at least +0d with the skill, no extra time may be spent to get a reduced difficulty on the skill roll. This skill has several specializations that may be acquired:

> **Matrix** (main skill)
> A particular Matrix (specialization)
> A particular Matrix "trick" (specialization)
> A particular timeline (specialization)
> A particular spatial dest. (specialization)

■ **Timesickness (New Trait)*** - *Everyone* in the Primary or Tertiary game has this (Time Patrol agents got over the problem during training). This is a Trait which would have a value of 5S, which can be bought off like any other with age- or time-based experience, so long as the adventurer made at least one Jump during the period the experience was gained in. That is, "adventurering" experience does not count, but points gained from spare- or full-time training will. It is something you *eventually* get over, but it just takes a while. The default time-sickness is a -2d penalty to all actions that occurs immediately after a Jump, and is characterized by dizziness, nausea, blurred vision and ringing in the ears. The penalty drops by -1d each ten seconds after a Jump until it is reduced to zero. To provide a random element of "fun" to an adventurer's early Jumps, the gamemaster should assign a level of this Trait equally to all adventurers (from -2d to -4d), and give them the 5S for it, with the obvious caveat that they can't get rid of the Trait immediately. The amount of points generated by the Trait should be made available to the adventurers at the rate of 1S per adventure, to be applied to any category the adventurer could spend them on, like skills used in the adventure, but *not* towards buying off the disadvantage.

EXAMPLE: If the gamemaster assigns a -2d Timesickness penalty to all characters, this is worth 5s, so each adventurer gets +1S in addition to normal experience after each adventure for the first 5 adventures, to allot in any reasonable fashion.

What this doling out of extra S does is allows adventurers to gain a new skill at +0d over the course of the first five adventures, in addition to any other gains from experience. Early on, adventurers need all the help they can get...

Temporal Sense (New Paranormal Ability) - This is a information power that allows the user to identify an object as coming from outside the timestream it currently resides in. The default is to compare the adjusted Fate roll to an Average(7) difficulty. An object from a similar "present" would be Easy(5) to identify, while an object from a phantom timeline would be Challenging(9) to be spotted as an anomaly. An object remains anomalous until it has existed on the new timeline long enough to be integrated into the environment. For something like a rock, this could be millennia. For a piece of fruit, it would only be a few weeks. For a living organism, it usually takes about ten percent of its normal lifespan for the anomalous elements (blood, bone, tissue) to be replaced by "native" elements. In general, there is +1 Difficulty for each ten percent of the time taken for total integration.

Making the roll exactly only lets the adventurer know that the object is out of place. A normal success will give an idea of future, past or sideways, and being able to succeed even on a minimum die roll will provide some useful information about the object's home continuum (near or distant past, are the laws of nature any different, was it a phantom timeline, are there any residues which indicate contact with a *third* timeline, etc.). The "triggered" modifier for this power means that a roll can be made any time such an item crosses the adventurer's path. Since there is no Attribute or other damage associated with the power, it is just something that operates in the background.

Type	Requirements	Cost
◆	Conveys information	+15
◆	Extraordinary range	+15
●	Melee range	+0
◆	Triggered	+10
◆	Requires minimum Fate of 5	-5
●	Works on self only	-5
●	Cannot be altered	-10
	Adjusted cost	20
	Final activation difficulty	10

Type	Optional requirements	Cost
●	Takes ten seconds to activate	-5
●	Requires total concentration	-10

Adventurers in a game with paranormal powers may purchase this ability only with age-based S or with S that they might have otherwise applied to improving Matrix skill.

The "activation difficulty" only needs to be made once a day. The adventurer simply attunes themselves to their surroundings in the morning, and the power operates in the background afterwards. If the gamemaster wants to apply penalties for maintaining a power, then the adventurer will have to decide if they want to keep the power on all the time, or only use it in certain circumstances.

EXAMPLE: Adventurers in a bar get change from a meal that includes an unusual coin. The adventurer receiving the coin has Temporal Sense, and since it is currently on, they get a roll to see if they notice. The adventurer's adjusted Fate roll is 2d+0, with which they have to meet an Average(7) difficulty in order to notice its anomalous nature. If they fail, they will still get other rolls each time they touch the strange coin. If they had bought the power with an activation time, it would take contact for several seconds to get a roll to notice it, and if it required concentration, they would have to deliberately focus on the coin in order to have a chance of noticing.

▼ **Note!** - Aside from Timesickness and Matrix skill, the only new character trait in the novel *Eternity's Shadow* is the "Knowing" skill, and that is only developed by two of the main characters after several hundred years of experience and several decades of practice. So, assigning arbitrarily steep learning curves on these abilities is quite reasonable.
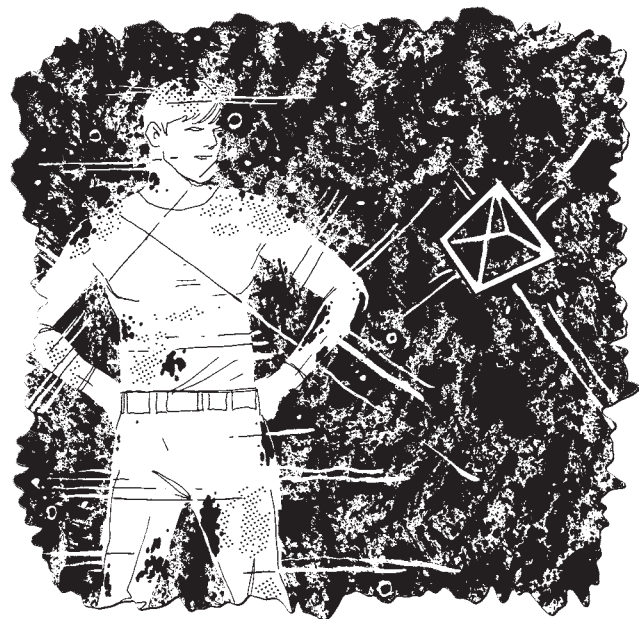
Recollections

Time: 1942CE
Location: Earth$_0$

We made it back to the road before our luck ran out. The car we were waiting on before pulling out had federal plates. Brake lights and smoking rubber. Oops. They must have our description. Elly spun gravel and headed back towards DeeCee, Feds in hot pursuit. There's no place to really lose them. At least they don't have helicopters yet. They just hang on our ass like they were welded there. I can see them talking on their radio. Word is probably out on half the east coast for us. Enough. "Elly, gimme your gun." She doesn't take her hands off the wheel, but just nods at the seat and says 'purse'. I grab it from the seat, find her snubnose and lean out the window. No more Mister Nice Guy. Get the driver, the rest of them go bye-bye. Aim, squeeze, ka-Boom! Jeezus! Recoil damn near slams the thing back into my face. I'm weaker than I thought. Elly yells "Hang on!". I almost get pulled out the window by the force of the turn. She wasn't kidding. The Feds pull back a little. They're either afraid of the gun or don't have a suicidal driver like I do. The G-men pick up a friend in flashing blue. I shoot a few more times and put out one of their headlights by accident. I save the last couple shots for an emergency. One of the G-men leans out the window. He's holding something big. I duck in posthaste, yell "Down!", and push Elly's head down. The front and back glass shatters under a hail of fire from the tommy gun, and there's a lot of 'punc! punc! punc!' as the slugs dent the DeSoto. Like I said, built like a tank. Elly's only got her eyeballs above the dashboard, and I'm looking backwards. "Billl...", I hear. "Bih-illll!" Louder, and two-tone. I look forward. Bridge. Roadblock. Big roadblock. Coming up fast. I didn't want to have to do this in public, but these guys are seriously pissing me off. I reach into my vest pocket for the Matrix. It's not there. My finger goes through a hole in the pocket. Damn!

"Bih-illl, what do I do-oo?" They're close enough that I can spot the shotguns aimed at us.

"Ram the bastards!" There's enough gap that we can probably force our way through. Elly bites her lip and hisses, but I hear the gas pedal hit the floor. I feel around the bottom edge of my suit for a tell-tale lump. Yes! No! Damn my good taste in clothing! It won't tear! I point the snubnose at the bottom seam. Fine Italian workmanship this! ka-Boom! ka-Boom! Elly just about swerves off the road. I'm even more deaf than I was before. The suit isn't bulletproof. I reach through the rips and grab the Matrix. It's ready. I look up in just in time to duck back down. Ka-rash! Broken window glass bounces around the inside of the car with the impact. The DeSoto swerves as we're thrown forward, and I feel us start to slide. Elly's still hunched down, and just looks at me with that 'anytime, boss!' expression. No time like the present. Or rather, no time like some other time. I take one last glimpse up. Yeow! I punch us out.

The universe turns me inside out. Sunlight. An explosion and a flash of heat behind me. We nose down and forward, tumbling in space. I see grass, then the sky, then something gray and brown. The DeSoto lands greasy side down on something soft but my face keeps going until it hits the dashboard and bounces. Ow! My nose! The first thing I am cognizant of beside the pain is the car horn. It lets out a pitiful dying wheeze like the air being let out of a balloon. Elly is slumped over the bent steering wheel, moaning. A trickle of blood oozes from a nasty cut in her eyebrow and she has two fists of bloody knuckles from where they slammed into the instrument panel. The back of the car is in flames. The gas tank must have exploded when we Jumped. I try to open the door, but it doesn't budge. I shoulder it, and the latch finally gives. I climb out, pulling Elly with me. We clamber out into cold, knee-deep mud. A stone wall in front of us looms up and up, ending in battlements. Around us are discarded shovels and archaic wheelbarrows, and screaming away in the distance, fleeing peasants who must have been mucking out the moat. Moat slash sewer. Oh, the stench.

We slog our way to the edge of the drained moat. I think they only mucked these things out when the lord and lady were not in residence, so the garrison won't be that big. And here they come now. Thrill me. They come out in some disarray, medieval swords and armor that I can't pin down the century of. They look ready to do a spot check on our blood type, when the sergeant bids them halt, goes down on one knee and says "Welcome back, Lord Zhanken." What have I been up to? And when have I been up to it?

TimeLords

"Time is merely an approximation, a property imposed on the universe rather than one inherent to it. Since our limited human perceptions rely on time, these perceptions are inherently flawed. Cause and effect are not mandatory. Probability may be infinite, but nonetheless, some things will simply never happen."

"Everything you know is wrong. Get used to it."

- Zhanken

▼ **BASICS** - Much of what we think of as "reality" is fundamentally flawed because of the way we view the universe. Our perceptions are locked into a second-follows-second progression of causally linked events, which in turn shapes our language, our culture and the way we think. The actual nature of the universe is so radically different that it is difficult to express the concepts in language, much less understand them. In addition, much of our current understanding of physics is flawed because it fails to take into account the multiple dimensions of reality and their weak but significant interactions with each other. Some of these interactions are rare and are responsible for unexplained events and much of the anecdotal evidence of the supernatural. Other of these interactions are vitally important to time travellers.

The most important thing to remember about the **TimeLords** universe is that time and dimension travel is about matter and energy, *not* psyche, motivation or subjective factors. *People care, the universe does not.*

▼ **Note!** - Okay. A lot (okay, most) of what follows is what we call "technobabble". It is a part of the game universe, just like starships or magic would be in other games. We have tried to make it internally consistent as possible, but time and probability can get extremely convoluted, and if you look at them too closely you're likely to hurt your brain. If you just want to play a game, skip this chapter. If you want to undermine the foundations of the universe, tip it over and make the cosmos beg for mercy, keep going. Just don't look at the physics too hard, and accept it in the spirit with which it is written.

▼ **LIFE, THE UNIVERSE, AND EVERYTHING** - All things have the potential to exist, which would make the universe infinite. However, not all things *do* exist, which makes the universe less than infinite, but more than finite (this is the simplest case of language being insufficient for the task at hand). We'll say the universe is "transfinite" and leave it at that.

All things that *do* exist do so simultaneously, though the implication of time with the concept of simultaneity isn't entirely accurate either. Of the things that do exist, all are connected by bonds of "probability" with the lowest aggregate state of energy. These bonds of probability are the sub-quantum nuclear force. This is the foundation of what we call "time". The state of being called "you" at any given instant is linked by bonds of probability to the states of being called "you" that are almost identical. The rate of energy transfer between them is dependent on the local field density of the quanta of dimension that the Designers called Descriptive Discontinuities, and which we call "chronons". The stronger the field, the slower the energy transfer and flow of "time". Chronon "spin" makes energy flow along these bonds towards what we call the future. Each thread of "past", "present" and "future" is its own microuniverse, extending from the beginning of the universe to its eventual end. This happens all the way down to a subatomic level, until the random fluctuations of energy become great enough to make cause and effect break down. We see this phenomenon as electron tunneling or quantum teleportation. You might also note that quantum entanglement operates instantly over any distance, because it is not subject to *time*. At a still smaller scale, energy and probability are a chaotic sea where everything is connected to everything else, a reservoir of infinite energy and infinite possibility that is, however, infinitely difficult to tap or control.

The "you" that is "now" is entirely separate from the "you" that is "later". It is theoretically possible that in the middle of reading this sentence that you could turn into a toad. In fact, this is what *would* happen if that was the lowest aggregate energy change available. However, the *actual* probability is so remote that the universe would likely end before such an improbable instance would occur. This quantum separation of dimensional states is what makes time and dimension travel possible at all. If time were a continuous function, the energy barrier to break the time stream and insert something new into it would be nearly insurmountable.

Of all the things that exist, we see that they cluster in such a way that "mass", "energy" and other concepts are linked together in a downhill slide towards the end of the universe. This clustering also includes things that are similar but not identical to "you". All the instances of "you" that are not ahead or behind you in time make up what we call a "timeline", a cluster of probabilities flying in tight formation at the lowest aggregate energy state. You share your existence and your consciousness with an immeasureable number of similar and overlapping "you's".

Chronons - A chronon is the fundamental particle that governs dimensional separation. It exists simultaneously in finite space but infinite probability. It is approximately correct to say that a chronon exists across all of time at the same time, but only in a limited volume of space. Chronons are possibly the rarest of fundamental particles. A given solar system may have only two or three.

Chronons interact with the rest of the universe, but only barely. They tend to occupy space more densely around gravity wells, for instance. Chronons have their own energy field that repels other chronons, and all normal chronons are "positive". They "spin" in the direction of "time". Many of our ideas regarding relativity are linked to the local density of a chronon's energy field. A ship nearing the speed of light bunches the chronon field in its immediate vicinity like a shock wave, altering its apparent flow of time in regard to the rest of the universe. A black hole's gravity well does the same. If chronon field density were to drop to zero, that region of space would instantly experience an infinite amount of "time" as its probabilities would have zero separation, exist simultaneously and then disappear. It is thought that the Designers used this vast source of potential energy and annhilated several suns to power the machinery for the Exodus.

A chronon's simultaneous existence across multiple probabilities means that with a massive expenditure of energy finessed incredibly fine, a macroscopic part of one probability can be substituted for another piece whose aggregate energy state is about the same. That is, someone could convince the universe that the place where "you" are standing should be replaced with a toad. If it works, the toad's entire probability line gets dragged along with him and so the toad stays a toad rather than turning back into "you" as the next dimensional state of existence takes its place. By its nature, such a manipulation of probability only extends to the edge of *that* chronon's energy field (which could be quite large). This has some interesting and extremely convoluted effects which we'll get into later.

Manipulating a positive spin chronon only lets you move in the direction of entropy, or to the "future". To move against the flow of entropy, one must create an anti-chronon, and manipulate it in the same way. This is what the Designers put into the Matrices.

Sub-quantum Nuclear Force - While we can understand the outward effects of the strong nuclear force that binds atoms together, this force also has a similar weak effect across dimensions and timelines. The effect of any given individual probability is immeasureably weak, but with the vast number of probabilities in any given timeline, the effect thresholds to what we would consider the "normal" level of the strong nuclear force. That is, the only thing that holds mass together is the fact that countless thousands of similar alternate realities exert a small stablizing force on each other. This force is largely responsible for temporal inertia and what we call "timelines". Similar mass on different timelines tends to "fly in formation", making these similar but still unique timelines more or less indistinguishable. The subquantum nuclear force also is largely responsible for the "missing mass" of the universe. It holds things together, but we can't detect it yet.

When a time traveller causes sufficient change to split off a significant number of probabilities and generate a new timeline, the total subquantum nuclear force for both branches is reduced, as the sum of multidimensional matter and energy is split between the two. These branches slowly build up new "mass" as their own microuniverse slowly expands in proportion to the overall macrouniverse. The exact rate of buildup is tied to the $e=mc^2$ equation, but in general it takes a few hundred years of "accretion" for a timeline to double its "mass".

Normally, a timeline cannot branch if the resulting timelines would lack sufficient mass and energy to meet the strong force threshold for cohesion of matter.

▼ **Note!** - This lower limit on timeline potential was the major problem for Lucifer and the original TimeLords. He had branched humanity's timeline so much that there was only one timeline left that had a chance of withstanding the Machine Invastion, and that timeline was too small to be branched further. He had to succeed with the one timeline left at his disposal, and the result of that battle would decide whether humanity's most advanced timeline would survive.

Statistically, energy distribution is such that these branches happen anyway as a random phenomenon (probabilistically akin to evaporation), and these unstable probabilities are called "phantom timelines".

Phantom Timelines - Just like a rope may have fuzz around the edge, so do timelines. Since in an infinite universe *anything* is possible, in an infinite universe everything *must* be possible. It doesn't mean it is likely, though. These are *phantoms*, unique or nearly unique timelines that are unaffected by normal temporal conservation, and which fill the space between normal timelines like spider silk. For instance, what if a superbeing from a dying world landed on Earth in the early 20th century? We have 50+ years of comic books dedicated to that one. These timelines are tough to find, tough to visit, but easy to change, since they don't have enough temporal momentum to generate new timelines of their own. They may spontaneously appear, but quickly disappear. *Why?*

A phantom timeline by definition does not meet the cross-dimensional threshold for the normal level of the strong nuclear force. The timeline literally starts to disintegrate. The matter in the timeline begins to dissolve into undifferentiated protons, neutrons and electrons. How long it takes depends on how much below the threshold the timeline is. It could range from as long as decades to as short as a few weeks, but the process exponentially accelerates as the mass available decreases. The effect begins first in areas of low mass concentration like outer space, or lightweight elements like hydrogen. A star's light may seem slightly distorted, or a comet's tail might begin to disappear. The dissolution of the timeline then progresses to higher concentrations of mass and heavier elements, causing planetary atmospheric effects like massive auroras and decay of the ozone layer.

Solid matter will begin to decay next, becoming light and brittle. A loss of the key elements required to sustain life may cause a debilitating and painful death even while a planet still has some breathable atmosphere left. The only possible escape from annhiliation is to somehow leave that timeline or to force it to rejoin the major timeline from which it sprouted.

If nothing is done, eventually all matter in the phantom timeline is reduced to elementary particles of negligible energy, its potential gone until accretes sufficient mass for stellar formation to begin anew. Since it would take billions of years for this timeline to be able to support life again, that timeline is effectively dead. However, remember that this effect is limited to the chronon field that supports *that* timeline. The entire universe is not destroyed, just a small part of it.

▼ **Note!** - Since the bounds of a Matrix are not actually matter, it can survive the destruction of a timeline. Lacking any orders to prevent it, a Matrix will eventually Jump itself to the closest stable timeline to await new instructions.

Since it can't branch, any change that happens on a phantom timeline changes it for good. These lines can also be subsumed into or pass through larger timelines that they happen to intersect. This is worth exploring. The phantom timeline would not intersect a major timeline unless they had a large number of common events to bring them close, and only a few major differences that would keep them apart. This is very rare, but there are so many phantom timelines that it still happens on a regular basis. What happens when they intersect is that the unusual events stay on the fringe of reality and don't actually cause any effect for all but a tiny fraction of the population. This is still enough for it to "taint" the overall timeline in subtle ways. If the phantom is subsumed into the larger whole, a very small amount of the phantom differences will become a part of daily life in the overall timeline. If the phantom passes through and keeps going without being affected, all that remains is a "memory" of the differences. Many supernatural myths and legends can be attributed to these memories or visions of what "was", or "might have been".

For instance, what if there was a phantom time-line about 4,000 years ago where somehow nearly the entire inhabited region of the planet suffered a catastrophic flood? After this timeline passed through, there would be people in every culture that had this common historical feeling, and even if there was no real evidence for it, somehow everyone else would still find it plausible enough to write it down, and later generations would search for evidence that it actually happened.

Phantom timelines can have the "momentum" to shape history in a certain direction, but seldom cause enough divergence to actually do anything unless they repeatedly loop back and forth across a major timeline. Adventurers who are already on the fringe of a timeline by nature of their being time travellers (and therefore not duplicated or subject to as much temporal conservation) are much more likely to experience and/or be affected by the intersection of a phantom timeline.

▼ Phantom timelines were largely ignored by the characters in *Eternity's Shadow*, as they did not have enough temporal durability to guarantee the survival of humanity, which was their major goal. As a result, these timelines are virgin territory. Also, they give the gamemaster a way to occasionally have extremely wierd timelines, such as bizarre alternate histories, magic, advanced interstellar cultures, multiple sentient species, and so on.

EXAMPLE: After some adventuring, characters get lucky and manage to get back to their home timeline. While deciding on how to explain their absence, they become aware that while they appear to be "home", they didn't recall there ever being temples of Zeus instead of normal churches, but everything else seems the same. If they stayed around long enough, the phantom timeline effect would pass. The Zeus worship would fall out of style, and people would note in future years about this unusual practice that never really caught on (aka "the disco effect").

A non-time traveller who is on the fringe and happens to exist in both a real and phantom time-line at the same time may experience flashbacks, hallucinations, or possible precognition as the universe tries to fit both timelines into the same lowest energy state, which happen to overlap for the person who was in both. The mildest cases of this simply provide inspiration for different types of creative work, based on the degree of overlap and the type of phantom timeline. This effect is most likely to happen on individuals who for one reason or another are important on the phantom timeline, regardless of their station in life in the "real" world. And since the person is more firmly grounded in the normal timeline, they seldom realize that what they "see" and "remember" *is* real to their alternate self. The alternate self on the phantom timeline is usually much less affected, but will be subject to moodi-ness, disturbing dreams and the like.

EXAMPLE: One might suddenly gain terrible insight into a world like ours, but where monstrous forms from beyond time and space seek to return and cleanse the Earth of the pitiful refuse called Man. In one world, the man grapples with the madness of his visions, while in the other he grapples with the terrible reality, but dreams of a world where the horror has passed them by.

Macroteleportation - Phantom timelines either quickly re-integrate themselves with a nearby time-line or evaporate into nothingness. A side effect of reintegration is the occasional displacement of matter, mundane energy and sometimes temporal energy, keyed to differences between the timelines. Combined with the normal differences between otherwise identical timelines, this can make strange things happen, some of which may be witnessed and recorded. A person might see a building where none was before, but by the time they arrive to investigate, it is gone. They might hear a cry for help that occured in the distant past, or has yet to occur in the future. Ghostly figures from a bygone era might be seen at a weak point in the fabric of spacetime. A person might inexplicably disappear from plain view and never be seen again.

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These events are extremely rare and seldom predictable. When they occur, it usually means there is a temporary weak spot in the fabric of the universe that makes temporal or dimensional effects much more accessible or likely, and events that would normally be impossible are now just unlikely. Whether a Matrix is enhanced or impaired by this is up to the gamemaster.

Chronon side effects - All time and dimension travel effects are "local" in scope. Timelines only extend to the boundaries of the chronon that encompasses it. This distance is in turn influenced by local concentrations of mass and energy, and these "bubbles" of spacetime move through normal space and grow and shrink depending on their contact with adjacent bubbles.

There is a chronon somewhere inside Earth's sun, and its radius of effect extends to somewhere between the Earth and Mars. This is surrounded by a larger bubble that covers the rest of the solar system all the way out to beyond the Oort cloud, and whose chronon generally hangs around Jupiter or Saturn, depending on planetary positions.

The following notes apply only to *physically* crossing a chronon boundary, like in a spaceship. Using a Matrix to cross boundaries integrates you fully into a chronon field, just like you had always been there.

When you *physically* cross from one chronon's boundary to another, you automatically enter *all* the timelines in that region, but you remain *causally* linked to the region you came from. That is, your mass and energy is split between the different timelines just as all the other mass and energy on that timeline is split. When you return, the mass and energy is reintegrated back into the timeline you came from, with memories and knowledge that is based on the largest of the timelines. Confusing? *You bet*. But it works.

For instance, say a Martian climbed into a spaceship and flew to Earth circa 2000CE. When they crossed the chronon threshold between Earth and Mars, the Martian would see several different Earths, one for each of Earth's timelines (Earth$_{null}$, Earth$_1$, Earth$_2$, etc.). The "split" Martian would not realize this, each aspect only seeing and being aware of one timeline. When they return home, all of these memories and experiences will be reintegrated into one Martian, the largest fraction being completely dominant (the lowest aggregate energy state), the others being at or below the threshold of detection.

In this example, the main memory will be of Earth$_{null}$, since that is by far the largest of Earth's timelines in terms of probability energy. But, the Martian might also have dim memories, dreams, visions or nightmares of *all* of Earth's other timelines. If the Martian had just viewed Earth through a telescope, they would just see the photons coming from the largest Earth timeline, in this case Earth$_{null}$.

But what if the Martian suffered a tragic accident, and the version that landed on Earth$_{null}$ *didn't* return home? Odds are that none of the others would either. The largest of the probabilities erased the Martian, and the others will follow suit. The versions visiting the other timelines would vanish upon crossing the chronon boundary on the way home. If Earth$_1$ had about the same probabilistic potential as Earth$_{null}$, then the Martian might survive the transition, but with memories of Earth$_1$ instead, since that is the largest of the remaining timelines.

This would make things very interesting, since while the Martian's memories (and recorded data) will be genuinely from Earth$_1$ experience, everyone back on Mars is still seeing Earth$_{null}$ through their telescopes and will have no way to figure out the differences! Now, imagine the confusion if this ship had multiple crew members, and one died on each of Earth's different timelines. Each would have genuine but quite different memories!

On the other hand, if a human from Earth$_5$ circa 2000CE went to Mars, they would not see Earth$_0$ in the Martian sky. The human came from Earth$_5$, and is causally linked to Earth$_5$. If they looked at Earth through a Martian telescope, they would see the light reflected from Earth$_5$. When they return home, they return to Earth$_5$ instead of being split into all of Earth's timelines.

If you aren't confused yet, wait. This can get *really* wierd. *How* wierd? A Earth$_4$ human and an Earth$_5$ human who had physcially moved to Mars$_0$ would each see a *different* Earth through a telescope. A photograph taken through that telescope with an Earth$_3$ camera would show an Earth$_3$ landscape. And if a Martian spaceship took all three back to Earth, each would see the other person and the camera vanish when the boundary was crossed, yet all would arrive at their respective Earths intact! It would become even more convoluted if the Martian timeline branched while these events were transpiring. *We warned you that this chapter would hurt your brain...*

An obvious ramification of this temporal wierd-ness is that the AI's responsible for the Machine Invasion simultaneously attacked *all* the branches of Earth's history, even though when they finally left our solar system they only remembered and had data from the Earth$_{null}$ attack. All their attacks except the one on Earth$_0$ were still successful, so Earth$_0$ is at the moment the only human timeline that has humans on it past this point. Since Earth$_0$ was the smallest Earth timeline, it did not erase the Machine Invasion from existence when Earth$_0$ forces finally won. And if the enemy AI's on the *other* timelines were somehow appraised of what happened, they would still be unable to do anything about it, since they no longer exist on the Earth$_0$ timeline and have no way to get there.

An application of this theory could be used in a number of gameworlds where the bizarre and supernatural happens. You can have a telescope that sees a similar but not identical world. A chronon boundary could be on a planetary surface instead of in space, and these effects could happen to anyone who travels across it, possibly only during rare conjunctions of the planets.

Why don't we have any evidence of any of this yet? No human on this timeline has crossed a chronon threshold, so we don't have to worry about this technobabble becoming obsolete until the completion of the first manned mission to a region that has more than one timeline associated with it...

Like most time travel mechanics, it hurts to think about this one too much. Cause and effect as we understand it are only approximations of how time actually functions. Trust us that it works, even if no one quite understands why. Just remember that it is all science (or pseudo-science at least), so there are no subjective rules or limitations, and the universe makes no distinctions between sentient beings and any other form of matter.

▼ **Note!** - In the **TimeLords** universe, there are three Martian timelines, Mars$_{null}$, Mars$_0$ and Mars$_5$. Mars$_{null}$ parallels Earth$_{null}$, the state of things if no temporal intervention had ever occured. It is the largest Martian timeline. The other timeline is Mars$_0$, which is related to Earth$_0$ and is the result of Lucifer's intervention at the Pathfinder Base prior to the outbreak of the Red Death (2167CE). Mars$_0$ is the second largest branch of the Martian timelines. Mars$_5$ results from early colonization attempts from the Earth$_5$ timeline. These did not occur until shortly before the Machine Invasion and did not survive. On the Earth$_0$ timeline, regular passenger travel develops between Earth and Mars in the centuries after the Machine Invasion. This involves spatial transfers from Earth$_0$ to Mars$_0$. A side effect of this is of course that all transfers have the previously listed side effects, but aside from the rare case of "space nightmares", no one ever notices. The Guardian organization on Mars$_0$ knows all the ramifications, but the public is both unaware and generally not capable of understanding the dimensional sleight-of-hand that is going on. Earth$_0$ is not capable of branching for some centuries past the Machine Invasion, but Mars$_0$ still has a bit of temporal potential which it is anticipated will be used as a hedge to insure humanity's survival in case something happens to Earth$_0$.

▼ **USING CHRONONS** - Time, like distance, can be viewed as a potential barrier that inhibits interaction. Like all such potential barriers, it can sometimes be tunneled through or otherwise bypassed.

Any working hyperdrive can exist (or seem to exist) in more than one place at a time, but only chronons exist across time. It is these that lie at the heart of the Matrices. Chronons have no volume, no internal structure, and have no conventional charge or mass. About the only quality they do have is an abstract value called 'spin'. All this makes them just about impossible to lay hands on unless you do unspeakable things to a hyperdrive engine.

Chronon spin is positive or negative, so there *are* 'anti-chronons'. Normal matter has a chronon number of zero. Like the annihilation of matter and antimatter during the Big Bang, all or virtually all of the anti-chronons were annihilated in the first instants of our universe. Anti-chronons are required to go *backwards* in time, and the Designers are the only ones to ever artificially create them. Chronons are very stable: they won't decay for billions of years and can only be destroyed by a chronon/anti-chronon annhiliation reaction. No one has ever tried this to see what happens...

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There are three aspects of chronon behavior that are important to understanding the Matrices (or any of the other time/dimension travel devices that use them):

1. Only particles with a non-zero chronon number can effectively tunnel cross-time. Positive chronon number can be used to move you forward relative to your position in the spacetime continuum, while negative number can be used to move you backwards. Without Designer-created anti-chronons, no other culture is capable of going back in time. However, devices manipulating positive chronon fields are effectively stasis fields, and are barely within the grasp of highly advanced (Final Era) cultures. A Matrix consists of three hyper-drives: one each to manipulate a chronon and anti-chronon, and one for conventional movement.

2. When nudged just right by containing fields, a chronon can be made to correspond, not with a geometric point, but with a usefully large volume of space around it (usually spherical). By adjusting the chronon's energy field, this volume of space can be made to correspond with any other volume of space in the universe. If the chronon 'translates' (Jumps) in this expanded configuration, everything in that volume will come with it, and everything at the destination goes back to where the Jump originated.

3. Near the core of the expanded chronon, quite substantial spatial distortions can be created, with no attendant gravitational stress. Further, such areas invariably display profound suppression of related inertial and gravitational phenomena. This means that you can put a lot of machinery in what appears to be a very small volume, and it won't *feel* like a lot of machinery. The Designers already knew how to locally fold space. The inherent properties of chronons simply enhanced that ability.

The chronons in a Matrix are tightly bound and their energy fields strictly contained. To a given timeline, a Matrix and anything it has moved appear to belong there. The matter and energy signatures of everything except the chronon itself have been artificially manipulated to match the surrounding continuum. However, while the chronons in the Matrix are masked to match the surrounding continnum, they are *also* residing in their own little pseudo-universe.

This pseudo-universe has a number of important ramifications of its own. All chronons in Matrices (and possibly *all* artificially manipulated chronons), share a common frame of temporal reference. One side effect of this is that there is only *one* Matrix and group of time travellers associated with a given Jump. They appear as individuals on a single thread of a timeline, and are *not* spread across the timeline as clusters of similar probabilities. When they Jump to another timeline, they don't leave behind alternates of themselves who didn't Jump, nor are there alternate histories where a Matrix both stays *and* goes elsewhere.

As time passes on a timeline, the interactions of the time travellers will spread across the timeline extremely rapidly (at a good fraction of the speed of light). It may take an hour or two for the timeline as a whole to "become aware" of the time travellers presence through probabilistic ripples. The people they talk to, the matter and energy they interact with, and so on cascades out like ripples on a pond. So, while time travellers have a small probabilistic presence, they *can* make overall changes. Those changes are just not immediate across the entire timeline like "native" events would be.

If you hadn't figured it out, this also makes time travellers very vulnerable. *If they die, they die*. Their individual timeline no longer exists. There is *no* alternate timeline where they didn't get killed. There *are* other timelines where that person still exists (the ones before they started time travelling).

Another result of the chronon's shared frame of reference is that you cannot use a Matrix to Jump to anyplace that is out of sync with any other Matrix. You can jump onto the same temporal spot in a timeline, if that timeline still has sufficient energy to branch, and those areas of the timeline aren't already occupied by other Matrix users.

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EXAMPLE: Lucifer, who for this example we'll say is two thousand years old, has Jumped to a point on Earth$_{null}$ that corresponds to 1800CE. His Matrix's "clock" reads "X". A third generation TimeLord also jumps to Earth$_{null}$ at the same date. However, this TimeLord postdates Lucifer's death, which would have been a point on the Matrix "clock" of say "X plus a lot". The two clocks are not synched and Lucifer's has the *lower* number. The TimeLord cannot Jump to that point in history on that timeline to meet Lucifer. However, Earth$_{null}$ has a lot of branching potential, so what *would* happen is that the Time-Lord would end up at 1800CE on Earth$_{null}$, but would be in a separate "current" of that timestream, which would never intersect Lucifer or the side effects of his actions. If a timestream did *not* have this branching potential, the usual result is that the newcomer will get bumped ahead in time to right after the other Matrix has left. This could be days, weeks or even years. If the third generation TimeLord had Jumped to a point on Earth$_{null}$ that corresponded to 1799CE and waited a year, the fields of the two Matrices would intersect. The *later* one (the Time-Lord) and their Matrix would be shunted to another branch of that timeline, or shoved to a fringe of the timeline where Lucifer doesn't exist, and where what they do will have no permanent effect on that timeline as a whole (remember that there is only one Lucifer and his effects on the timeline take a while to spread across it). Whether the TimeLord gets branched or fringed depends on whether the timeline naturally branches at or near that point.

This means adventurers with a Matrix can never encounter the previous owner of their Matrix, *or* the next owner. What Lucifer and the original TimeLords did to history is done. You can't meet Lucifer or the original TimeLords earlier in their careers, unless you are stuck in another timeline because someone has taken your Matrix and Jumped out with it.

▼ **Note!** - Time travellers operate on a common frame of reference to each other, *independent of outside events*. If you and a friend each have a Matrix and you spend a year separated from each other, you will each experience a year of absence. If you travel and your friend stays in one place, you can't spend a year elsewhere and then Jump to a week after you left. You'll bounce forward to a year after you left, when the Matrices are in sync again.

Since the chronon in a Matrix is linked to the local chronon field, this limitation only extends to the edge of that field. Jumping to Mars has no effect on where or when someone can Jump to on Earth.

▼ **PARADOXES** - *"Paradoxes? We don't need no stinking paradoxes!"* Time travel can't really *change* history. It just creates new versions of it. This is good, otherwise we'd be up to our ears in those messy situations known as temporal paradoxes.

A temporal paradox is a situation where, due to the actions of some meddlesome time traveler (is there any other kind?), it appears that something must have both happened, *and* not happened. Obviously, the implications of such a paradox can be very confusing. Consider the following (somewhat extreme) example.

Suppose, somewhen out there, there is a vicious, twisted fellow who hates his grandfather, to the point of wishing to do him violence. The grandfather in question, however, has long since gone on to his eternal reward, and is thus immune to the evil machinations of his unhinged grandchild...right? *Wrong!* If our hateful protagonist has a Matrix (or some other time travel device) and can use it with some precision, he can go back in time and confront his target anywhere he wants. Let us suppose he chooses a time before Grandpa met Mrs. Grandpa. Grandpa, currently a fit young man, is taking a stroll through the park, when suddenly, from out of the bushes steps a figure in powered armor (never mind how our time traveling assassin got it there). "Eat plasma, Gramps!", cries his psychotic assailant. *Whaump!* Scratch one grandpa. Now comes the confusing bit. Since Grandpa was carbonized before he met the lovely Mrs. Grandpa, his murderer's father could never have been born, therefore his murderer could never have been born, therefore his murderer doesn't exist, and could not have so rudely interrupted his walk through the park on that fateful day. So Grandpa *did* survive to wed Mrs. Grandpa, etc., and so his homicidal descendant was born, did kill him, etc.

Whew.

This particular argument against time travel is usually referred to as the 'grandfather paradox'.

Fortunately for the sanity of all concerned, temporal paradoxes don't exist. *Period.* Remember that time is only an *approximation* of reality. The assassin exists in space and time *regardless* of his past (or future). As a time traveller, he is inserted seamlessly into any continuum he visits, which for the duration of his stay becomes his "home continuum". There are several things that *could* happen after the assassination, and it might help to think of the timeline as a river and Grandpa as a school of fish.

3.9

1. Grandpa is killed. The assassin drops a grenade into the school of fish and gets most of them. The fraction of the timeline that represents Grandpa dead is most or all of it. The links of probability now shift to a lowest common energy state that represents a dead Grandpa. The assassin lives, life goes on for him.

2. Grandpa is killed, but circumstances were such that his death caused a major branching of the timeline, either immediately or somewhere down the line. The local universe branches into timelines Grandpa$_{alive}$ and Grandpa$_{dead}$. The assassin drops a grenade into the school of fish and gets half of them. If the assassin goes forward in time, he will probably end up on the larger of the timelines, and may be happy that Grandpa is dead, or frustrated that Grandpa somehow uncarbonized himself. The river forks, and depending on which way the assassin looks, he either sees a batch of dead fish floating down one fork, or a smaller school of fish swimming down the other. Either way, the assassin lives.

3. Grandpa is killed, but the assassin was on the fringe of the timeline and didn't kill many of the potential Grandpas that make up that timeline. He drops the grenade into the school of fish, but it drifts wide and only gets a few. The assassin watches the ambulance crew sweep Grandpa into a baggie and drive off. He blinks, turns around and Grandpa is finishing his walk through the park.

4. Just like case three, but the assassin is dragged into the phantom timeline created by the assassination. He drops the grenade into the school of fish. It kills a few but he thinks he has gotten them all. However, that particular microuniverse starts to unravel at the seams. Normally, all the remaining similar aspects of the timeline would hold it together, and minor aberrations like the assassination are "smoothed over", but sometimes a microtimeline will split off, even if unable to sustain itself. It may vanish in a matter of hours or days, or be dragged back into the main timeline by the attraction of similar existences.

In all cases, the universe doesn't care who the assassin was. The effects would have been identical if the assassin had been a psychotic who was native to the timeline.

No matter how much time travel goes on, and no matter how heavy handed and unsubtle the time travelers may be, there's always one version of history that they haven't been able to get their grubby paws on. Unfortunately, this is usually the only one where their checks are still good. As the TimeLord Dreamchild says, "You can't go home, but it's always there."

The other paradox is meeting yourself. This isn't a paradox anymore. Once you are seamlessly integrated into a timeline, the universe doesn't care about your identity. If you Jump to where you already are (on a timeline where you don't have a Matrix) you can call yourself on the phone, have lunch with yourself, get a sex change, marry yourself and have kids. Or, you could kill yourself before you get a Matrix. The effects would be the same as killing your grandfather.

One thing you *do* need to watch out for is that the Matrix tries very hard to minimize any change of energy states when it moves matter from one timeline to another, and the nature of the universe tends to do this as well. If you and your friends with a Matrix decide to Jump to someplace where you and your friends already exist, there is a chance that the lowest change of energy states involves transposing you and your friends with your alternate selves at the destination of the Jump. This is all fine for you, since you have a Matrix. But it means you have stranded some other version of yourselves back wherever it was you just came from...and they don't have a Matrix!

Altering history - If you continue to think of a timeline as a river, you can understand that it takes a lot of energy to make that river branch or change its course. Individual actions may only produce momentary ripples, but enough of them can have a cumulative effect. If our assassin kills his Grandpa, it might not have an immediate effect on the overall course of the timeline, but combined with other minor alterations, it might eventually cause an overall shift. It all depends on how pervasive the links between "Grandpa" and the rest of the timeline were. If causality was such that Grandpa discovered the cure for cancer, then his premature death would cause a shift of a large number of probabilities by a slow cascade effect. A comet smashing into the Earth would immediately disrupt a large number of probabilities just by the quantity of mass affected.

Depending on the nature of the events causing a change, the time over which they are applied and the potential energy available to that timeline, a timeline will either shift entirely as in case one, or branch as in case two.

Exactly what it takes to make a timeline shift is covered in more detail in the **Matrix Operation** chapter.

I want a Tyrannosaurus Rex! - There is more to the extremely distant past than meets the eye. In theory, Lucifer might have gone back to Earth *before* he was captured by the Designers, but the one who was to be his mate had not met him at that time, nor obviously was his son born yet. He felt that it would not be the same, and never tried. Just as importantly, the Designers were still alive and kicking, and he would have gotten short shrift from them had he Jumped anywhere that they could detect or intercept. Especially when the first thing that would have happened would be a revocation of his Matrix permission via their FTL network. The side effects of *that* on history can well be imagined. There *may* exist an entire history where the Designers quietly and benignly mastered the entire Milky Way, a history in which humans never developed past a bronze-working agrarian level.

Using his authority, Lucifer imprinted every Matrix he got a hold of with a prohibition against travelling back in time past around 8000BCE, a date *after* Lucifer was kidnapped from Earth and the Destroyer went berserk. This information was communicated along internal Matrix channels, and as a result, you just plain can't go there. *Period.*

If you could get by this, there would be intervals around 10,000BCE into which you still couldn't Jump, because the Designers were using Matrix tech in Earth's vicinity during their initial exploration of this area of space.

If you knew where you were going in the interstellar neighborhood, you could find a number of diffuse starfaring cultures towards the galactic core, many of which were wiped out by the Destroyer in later centuries. The remainder steered clear of his homeworld and a region several thousand parsecs in every direction. *The smart ones did, anyway.* Among other things, this explains why Earth was never visited during its long history. We were outside the Destroyer's sphere of notice, but close enough that it wasn't worth the risk of anyone else visiting us.
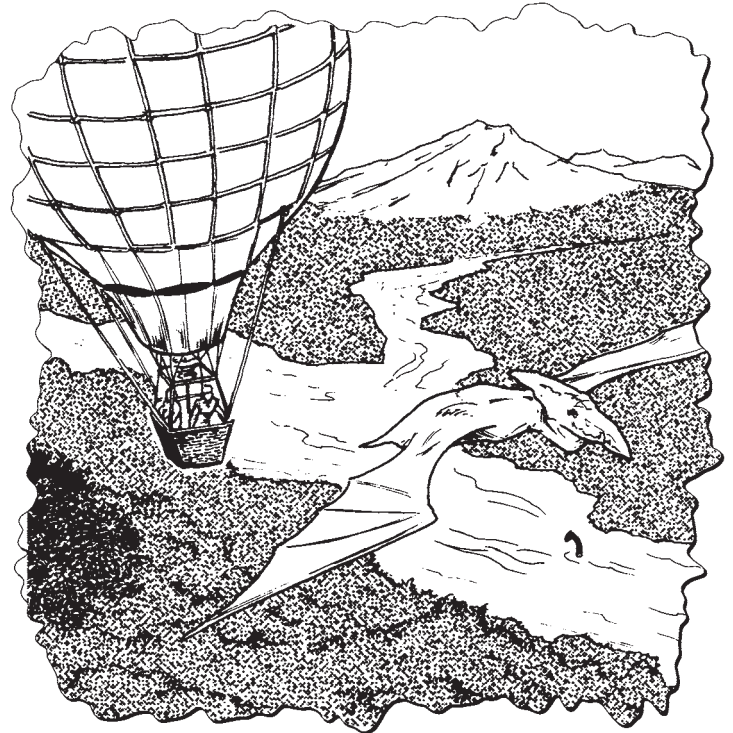
If you went back some hundreds of thousands of years, you would find younger versions of the same cultures, or older cultures slowly going extinct. On Earth, humans would be primitive tool users, strong evidence for the "lazy bastard" hypothesis (i.e. if it took 200,000 years to get from spear to bow, how come it only took 10,000 years to get from bow to Moon landing? Someone interfered, that's why.). If you go even further back, humans were just learning to chip stone into tools and harnessing fire for the first time. All the ancient megaflora were there, the mammoth, sabertooth tiger and so on. Beyond that is a matter of the fossil record. Humans evolving, dinosaurs dying, the continents shifting, ice ages, the occasional non-catastrophic meteor impact, and perhaps very infrequent visits by aliens from whatever culture happened to exist at the time.

TEMPORAL MECHANICS

Why didn't the Designers see it coming? - The Designers are/were/will be the most technologically advanced species in the history of the universe. Others may approach knowledge of the ultimate principles (Final Era), and one or two may even experiment with them, sometimes with disastrous results, but no one else will achieve the Designers complete and casual mastery of time and space. The Designers had more incentive than most, and they also did not have to worry about any damage they caused to the spacetime continuum in the process, since they weren't planning on sticking around.

You would think that a Final Era society with the ability to move themselves through limitless time and space might have noticed that they became extinct a few short millennia after setting up shop in their own distant past. *Why didn't they notice this?* There are a few possible explanations, but we will never know for sure...

First, the Designers were plodding and quite conformist. They were dedicated, resourceful and driven, but not all that imaginative. When they finished moving to our part of the Milky Way, they packed up all their time travel gear and decided that they didn't need to time travel anymore. Being conformist, they all obeyed this ruling, so no one ever went forward in time to check for next week's lottery numbers, stock market picks...or genocidal extinction events.

Second, Final Era science can probably easily implement things we can't even conceive of, much less understand or implement. One of the things it *can* do is alter universal constants. Some think that time travel didn't even exist until the Designers began to experiment with these universal constants. The idea is that as a side effect of an unrelated experiment, they found they could condense out part of the subquantum nuclear force of the universe into discrete quanta called chronons. Until the Designers came along and messed with things, there was only *one* "universal timeline".

They explored the Milky Way for thousands of years before their Exodus and never found any evidence of their transplanted sun going nova, no ruins of blasted Designer colonies, no evidence of the Destroyer or time travel, because in that one timeline, *these things had simply not happened.*

Only by making time travel possible and actually moving themselves back in time did these other futures gain the possibility to exist. In effect, they split the entire universe into the timelines $Universe_{null}$ and $Universe_0$. But, having already investigated and seen no evidence of temporal tampering or their own extinction, they didn't look again *after* they moved.

It is also possible that the vast multiplicity of branching universes is somehow a side effect of the Destroyer's subversion of the Designer technological infrastructure. It may have been impossible to find a future in which the Designers were destroyed until after it had already happened...

Last, it is possible that the Designers kept some form of temporal interference machinery going just in case someone else was able to move through time. Since the Designers had vast technological superiority, blocking all access to time travel (including their own) would keep them secure from the only threat that they could not meet head on. They just never expected that their technology would be turned against them from within (that smug, benevolent condescension will get you in the end). The blocking technology kept their own timelines from branching, which meant that all the Destroyer's carnage ended up as the *only* timelines for the Designers (oops). Once the Designers were gone and their technology wrecked, the timelines could branch again and anyone with the ability to time travel could now do so.

Vignette

Time: 1452CE.
Location: Earth$_{cataclysm}$

Lucifer shifted in the saddle of the requisitioned steam-cycle. Aside from an occasional chitter from the front wheel, it chuffed quietly down the wide, black road that ran all the way from Dimashq to Al Quirah. There was no other traffic. Abandoned vehicles, burned-out wrecks and the cracked bones left by scavengers were his only company. A naptha rifle was strapped across the handlebars, and panniers on the back bulged with unknown contents. A road sign in Greek proclaimed the proximity of Amman, just visible over the next ridgeline, if memory served. These people had carved out the hills so deeply that sometimes it was hard to tell. He thumbed back the throttle and let the cycle drift to a stop in the shade of a destroyed land leviathan. The top of the war machine had ruptured from within like a black fungus, spreading red-brown fragments in all directions. Lucifer peered inside. Unsurprisingly, there was nothing left for scavengers of any kind.

"Is it success, or failure?" Lucifer said to the empty air. Far-walker projected an image from within Lucifer's bag, pivoting the skull's image to indicate what his senses were actually perceiving.

"Both, and neither", Far-walker said. "These people have no hope, if this is the best we can do to save them. They have plundered this future of resources, and though they have a thousand years to prepare, they have left themselves nothing to prepare with." Lucifer rummaged in the front basket for a canteen and splashed his pale skin before taking a long drink. He would never tan or burn, at least not from something as mild as sunlight.

"It seems there is no middle ground. If we give them steam and the knowledge to use it, they rule the world within a few generations. If we hold it back, the knowledge withers and dies, and they do not make it on their own." Lucifer remembered the Greeks, the northern tribes, the kingdoms of the far eastern lands. It was all the same in the end, save for the language spoken by those who ruled. Once the knowledge spread, there was no stopping it. It was like iron, but worse. An iron sword could still only kill one foe at a time. Steam cannons, and then naptha guns could destroy entire cities. No matter how many warlords he killed to slow the pace of conquest, more took their place. And with their own power of the gods, they ceased to revere or respect him. Naptha guns were the first weapon Lucifer feared. The small ones did not pierce the skin, but they hurt. The larger could do him serious harm, and he was forced to avoid direct confrontation. This vexed him, but he knew men would have to develop far worse if he hoped to defeat the Destroyer. Lucifer put the canteen away and looked down at the outskirts of Amman with a pair of binoculars.

The sight was astounding and appalling. Of the several million the books said once lived here, evidence of no more than a few thousand remained. Cookfires, the occasional scavenger, sometimes the whuff-crack! of a naptha rifle. The once-white steel and cement towers were filled with gap-toothed holes, smoke stains curling up their sides. A few had toppled, spreading ruin over several blocks. Civil war was ugly, but the people had largely survived until the chemical weapons fell from flying fortresses, which were in turn shot from the skies. The world was Greek, but old nations and tribes and peoples kept their home loyalties, some instinctive protection of one's greatly extended family.

"Perhaps," Lucifer said. "This future is smaller than the iron-workers, and smaller still than the mound-builders. They have despoiled their nest, but they can fly!" It was only a month ago, a century in the past and a continent away, that he rode a great airship for the first time. He marvelled at the engines descended from those of the iron-makers, the skin made from a black oil that had once oozed from the ground, but which now was scarce and pumped from wells in remote places. It was a limited prosperity. Too quickly they forgot the horror of their wars, too quickly they remembered old grudges. Men wanted sons, and they bred like hares, expanding until crowded cheek to jowl. Then the wars, and the plagues, the burnings. Three times had they stripped themselves bare, promising "never again" after each. Everywhere, it was the same. Cities bloated beyond reason, coal and oil smoke rising high into the air, or worse, hanging over the cities like a poison cloud and bringing burning rains disturbingly like those that would fall a thousand years hence. Great mines on land, huge steel platforms at sea, ships of a size beyond imaging to the iron-makers who first gave him steam. A century ago, they were mining the past, hauling wrecks from their harbors for their iron, smelting tailings and digging up destroyed cities for their metals. The making of things from oil had become expensive even then. The rich lands to the south of Amman had been abandoned centuries before, the steel wells pulled up and resmelted after the third of the great wars.

But still, they flew. They also made books by machine, and almost all could read them. He sought the best books of science available. Each time they fought, they lost many of the tangible things, but they kept their knowledge. This was their peak of learning, the highest the steam-warriors would reach. When the comets came nearly a thousand years hence, they would be little better off than the iron-makers, burning wood and making their oil-plastics from plants. Life would become too hard for them to constantly make war anymore. The enemy hands cared not. The comets fell, different cities, same results. He looked back down at Amman. Their library was second only to Athens, and the greatest by far that survived this war. He would take what he needed, as many trips as neccessary. What he would give to the past would be far less. There were too few futures left, and mankind too fickle and violent.

THE MATRIX

The flash lit up Bright-spear from inside and the universe expanded to infinity around him, pulling his perceptions in all directions at once. Then the stars came rushing in again, coalescing back into that primordial flash. The force of the vision left him reeling. When the pulsing spots in his vision cleared, he found himself on a swampy plain, face-down on a perfect circle of steppe several paces across.

▼ **BASICS** - The Matrix is *the* piece of Designer technology that allows adventurers to hop the lines of space and time. Often, the adventurer's lives will depend on its proper functioning, so make sure you pay attention.

A Matrix is a *perfect* Euclidean dodecahedron, about the size of a 20-sided die, and massing approximately half a kilogram. You *always* know a Matrix when you hold it, as no natural element or alloy can match this density, and the edges and points are *sharp*. Despite its mass and small size, a Matrix floats in water and will seldom if ever sink below the surface of any soft or liquid medium. This is almost certainly a deliberate action by the Matrix itself to avoid potential loss. The faces may appear partially reflective or mottled, but are *always* perfectly smooth. The faces of a Matrix are not *matter*, but discontinuities in the fabric of the universe that shield the chronons inside from the naturally occuring chronon field. Any surface irregularities are a sure sign of damage that undoubtedly damaged the internal structure of the dimensional travel machinery. Being at the core of a matter-antimatter conflagration might do the trick.

A Matrix may "feel" warm or cold depending on its state of charge, but to instruments it will always register *exactly* at ambient temperature, regardless of what that temperature is, and it changes to this temperature instantly. A Matrix *appears* metallic, but cannot be analyzed by any type of sensor except reflective, gravitational or temporal ones. For instance, you can weigh it on a scale, take a picture of it, or bounce radar signals off it, but you can't find it with a metal detector or take X-ray pictures of the inside.

▼ **WHAT DOES A MATRIX DO?** - Quite simply, a Matrix takes a volume of space centered upon itself, and transposes that volume with a volume of space in a different place and/or a different time. This is usually accompanied by highly visible and audible lightning-like discharges which are fortunately harmless. The radius of the volume transported is almost exactly three meters. Whether this represented some multiple of Designer units of distance, or if it is some function of chronons and limits of Designer machinery is unknown. The computational machinery inside the Matrix takes care of the extremely complicated but mundane aspects of the travel, like making sure you are right side up, matching your velocity and vectors to that of whatever surface you land on, and making sure that the environment arrived in is not immediately lethal to the lifeforms being transported.

This edge of this six meter sphere will slice off anything that isn't a sentient lifeform, regardless of its composition. It is a dimensional boundary, not a physical one. Even Designer structural materials can be severed by a misaligned Jump field. The only things unaffected are other dimensional boundaries such as shields or the surface of another Matrix. Sentient lifeforms are either entirely included or excluded, based on the mass fraction inside the sphere at the moment of translation. Thanks to Lucifer, humans fortunately qualify as sentient on the Designer scale of measurement.

The only known "bug" in the Jump effect is that the Matrix does not seem to compensate for any violations of structural integrity caused by the Jump itself. For instance, if you Jumped from a room with a ceiling less than three meters high, you would take part of the ceiling with you, ceiling that would *not* be attached to anything after the Jump, and which would be centered directly over the person holding the Matrix. *Beware of parking garages with low ceilings...* Another side effect is purely environ-mental. Temperature, humidity and air pressure are *not* equalized during a Jump. So, sinus headaches, painful ear pressure and boundary zone fog are common and unavoidable side effects you'll have to learn to live with.

WHAT IS A MATRIX? - *What's in a Matrix?* We know there must be some kind of hyperdrive-related machinery, but what else? How is it all powered? How does it receive and interpret instructions? And why is it effectively indestructible?

Well, we don't really know the answers to any of these questions for sure. The very nature of a Matrix resists internal inspection. A few TimeLords have made special effort to probe their inner workings, but have met with little success (as far as we know). But, as with most mysteries, we can make a few educated guesses.

Matrices have the uncanny ability to reflect *up to* 100% of any incident energy, electromagnetic, kinetic, or anything that might conceivably damage them. This allows them to reliably survive all those rude little insults that they occasionally experience, like stupid people with hammers. Or stupid people with H-bombs. We haven't a clue as to how this is done, but, since the Designers apparently did not make use of this exact trick elsewhere, it's probably something that can only be done near a chronon. However it's done, this defense mechanism is not always on. Hold a Matrix in your hand, and it feels like normal (albeit heavy) matter, and exhibits an intuitively reasonable amount of surface friction, reflectivity, etc. How does a Matrix know if it's in danger? We don't know, and the Designers aren't around to be asked.

On a related note, how does it know when the target zone of a jump is too hostile for its operators to survive? Matrices have a reliable reputation for never dropping their owners into instantly fatal circumstances. Since the bulk of the universe is in hard vacuum, this is a statistical oddity, to say the least. Obviously, the Matrices have some sort of sensing apparatus. But how can it function during a Jump?

One explanation suggests that, during a jump, a Matrix can open an infinitesimal window onto the target zone, through which it can measure physical data, sort of like sticking one's toe into a tub to check the water temperature. It then compares the environmental data with its operator's structure, and can then make decisions accordingly.

But how does a Matrix figure out where you want it to go in the first place? It is known that the Designers were capable of non-destructive, three dimensional imaging at range, with a maximum resolution of less than an angstrom.

If such equipment were inside a Matrix, it could take a perfect picture of your entire brain, and then, providing it already had some basic info about that organ, it could theoretically figure out what you were thinking. Thus, "Matrix Skill" is not just you learning to use your Matrix, but also your Matrix learning to use *you*. You gradually learn how to concentrate on your chosen destination, and it gradually learns to pick out the relevant commands from a flood of irrelevant wishes concerning hot steaks, cold beer, and warm members of the opposite sex.

Finally, how is the whole mess powered? The clue here is that Matrixes are *not* penetrated by neutrinos. They are not reflected, they just disappear. It could be that there is some sort of collection grid that picks up the angular momentum (theoretically) dumped by ambient neutrino flux as it (apparently) evaporates upon striking some sort of dimensional (maybe) interface.

Maybe.

Or maybe not. A lot of Designer technology is still indistinguishable from magic. Insert more technobabble as needed to convince the players that the theoretical underpinnings of Final Era equipment is going to *forever* be beyond their grasp.

Not all Matrices are the same. Some will not take orders from any humans. Some have broken controls, and will not take orders at all. In their own timeframe, Matrices are *at least* 12,000 years old, and even Designer technology can malfunction on occasion.

Comings and Goings - Most Timelords notice early on in their careers that sometimes their exits and entrances are as quiet as a mouse, while other times they are accompanied by pyrotechnics worthy of a big budget special effects crew. These displays are caused by "hypergic potential difference".

Hypergic potential is a highly non-intuitive value, not linearly related to anything in particular. A simple zero time hop across continents sometimes crosses a significant potential gap, while an eon spanning, megaparsec jump may encounter virtually no difference at all.

Just before and after a jump, there is a link between the initial and final frames, that is, where the Matrix is coming from and going to. If there is a significant hypergic potential difference between the two, then there may be a discharge. If so, it will manifest mostly as electromagnetic radiation. Fortunately for time travelers, the wavelength distribution for this phenomenon is not the same as for thermal radiation, allowing an intense and colorful light show with little heat and no hard radiation. In practical game terms, it's just something for the gamemaster to have fun with.

Some TimeLords have claimed that it is possible to control these discharges. Some TimeLords proclaim themselves pacifists, but there is no such thing as an unarmed TimeLord. If nothing else, they have their Matrix.

As we said, the edge of a Matrix's jump field is sharper than any razor, and sometimes does not respect such arbitrary concepts as the outline of living things. If a Jump is executed when something is only partially within the critical radius, then the part within the radius will come along, and the rest will stay behind, whether it is a tank, a tree, a horse, or your old Aunt May (now there's an ugly thought). The situations can range from amusing to the exceptionally gruesome. Most Matrices will default to protect the users. Any creature that is self-aware (usually the same race as the operator of the Matrix) will either be entirely included or excluded, based on the fraction of their mass in the jump field at the instant of departure. Skilled Matrix users can control this effect, or turn it off.

This effect is not very easy to use as a weapon. Your timing must be very good, unless your target is either ignorant or very clumsy. But if you do manage it...well, the effect is usually catastrophic. Consider the effect on a ship (or spaceship) of having a 6 meter hole instantly poked in the hull, or a suspension bridge if one of the towers were to lose its support.

Large groups who habitually time travel together are warned to stand close together, as this particular sword can cut both ways. Also, dissatisfaction with group policy sometimes leads to unfortunate "accidents".

Matrix operation - The Designers operated as Families, extended lineages that specialized in certain fields. Their culture and authority structures followed this pattern. Your access to resources was based on your importance within your Family, a constructive system for a race living on finite time and scant galactic leftovers. The unproductive starved.

While relaxed after the Exodus, the system stayed in place, and by sheer accident resulted in Lucifer being inducted into a Designer family that had access to Matrices. By this chance event, humans are the only known sentients able to use Designer technology. However, these humans must be a direct descendant of Lucifer and happen to have identical key genetic sequences.

▪EABA

Not all of his children have the right genes, even fewer of his grandchildren, and virtually no one with more diluted genes than that. In theory, a Qual'n descendant of the Destroyer could also use Designer technology, but he had no known offspring and no Qual'n TimeLords have ever been encountered.

This means that one (and usually *only* one) of the adventurers is able to use the Matrix. Maybe Grandma had an affair she never told anyone of. Maybe you were adopted no one ever told you.

Within *Eternity's Shadow*, using a Matrix required physical contact. For game purposes, close proximity is enough. *Why?* Close proximity means that *any* one of the adventurers could be the one who is key to its operation, and the gamemaster can keep this information to themselves. So if *the* player has to leave the game, the campaign is not disrupted. Likewise, if *the* adventurer happens to get killed (oops), the rest of the group isn't stranded forever. This secrecy also means that the game-master can be the one who keeps track of Matrix skill and skill improvement. Unqualified adventurers can still learn the mental techniques required to specify a Jump destination, and *assist* the qualified adventurer, but without the genetic coding, an adventurer can never get the Matrix to do more than cryptically answer the occasional question.

A Matrix is "turned on" by contact with an authorized user. This links the two in an information-sharing and probabilistic sense and installs chronons and anti-chronons from the pseudo-universe from where they are stored. There can be more than one such user, and the Matrix can keep track of all of them. It can be "activated" (used for time or dimension travel) within minutes of being turned on. A Matrix whose authorized users all cease to exist on that timeline or in a form capable of using it will "go dormant", put its chronons away and await a new user. Without any internal chronons, a dormant Matrix is *not* subject to synchronization. It could lie inside a chunk of rock for millions of years, and when finally activated, it would *then* be in sync with all other active Matrices.

A Matrix is traditionally activated by the simple act of holding it and concentrating on being somewhere else. The bare skin of the hands is acceptable, partly for convenience, and partly for the large numbers of nerve endings in the fingers. It won't activate through gloves or armor. The Matrix has what passes for telepathy, and tries to take you to the place you are visualizing.

Your ability to clearly project your intent is learned with time, and is Matrix skill, a *Will*-based skill that has specializations for particular timelines or particular spatial destinations (which exist on different timelines)

A *perfect* Jump is a base Difficulty of Super-heroic(17), and requires *three* things specified to the Matrix via the link it has to your mind:

1. A place (a *specific* location, *not* "France", or "somewhere in the tropics"). This can be objective *or* subjectively described.

Example	Good	Bad
Base of the Washington Monument	If it exists where you are going	If it does not
Latitude & longitude	Most of the time	If this spot is lethal to visit

2. A time (a specific date in a system that the adventurer is familiar with and which the Matrix can correlate to human events in a meaningful way, or an event in an objective reference frame unassociated with a flexible historical event).

Example	Good	Bad
April 4th, 1875	If you are going someplace that uses this dating system	If you are not
Two days after the Battle of Gettysburg	If you know the date	If you do not
At the peak date of arrival on Earth of light from the nova that became the Crab Nebula	If you can identify where in the sky this is	If you can not

3. A probability (a specific, prior cultural or historical context that defines the timeline you are jumping to).

Example	Good	Bad
Home timeline	Almost always	Only if different for one of the controllers
Where Alexander the Great died at age 43 and where descendants of of Vikings colonized North America	If after both of these events	If before or between them
$Earth_0$	If you know what it is	If you don't

A Jump is measured in "legs", where a leg is the distance to the nearest major branching point that gets you closer to your destination. For instance, to Jump to an alternate present is *at least* two legs, going back to the closest *common* past, and then forward to the alternate present.

The base Difficulty to get a Matrix to take you *where* you want, *when* you want and *which timeline* you want is Superheroic(17), with a ten second default skill use time. The Difficulty is modified *only* as follows:

Circumstance	Difficulty
Each extra person in the loop	+1
Each person in the loop with a skill *roll* equal to half or better of the controller (maximum of -6)	-2
Each "bad" description of the destination	+3
Each -1d of penalty for *any* person in the loop	+1
Deliberately attempting to reach a phantom timeline	+2
Jumping only through space (not time or probability)	-2
Each leg of the Jump after the first	+1
Distractions during the skill use	+2 to +4

▼ **Note!** - One side effect of the modifiers is that with skilled people involved (up to 3 extra), the *better* the chance of success, but for these other people to get skilled, you need to use them, which temporarily *reduces* your chance of success.

Failing the roll means you Jump *anyway*, it's just to someplace *other* than where you wanted to go. Until you get a lot of practice, blowing the roll is the normal result. Usually, the magnitude of the miss is 1 week and 10 kilometers for a miss of 1 point, and doubled for each point after that, with historical differences varying. Note that if you are trying to Jump *only* through space, you miss *only* through space, with no temporal or probabalistic side effects.

TimeLords

Roll failed by	Time deviation	Spatial deviation	Probability deviation
0	On target	On target	On target
1	1 week	10km	Same timeline
2	2 weeks	20km	Same timeline
3	1 month	40km	Same timeline
4	2 months	80km	1 timeline
5	4 months	160km	1 timeline
6	8 months	320km	1 timeline
7	15 months	640km	2 timelines
8	2.5 years	1250km	2 timelines
9	5 years	2500km	2 timelines
10	10 years	5000km	3 timelines
11	20 years	10000km	3 timelines
12	40 years	wrong	4 timelines
13	80 years	planet	4 timelines

EXAMPLE: If the adventuers had a skill of 3d+1, vs. a Difficulty of 17, they would need a "best three" roll of 17 or more to land exactly where they were aiming. If they rolled a 14, they would have missed by 3, and use that row of the miss table.

A miss means that the adventurers did not get where they intended, but are off by *no more than the listed amount*. Usually it is just convenient to say the miss was exactly by that much, but if you want to be picky, roll 2d and multiply by 10% of the maximum error in each category. Random scatter always errs in favor of adventurer survival.

EXAMPLE: A miss by 4 for time would be 2d times 6 days off target (since 6 days is about 10 percent of the two month error). A miss by 4 for a space-only Jump would be 2d times 8 kilometers off target. However, if the characters were aiming for a coral atoll that was the only land within 100 kilometers, they would hit the coral atoll, just not at the spot on the atoll where they were aiming.

A miss by a "timeline" means that you have skipped from the timeline you were aiming for and landed somewhere else, with the temporal and spatial error appropriate. The default human timelines are Earth$_{null}$ through Earth$_5$, and are listed starting on .

EXAMPLE: Adventurers try to land at a spot on Earth$_3$, but miss by 2 timelines. So, they either land in Earth$_1$ or Earth$_5$.

You *can* have historical differences on the timeline you aimed for. For instance, you aim for Victorian England, and get the right timeline, but you still failed the roll. Maybe in this world, China succeeded in avoiding British opium entanglements, and Lincoln wasn't assassinated during the Civil War. Both of these will have major repercussions, but the level of technology, overall politics and history is about the same outside the effect of those differences.

Option - If the adventurers specified any "bad" choices in their description, the amount the roll was failed by is *doubled* for that category, *and* the recharge time before leaving that new timeline is increased by 1 Jump. Early on, adventurers will find themselves stuck for weeks wherever they go.

EXAMPLE: If the adventurers failed a roll by 10, they would normally be 10 years, 5000km and 3 timelines off. However, if they made a bad temporal choice (inappropriate to the frame of reference they specified), they would be off by 20 for the time, which is about 10,000 years. So, instead of landing in the Luna Colony 5 years after the Meridian Revolt (which never happened, oops), they end up in mythical Atlantis, circa 8,000BCE (because at the time they landed, the Moon was not habitable, so they were bounced to the nearest place that was, Earth).

On the other hand, if characters have one of their descriptions almost perfect, either by planning, luck or experience, the amount the roll was missed by for that category is halved, unless one of the other misses would contradict this.

EXAMPLE: Adventurers miss their roll to get back to a staging area by 6, which means they are off by 8 months, 320km and 1 timeline. But, they specified the location "just right". So, while they are off by up to 8 months and in the wrong timeline, they missed the destination by no more than 40km (a miss by 3 instead of 6).

The Matrix will not Jump a group to a place that is instantly lethal, like vacuum, molten lava, etc. However, being in close proximity to places that are instantly lethal is possible and can easily happen. Let's say you wanted to visit Pompeii before it was wiped out, or Minoan Crete, Krakatoa or Mt. St. Helens, and wound up landing there about a hour before all Hell broke loose. It's not *instantly* lethal, and if you think fast and run faster you can get out of the danger zone. According to the Matrix, you *did* want to go there, *and* be that close. It's none of *its* business if you get toasted...

And remember the notes in the previous chapter on paradoxes? How far you are off in time when you land *can* be influenced by other time travellers, *regardless of how accurately you specify the destination*. If you aim for 1900CE on a particular timeline, and the period 1890CE through 1910CE is occupied by prior time travellers already, you are going to miss 1900CE *every time*. On the other hand, if a time traveller is in 1900CE and they are contemporary with you (i.e. their temporal reference frame is the same), then your Matrix and theirs will be synched, and you *will* land in 1900CE.

Matrix side effects - *My gun blew up!* Something ugly about *temporal* translation via Matrix is that it adds energy to the system, and "the system" is whatever is moved through time. The effect is not uniform, but it *is* pervasive and affects everything except Designer equipment, which is immune to this sort of nonsense.

These do *not* occur with purely *spatial* Jumps. If you want to Jump from New York to Tokyo with a pistol tucked into your belt, and you don't cross any temporal or probabilistic lines in the process, there are no problems except for legal ones.

In scientific terms, what are the side effects? Most items, especially metallic ones, will have loose electrons shoved around in great quantity, which generates lots of electrical arcing and sparking. Fortunately, this is local to the item, but you may get singed a little (it especially hurts if you have metal fillings in your teeth). These arcs will rapidly pit and corrode components such as tiny gears, valves, etc. The effect on modern electronics is predictable: they are completely and utterly destroyed. Batteries fail, rupture or explode, depending on their energy density. Insulating coatings and dielectrics are breached. Anything of the complexity of a transistor (Atomic Era) is ruined beyond repair. Late Industrial Era electronics *specifically* built for the purpose can survive a Jump, but require things like heavy duty vacuum tubes, spring-wound generators as a power source, or batteries where the chemicals are not mixed until after the Jump.

The effect on molecular structures is the one adventurers most often run afoul of. Any metastable or high-energy compound will usually have enough energy added to its system that some part of it will "activate". For instance, gasoline will combust with any available oxygen (including that simply dissolved in it from the air). Gunpowder will ignite. TNT will *detonate*. And so on. The biological energy storage of the human body is *also* affected. *This* is the main reason for timesickness. Portions of the body's ATP supply are discharged, giving the symptoms listed under timesickness. If *all* your ATP were activated at once, you'd probably explode, so be thankful the effects are limited as they are...

Among other things, this means most successful TimeLords are accomplished in melee, cautious about where and when they land, and are pretty good about scrounging better weapons as soon as possible after they land. The favorite ranged weapon is the crossbow, since well-designed ones are unaffected by temporal Jumps. Over the years, a few TimeLords have found cumbersome ways to transport repeating projectile weapons, but these are not extremely powerful, and must be loaded *after* the Jump. For instance, a *discharged* compressed air weapon with *extremely* sturdy valves (Jumping with highly compressed air might rupture the cylinder). Another side effect is that temporal ambushes are extremely difficult, since the *ambushed* has had time to get local weaponry, while the *ambushers* are limited to what they can Jump in with.

▼ **ALTERING HISTORY** - The very act of time travel alters history wherever you go, even if only in a minimal way. Often, however, changes are made deliberately, or by gross negligence or accident. Sometimes these changes "stick", sometimes they just fade into the background as a minor temporal blip. The act of altering history is known as "divergence", and the measurement of temporal change is the "divergence point". The more divergence points that a timeline is subjected to over a short amount of subjective time, the more likely it is to cause major change, and the quicker the change will happen.

Tracking changes - Historical changes will usually have one of two results. First, they may just have no effect, getting subsumed under historical inertia. They occurred, but didn't really change anything. A current historical example might be the Kennedy assassination. What if there was a second assassin on the grassy knoll? Or there wasn't? That would be two separate histories, but as long as the end result was the same (assassination), the course of history goes along more or less the same. Second, any changes made may cause other changes which cascade onward and usually reach a level of stability at some cultural threshold appropriate to the magnitude of the historical change. The history will continue to diverge from the original one at a rate also based on the change. For instance, say there was a second assassin and he got caught, and was found to be working for a foreign government? This would not stop the assassination itself, but the repercussions of the second gunman would be much greater than if he had gotten away cleanly. The repercussions would not likely make US citizens start sacrificing their children to Moloch, however, as it would be inappropriate to the change and magnitude of change in that particular history. *And if the assassination was prevented?* That's another matter entirely.

As a law of temporal conservation of energy, similar timelines tend to clump together like strands in a rope. They are all going in the same direction, but are all taking slightly different paths to get there. Characters landing on a very similar timeline might not even know there *is* a difference for quite a while.

These timelines also tend to overlap on the common areas, with fringes that provide any meaningful differences between them. Only if a historical change is enough to differentiate one core history from another will a particular timeline shoot off in a different direction and spawn secondary timelines of its own. Otherwise, that timeline may kink a little, but still tend to follow the path of the similar timelines around it.

▪EABA

Overlapping timelines conserve energy in that most events happen only once, rather than billions of almost identical timelines doing things redundantly, much as it requires less energy to brush your hair many strands at a time, even if they don't *all* lie perfectly when you are done.

Effect	Divergence Points	Time Frame	Description	Example
0	1	1000 years	Negligible change	Un-noticed arrival of time travellers
1	2	500 years	Unnoticed change	UN resolutions
2	4	250 years	Minor, localized tech. or cultural changes	Taboos, improvements of existing tech
3	8	125 years		
4	16	64 years	Minor tech. change	Introduction of new weapon
5	32	32 years		
6	64	16 years	Major specialized change	Calculus, Arabic numerals, Physics
7	125	8 years		
8	250	4 years	Minor multicultural or tech change	Iran-Iraq War, US Civil War
9	500	2 years		
10	1,000	1 year	Major multicultural or tech change	WW2, Black Death, Depression
11	2,000	6 months		
12	4,000	3 months	Pivotal multicultural event	First use of atomic bomb
13	8,000	6 weeks		
14	16,000	3 weeks		
15	32,000	10 days		
16	64,000	5 days		
17	125,000	2 days		
18	250,000	1 day		
19	500,000	12 hours		
20	1,000,000	6 hours	Global, unavoidable, major change	Global thermo-nuclear war

If a historical change or series of historical changes accumulates a total of 1000 Divergence points, it is almost certain that the change will generate a new timeline that branches from the key event and is independent of temporal conservation effects on its parent timeline. Divergence points last more or less forever, but only points that work towards a common effect are likely to have any effect.

EXAMPLE: Thousands of unnoticed time travel arrivals will eventually generate a significant effect, but the main focus of that effect is that enough evidence of odd events and inexplicable detritus has accumulated that people now generally believe time travel is possible and that they have been visited by time travellers who have gone unnoticed.

If you are trying to alter or undo previous events, the *actual* effect is reduced by 1 level for each row of difference from the original time increment.

EXAMPLE: A group of adventurers by their actions generates a level 7 effect (125 divergence points, base time of 8 years), and they want to go back a few subjective years later and try to counter the damage they have done. Since this is within the window of easy change, they can reduce the divergence effect by if they do some Effect 5 damage control (32 divergence points, base time of 32 years). If they do this *four times* over the next four years (before the next interval), they can undo any damage done, as four Effect 5 events will generate enough divergence (4 x 32 = 128) to counter the original event.

EXAMPLE: If a number of Event 0 actions are used to nudge an asteroid into collision course with the earth, anytime within the next 500 years it will be relatively trivial to use Event 0 events to shift its course out of the way. However, if you wait until 2 years from impact (9 rows of difference), any effect is reduced by 9 levels, so you need to do a Level 9 effect just to get a single point of Divergence in the other direction.

Events *can* cascade if given a little prodding, and sometimes do so without it. For instance, the development of stirrups may have fallen by the wayside because the people who first developed it got trashed in battle, or designed them poorly and tended to get dragged around by their ankles when they fell off. But, centuries later they gave *someone* an edge, and that someone used the edge to make changes of their own, which spawned more changes and so on. So long as these changes all go in a direction that history wouldn't have taken without them, they may have an overall effect that spawns a new base timeline. If they just helped along a course that would have happened anyway, their effect is minor and does not really do anything. A single event *can* cascade in a catastrophic fashion, causing such an overwhelming amount of change that it is *impossible* to shift history back onto its original course. Sometimes these are natural events. The Black Death of the 14th century, and the Red Death of the 22nd century were key events on those timelines. The triggering event was never known, and the effects were never stoppable. *Sometimes these things just happen.* Sometimes they are caused by time travellers.

If it helps, think of any given history as a river. When you create a divergence, you split the river's course, but anything less than a divergence just muddies the water.

When there is a powerful change that tends to be an all or nothing situation, it doesn't need to cascade, as it has sufficient momentum to force a temporal branching all by itself. A good example is "Yes, there was a WWII", vs. "No, there wasn't". History *is* going to go two different directions here, regardless of any other changes occurring in the background. When we delve deeper into the changes that have been made to human history by Lucifer and the other TimeLords, you will see that it is quite difficult to spawn a new timeline, and while the immediate results may be to your liking, the changes almost always have unforeseen long-term consequences.

A matter of scale - This scale of divergence is relative to the scale of observation. Obviously, if looking at it from a *personal* level, the death of a single individual (you) has a profound effect on *your* future. On the other hand, looking at it from a *universal* level, the entire history of humanity is little more than a footnote. So, the levels of event significance and divergence can be altered to suit your taste and the scope of your campaign. For instance, if you are running a game where *all* the time travel will take place between 1643CE and 1894CE, then events on Earth will be more significant than if you are running a campaign where all the travel takes place in the framework of an existing interstellar culture. Which also brings up the very important point that any given divergence in timelines has *direct* effect *only* within the field boundaries of the naturally occuring chronon field. *Indirect* effects (responding to observed but distant phenomena) happen as they happen.

EXAMPLE: If Earth and Mars were in separate chronon fields because of distance (and they are), then there would be no *temporal* side effects on Mars from anything that happened on Earth. For instance, you could Jump to a deserted 1000CE $Mars_0$ even if 1000CE $Earth_0$ was crawling with TimeLords.

EXAMPLE: A change in history on Earth would not effect aliens visiting Earth from a distant star system. *Each* particular history of Earth would have the aliens arrive, and the interaction of those aliens with the different Earths might cause further branching. This in fact is the case of what happened in the 24th century on $Earth_{null}$ through $Earth_5$. If on the other hand, the aliens visited Earth only because they picked up our radio signals, then *only* the Earth timelines with radio signals would get the visits.

What is this $Earth_0$ stuff anyway? The changes made by Lucifer and the first generation TimeLords resulted in seven major histories for humanity, each of which may have several sub-branches. $Earth_{null}$ is the collection of paths taken by humanity had Lucifer never interfered. $Earth_0$ is the path that Lucifer felt was optimum for humanity's long-term survival, and $Earth_1$ through $Earth_5$ were the other major paths that resulted from active meddling.

THE MATRIX

Limits to divergence - The sub-quantum nuclear force limits how many times a timeline can be subdivided. In general, a previously undisturbed timeline has the potential to branch about ten times, gaining further potential branches as time passes for each of the new timelines.

Earth's history from about 8000BCE to 2500CE has ten branches, each of which has a number of sub-branches. The branches Lucifer abandoned early on have more remaining potential to branch, while those that showed promise have lesser potential, and many intervals that later time travellers cannot visit due to Matrices already having been there. How many branches are left on a timeline will be up to each gamemaster, as will the places where these branches can happen and places that are effectively off-limits because prior generations of TimeLords were already there.

▼ **CATACLYSMS** - On page 7.22 there is a chart of all the histories and branches that have been created or caused by TimeLord interference. There are also three others that are not listed. These are the "Cataclysms", from the Greek *kataklysmos*, a momentous and violent event marked by over-whelming upheaval and demolition. It is not the best word to describe what actually happens, but it was the best word available when the first one happened. These timelines may also be called "runaways" or "snowballs" by later generation TimeLords. A Cataclysm is a timeline where a particular change had such a profound effect that it irretrievably altered history into a certain, usually self-destructive direction. This is usually because that culture gains a technology or concept that they are able to use and duplicate, but not able to understand the consequences of.

When Lucifer introduced ironworking long before humanity would have developed it on its own, he advanced civilization several thousand years and the subsequent changes branched history into $Earth_{null}$ and $Earth_1$. However, iron-working was not easy, and required significant time and resources for any culture using it. By the time of the Machine Invasion (2278CE), $Earth_1$ had developed crude steam engines and was on the verge of an industrial revolution of their own. $Earth_1$ also had a long history of slow development and advancement of science and weapons and was aware of the benefits and limits of what technology they had developed.

Before the comets fell on the cities of $Earth_1$, Lucifer kidnapped a handful of engineers and craftsmen, and transplanted them into an earlier era of $Earth_1$, about 1000BCE. Within ten generations, Greek-developed steam galleys had conquered the Mediterranean. As other cultures developed steam power, primitive heavy industry and mining techniques, the world became an extremely violent place. They didn't have the scientific understanding behind their inventions, nor an appreciation of Earth's vast, but still limited resources. Lucifer tried to interfere, to contain the genie, but it was out of the bottle and would not be returned. By the time this culture reached the equivalent of 2278CE, it had been through countless global wars, yet never advanced technologically past a Middle Industrial Era level. In the process, pollution from wood, coal and petroleum had caused global climate change, and they had actually managed to mine and use most of Earth's iron ore and petrochemical reserves. Even if they had not been wiped out, they would probably have lacked the resources to develop a high-tech culture and would have become more and more metal-poor as the generations passed.

That was the first (and only) Cataclysm caused by Lucifer or the first generation TimeLords. After that, Lucifer and the TimeLords were *extremely* careful in the advances they introduced, how they introduced them, and then monitored them very carefully for several generations. The potential exists on parts of $Earth_1$ through $Earth_5$ for a few more major branches and the other two runaways. The gamemaster can design these monocultures gone haywire, or leave them as untapped potential. Adventurers may not be as careful or have the foresight of the original TimeLords. They could generate a Cataclysm on their own, and maybe have to live with the consequences.

Armageddon - On the timeline, humanity's existence as a species largely ends at the line labeled "Machine Invasion". Among the early TimeLords, Lucifer called it Armageddon. A race of self-aware machines is responsible. They have no direct enmity for humanity, but they think ahead in terms of eons instead of years. Biologic life is wasteful, and planetary resources are more efficiently used by machines. The Earth is seen as a stockpile of materials for *their* future, and the only way to prevent it from being squandered is to remove the species which consumes the non-renewable resources. *Humans*.

The machines have no faster-than-light travel, and operate largely around Late Atomic and Early Post-Atomic Era technology. They coast between star systems at a leisurely pace, exploring and marking their territory, stopping to rebuild and replicate every few thousand years, spreading their own alien form of civilization, and listening to the radio bands for signs of biologic life that need to be erased. They left their previous destination for Earth centuries before the Exodus of the Designers. The Designers either did not notice the machines drifting slowly through interstellar space, or did not care to act at that time. The machines would have been no threat to the Designers. Any Designer ship would have been able to wipe out the entire machine fleet with little effort.

While the Designers would not have feared the machine invasion, Armageddon *is* a serious hazard for TimeLords. More than one has ended their career at this point. Among the early timelines like Earth$_{null}$, there is still enough branching potential that even third generation TimeLords can land at spots on the timeline, usually just getting shunted to the "edges" or lesser branches. On timelines with less potential, the actual time of Armageddon may be off limits due to previous intervention, but the times afterward are not. Conditions during and after Armageddon are extremely chaotic and violent, regardless of the timeline. Only recently have any TimeLords taken advantage of the possibilities there.

New stars appear in the sky. Primitive cultures will see them as omens and portents, and truly they are. Moderately advanced cultures may see them through telescopes and perhaps even understand the idea of visitors from other worlds, but no attempts at communication will be successful. Cultures with spaceflight capability will detect the fleet months in advance. The machines will try to lull humanity with promises of technology and a new era of advancement, with practiced explanations for anything that seems suspicious. *Until it is too late to do anything about it.*

TimeLords

The end begins with a rain of cometary debris, deliberately targeted on the largest population centers, and on those timelines capable of it, spacecraft launch sites. Immediate casualties are enormous. Deliberately placed impacts in the oceans cause waves of colossal height, which destroy most if not all coastal populations. Impact debris is lofted into the upper atmosphere, turning day to night, perpetuated by gaping holes in the Earth's crust that will vomit forth smoke and toxic gas for years to come. The sun will not be visible anywhere but the high arctic regions for several months. Global temperature drops, and surviving crops fail on a worldwide basis. For many of the survivors, the famine begins within a week. Over the coming months, more debris bombards Earth, targeting any areas that show signs of regaining their footing, or gives tell-tale signs of radio traffic or electrical power generation.

Those who remain have exhausted their reserves of food, and are left with cannibalism as their only option. At the same time, the oxygen levels in the atmosphere have dropped because there is little surviving plant life. Sulfur and nitrogen in the air begin to rain out as highly acidic rain, making the air mildly toxic as well as less sustaining.

In all the timelines, there remain a handful of survivors. Low tech timelines will find a few resourceful individuals living in cave complexes, feeding on an ecosystem that manages well without light. On higher tech timelines, a few hidden greenhouses survive, providing food and fresh air for their caretakers, as long as generator fuel holds out and their electrical emissions remain undetected. But in the end, it is not enough. The outside conditions are too harsh, and too few people survive to perpetuate the species. The human population slowly drops over the following centuries, crushed by followup attacks on any site showing signs of reconstruction. The last human dies no later than 150 years after the first comets fall. After this, Earth is largely a silent planet. A few centuries after this, most of the machines have moved on, beginning the long journey to the next star system on their list. All that remains of Earth is a crippled and dying biosphere, and all that remains of humanity is crumbling monuments and bones slowly dissolving under the acid rains.

For TimeLords, the biggest danger from Armageddon is simply landing there and having to wait several days for a Matrix to recharge. No amount of body armor is going to protect you from an asteroid impact or a kilometer-high tidal wave. And if you land there afterwards, the survivors are *not* going to be in a friendly mood. Plus, you'll have a lot of tasty meat on your bones and are almostly certain outnumbered and outgunned. *Not* a pretty picture. In addition, on a mis-Jump, the Matrix may drop you into the most habitable area it can find, an area which is almost certainly already occupied by desperate survivors. *This is how TimeLords die.*

The good side? There really isn't one. A consolation prize is that there is more stuff to loot than there are people to loot it, unless of course it's food. Another is that if you know where and when to look, you might be able to pick up a new Matrix. Odds of finding one by accident are slim, but if you investigate all the TimeLords who seem to be missing, and ask the right questions in the right places, you might get an idea of where and when they might have ended up if they mis-Jumped to an Armageddon timeline.

Since the biosphere is more or less destroyed, Lucifer never made any effort to try and recolonize Earth after this point, compounded by the fact that some of the machine invaders remain in the solar system and would be happy to start the process again if they saw signs of renewed life. However, the machines have no way to differential the electrical activity associated with a Jump from normal activity like lightning strikes. This means that TimeLords can Jump here if necessary, and possibly even survive in unprotected areas for several hours before atmospheric contamination does them in. Properly prepared,they might even be able to set up a base camp. It is not an option for humanity's long term survival, but it does have adventure potential.

▼ **MATRIX TRICKS** - A Matrix is basically a captive chronon and anti-chronon in a spatially folded hyperdrive powered by the energy of the quantum vacuum and some other technobabble that you will never really be able to understand. The inside of a Matrix is of unknown size, and contains any function needed for temporal and spatial travel, remote sensing and who knows what else. This remote sensing of the human mind is what passes for telepathy between the users of the Matrix and its guidance computer. Your skill with using the Matrix is learning how to shape your thoughts into something that the Matrix can understand as an unambiguous command to "take me *there*". Sometimes, the Matrix can be programmed to do other things, and sometimes it makes decisions on its own, based on whatever *it* feels is the proper course of action. It is loyal to the Designers, but is also aware they are extinct. Masterless, its motivations for cooperating with Lucifer's fractional descendants are ultimately unknowable.

The overhead of containing and directing the captive chronon take much of the energy produced by the Matrix. What is left is still a considerable amount for such a tiny package, and most Designer technology could conceivably use any Matrix as a power source.

A Matrix requires energy to recharge equal to 100 hours (4 days) per leg of a Jump, regardless of length. Each time a timeline branches is a leg of a Jump, and Jumping to a phantom timeline adds an extra leg to any distance.

EXAMPLE: Jumping from the $Earth_0$ year 2000CE to a $Earth_0$ year 2001CE (same *basic* timeline) is a 1 leg Jump. Jumping to $Earth_1$ year 2000CE is *at least* two legs, one to Jump *back* to a branching point, and one to Jump *forward* to the year 2000CE on *that* timeline.

▼ Yes, this means that for any ongoing campaign the gamemaster will have to make a branching road map of the known multiverse, or at least as much of it as the adventurers have seen. Players should be encouraged to try any figure out the structure of the game universe, and use their notes as a reference to keep from making bad Jumps. See pages 4.5 and 7.22.

Using a Matrix for any purpose other than recharging will be assumed to negate an hour's worth of charging if it is used at *any* time within that hour. When a Matrix is charging, it has a duller lustre than normal, and feels "cold" in a subjective sense that is not measurable by scientific instruments. When fully charged, it changes back to an almost iridescent appearance, and feels warmer. The last person to control the Matrix will usually "feel" when it is ready, although early on they might not recognize it as such. Anyone holding it or keeping it in close proximity to their body will also feel this.

The following "tricks" are things that can be done with a Matrix. The ones with an "*" were used in *Eternity's Shadow*. The rest are *solely* at game-master option for dramatic or game effect.

Sterilize* - You can kill any parasitic organism, microbe or virus that is inimical to the health of the person using the Matrix, provided that person was involved in the last Jump done. This has an effect over the normal transport radius. This effect occurs *automatically* at each Jump, but may be done manually once you figure out how. Using a Matrix in this way is a Formidable(13) task. This will cure almost any disease, but will *not* negate toxins generated by the disease. In general, it subtracts 2 from the Difficulty of any Health task associated with the disease, and automatically prevents contagion or an increase in the severity of its effects. Incidentally, it will also filter out any and all nanotech that is not Designer-based.

The absolute most important side effect of this function is that it also repairs any *genetic* damage done in the last month or so, *including aging*. A person who travels via Matrix at least once a month *will not age*, and this is the sole reason for the longevity of TimeLords (Lucifer was full of Designer micromachinery, and his biologic systems were always undergoing repair and rejuvenation whether he Jumped or not). Note that in *Eternity's Shadow*, this function was not *manually* controllable. Only by Jumping through time did TimeLords stay young.

Portal* - When a Matrix is activated, the zone of spacetime affected is finite in three dimensions, and instantaneous in the fourth. In the default setting, the three finite dimensions are the linear ones (height, width, depth), and the instantaneous one is time, resulting in the 'blinking out' of a volume of space. This can be altered, however, to a zone that is instantaneous in one of the linear dimensions, and finite in time. This creates a zone that appears as a flat, circular sheet, and which exists for several seconds, i.e. a Portal.

TimeLords

For a one level (2 point) increase in Difficulty, you can make an opaque, 3 meter *radius* circular doorway to the destination instead of a spherical field. This will be normally be centered 3 meters away from the Matrix, in a direction specified by the user. The doorway is bidirectional. For instance, you can stick your head through to see what is on the other side, pull back, tell your friends, then step through. You'll experience double timesickness, though. The doorway lasts 15 seconds. The rate of energy transfer per unit area of a Portal is strictly limited, and is somewhere on the order of 1 watt per square centimeter per second. In terms of light, this is about ten times as bright as a sunny day. In terms of matter, it would drop a 9mm bullet to a velocity of about 10 meters per second. In game terms, weapon fire passing through a Portal is dropped to a damage of less than 0d+1. And of course, if it is a temporal Portal, any explosive device will detonate on contact (from *either* side).

The most important thing to remember about a Portal is that *you can only open one to a timeline where there is an active Matrix at the time you land*. The Matrices communicate and hand off data to allow an object to move through space-time without actually having a Matrix accompany it (you *can* step through a Portal and leave your Matrix behind). If you try to open a Portal to a somewhere without an active Matrix, nothing happens, but you *do* discharge the Matrix. This in itself is useful (are there time travellers already there?).

Program - For +2 Difficulty *per Jump* you can "set" the next destination of the Matrix ahead of time, and it *will* go there unless the person using it is aware of the programming and tries to counter it. This requires making your skill roll by more than the programmer made theirs. Note that you don't have to successfully use this skill to program a Jump, but failure just means the people using it go *somewhere* and even *you* don't know where.

Disassociate - On a Superheroic(17) roll, you can timeshift the Matrix a miniscule fraction of a second ahead of the character, or push it slightly into another dimensional frame. In this state, it is linked to *that* person, who is aware of it, but not to anyone else, including the other adventurers. This is the most disconcerting of the Matrix's abilities, as it is the one most likely to be initiated by the Matrix if it feels the characters are best suited to its particular agenda, but are likely to lose the Matrix due to capture. In this state, it simply cannot be detected or affected by anything except equipment that can measure temporal distortion, which is pretty damn rare. Even in this case, it still cannot be affected unless it wants to be. This also includes being used by the owner. Until it rematerializes (or you make a Heroic(15) skill roll to "grab" it), it effectively isn't there.

Universal translator - In its normal default state, it provides basic translation of words and ideas into the minds of anyone linked to it in the last Jump. This is the "dubbing effect", as adventurers will "hear" conversations that do not match lip move-ments, and their own lips will move in patterns that do not match the words in their head. This can be consciously overridden. This was normally used by the Designers when communicating with primitive races and is a trivial use of processor and sensor power that does not affect recharging time. Adventurers using this ability may not apply points towards increasing any skill in that language, as all the work is being done for them.

Emergency Jump - If a sufficient sense of urgency is felt by the main user of the Matrix and those in the loop, it can make a short Jump using unknown reserves of power. This Jump occurs *immediately,* and has spectacular special effects, even compared to a normal Jump. The normal 3 meter radius of effect does not apply, and the Matrix takes a radius no larger than is required to get the people the user feels should go along, and then only if they are within the 3 meters. This Jump is usually to someplace *relatively* safe, or which meets the conditions of any emergency that precipitated the Jump. High-tech emergency rooms with a high temporal signature, for instance. The fact that this happens to be at the receiving station for a secret temporal police agency is not of the Matrix's concern...

After an emergency Jump, the Matrix is discharged. It is unavailable for any reason for at least 1000 hours (40 days), while it repairs any internal damage, and recharges its emergency accumulators. There is a good chance it will be disassociated during this period. There is also a good chance that the Matrix will also be Sargasso'd on its next Jump due to a temporal reference loss.

"Sargasso" is TimeLord slang for the ruins of an ancient Designer base on a marginally habitable world several thousand parsecs from Earth. Its spacetime coordinates are apparently hardwired into every Matrix, and if a Matrix has suffered some sort of navigational malfunction, it goes to Sargasso for repairs. And it can't leave until it gets them. One minor TimeLord has been able to figure out how to do this. Fortunately, he is there most of the time. Unfortunately, his knowledge of Designer tech makes him reasonably powerful, and a previous accident with it has driven him insane...or allows him to understand Designer technology, no one is really sure. In any case, to ever get their Matrix repaired, characters will have to deal with him, sooner rather than later given the nearly total lack of food and water there. He usually either wants the characters to fetch something for him from elsewhen, or take part in some experiment. Neither task will be as easy or safe as it first appears.

▼ **Note!** - It is a measure of the Designers that these functions were not deactivated, even *after* they stopped using Matrices for time travel. The idea that they would be misused simply *never* occurred to them. They were the kind of race that after an experiment, would label a *very* sturdy jar "Black Hole Inside - Do Not Open", and then put it on a back shelf in case they needed it later. The raw power and potential for harm or misuse is present in most Designer technology.

▼ **OTHER DESIGNER TECH** - Over the 10,000 years or so of Lucifer's work, a fair amount of Designer equipment was recovered. After the initial attack on the Destroyer, the Destroyer realized the source of some of the technology and did a pretty good job of scorching those sites, leaving few if no sites untouched. Only Far-walker knew the distant interstellar coordinates of many Designer sites, and through him, Lucifer. Some of the first generation TimeLords went on expeditions to these ruins, and the only sites known to second and third generation TimeLords are the ones the first generation passed on the coordinates of. Making a Jump whose distance is measured in thousands of parsecs is not recommended for beginners, and the logistics of setting up base camp on an alien world when you can bring no high tech with you (like spacesuits) is daunting. A very few of the devices recovered are in the hands of TimeLords. Most of the remaining Designer tech is concentrated in the hands of the **Guardians** ().

In any case, of the recovered devices, many have the same limitations as a Matrix: built-in safeguards prevent use by anyone not a Designer or direct descendant of Lucifer. Virtually none of the devices can be duplicated, approximated or even understood by human science. On the **EABA** scale, the Designers would be Late Final Era (they would consider anyone at Post-Atomic Era or better an "intelligent" species). Consider: the difference between gunpowder and atomic power is two Tech Eras. Consider: the most advanced human societies known in any **TimeLords** campaign are about three Tech Eras *behind* the Designers. You can see that we're lucky if we can figure out which switch is the on/off button.

The only reason humans can work with Designer technology at all is *not* because we're clever and resourceful, it's because the Designer technology is so smart and flexible that it can figure out what we're trying to do and reconfigure itself to allow it to work. Technologically speaking, our efforts are exactly on a par with trying to program a computer by sacrificing goats to it. We mean well, but we have no real idea why what we're doing seems to occasionally work.

Shields* - *The Destroyer **hurt**. He had known pain once before, far greater than this, but he still hurt. The entire front of his body glowed yellow from energy absorbed into a hundred pocket universes, and a handful had vanished altogether. Heat leaking from the others was mostly carried away by his skin and radiated onto his dorsal shields, but the pain was still intense.*

A shield generator is a massive chunk of hardware (barely Jumpable). Targeted on an object, with enough power input, it will "attach" a shield to that object. To withstand the stress, the object needs to be extremely tough (armor quality steel or better). A shield is a circular energy field ranging from about a meter to several meters in diameter. It has an oily sheen, but is otherwise transparent. What a shield "is" is an energy doorway to a pocket universe. All kinetic energy over a small threshold striking the shield is shunted directly into the pocket universe. A shield absorbs *all* forms of energy. Things like laser beams simply disappear. Projectiles simply stop at the boundary. All their kinetic energy is absorbed, instantly dropping the temperature of the projectile tip to near absolute zero, and the rest of the projectile to sub-freezing temperatures. TimeLords have been known to use shields and garden hoses as icemakers...

It's worth noting that impact or momentum fuzes won't go off, and any proximity fuze relying on active sensors (like radar reflections) won't work either, but low power reflection on what the shield is attached to *may* trigger it.

The Designers routinely used shields on their vessels. The Destroyer was specially built with hundreds of tiny overlapping shields, and the TimeLord fleet sent to attack him had cruder versions of the same. A shield will last until the pocket universe has accumulated enough energy to bubble off and form a tiny Big Bang of its own, creating a universe somewhere else, completely separate from our own. The amount of energy needed to "fill" a shield is on the order of several close proximity nuclear blasts. From a conservation of energy standpoint, this is also the same amount of energy it takes to create one in the first place.

Shields are used by scientists on the Guardian timeline (late Earth$_0$) as "blast windows" for extremely dangerous experiments. The actual time travel chambers and most secure entry points are also protected by shield walls or shielded doors.

Shields do not function inside a null field or other pocket universes with different physical constants, but they revert back into existence when removed from those conditions.

Degenerate Matter Converter* - *The spear was made for me. Armor steel as thick as a man's wrist. He brings the sword up and down again, hammering nicks into the spear until I get out of the way. I sidestep and rake the point along his side. The tip is a single industrial diamond, plated with degenerate matter. No human could even lift it. It glows and hisses, the degenerate matter slowly destabilizing in the different physics of this pocket universe. It leaves a deep gash across him, showing silver and gold, iridescence flowing in a disturbing way. He swings at me, the heavy blade glancing off the spear and rebounding unexpectedly into my shoulder. It hurts, nothing is broken, but I am knocked back and he is on me again, hammering gracelessly but without respite.*

The Designers used degenerate matter as a structural material for high-stress applications. Degenerate matter has a collapsed atomic structure and is normally only stable under gravitational conditions like those found in neutron stars. The Designers found a way to keep it stable under normal conditions. With a suitable application of energy and enough conventional matter fed into it, a degenerate matter converter will spin out strands of "sticky" degenerate matter. This will adhere to other degenerate matter strands if applied shortly after creation. Otherwise it remains in the form of hair-thin strands. A strand the size of a long human hair will mass a good fraction of a kilogram, and have a tensile strength measured in tons. While degenerate matter strands are *not* able to slice through matter like lightsabers, they *are* dangerous to handle and are almost as sharp as a knife edge due to their small diameter.

Degenerate matter destabilizes in a null field or other universe with different physical constants. It incandescently ablates into an ionized cloud composed of the elements used in its creation. This is a non-explosive but still quite energetic process.

Datasource* - *The Cube talks to me. Far-walker says he can communicate with them, but he never says how. I communicate with them too, or more accurately, they communicate with me. It is never words, or images, or anything that concrete and unambiguous. It comes across as feelings, affinities, concepts. I think I would be diagnosed as schizo by the medical professionals, and if I were mundane, I might even believe them.*

Sometimes, if I frame a request just right, I can get one of these cryptic answers. Sometimes the answer is immediate. Sometimes I only get it when I am at the point where I need it. Sometimes I don't get it at all. Do I tell the others the Cube whispers wordlessly to me in my sleep? Maybe when The Work is done.

Maybe not.

A Datasource is *any* Designer information storage device, of which their are many kinds. A Matrix is also a kind of Datasource. Most Datasources are open to anyone who can read them, Designer or not. However, readers for the Datasources are less common, and without access to the homeworld AI network, they probably don't speak English. It is certain that a Matrix *can* read a Datasource and *will* read any it comes into proximity of, but whether or not it would see fit to tell you anything is another matter. Conversion of most Designer information to human language is impossible. Our language does not have the conceptual framework to accurately express Designer thoughts. While they could "dumb down" to be understood, it would be like teaching theoretical physics using baby talk. Most f the communication between Designer information storage and humans will take place in non-verbal form, such as jumbled hallucinatory images, emotions, affinities and broad concepts. The closest to words you can get is an affirmative or negative response, and even that can have several shades of meaning when filtered through the multidimensional nature of a Matrix AI's thought processes.

Folded Space Generator* - *By human terms, each ship was a miracle of engineering, and a significant drain on planetary resources, designed by the best minds that the TimeLords could scavenge. Atomically compressed matter formed a hull about six meters in diameter and thirty meters long, a dead-black candle with a sun as its flame. Antimatter reactors provided raw energy, producing both thrust and a blizzard of virtual gravitons to compensate for extreme acceleration. A heavily shielded tube down the length of each ship contained a four-dimensional space into which several kilometers of particle accelerator was fitted. Topologically, it was the closest thing to Designer space efficiency they could manage.*

A folded space generator is a Designer efficiency measure, a way to create a three-dimensional space with a larger internal volume than external volume. However, the physical constants in this volume are the same, so shields and other Designer technology still function. Mass *is* conserved, and the total mass of the folded space container is the mass of the container and all objects inside it. The size and geometry of the folded space is determined by the length of time the generator is left on, and the power available to it. Humans have not yet managed t create any configuration other than spheres and cylinder-like volumes. The walls of the folded space are effectively infinitely rigid, and share *some* properties with shields. However, the volume enclosed limits the amount of energy that can pass into or through the folded space, and any excess tends to exit through the doorway to the folded space.

The energy required to generate permanently folded space is immense, and increases with the square of the volume efficiency. The ships used in the initial assault on the Destroyer used this technology to hold particle accelerators several kilometers long within their 30 meter length. Only Atomic Era societies or better can concentrate enough electrical power to activate a folded space generator (an atomic power plant or large hydroelectric plant will barely suffice).

"It"* - *The Designers collected the temporal singularities they discovered and made Matrices, jewels strung on a net of astronomical proportions for the purpose of The Exodus. It was not hubris that led the Designers to Jump their entire solar system billions of years back in time. It was just more efficient than doing it piece by piece, a quiet statement of their mastery of technology. And when they were done, they just packed up the equipment in case they needed it for something later. They never threw **anything** away.*

"It" is the quasi-mythical device the designers used to move their entire civilization back in time. According to the best guesses, it is a construct designed to manipulate a large number of Matrices simultaneously. Their combined energy and capabilities are enough to bubble off a large volume into separate reality, and either move it whole into another timestream and integrate it there, or create a separate reality altogether, which is constructed from "nothing" according to the programming it is given. It was almost certainly vaporized in the nova of the Designer's sun, but the knowledge required to duplicate the effect may still exist, and certainly only a fraction of the several thousand Matrices created have ever been recovered.

A few of the megalomaniac second or third generation TimeLords, Faust in particular, see this as a way to create a universe where natural law is bent solely to their whim (since the universe will be designed with that as one of its parameters). That is, they get to be an omnipotent god within that new universe. And as its base timeline branches and generates its own secondary timelines, God will have a bigger and bigger playground, with more and more toys. Some TimeLords oppose this on moral principle, since the toys are going to be sentient beings ruled by a psychopath, and try to keep Faust from accomplishing this. Most others are neutral to the concept, as the megalomanic will be occupied for hopefully eternity, and out of their hair as well. They are marginally concerned about being trapped by Faust to become his playthings in that new universe, however.

Other Technology - For all practical purposes, the technology available to humans will top out at the Early Post-Atomic Era, depending on the field of research. Long experience with Designer equipment on Earth$_0$ has given us insights we would otherwise be ignorant of, but we lack the equipment to take advantage of it. Unfortunately for adventurers, after Lucifer's death, the Earth$_0$ timeline becomes very difficult to access. The Guardians can detect and locate any spatial or temporal disturbances within seconds, and will Portal a response team to the area in short order. Most trips to that timeline are one-way after about 2520CE. It might be a good place to permanently retire (and grow old), but it is *not* a practical place to go shopping. The best timeline reasonably accessible to the characters is the latter part of Earth$_5$, which reaches Late Atomic Era in most fields, and Early Post-Atomic Era for some medical technology.

Materials are more advanced, allowing for better body armor and generally lighter and stronger materials. Weapons are of conventional design, though caseless ammunition is now the norm. Energy weapons are experimental. The few in use are not very powerful and are in specialized roles.

Bioarmor* - *Strider disliked the living armor intensely. Getting into the suit felt like he was being eaten in a vaguely obscene way, not helped by the fact you had to be naked for it to work properly. The only systems that weren't fried by a temporal Jump or the 'null field' were certain minimal Designer systems, or the slow macroscopic biological ones. The armor was part crab, part turtle, part lungfish and who knew what else. Actually, the suits were mostly human DNA, just highly modified. Which didn't make things any better. It slurped shut and began accommodating itself to his nervous system. The muscles responded with his muscles, the thick bony plates covering them making him look like a B-movie crustacean. He could feel its hearts pumping, and breathed the air it sucked in through filtered vents on its back. Multiple chitinous lenses gave him a slightly distorted view of the outside, augmented at night by biological lamps on sides of his head. The suit had been grown over a composite exoskeleton, which provided a resistance to damage that purely organic tissue could never provide. It didn't feel heavy, since its strength carried them both, but it had momentum.*

Bioarmor was developed by the Guardians (Earth$_0$ timeline) expressly for the attack on the Destroyer's stronghold. It has been used since then for other high-risk temporal assignments. Since it is entirely biological, it can survive temporal jumps that conventional powered armor would be destroyed by. Bioarmor is pretty much as described above, an artificially grown living armor that links with the human nervous system, allowing the human inside to use its abilities. These abilities are fairly simple, and are air filtration and climate control, enhanced strength, short-range ultrasonic communications, and body armor. The strength bonus is usually on the order of +2d Strength after the mass of the suit is taken into account (several times normal human lifting capacity). Armor value is typically 3d+1 against lethal attacks and 4d+1 against half-lethal or non-lethal attacks, a combination of bony or chitinous plates and a network of composite filaments. Note that bioarmor is grown to match a particular individual, and because of the way it operates, no armor (or even clothing) can be worn inside it. It does have "pockets" for carrying small items.

Bioarmor can be weakened by damage and loss of blood. For purposes of taking damage, the armor generally takes damage as the damage that the person inside takes, e.g. if a person took a two point hit *through* the armor, the armor would lose two hits as well. The armor has standard hit brackets for purposes of taking impairments, but is never stunned or knocked out. It has a Health roll of 3d+0 for avoiding shock effects.

The suit can run for several days on the contents of its stomachs (part of its Health of 9 for exertion purposes), but will require air and water much as the person inside does.

Bioarmor requires significant high-tech maintenance when not in use. As it is a living organism based largely on human DNA, it is theoretically subject to disease and poisons just as people are. Bioarmor is not known to have been used by any group other than the Guardians.

THE MATRIX

Clones - It seems like cloning is the perfect way to generate new TimeLords, but it doesn't work. The highest tech regions of the $Earth_0$, $Mars_0$ and $Earth_5$ timelines have the ability to grow clone body parts, but no means exists to move or biologically store a person's memories and knowledge. Rumors of phantom timelines where this can be done have not been confirmed. If it were easy, practical or without severe risk, most TimeLords would have backup copies of themselves "on ice" somewhere. They don't. Another potential problem is that if a TimeLord clone is made without the aid of Designer equipment, the Matrix might see the clone as a "fake key", a deliberate attempt to bypass the Designer chain of Family authority. And do you *really* want Designer security countermeasures activated against you?

Ephemerals - *They would die, most of them, believing in a lie. I could say that they would have died anyway, either on some forgotten battlefield in Asia Minor, of disease, treachery or old age, but those were forces outside my control. I was Strider, the shining knight in white samite who showed them the brilliant gateway. I led them to where they would await the final battle against the Antichrist and his minions. I jumped from my stunned horse as it traversed the Portal and I watched doctors expertly tranq the time-dazed knights. They awoke bathed, shaved and in cleaned and mended outfits, nearly a hundred of them in a climate and access-controlled corner of heaven. They took the technology in stride. Of course heaven would be perfect, the air and water sweet, everything lit by an unearthly glow from above.*

To those that had the inclination we gave crossbows. These would survive the transits across the null field, and were more powerful than anything they had ever seen before. We had models of the ziggurat, and we went over the battle plan. They knew that there would be others, even heathens. The heathens had repented of course, and were proving their souls in the crucible of the Lord. At least that's what I said. It was fairly simple. There were people, and there were demons, and in the center of the ziggurat was the Antichrist himself. The knights vied among them-selves to see who would be the first to make the Antichrist taste his steel. I told them the field of battle would make the choice for them. That much was the truth, at least.

Ephemerals. You may have read this term a few times so far and wondered what they were. Well, they are *you*, those specimens of humanity who do not have a Matrix, and thus doomed to spend their lives locked to a single timeline. When a TimeLord goes about the business of messing with a timeline, they look at the big picture most of the time, and Ephemerals are, to be callous, expendable.

While the TimeLords look out for themselves, future shaping usually relies on the principle of the greatest good for the greatest number. Or, it might just be the greatest good for *me* (the TimeLord), and the Ephemerals are just cogs in the machine.

Part of this is deliberate, but a part of it is also just practical experience. Almost all of the second and third generation TimeLords went through a "make a difference" phase, where they tried to micromanage whole continuums, and almost invariably failed, sometimes at the cost of billions of lives. They have travelled so far, and seen so much, that an individual life is not something often worth fighting for, unless that person is able to make a difference by virtue of their abilities or position (or descendants). Those TimeLords that do care seem to restrict their activities to a limited sphere, so that they can look at things on a small enough scale that individual lives are worth something. Even Ephemerals have this attitude. It's just a human trait. Thousands of people may be dying in a distant country due to ethnic cleansing, but what *you're* worried about is those damn beetles eating up your prize roses.

Sadly though, most of the TimeLords have become elitists. *They* can make a difference, and some have a few trusted companions that help them out, but if you aren't a time traveller, you don't count for much in the grand scheme of things. When the adventurers begin to acquire real power and experience, they will encounter these problems and hard decisions themselves. How they handle it will vary. Some won't be able to take it, and will retire from time travelling. Others will isolate themselves, or refrain from interfering at all. It depends on each individual group of players and gamemaster.

Vignette
Time: 2532CE
Location: Mars$_0$

Azazelo was predictable, opening a portal onto the stone platform behind his home. This fit with the Guardians plans. To capture him at home would insure privacy. There would be no embarassment of a public chase, or knowing Azazelo, the near certainty of heavy casualties. They took no chances. Snipers covered his entry point from several concealed locations, and everyone was armed and armored. The feeling was that only a display of overwhelming odds and force would be sufficient to convince the ancient assassin of the futility of resistance.

The capture forces stayed in constant readiness, changing shifts, waiting for Azazelo to arrive. In the meantime, a cursory examination of his home was made. A thorough search would only be made after Azazelo was safely in custody and some indication of any booby traps was made. Their patience was eventually rewarded. The buildup of energies gave them a few seconds before the portal opened and Azazelo stepped through. Just enough time for the waiting delegation to get to their feet and assume position. Commander Greften was on shift and on his feet, lines rehearsed, contingency plans memorized.

Azazelo materialized from the featureless whiteness, sword in hand, alert and ready. As expected. The "honor guard" tensed, but held position. Azazelo slowly looked around, then sheathed his katana with uncharacteriztic slowness. "Yes?", he said. Greften replied with just a hint of nervousness, covered by rote repetition of his orders.

"Azazelo al-Qureshi, Guardian Command regrets to inform you that your services are no longer required. You are to requested to report with us for debriefing and to surrend your Matrices to insure safety of the Earth$_0$-Mars$_0$ timelines."

As Commander Greften spoke, Azazelo remained still, and unthreatening. It may have been predictable that Azazelo would arrive here, but not without reason. He shifted his weight imperceptably on the stone slab on which he stood. Right, left, right, forward, back, left, right. Transducers under the slab interpreted the weight shifts, and a simple computer implemented a program. Part of it was to light a tiny laser diode on the back of the house. It glowed brilliant red, visible only to someone standing in a certain spot. System armed.

Azazelo raised an eyebrow at the young officer and the armed escort. They have never fought a real enemy.

"And this is a *request*?", he asked.

"We would like it to be."

Azazelo didn't think so. He shifted his weight again. Left, back.

The arrival platform was designed to be easily visible from a distance, but only from *specific* vantage points at least a hundred meters off. High explosive charges buried beneath these points detonated, blasting soil, flesh and blood skyward. Potential snipers disposed of, directed fragmentation charges in the house and garden walls went off, filling the air with white phosphorus, tungsten spheres and tiny shaped charges. Secondary explosions, whistling ricochets and screams merged and separated as smoke filled the air. Something plucked at Azazelo's sleeve as it went by, an errant projectile that entered the precisely engineered eye of the storm.

Azazelo stood unmoving as the carnage unfolded around him. He silently took one step backwards into the Portal. It vanished three seconds later...

Lucifer's interpersonal skills had never been his strong suit. But he'd been around since before the Sumerians invented taxes, and even if he didn't use them, he knew every wile, wheedle, and argument in the book. Over the years and centuries he taught them all to us. Some of the best verbal techniques were the oldest, and the simplest.

"Give me that or I will kill you.", was one of them. It worked...

▼ **BASICS** - You aren't the first ones to travel through time, and odds are very strong you won't be the last. There are any given point in time up to several hundred time travellers. These time travellers are not all in one place, or even on the same timeline, but the internal synchronization of the Matrices and their own unknowable intelligence means that you will eventually encounter some of these other wanderers. When you do, it helps to know the rules.

Over the millennia, through time and space, those who acquired Matrices and lived long enough to make a mark, developed an unwritten code. Not everyone follows it, and most in fact have broken it on occasion, but it is there nonetheless, and knowing how to use it can save your life.

Rule 1: Don't take someone else's Matrix. A Matrix is intelligent, perhaps a different kind of intelligence than we are used to, but an intelligence all the same. Therefore, if a previously unowned Matrix comes into the possession of an individual, it may be because the Matrix itself somehow engineered it. Since you use a Matrix to move through time and space, and Matrices can communicate with each other, you don't want to annoy them. Also, one of your enemies might be tempting you with the Matrix as a target, or Zhanken may have plans for the hapless victim and he gets cranky when people spoil his fun.

TimeLords

Rule 2: **Let newbies develop their own style.**
Until a person or group develops the skills and abilities to accurately go where they want, they are "off-limits" for most purposes. They can neither be assassinated nor given direct assistance. Indirect help, extortion or other tactics are a gray area, and open to individual interpretation. And if they don't survive, there is no onus on popping in and grabbing their Matrix.

Rule 3: **Respect someone else's home turf**
Most experienced TimeLords have a patch of turf that they call home, and consider a lab, sanctuary, or vacation spot. Going in and trashing this area with thermonuclear weapons and planet-crackers is generally considered bad form (although most such places where you can get a nuke have pretty good defenses against this sort of thing). A few TimeLords have taken the time needed to create computer fabrication facilities from scratch, *just so they could have high-tech defenses manufactured*. Just because someone spends a lot of time in the 10th century doesn't mean they aren't ready for the worst.

Rule 4: Use a sigil
Most TimeLords leave their mark on a territory by the use of sigils, some easily recognized graphic that exists within a culture that is being tampered with in one way or another. This could be a flag, corporate logo, religious emblem, etc. Some are obvious, some are not. With experience, TimeLords will learn each other's sigils, and thus know whose "territory" they are in.

Rule 5: Look out for Number One
Your circle of friends will be very small. *You* have the ability to travel through time and space, to potentially live forever. Your friends, family and others near to you do not, and you can't save them all. Sure, you can move your parents (and children!) to a 24th century retirement that will add up to a century to their life, but you can't protect them from temporal extortion if your enemies find out where they are. Anyone you hold close is a potential victim when you aren't there to protect them, unless they are a TimeLord as well. In some TimeLords, sentimentality turns to callousness. In others, Ephemeral lives lose importance. They think they can always find a replacement from an alternate timeline, or grant Ephemeral companions the status of "pets", cherished, but not as important as a TimeLord. A few TimeLords hang on to their humanity and retire. They stop travelling, age and die, living a normal life, using the powers at their disposal only when threatened.

▼ **THE MOVERS AND SHAKERS** - The following pages give a *brief* description of some of the major time travellers roaming the multiverse. Their "status" would be from the standpoint of the adventurers in the game. For instance, due to synchronization, adventurers could never meet Lucifer in the flesh, unless they saw him *before* they acquired a Matrix of their own, in which case they would obviously have no knowledge of him or his future.

You'll also quickly notice that certain personality traits keep popping up, like "paranoid", "loner", "psychotic", and so on, which does make sense in a twisted kind of way. Imagine *you* are in possession of a small, priceless artifact. While you possess it, the wealth of the universe is yours for the taking. You are immortal, and have the power to do *anything* you are willing to see through to the end, no matter how long it takes. You have the potential to become a true master of time and space. You are someone to be *feared*, and *respected*.

Without it, you are little more than flotsam of flesh and bone in the uncharted seas of time, waiting only to be recycled back into the elements from which you came. It stands to reason that those who treated their Matrices casually, lost them to those who were more ruthless than themselves, and those who took precautions are the only ones who make it into their second or third century.

You'll notice that few of the TimeLords are physical powerhouses. They are very fit and skilled, formidably equipped, well beyond the meager listings given here, but universally, their main weapon is intellect, and the main defense is utter paranoia, even if it is isn't immediately obvious. They survive because they are *fiendishly* clever and have so many contingency plans that they've forgotten most of them. If you were *able* to catch one of them, *able* to confine them, *able* to tie them to an atomic bomb, and *able* to watch it go off, you might still wake up one morning with a knife in your heart, gurgling out surprised syllables to the *last* face you ever expected to see again.

Gamemasters should take note of this should greedy adventurers think that a lone, experienced TimeLord is easy pickings in a well-placed ambush. Yes, TimeLords sometimes permanently, irrevocably kill other experienced TimeLords. Sometimes this is expected. Lucifer died not because Zhanken assassinated him, but because Lucifer decided he was through with living and chose to let Zhanken be the instrument of his dissolution.

Most assassination attempts take decades, if not centuries of planning. It is usually only done because of a perceived wrong that demands blood, although some of the older ones do it as a challenge to alleviate the boredom of immortality. *Or just because they are complete lunatics.*

Using the TimeLords - These TimeLords are personalities that are meant to crop up as props and plot devices for your adventures, behind the scenes manipulators, pursurers, occasional enemies or allies of convenience. Some are long gone and will be encountered only as traces, mere evidence they once existed. None of them are going to be regular travel companions, although they may use the adventurers as stalking horses, decoys or bait. All of the surviving first generation are loners, their talents and perspectives shaped by long centuries of solitary assignments for Lucifer. Some of the later generation TimeLords began like the adventurers, part of a small group, of which the TimeLord is the sole survivor, emotionally battered and unwilling to form attachements to anyone new. However, many TimeLords of *any* generation may lend a helping hand if it isn't too much bother, if only to get anomalous elements out of the way of their current exploits. They may save your life, but that doesn't mean they're your friends. All will be naturally curious and wary about any group that appears in a continuum where they are, and will investigate in person or by proxy (agents, drones, etc.). That travelling monk the characters meet on the road, that crossbow bolt from nowhere that saves their life, the cryptic message found scrawled on a wall, all these could be TimeLord interference in the character's lives. On the other hand, *seemingly* friendly gestures might be part of a setup by Zhanken, or a long-term plot by Faust. And that's the problem. *You don't know.*

A good encounter or two and a bad one on occasion will make characters *really* jumpy about encountering other TimeLords, until eventually they themselves start to pick up some of the eccentricities that mark these powerful individuals. The paranoia of Weasel, the isolation of X, the overwhelming firepower of ForceMaster, the created and trusted companions of Sportswriter, Faust and Appolyon, all these are survival traits magnified by decades or centuries of being one of the most important individuals in the cosmos. They may be crazy, but it seems to work.

LUCIFER

Strength 5d+2
Agility 4d+0
Awareness 3d+0
Will 4d+0
Health 3d+1
Fate 1d+0

Name: Lucifer, Lightbearer, Bright-spear
Physical description: Short male Eurasian, thick-boned, muscular, indeterminate age. Approximately 86kg, 173cm tall. Clothing is whatever suits the current situation.
Status: Deceased. Murdered by Zhanken.
Personality: A nearly immortal man, with a nearly endless, life-consuming mission, which he finally finished.
Origins: Born into a clan of Stone Age hunters on Earth, circa 8000BCE. Was kidnapped during adolescence by Designer research team. Found a mate and began to raise family within artificially created steppe habitat. Was later implanted with Designer technology, eventually including a Matrix. Escaped through spacetime when colony was massacred by The Great Destroyer. Founded the TimeLords as now known on his quest to avenge the murder of his family.
Defining Quotes: "I...we...*must* do this."
Typical equipment: Simple clothing, usually white. A shoulder bag, containing the crystal skull that was the shaman Far-walker. Implants include a Matrix, armor (2d+2) and increased strength.
Known skills: Virtually all, to some extent.
Typical haunts: Travelled a *great* deal, lived a *long* time, so bases were scattered throughout multernity. Some probably vacant and forgotten for millennia.
Hobbies: Tactical puzzles. Tests of fortitude and self-discipline. Later, meditation. Later still, pushing up daisies.
Distinctive tactics: Caution. Extraordinarily long term plans. Willing to sacrifice *any* resource to achieve his ultimate goals, including his own children.
Sidekicks: The entire group of first generation TimeLords, plus miscellaneous cannon fodder.

TimeLords

THE DESTROYER

Strength 7d+1
Agility 6d+0
Awareness 6d+0
Will 4d+0
Health 6d+0
Fate 4d+0

Name: The Destroyer, The Angry God
Physical description: Alien cyborg. Approximately 250cm, 250kg. Narrow, toothy snout projecting from an enlarged brain case. Short, tapir-like trunk at the end of the snout.
Status: Deceased, crushed beneath temple on his homeworld by TimeLords and native resistance cult.
Personality: Murderous paranoid, who had the power to get away with anything, and thus had the leisure to toy with his victims.
Origins: Built by the Designers, who accidentally left him in sensory deprivation for several decades during his construction (driving him quite mad).
Defining Quotes: "I am the Destroyer of Worlds! I alone walk the burning paths between the stars! Where I tread I leave nothing but Dust and Ruin!"
Typical equipment: Tools? *Who needs tools?* He had internally mounted *everything*. Matrix, 7d+0 armor, hyperdrive, probability cannon, gravitational warp inducer, etc. His stats reflect what he was *inside* the pocket universe where Designer technology did not work or was at reduced efficiency. *Outside?* He could survive point-blank atomic detonations or open a window to the core of the nearest sun and direct the energy as he wished.
Known skills: Any Awareness skill he wants at +1d. Has access to more knowledge than most cultures have forgotten. Most physical skills are atrophied, no better than unskilled default.
Typical haunts: Anywhere within five thousand parsecs of his homeworld, seeking out and destroying new life and new civilizations.
Hobbies: Engaging helpless captives in philosophical discussion before killing them.
Distinctive tactics: Induce agonizing death in the defiant or disrespectful. Instantly crush anything threatening. Repeat as necessary.
Sidekicks: Surely you jest.

ZHANKEN (1ST GENERATION)

Strength	2d+2
Agility	3d+0
Awareness	4d+1
Will	3d+1
Health	2d+2
Fate	1d+0

Name: Zhanken, The Snake

Physical description: Medium height and build. Not averse to extensive cosmetic surgery if required. Grins a lot.

Status: Alive, active.

Personality: Imagine a brilliantly insane practical joker with absolutely no conscience, mixed with a hunted desperado who longs only for a way to be reunited with his lost love.

Origins: Earth$_4$, early 21st century. One of Lucifer's later TimeLords. Supposedly went mad and murdered Lucifer, and has been on the run from Azazelo ever since.

Defining Quotes: "Ha ha ha, joke's on you!" BOOM!

Typical equipment: Surprisingly little, as he depends on extensive planning and knowledge of his destinations. Often carries a custom black powder revolver (and mixes the powder from its separate components *after* Jumping). Has multiple Matrices, which he refers to as "Cubes" for unknown reasons.

Known skills:

Projectile wpns	4d+0	Computer sci.	8d+1
Melee weapons	4d+0	Electronics	6d+1
Martial arts	6d+0	Sec. systems	6d+1
Acting	6d+1	Scrounging	4d+1
Psychology	6d+1	Designer Lore	6d+1

Typical haunts: None, always on the move. Any regular place of residence would surely be targeted by Azazelo.

Hobbies: Digging up old Designer tech. Creating new TimeLords by kidnapping some suitably helpless but intelligent humans, giving them a programmed Matrix, and sending them off as stalking horses for Azazelo. Rumored to have repeatedly cloned an enemy and put them in various hopeless situations of betrayal and no escape.

Distinctive tactics: Spectacular destruction on short notice.

Sidekicks: None, unless temporarily necessary as props or victims.

AZAZELO (1ST GENERATION)

Strength	3d+1
Agility	3d+1
Awareness	3d+2
Will	3d+2
Health	3d+1
Fate	1d+0

Name: Azazelo, He who was Cast Out, The Murdering Demon of the Waterless Waste

Physical description: Short male of Arabic descent, wearing an eye-patch and loose fitting clothes in black, always black.

Status: Alive, active.

Personality: Relentless pursuer of The Snake. Period.

Origins: 11th century Arabia. Banished into the desert, found by Lucifer, he is one of the original TimeLords. Trained by ninja to be Lucifer's body-guard and "expediter", he has gained and maintained a proficiency with virtually all weapons, vehicles and security measures and counter-measures. When Zhanken killed Lucifer, Azazelo vowed to avenge his master. He's still trying.

Defining Quotes: "I'll see him die...it's only a matter of time."

Typical equipment: Lightweight body armor, katana, various concealed weapons, poisons and such.

Known skills:

Projectile wpns	6d+1	History	6d+2
Melee weapons	6d+1	Research	6d+2
Martial arts	6d+1	Psychology	5d+2
Tactics	6d+2	Scrounging	6d+2
Tracking	6d+2	Zhanken Lore	6d+2

Typical haunts: Anywhere Zhanken has been recently.

Hobbies: Staying at a physical and mental peak.

Distinctive tactics: Prefers direct confrontation at close range. The Snake has an uncanny ability to avoid 'area kills'.

Sidekicks: None.

PHANTOM (2ND GENERATION)

Strength	2d+1
Agility	2d+2
Awareness	4d+0
Will	3d+0
Health	2d+1
Fate	1d+0

Name: Phantom

Physical description: Caucasian male, indeterminate age, approximately 72kg, 188cm tall. Always dresses informally.

Status: Alive, semi-retired.

Personality: Thrill-seeker with a pathological disdain for authority. Strong streak of cynicism.

Origins: Survivor of one of the Snake's regular diversions for Azazelo, of the same vintage as Appolyon, Bast, X and Warlord.

Defining Quotes: "Looks like it's time for some premeditated self defense."

"By definition, half the population is below average intelligence."

"The *perfect* crime is one that no one even knows has been committed."

Typical equipment: Twenty-first century weapons made from twenty-fourth century plans. Body armor. Numerous multi-purpose tools of varying era and obvious or disguised nature. Various forged IDs with valid computer authentication in a number of continuums.

Known skills:

Projectile wpns	4d+2	Security systems	4d+0
Melee weapons	4d+2	Stealth	4d+2
Martial arts	4d+2	Writing	5d+0
Air vehicles	2d+2	Military science	4d+0
Land vehicles	3d+2	Lockpicking	4d+0

Typical haunts: Early 21st century, $Earth_0$ and close alternates. Spends a great deal of time with Bast. Has limited temporal haunts and prefers areas where he can re-equip shortly after arrival.

Hobbies: Performing proctectomies on varying timelines. Comparing success percentages with Appolyon.

Distinctive tactics: Covers his tracks. Precise use of minimum force required to accomplish goals.

Sidekicks: None, but is known to be romantically involved with Bast. No known spawn. May have a number of Ephemeral contacts.

APPOLYON (2ND GENERATION)

Strength	2d+1
Agility	2d+1
Awareness	3d+2
Will	3d+0
Health	2d+1
Fate	1d+0

Name: Appolyon, The Adversary, The Lesser Destroyer, the Lion of Amsterdam, the Black Skua, Theodore A. Pylon

Physical description: Caucasian male, indeterminate age, approximately 75kg, 183cm tall. Wears black, has non-functional eyeglasses.

Status: Alive, active.

Personality: Just trying to enjoy himself, but still feels the need to settle a few old scores. Absolutely *ruthless* when frightened (has been known to use tactical nukes and nerve gas).

Origins: One of Zhanken's involuntary 'recruits'. May be temporal alternate of Forcemaster, selected by Zhanken to eventually confront and kill Forcemaster as one of his cruel jokes. Appolyon doesn't say.

Defining Quotes: "The next one of you who draws a weapon on me goes home in an ashtray!"

"There is no such thing as 'too much muzzle velocity!'"

Typical equipment: Detector-sanitary machine pistol with all the trimmings. Body armor. Robot drones. Cranky powered armor. EMP weapons. Attack chopper. Orbital weapons platform.

Known skills:

Projectile wpns	4d+1	Military science	4d+2
Melee weapons	3d+1	Stealth	3d+1
Martial arts	3d+1	Acting	5d+2
Air vehicles	3d+1	Dutch	4d+2
Physics	6d+2	Japanese	3d+2

Typical haunts: "Throne of Ash" at Crater Lake, circa 1000CE ($Earth_1$). Frequents 20th-21st century $Earth_0$, with several estates.

Hobbies: Arranging PR disasters for government agencies ("Nuns and orphans blown up by mistake! Film at 11!"). Counter-ambushing government raids on private citizens.

Distinctive tactics: Always tries to get forces in place well ahead of time. Prefers AP ammo.

Sidekicks: Dreamchild, plus a score of carefully screened goons, The Clouds.

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Dreamchild (3rd generation)

Strength	1d+2
Agility	2d+1
Awareness	3d+1
Will	3d+0
Health	2d+1
Fate	1d+0

Name: Dreamchild, the Sweet Raven, Twinky, Sigrid Chaulmers

Physical description: Young female caucasian, approximately 50kg, 165cm tall. Pale skin, long, jet black hair.

Status: Alive, active.

Personality: Absolutely dedicated follower of Appolyon. Is as deeply in love with him as is humanly possible. Tends to be aloof to others. Mild compulsion with neatness.

Origins: Created by Appolyon pretty much from the ground up using carefully selected genetic stock and placed in a series of environments designed to produce for him a perfect companion. It worked.

Defining Quotes: "Of course I love him...it is the cloth from which I am cut."
"Polly, shall I kill them?"
"Drone 4...sic 'em!!"

Typical equipment: The best available at wherever she is at, usually including a mix of armor, lethal and non-lethal weapons.

Known skills:

Projectile wpns	4d+1	Military science	4d+1
Autoweapons	(+1d)	Stealth	3d+1
Mechanic	4d+1	Programming	4d+1
Land vehicles	4d+1	Psychology	4d+1
Paramedic	3d+1	Dutch	3d+1

Typical haunts: Anywhere Appolyon goes. The two are almost inseparable.

Hobbies: Watching Appolyon's back when he gets irrational. Seeing that the lair is kept in shape. Sewing, hand-loading and field-stripping. Working on her car.

Distinctive tactics: Prefers to let robots do the heavy work. Heavy use of area denial munitions. Usually more interested in frightening people off than in killing them.

Sidekicks: Spot (a Malaysian clouded leopard), and Minerva (a 300 year old macaw).

Sportswriter (2nd generation)

Strength	2d+0
Agility	2d+2
Awareness	4d+0
Will	2d+2
Health	2d+1
Fate	1d+0

Name: Sportswriter, Thomas Richard Morrow, Count Poniatowski.

Physical description: Male caucasian, indeterminate age, approximately 75kg, 178cm tall. Favors vests, capes, canes and hats. *Lots* of pockets.

Status: Unknown.

Personality: Pleasant, easygoing fellow, frequently propelled by circumstance or his idiosyncracies into 'adventurous' circumstances.

Origins: 20th century Earth$_0$, another of Zhanken's recruits. Hates Zhanken intensely.

Defining Quotes: "I did what I could."

Typical equipment: Bullpup select-fire shotgun firing alternating discarding sabot penetrators and flechettes. Balisong knives. Grenades of various types. Seldom travels with more than will fit in a backpack, but always has the best medical gear.

Known skills:

Projectile wpns	4d+2	Climbing	2d+2
Melee weapons	3d+2	Scrounging	4d+0
Martial arts	4d+2	History	4d+0
Land vehicles	3d+2	Japanese	4d+0
Air vehicles	3d+2	Russian	4d+0

Typical haunts: 15th century Okinawa (ninja base). Victorian London (city house and country estate).

Hobbies: Protecting Pacific Island cultures. Redressing historical wrongs as he encounters them. Womanizing.

Distinctive tactics: Prefers to avoid combat, then relies on his bodyguards or ninja. Prefers stealth over set piece battles.

Sidekicks: Clarence, an intelligent bioengineered lion. Young adolescent clones of Annie Oakley and Wilt Chamberlain, raised as his own children and experts in firearms, hand-to-hand combat and vehicle operations. Assorted ninja on call if necessary.

WEASEL (1ST GENERATION)

Strength 2d+0
Agility 2d+2
Awareness 3d+1
Will 2d+2
Health 2d+0
Fate 1d+0

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BAST (2ND GENERATION)

Strength 1d+2
Agility 3d+0
Awareness 4d+0
Will 2d+1
Health 2d+1
Fate 1d+0

Name: Weasel
Physical description: Short male caucasian, thin, indeterminate age. Approximately 75kg, 170cm tall. Favors baggy clothes. Numerous scars.
Status: Deceased, died in the first attack against the Destroyer (2378CE).
Personality: Terrified loner. Named for his destructive capacity, which is all out of proportion to his size and demeanor. Not really a bad fellow, just in the wrong place at the wrong time.
Origins: 21st century Earth$_5$, one of Lucifer's last recruits.
Defining Quotes: "Oh no, not again, please dear God, no, no, aaaagghhhh!" BLA-BLAM! BLA-BLAM!
Typical equipment: Concealed high volume smoke generator, can be triggered manually, or three seconds after he raises his arms as if to surrender. Wrist-mounted power-holster scatterguns. *Lots* of cerametal knives. Everything built to resist detection by technological means.
Known skills:

Projectile wpns	3d+2	Demolitions	3d+1
Melee weapons	3d+2	Scrounging	3d+1
Brawling	3d+2	Military science	3d+1
Land vehicles	2d+2	Chemistry	3d+1
Equestrian	2d+2	Running	4d+0

Typical haunts: Tended to work in late Earth$_0$, Jumping mostly through space rather than time.
Hobbies: Staying alive. Trying to guess who of the people in his immediate vicinity wants to hurt him. Morbidly pondering how long he can survive. Running from *anyone* who takes a personal interest in him.
Distinctive tactics: Ease away as soon as noticed. Run if someone shouts. Feign surrender and cut or blast his way clear.
Sidekicks: None. Seems that everyone who is nice to him either dies soon, or is concealing murderous intentions.

Name: Bast, Songspinner, Morgan Blacksword
Physical description: Female caucasian, thin, indeterminate age. Very fit. Approximately 173cm, 57kg. Favors dark, practical clothing.
Status: Alive, semi-retired.
Personality: Cautious, competent introvert. Easily underestimated.
Origins: Late 20th century Earth$_0$. One of several victims of Zhanken's continuing diversions.
Defining Quotes: "Camping is just a cold, wet miserable way to die."
"It isn't paranoia if they *are* out to get you."
"You don't frighten me. I've gotten scarier things than you in my breakfast cereal."
Typical equipment: Masamune katana. Guitar. Post-Atomic Era concealed body armor. Full med kit. Knives. Mirrored starlight sunglasses and heavily hot-shotted "stunner" when possible.
Known skills:

Projectile wpns	4d+0	Medicine	4d+0
Melee weapons	6d+0	Stealth	4d+0
Martial arts	5d+0	Guitar	6d+0
Veterinary	6d+0	History	4d+0
Paramedic	4d+0	Welsh	4d+0

Typical haunts: Next to a warm fire in 5th century Earth$_4$ Wales (with plenty of imported amenities). Observes and tinkers with important historical events circa 0-1200CE. Regular forays to visit Phantom.
Hobbies: Blatant vigilante justice.
Distinctive tactics: Patience, planning, practical application of Sun Tzu's *Art of War*.
Sidekicks: Trained but unmodified female cheetah, combat trained Arabian gelding, numerous Ephemeral friends near her Welsh base.

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X (2ND GENERATION)

Strength   2d+0
Agility   2d+1
Awareness   4d+0
Will   2d+1
Health   2d+1
Fate   1d+0

Name: X, Master of the Clowder, Lord of the Roof
Physical description: Male caucasian, wiry, long blond hair, indeterminate age. Approximately 76kg, 183cm.
Status: Alive, semi-retired.
Personality: Polite loner, who finds it philosophically unbearable to spend time with anyone who isn't very good at something he thinks is worthwhile.
Origins: Late 20th century Earth$_0$, one of Zhanken's involuntary diversions.
Defining Quotes: (shrug)
Typical equipment: Bass guitar.
Known skills:

Projectile wpns	4d+1	Bass guitar	5d+1
Brawling	3d+1	Musical theory	4d+0
Air vehicles	4d+1	Military science	4d+0
Programming	6d+0	History	4d+0
Electronics	4d+0	Spanish	4d+0

Typical haunts: Seldom leaves his home, a complex built by unknown means into the top of Mount Everest, circa 2000BCE, Earth$_1$. There is an elevator from the base of the mountain (and stairs). Occasionally visits or is visited by Bast.
Hobbies: Trying to create an AI capable of composing beautiful music...with transistor age components. Still at it.
Distinctive tactics: If bothered, lure opponents into his base, and then activate the defense systems. To date, this has yielded a 100% kill rate.
Sidekicks: A large number of domestic cats and one very tame Siberian tiger. Numerous maintenance and butler droids and home defense 'bots.

ASSAM UD (2ND GENERATION)

Strength   3d+0
Agility   3d+0
Awareness   3d+2
Will   3d+1
Health   2d+1
Fate   1d+1

Name: Assam Ud, 'Etemporer Magnus', Ulysses McDermont
Physical description: Very fit male caucasian, dark hair, curled mustache, intense, piercing eyes, middle age. Approximately 103kg, 195cm tall. Dressed to impress.
Status: Alive, active.
Personality: Megalomaniac. Power-obsessed genius who seeks to be recognized as 'Etemporer', supreme ruler, everywhere, everywhen. He's not exactly sure how he is going to do it, but is getting in an awful lot of practice.
Origins: Late 19th century English adventurer/soldier of fortune. Claims to have found his Matrix all by himself in eastern India.
Defining Quotes: "I am destined to rule! It is my right!" "You presume to match wits with *me*?" "Don't think you've won! Your pathetic struggles only delay my inevitable victory!" "Do you play chess?"
Typical equipment: Post-Atomic Era alloy sword. Magnetic chess set. Thermos of tea. Whatever equipment he feels he needs to pull of his latest stunt. The Annihilator, apparently some sort of antimatter weapon, which is never around when he needs it.
Known skills:

Projectile wpns	4d+0	History	4d+2
Melee weapons	5d+0	Military science	4d+2
Brawling	4d+0	Chess	6d+2
Sailing	3d+0	Greek	4d+2
Equestrian	4d+0	Latin	3d+2

Typical haunts: Any place he thinks is worth conquering, usually low-tech areas where he can make the most of his leadership qualities.
Hobbies: Commanding the destiny of nations. Seizing unique superweapons. Showing off. Fencing. Playing chess (he's *real* good).
Distinctive tactics: Use local thugs to do the work. Dare people to stop him. Loves a good challenge.
Sidekicks: Daniel Sandino, a gutless toady who does his work through the scope of a rifle.

T_f FORCEMASTER (2ND GENERATION)

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Strength	2d+0
Agility	2d+2
Awareness	4d+0
Will	3d+0
Health	2d+2
Fate	4d+0

Name: ForceMaster

Physical description: Male caucasian, thin, apparent age in the late 20's. Approximately 73kg, 183cm. Wears a baggy, sparkling poncho. Carries a *huge* gun.

Status: Missing, presumed dead after simultaneous visit by Zhanken and Appolyon (early in his career).

Personality: Dedicated, vindictive vigilante.

Origins: Late 20th century USA, phantom timeline. Psi-anomalous individual noticed by alien observers. Captured, taken to secret base for tests. All but one alien called home, remaining one befriended him and gave him access to technology. Somehow acquired a Matrix. Seldom uses it for time travel, but wields enough covert power to be on most TimeLord databases.

Defining Quotes: "Humanity is surely destined for greatness...once they crush those elements seeking to hold them back! Perhaps I can help..."

Typical equipment: Chameleon cape, provides near-invisibility when stationary. Anti-vehicle rifle. Backup machine pistol. Vibroblade. Grenades, hovercraft, attack jets, etc.

Known skills:

Projectile wpns	5d+2	Stealth	4d+2
Melee weapons	3d+2	Physics	4d+0
Martial arts	3d+0	Electronics	4d+0
Land vehicles	3d+2	Programming	4d+0
Air vehicles	3d+2	Military science	4d+0

Typical haunts: Earth$_4$, 1970's to 1985. Underground base in Washington state forests.

Hobbies: Terrorizing any individual or group that offends his sense of morals. Preserving humanity at all costs. Apparently aimed an interstellar ramscoop at home planet of potential alien opposition...just in case.

Distinctive tactics: Direct fire is God, and my gun has better range than yours. Uses psi invisibility.

Sidekicks: Trayguz Bentino, alien surgically modified to pass for human. Whereabouts unknown.

WARLORD (2ND GENERATION)

Strength	2d+1
Agility	2d+2
Awareness	3d+2
Will	3d+0
Health	2d+1
Fate	1d+0

Name: Warlord

Physical description: Male caucasian, thin, indeterminate age. Approximately 82kg, 188cm tall. Dresses for the period, but prefers to blend in.

Status: Alive, active.

Personality: Observer, wanderer. Enjoys talking to people to increase his knowledge base, but tends not to interfere in their lives.

Origins: Earth$_0$. You guessed it, one of Zhanken's involuntary jokes-in-progress.

Defining Quotes: "If someone asks you if you're a god, you say 'Yes!'"

Typical equipment: Body armor. Black powder revolver. Elephant rifle. Lots of recording and surveillance equipment. Combat trained horse.

Known skills:

Projectile wpns	3d+2	Mech engineer	6d+2
Melee weapons	3d+2	Electronics	4d+2
Brawling	3d+2	Material science	5d+2
Equestrian	5d+2	Military science	4d+2
History	4d+2	German	3d+2

Typical haunts: Observing famous battles from numerous alternate perspectives.

Hobbies: Tweaking events as a real-life board game. Observing the grand panorama of humanity's struggles against itself.

Distinctive tactics: Observe. Make subtle changes. Repeat.

Sidekicks: None, but very protective of his horse.

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STRIDER (1ST GENERATION)

Strength   2d+2
Agility   3d+2
Awareness   2d+2
Will   3d+1
Health   3d+0
Fate   1d+0

Name: Strider, Randall James
Physical description: Heavyset male of English descent with some Amerindian blood. Approximately 95kg, 190cm tall. Dresses as fits the situation.
Status: Alive, crippled, retired.
Personality: Strong sense of honor. Competently violent when necessary, but not to excess. Will not kill without a good reason.
Origins: Rescued by Lucifer from alternate Civil War on $Earth_3$. Instrumental in shaping American Revolution on $Earth_0$. Suffered crippling injuries in final attack on The Destroyer (2503CE).
Defining Quotes: "Does it matter how many lives we save? Is it important how many lives we cannot? To the people whose lives we save or fail to save, the answer is 'yes'. That is why I do what I do."
Typical equipment: Weapons and tools appropriate to the culture and technological level. No special devices.
Known skills:

Projectile wpns	4d+2	Scrounging	4d+2
Melee weapons	4d+2	Philosophy	4d+2
Brawling	6d+2	Geography	4d+2
Military science	4d+2	History	5d+2
Cooking	4d+2	Psychology	4d+2

Typical haunts: Spent significant time personally shaping $Earth_3$ after it was abandoned by Lucifer as unsuitable. Retired on $Mars_0$ with Uma after final attack on The Destroyer.
Hobbies: Conversation, philosophy, charity work.
Distinctive tactics: Observe, advise, lead by example.
Sidekicks: Strider's honest concern for those beneath him makes those who follow him exceptionally loyal, and he has led several armies. But he is willing to and has sacrificed those armies when necessary.

FAUST (2ND GENERATION)

Strength   2d+1
Agility   2d+1
Awareness   4d+0
Will   3d+1
Health   2d+0
Fate   1d+0

Name: Faust
Physical description: Male caucasian, stocky, appears to be in mid 40's. Approximately 185cm, 155kg. Sharp dresser.
Status: Alive, active.
Personality: Sadistic control freak with an excellent esthetic sense and genteel facade. Will offer you an indulgent smile right up to when he has your head wrenched off for interrupting him.
Origins: 22nd century Earth, timeline unknown. Other than that, unknown.
Defining Quotes: "You *will* do what I say. I know where everyone you've ever loved lives."
Typical equipment: Interstellar siege planetoid, although of a cruder technology than the one Azazelo is rumored to have hidden somewhere. It would still be a good fight, though. The technology is maintained by slave workers who he occasionally gives a chance to revolt, just to weed out rebellious genes.
Known skills:

Projectile wpns	4d+1	Cooking	4d+0
Melee weapons	4d+1	Art appreciation	4d+0
Brawling	3d+1	Spanish	4d+0
Philosophy	6d+0	French	4d+0
Temporal physics	8d+0	Japanese	4d+0

Typical haunts: Wherever his ultimate ambition has currently led him.
Hobbies: Reconstructing 'It', the device the Designers used to move their solar system back through time. Hopes to use it to construct a pocket universe of which he is the omnipotent intelligence.
Distinctive tactics: Temporal extortion, use of threats and intimidation to get what he wants. Won't go out of his way to kill you unless it is the most efficient way to get things done.
Sidekicks: Mary, a genetically engineered cannibal bodyguard. Also, engineered wolves of great size and near-human intelligence to act as enforcers on his planetoid.

MARY (3RD GENERATION)

Strength	3d+2
Agility	3d+1
Awareness	3d+0
Will	5d+0
Health	3d+2
Fate	1d+0

Name: Mary, 'Faust's psycho bitch', Scary Mary

Physical description: Tall female caucasian, muscular, indeterminate age. Approximately 215cm, 140kg. Good looking. Pointed teeth.

Status: Alive, active.

Personality: Sadistic, but not very ingenious. Capable of elaborate plans under Faust's direction, but prefers a straightforward approach when on her own.

Origins: One of Lucifer's descendants, placed into a super-soldier program and modified by Faust. She has been programmed almost from birth to be loyal to him, and is the *only* individual in the multiverse whom he trusts. She has her own Matrix, and will often do lesser 'errands' for Faust when his attentions are more urgently needed elsewhen.

Defining Quotes: "Faust dear, do they really need to be *intact* to get this job done for you?"

Typical equipment: Enhanced strength, senses and toughness. Implanted body armor (1d+0)and toughened muscles and bones. External body armor if necessary. Carries a Post-Atomic Era laser rifle when available.

Known skills:

Projectile wpns	6d+1	Air vehicles	5d+1
Autoweapons	(+1d)	Stealth	5d+1
Melee weapons	5d+1	Military science	5d+0
Martial arts	6d+1	Physics	6d+0
Land vehicles	4d+1	Art appreciation	4d+0

Typical haunts: Wherever Faust wants her to be.

Hobbies: Protecting Faust and seeing him happy is her mission in life.

Distinctive tactics: Fast and furious. Overwhelming firepower applied to best effect. Protect Faust first and foremost. A predictability that sometimes works against her.

Sidekicks: None, but may often be in the company of wolves.

TimeLords

UMA (1ST GENERATION)

Strength	2d+0
Agility	3d+0
Awareness	4d+0
Will	3d+1
Health	2d+1
Fate	1d+0

Name: Uma, Rachel Weaver

Physical description: Female of Mediterranean descent, 177cm, 58kg, short black hair. Appears to be in late 30's, but with centuries of hardship behind blue eyes.

Status: Alive, retired on $Mars_0$ with Strider.

Personality: Cynical, pragmatic. Unquestioningly loyal to her father's goals, but quite willing to question his methods and act on her own initiative.

Origins: 5th century $Earth_0$. Lucifer's first successful TimeLord and the oldest.

Defining Quotes: "'Crosswise and perverse?' Pah!"

Typical equipment: As required by situation. Usually has a personal log book for recording events. Her records show a personal side to The Work and its cost to humanity.

Known skills:

Projectile wpns	4d+2	History	5d+0
Melee weapons	5d+2	Lockpicking	4d+2
Brawling	4d+2	Streetwise	4d+0
Equestrian	4d+2	Stealth	4d+2
Psychology	4d+0	Scrounging	4d+0

Typical haunts: Despite despising the culture, she seemed to spend a lot of time in France. Known to be active in 5th century Constantinople and late 18th century Europe, among others.

Hobbies: Wheeling and dealing among the powerful and influential.

Distinctive tactics: Let someone else do the fighting while directing from a safe distance.

Sidekicks: Often travels with individuals who have training as bodyguards.

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MISTRAL (1ST GENERATION)

Strength 2d+0
Agility 2d+2
Awareness 3d+2
Will 3d+1
Health 2d+0
Fate 1d+0

Name: Mistral
Physical description: Female oriental, 176cm, 54kg. Above average appearance. Tends towards tight-fitting silk with loose outergarments.
Status: Unknown, deserted after first attack on The Destroyer.
Personality: Practical but spiteful. Acts logically but can hold a grudge a long time if offended.
Origins: $Earth_3$ or $Earth_4$. Other than that, unknown.
Defining Quotes: "Piss me off. Made me really mad, I dare you..."
Typical equipment: As required by situation. Usually includes a number of small concealed weapons.
Known skills:

Projectile wpns	4d+2	History	4d+2
Melee weapons	4d+2	Psychology	6d+2
Thrown weapons	4d+2	Streetwise	3d+2
Pharmacy	4d+2	Acting	6d+2
Chemistry	4d+2	Scrounging	3d+2

Typical haunts: Spent a great deal of time among the oriental cultures of $Earth_3$ and $Earth_4$, circa 1000CE and forward.
Hobbies: Unknown.
Distinctive tactics: Subtle manipulation of key players from behind the scenes, including seduction, blackmail and assassination.
Sidekicks: Was romantically involved with Zhanken shortly after he lost his non-TimeLord lover (2167CE, $Earth_0$). Aside from that, none known.

KIRK (1ST GENERATION)

Strength 2d+2
Agility 2d+0
Awareness 3d+1
Will 4d+0
Health 2d+0
Fate 1d+0

Name: Kirk, Raji Scott
Physical description: Male African, 186cm, 84kg. Average appearance. Tends towards casual clothing.
Status: Deceased, killed in first attack on The Destroyer (2378CE).
Personality: Easygoing but cautious. Capable of remarkable focus if required.
Origins: 21st century $Earth_0$. Other than that, unknown.
Defining Quotes: None known.
Typical equipment: As required by situation. His contribution to The Work was mainly in a research and development role, so most of his tools involved data collection.
Known skills:

Projectile wpns	4d+0	History	4d+1
Melee weapons	3d+0	Research	5d+1
Martial arts	4d+0	Internet Lore	4d+1
Running	4d+0	Hobby(SF)	4d+1

Typical haunts: Spent most of his time in the latter part of $Earth_5$ and the parts of $Earth_0$ prior to the first attack on the Destroyer.
Hobbies: Science fiction and memorabilia.
Distinctive tactics: Watch, listen, learn. Had a natural knack for precise spatial Jumps, but his temporal accuracy was low for a 1st generation TimeLord.
Sidekicks: Was romantically involved with Uma for several years before the first attack on the Destroyer. After his death, she shunned almost all human contact for several decades.

MR. MAYHEM (2ND GENERATION)

Strength	3d+0
Agility	3d+0
Awareness	3d+1
Will	2d+1
Health	2d+1
Fate	1d+0

Name: Mr. Mayhem

Physical description: Male caucasian, well-muscled, indeterminate age. Approximately 87kg, 188cm tall. Informal dress that blends in with the situation.

Status: Semi-retired, raising a family. Intends to resume travels someday.

Personality: Easygoing but will kick your ass if you get in his way.

Origins: 20th century $Earth_0$, presumably via Zhanken. Other than that, unknown.

Defining Quotes: None known.

Typical equipment: Will wear best body armor that is available for a given situation. Prefers weapons with high rate of fire or area effect.

Known skills:

Projectile wpns	4d+0	Mech engineer.	5d+1
Melee weapons	3d+0	Military science	4d+1
Brawling	3d+0	Paramedic	3d+1
Thrown weapons	3d+0	Scrounging	4d+1
Equestrian	3d+0	Sign language	3d+1

Typical haunts: 21st century $Earth_0$, with an estate in 18th century North America on the $Earth_3$ timeline.

Hobbies: Using his time travel experience to steer technological speculations into practical applications.

Distinctive tactics: Prefers to be unpredictable, but has a fondness for using area effect devices in excessive quantity.

Sidekicks: None known.

TimeLords

ROGER (2ND GENERATION)

Strength	2d+1
Agility	2d+2
Awareness	3d+2
Will	2d+1
Health	2d+1
Fate	1d+0

Name: Roger

Physical description: Male caucasian, 188cm, 74kg. Average appearance. Sharp but casual dress.

Status: Missing, presumed dead after suspicious nuclear explosion on $Earth_4$ timeline.

Personality: Cautious but generally friendly.

Origins: 20st century $Earth_0$. Other than that, unknown.

Defining Quotes: "I've got a bad feeling about this..."

Typical equipment: Light weaponry and body armor. Often has significant humanitarian or medical supplies. Has several well-armed APC's on $Earth_4$ timeline.

Known skills:

Projectile wpns	4d+2	Aerospace Eng.	6d+2
Melee weapons	2d+2	Mech. repair	4d+2
Martial arts	2d+2	Carpentry	3d+2
Equestrian	3d+2	French	3d+2
Air vehicles	3d+2	Swedish	3d+2

Typical haunts: Helping rebuild society and help the less fortunate after war on $Earth_4$ timeline.

Hobbies: Reading, collecting rare books.

Distinctive tactics: Avoid any fight he can't win quickly and with a minimum of casualties.

Sidekicks: Has a number of well-trained mercs at his disposal, some of whom know his true nature.

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Bit players - There are numerous other Time-Lords as well. Since Matrices change hands far too often (as least as far as their *current* owners are concerned), some of these individuals may be using the Matrices that will eventually come into possession of the adventurers or the previously listed TimeLords.

▼ **Note!** - If it seems that a *lot* of TimeLords are white males that came from the 20th century, this may be a quirk of Zhanken's. He also tends to choose people who are aware of the possibilities of advanced technology, rather than classifying it as evil or magic, but not so advanced that they wouldn't keep searching for better if they make it back home.

Xenophile (2nd generation)
Description: Male caucasian
Origins: 20th century Earth$_?$
Haunts: The future. A time travelling "first contact" person. Often collecting anthropological info on primitive cultures.
Status: Unknown. Last seen preparing to Jump *into* an alien computer system, where their complete society had moved to in virtual form.

Tourist (2nd generation)
Description: Male caucasian
Origins: 20th century Earth$_?$
Haunts: Everywhere
Status: Missing. Last known fix was pre-Columbian Peru.
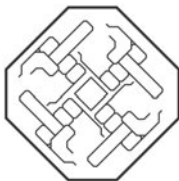
Lefty (2nd generation)
Description: Male caucasian, bionic hand
Origins: 20th century Earth$_?$
Haunts: Distant future$_?$
Status: Retired. Residing incognito on Earth$_0$. Engaged in various intellectual pursuits.
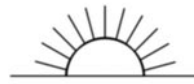
Gaia (3rd generation)
Description: Fem. Indo-european
Origins: 21st century Earth$_5$
Haunts: Stone Age Earth$_{null}$
Status: Deceased, old age. Covetous shaman stole her Matrix and disappeared in a flash of light (happened to be one of *Lucifer's* cousins).
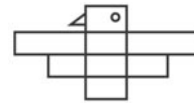
Ghostwalker (3rd generation)
Description: Male Amerindian
Origins: 18th century Earth$_2$
Haunts: 18th century N.America$_{2.x}$
Status: Retired, aging. Has created a series of stable timelines related to Earth$_2$ where European colonization of North America was thwarted (mainly through biological warfare).

Merlin (3rd generation)
Description: Male caucasian
Origins: 22nd century England phantom timeline
Haunts: 9th century England phantom timeline
Status: Deceased. KIlled by a pagan priest who then used Merlin's imported knowledge (esp. gunpowder) to good effect.

Cassandra (3rd generation)
Description: Female African
Origins: 20th century Egypt, Earth$_5$
Haunts: Varies, usually pre-1700CE
Status: Missing, presumed dead. Eschews violence, prefers defusing situations. Last seen in 70CE Jerusalem, Earth$_0$.

Krasnya (3rd generation)
Description: Male caucasian
Origins: 20th century Russia, Earth$_5$
Haunts: Russia, circa 1900-1920CE
Status: Deceased. Made a career of altering Russian histories. Eventually caught a stray bullet.
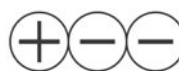
Tesla (3rd generation)
Description: Male African
Origins: 20th century N.America$_4$
Haunts: 21st century N.America$_4$
Status: Missing, presumed dead. Experimented with interfacing Designer technology and modern equipment. His entire base vanished.

TimeLords

WHERE IN HELL ARE THEY? - The Designers left behind thousands of Matrices, of which some hundreds have eventually made their way into human hands. The exact number in circulation is tough to tell, since TimeLords generally don't congregate so a census can be taken.

Regardless, it's a lot, and with regular Jumps being made across the timelines (especially the $Earth_0$ one where you are reading this), then why haven't we seen more actual evidence of their presence?

There are a number of explanations. First, the planet Earth is a vanishingly small piece of the universe, but compared to the three meter radius of a Jump circle, it is *huge*. Most Jumps leave behind traces that are simply never noticed. Of the ones that are noticed by their traces, they are completely unexplainable by modern science, and most serious researchers will not bother with them (trying to explain the unexplainable does not further your career). This leaves only "crackpots" to take these things seriously. These are the people who document rains of frogs, crop circles and perpetual motion machines (the latter two of which can be related to Matrix phenomenon or Designer tech). Of the small fraction of Jumps that appear in plain view or leave evidence in public areas, the recorded evidence will vary depending on the era. Most historians or archaeologists will discount "future artifacts" as hoaxes or site contamination, since the only alternative is "time travellers" (see previous note on crackpots). Documentation from any time before 1900CE is not taken very seriously. Newspapers of the 19th century were notorious for fabricating stories to prop up circulation. For appearing in plain sight any time in the instant photography/television era, it gets a little more problematic. This brings us to the second explanation: The Big Coverup.

The governments of the Late Industrial and later eras may not understand or truly believe in time travel, but they can understand an unstoppable delivery system and violation of their national boundaries. They will never publically admit that such is happening, and will use the various "national security" provisions of their respective national charters to suppress the information from getting out to the public. Each nation will suspect the others to some degree, but can't express these suspicions without admitting their helplessness to stop the incursions. During the "Cold War", both the US and former USSR were pulling their hair out trying to figure how "the other side" was transplanting bits of landscape around or delivering "spies" into urban areas.

And since any TimeLord who appears in an urban or public area would immediately flee the scene, few were ever caught. A several month investigation of crop circles in the midwest US resulted in Zhanken being captured by the FBI during World War 2, and he escaped the timeline only by a little assistance from what he assumed was his future self and a local Shaper (Enrico Fermi). The entire affair was so personally embarassing to J.Edgar Hoover that all the records pertaining to it were "lost" shortly afterwards.

Last, until the Guardians are formed on $Mars_0$, no government has the ability to prevent TimeLords from absconding with the hard evidence. The edge of a Jump field will slice through a vault door with ease. For a more subtle approach, Portals can be formed anywhere there is room for one (and their size can be adjusted by a skilled Matrix user). A skilled TimeLord can make a Portal the size of a dinner plate inside a safe, reach through from another place or time, remove a Matrix or other damning evidence, and leave no trace of the theft. The first generation TimeLords were especially adept at precison Jumps and tricks like this, possibly due to their closer genetic ties to Lucifer. This ability to remove the evidence makes it anywhere from embarassing to impossibly frustrating for any government investigator who thinks they have a solid case, either *for* time travel or *against* a captured TimeLord. If a friendly TimeLord removes all evidence from the evidence locker, there is no case, and the prisoner goes free. Even if "national security" laws were used to hold a TimeLord incommunicado, if he or she had a TimeLord friend, it's just a matter of time before the prisoner escapes through a conveniently placed Portal...

Tenacious enough investigators may eventually draw the attention of Watchers, and this person may eventually learn the full truth of the matter, but will still be unable to prove it or make the information available in a form that would cause it to be widely believed.

Vignette

Time: 2532CE
Location: Mars.

They got off silently at Planetary Administration. Someone was waiting there with Far-walker. Lucifer silently put him in the carrying sack and they walked the long stairway up. The building would eventually be on a riverbank, and they planned for it to last that long. There were a few sections of the facility off-limits to citizens, with redundant genescans and coded keyways. Lucifer and Azazelo were walked through.

Fingerprints and DNA could be cloned, but no one could duplicate what Lucifer was, and no one could be Azazelo well enough to fool Lucifer. They entered the section reserved for the Guardians. Technically, the wing set deep into the canyon wall was the Deep Space Anomaly Observatory, an unusual function in an administrative building. While they did collect and collate information from optical, radio and x-ray observatories throughout the solar system, their reason for being was to keep an eye on the Destroyer. Two observatories on opposite sides of the solar system had small staffs, large computers and a Matrix. The information collected from these was analyzed as best they could and downloaded to the Guardians. With only a hundred or so AU of parallax, human equipment would be unable to give useful precision, but the accuracy of measurement from the Matrices allowed the Guardians to pin down anything with a temporal signature in the spiral arm to the nearest solar system.

"...and the Destroyer has disappeared from his." The shift duty officer handed Lucifer the clipcomp with the numbers. She towered over the two of them, but was still visibly intimidated by their presence. She motioned for a playback in the large holotank. The Destroyer's home system and nearby others were marked by spectral type, with his home system having a bright green dot. As they watched, it displayed what the numbers showed. The Destroyer flickered, faded, and went out. "It didn't look like a Jump." Far-walker was easily heard, and the cloth bag was no impediment to his senses. "In space or in time."

"We played back his past Jumps, and it had neither the signature of a hyperspace transit on a chronon, or the chronon manipulation itself." The duty officer continued. "We have scanned everywhere within our range, and he is simply not there." Lucifer squinted at that infinite point again.

"Old friend, what do you say to this?"
"Bright one, I am not sure. I can feel the numbers inside me, and they feel much like the display we just saw. He is no more. But I do not think he would suffer the existence of anything in his space that could annihilate him so quickly, and if he were destroyed, surely the release of his chronons would ripple across our sensors."
"But you say 'he is no more'?"
"The Destroyer has left our universe."
"How?"
"I don't know. That's not one of the knowledges the Designers left me. But I'm sure of it. He's gone."
"For good?"
"I don't know. If he can leave, it stands to reason he can return."
"Where? When?"
"I don't know. I -"
"That's three 'I don't know's, old friend." Lucifer pursed his lips and looked at the duty officer.

"You!" She jumped back, surprised. "Find out the readiness of the timeships. Two seats, next orbital shuttle. Fast transport from Romulus Station to the Belt. One spare Matrix from the Vault." Azazelo almost smiled. The fire was rekindled. Lucifer turned to him. "Azazelo, we are going hunting."

A man walks down the street,

It's a street in a strange world.

Maybe it's the Third World,

Maybe it's his first time around.

He doesn't speak the language,

Holds no currency,

He is a foreign man,

He is surrounded...

- Paul Simon, "You can call me Betty"
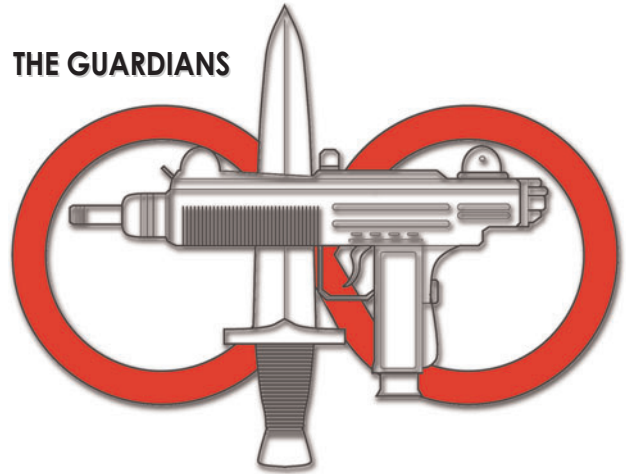
▼ **BASICS** - No one is really positive about how much the Designers influenced the development of time travel. It is certain that they *did* have an effect, for almost all time travellers or organizations with this capability do so because they stumbled across Designer technology. What is unclear is whether or not anyone developed it totally independently of Designer influence. The historical record seems to indicate that *none* of the star-faring civilizations that pre-dated the Designers' arrival circa 10,000BCE had used or acquired time/dimension travel devices, but third-hand TimeLord tales indicate there may have been/be civilizations where altered laws of nature and unique mental powers allowed this effect.

Consensus is that when the Designers moved their solar system back in time, they did something that altered the nature of the spacetime continuum. It may have been the concentration of captive chronons, the amount and type of energy flux involved, or some combination of the above. There is also speculation that some piece of Designer tech is still operating somewhere/when, making temporons easier to catch and hold, a mythical "Matrix Hub" that processes and interprets all chronon use. Without this event, device, or what-ever, no one else would be able to duplicate the Designer feat of finding and catching chronons. The end result is that there is a limited space and time that seems to be able to generate time travel equipment. For the most part, it is our sector of the Milky Way, after about 10,000BCE, and to some indeterminate time in the future. The rare travellers who have managed to go thousands of years into the future have often found the *theory* of time travel is known, but practical application is impossible, indicating that some cultures yet to come will not be able to unlock the door the Designers opened. In this era where time travel *is* possible, however, organizations and powerful groups have developed and exploited the ability.

TimeLords

THE GUARDIANS

Background - The Guardians were a group that was set up on the fledgling Nova Terra colony (Mars$_0$) by Lucifer, beginning around 2205CE. Their original name was the Deep Space Anomaly Observatory, and their purpose was to use a long-baseline Matrix scan to locate any Matrix or chronon manipulation events in their frame of reference, specifically to monitor the Destroyer's comings and goings. Originally, this was done using super-computers "talking" to Matrices on Mars and the Moon, using differences in the "time" of detection to get a rough distance. Eventually, with the development of FTL quantum link communications, this baseline was extended to permanent manned facilities at the edge of the solar system. This eventually allowed an accuracy to within a planetary orbit at a distance of several thousand parsecs. It could also pinpoint a Matrix use within our solar system to within a hundred meters or less, and they maintain that capability to this day.

After the death of Lucifer in 2512CE, the Guardians went into a kind of hiatus. Well aware of the potential abuse of time travel, they monitored all Matrix use in and out of their space, but had very little ability to time travel themselves. Of the original TimeLords, only Strider and Uma remained in contact with the Guardians in a consulting role. Strider was kept alive by advanced technology and could no longer Jump through time, and Uma, his wife, would not Jump to stay young while her husband began to slowly age. After considering the problem of inbreeding for a time (they were half-siblings via Lucifer, after all), Strider and Uma had two children, Geri and Usal, both of whom had the talent to use a Matrix. They were taught the proper techniques by their parents, who eventually gave them their personal Matrices.

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These grandchildren of Lucifer were, for a century, the only field operatives the Guardians had. And they were hardly needed in a time travel role. Mostly they used their Matrices to view the various pasts where humanity was not going to thrive anyway. The main use by the Guardians was as instantaneous transport, as they could open up an Earth-Mars Portal and negate the need for an expensive several week trip by fusion torch ship.

They also helped conventional law enforcement (being able to open a Portal to *anywhere* has uses), and for occasional search and rescue missions. Last, they were a key element in the Earth defense fleet. The surviving ships from the assault on the Destroyer and the machine intelligences were still in standby service, having been repaired, refueled and upgraded. They lacked conventional hyper-drives, as they were designed to Jump through Portals. Geri and Usal were the only individuals now willing or able to create them, but to be honest, either Strider or Uma would have gladly taken pilot positions if needed for the defense of humanity.

This situation continued for more or less a century. During this time, the pace of scientific advance slowed to a crawl. The destruction of Far-walker was a major setback, as he was one of the few individuals who could understand Designer theory well enough to communicate how to make use of it with primitive human tools. However, humans by this time had crude hyperdrives, a limited form of FTL communications, and a fair amount of still-working Designer devices to create condensed matter, folded space and other niceties (Consider them an Early Post-Atomic society with a few exceptions). Aging had been slowed greatly, but not quite halted, meaning that *anyone* could conceivably live for centuries (not just TimeLords). The anti-agathic process was delicate and precise, and became more so as one's chronological age went up. Enzyme, chemical and hormone levels had to be monitored on a daily basis to keep one on the razor's edge between uncontrolled cell division (cancer) and uncontrolled senescense (aging). This process became a birth-right for Martians, and was eventually extended to some citizens of Earth as resources allowed.

While science advanced slowly, the ease on industrial resources meant these could be turned towards the recovery of Earth, whose population had still not recovered past perhaps 500 million people after the devastating plague of 2167CE. Earth fell under Martian guidance and nominal rule during the long recovery.

Somewhere around 2670CE the biological sciences made what was probably their last breakthrough regarding Designer science. They found a way to clone Designer-modified human tissues. There were no Designers, nor any Designer-modified humans around, though. But *someone* had preserved tissue samples left over from Zhanken's assassination of Lucifer. With these, they were able to make a *partial* clone of Lucifer's brain. With a computer interface to this, they were finally able to artificially convince a Matrix that they had a genuine user.

The Guardians now had the ability to independently open Portals in time and space, which led to their emergence on the scene as major players.

Now, the fun part. There are one of two ways the Guardians can go. Since their timeline now has enough potential to branch, conceivably they could go *both* ways, but we don't recommend it.

The *Good Guardians* - With the ability to open Portals on their own, the Guardians can now operate as a *serious* law enforcement agency within space. Hostage resuce, *really* surprise search warrants, instantaneous interplanetary transport, the works. They can't go back or forward to change things on Mars for the simple reason that they are using a Matrix on Mars. If they were using it last week, they can't Jump to last week. If they will be using it next week, they can't Jump to next week.

This does not prevent Jumping through time to Earth, provided there are no TimeLords active there to interfere with synchronization. They *are* limited as to equipment they can Jump through time, just like everyone else. Guardian temporal Jumps often are just used to provide advance warnings. Mars and Earth are outside each other's chronon fields, so there is no apparent paradox, though it seems that way sometimes. This separation of chronon fields can lead to unusual events. An agent could conceivably Jump back six months to Earth, get on a ship to Mars, and fly home to meet himself before he left. Experiments of this type with inanimate objects have led to side effects severe enough that there is an utter prohibition on even trying it again.

The Guardians are also engaged in experiments to find *other* courses of history where humanity can be saved. They know their own particular timeline is *barely* viable, and another surprise like the Machine Invasion of 2320CE could render mankind extinct. There is no inherent paradox to different branches of history existing simultaneously on different timelines, so seeing humanity thrive one way or another is always in the best interest of humans in general. To this end, they explore the main branches of history during times when other time travellers did not, sometimes trying to goad the alternate history in the direction Lucifer intended, sometimes trying to force a major branching of history so that they have a new and uncluttered timeline to work with.

In this work, they will sometimes encounter Time-Lords. Sometimes their help will be enlisted, sometimes not. Some are rogues whose plans are not in humanity's best interest, or sometimes they just resent the Guardians and attempt to thwart them. In these cases, effort is made to capture or kill the TimeLord(s) in question. Since all travel is initiated from $Mars_0$ headquarters, pursuit and tracking is extremely difficult. The few 2nd or 3rd generation TimeLords recruited into the Guardians have the unenviable task of tracking down the rogues and/or undoing their damage. With a Matrix and the ability to use it, TimeLord Guardians have a lot more flexibility in chasing someone across time and space. They also have a lot more responsibility, and operate under strict guidelines.

TimeLords

Adventurer creation - The Guardians are an *extremely* elite group. While they have their share of administrators and bean-counters, the field operatives are supposed to be the best at what they do, whatever that may be. Adventurers built from the ground up must be *at least* as good as the following templates (and are likely to be better). Physical templates are for professions or missions resolving around endurance, combat prowess or similar mission specialties. Mental templates are for linguists, archaeologiests, sociologists or other academic mission specialties. Most missions will have roles for both types of adventurers, and a few will be exclusively one type or the other.

These packages have varying A and S costs, depending on the specialty and gender of the agent.

Agent type	Starting points
Male physical	80A/95S
Male mental	80A/105S
Female physical	75A/100S
Female mental	70A/110S

The difference between points available and the minimum cost of the template may be spent as desired. Most players will find suitable adventurer disadvantages to increase Attributes or skill specializations by a bit in order to add an individual touch or distinguishing specialty to their adventuer idea. If a skill is Advanced (harder to learn), the adventurer is only required to have it at the altered level (e.g. a physical specialist would only be required to have Martial Arts at +0d instead of +1d).

Male Physical	Female Physical
Strength of 7	Strength of 6
Awareness of 6	Awareness of 6
Agility of 8	Agility of 8
Will of 6	Will of 6
Health of 7	Health of 6
Fate of 3	Fate of 3
Total of 60A	Total of 54A

Minimum skills	Level
Two from Block A	+1d
Two from Block B	+0d
Two from Block C	+1d
Two from Block D	+0d
Two from Block E	+0d
One from Block F	+0d
Total cost	75S

■EABA

Male Mental	Female Mental
Strength of 6	Strength of 5
Awareness of 9	Awareness of 9
Agility of 6	Agility of 6
Will of 6	Will of 5
Health of 6	Health of 6
Fate of 3	Fate of 3
Total of 57A	Total of 53A

Minimum skills	Level
One from Block A	+1d
Two from Block B	+1d
One from Block C	+0d
One from Block D	+1d
Two from Block E	+1d
One from Block F	+0d
Total cost	70S

Skill Block A	Skill Block B
Projectile weapons	A Science
Melee weapons	A Trade
Unarmed combat	A Trade
Martial arts	A Medical skill

Skill Block C	Skill Block D
Land vehicles	Any Awareness skill
Water vehicles	An area knowledge
Air vehicles	An area knowledge
Equestrian	A Scrounging skill

Skill Block E	Skill Block F
A foreign language	Any Agility skill
A foreign language	Any Health skill

Players are encouraged to compare notes with each other and get gamemaster input on the types of time travel they are going to be expected to handle. For instance, it would be unlikely that a group geared around high-tech skills is going to be assigned low-tech missions. It might happen *on occasion*, but not the *majority* of the time. The adventurers *should* be able to work together as a unit.

As an option, each player can design *two* adventurers, one physical specialist, and one mental specialist. This way, there is more "mix & match" potential for the best qualified teams to be sent. A commando raid doesn't mean a player with a mental specialist has to sit by the sidelines, for instance. One group of adventurers can provide backup and support for the other. If one is injured or incapacitated for a while, the player can still use the other.

Traits - Adventurers can have most Traits as appropriate to the campaign and the Guardian standards. These are limited, and the following guidelines are specific to the Guardians.

● **Age** - Adventurers are assumed to have an *apparent* age of no more than 30. Medical tech can drastically slow aging effects, and combined with the benefical effects of cross-time travel via Matrix, you can largely ignore age-related penalties. Simply as a game balance issue, A and S are not gained or lost based on starting age.

◆ **Blessing/Curse** - Generally not allowed. The gamemaster may make exceptions based on the nature of the campaign.

● **Enemies** - You can have a minor Enemy that represents a checkered past or someone of importance on $Earth_0$ or $Mars_0$ that doesn't like you (you didn't know it was the Admiral's daughter at the time...).

● **Friends** - None to start with. They may be cultivated during play, however.

● **Forte & Weakness** - These are allowed within limits. Weaknesses that affect running or perception are not allowed.

◆ **Gifted** - Generally not allowed.

◆ **Larger than Life** - Generally not allowed.

● **Looks** - Adventurers may be strikingly good looking, but ugly ones tend to draw too much attention to themselves.

● **Motivation** - Motivations are interesting. All adventurers should have one, even if not sufficiently detailed enough to be worth points.

◆ **Mythic Archetype** - Allowed with gamemaster permission.

● **Pain Tolerance** - Allowed for any adventurer.

● **Personality** - No more than two personality Traits, and each one can be no more than one level in effect.

Secret - Adventurers can have a secret hiding in the closet somewhere. This is something about their past that somehow escaped the microscopic background checks the Guardians do on all applicants. Having the secret found out would typically reduce an adventurer's rank and/or wealth, but should not be of a nature that would get a member kicked out of the Guardians if their conduct has otherwise been exemplary.

Status - Adventurers have Guardian authority to act in the best interest of humanity. This would be represented by Status of a limited sort. Of course, this authority is really only valid on the Guardian home timeline after they were formed. Elsewhere, it simply means you have your organization's blessing to do things that might be considered questionable, so long as it is justified (and it works). Other than that, starting adventurers may purchase up to *one* level of this limited Status for 2A or 2S.

Ranks are ranged from Fifth to First. Unless they buy more, characters start at Fifth Rank, the bottom rung. In terms of authority in the normal Martian/ Earth defense structure, this bottom rank would be approximately equal to a lieutenant. There are *no* non-officers in the Guardians. If you don't have leadership potential, you don't get in.

Adventurers of lesser rank should remember that while other characters may be friends, rank is rank and orders are not disobeyed just because you find them inconvenient.

◆ **Unusual Background** - An adventurer can have (and may require) an unusual background if they come from somewhere off the Earth$_0$ or Mars$_0$ timelines, or somehow possess Traits or skills not normally available to other adventurers.

Wealth - Pay scale for Guardian field ops matches that for other jobs using the same skills. The travel opportunities, Matrix-based anti-agathic effects and other fringe benefits are not to be ignored. Aside from this, adventurers can have increased/decreased starting wealth. An adventurer could have come from a wealthy family, or be a very poor manager of their money. Otherwise, assume all adventurers have *average* starting wealth. The Guardians want people with flexibility, so their "professional" skill for determining income and savings is the average (round *down*) of the two best applicable skill rolls. Adventurers who have any levels of rank add +1d to their best applicable professional skill for purposes of wealth. In return, they bear greater responsibility, especially for the actions of any agents under their authority.

TimeLords

Profess. skill	Savings	Starting goods	Goods on credit	Yearly salary
4d	5,600Cr	28,000Cr	56,000Cr	29,120Cr
5d	8,750Cr	43,750Cr	87,500Cr	45,500Cr
6d	12,600Cr	63,000Cr	126,000Cr	65,520Cr
7d	17,150Cr	85,750Cr	171,500Cr	89,180Cr
8d	22,400Cr	112,000Cr	224,000Cr	116,480Cr

Cost of living is fairly high for Mars$_0$ residents and will seldom drop below an average level of demand (an average quality 2 bedroom apartment will run 1,000Cr per month, and a small house in an average neighborhood will be at least 100,000Cr). Starting goods represent big-ticket items that are already paid for, like a vehicle, furnishings, or equity in a property of home. Room and board is not paid by the Guardians except when on standby duty. Assume that each 10,000Cr of goods owned on credit will cost you 150Cr per month for the next 15 years or until you pay off the principal and interest. Other monthly expenses will be at whatever standard of living you choose. All active duty military personnel have tax-free income.

EXAMPLE: A Guardian operative with a 6d skill for determining income will have 12,600Cr in the bank at the start of the game. Since all mission expenses are paid by the Guardians, income and savings really just determine lifestyle. This adventurer has 63,000Cr in starting goods and can have up to 126,000Cr in goods on credit. They determine that 25,000Cr of starting goods is a car that is already paid for, 10,000Cr covers their home furnishings and 20,000Cr represents payments made so far on a 100,000Cr home, with the rest being personal equipment of varying types. This means they have 80,000Cr of the home cost in the form of a long-term loan, which is monthly payments of 1,200Cr, well within the reach of their monthly paycheck of 5,460Cr.

Using "found" wealth from other timelines to augment your income is a one way ticket out of the Guardians. While personal mementos are allowed (even inherently valuable ones, with permission), these are *never* to go on sale.

Organizational Structure - Internally, the Guardians are run something like a military HQ. Security badges or the equivalent let people know who you are and where you can go. Functionaries handle the equivalent of paperwork, with lots of "little people" whose combined efforts make things work for the "golden boys" who get the credit. Within the organization, personnel are split into five divisions.

Alpha Division - Administrative, payroll, record-keeping. Strictly a desk job. They tend to be self-important and claim they hold everything together against the chaos the other divisions cause. They're mostly right, but they're far too smug about it.

Beta Division - Support staff. Beta covers all the routine and not-so-routine maintenance of the Guardian base. From cleaning the air filters to refueling the fusion plants, Beta handles it. Beta Division is the most informal between ranks, and is pretty tight-knit. They can get away with things that the other Divisions can't. So, unless you want your environment suit to leach chemicals that turn your skin pink and your hair purple, don't give Beta techs a lot of flak.

Gamma Division - Technical support. Gamma takes care of mission analysis and scheduling, and includes an equal mixture of techs for the time travel equipment, and psychologists, sociologists and historians who have disappeared from academic life for a chance to get some hands-on data that no one else in the world has access to. Of course, they have all agreed never to publish the source of their data, or to publish at all for at least ten years after leaving the service, or else... Gamma tries and largely succeeds in getting Delta the information it needs to do it right the first time, which Delta appreciates greatly, although not publicly. Most mental specialist agents are a subset of Gamma Division.

Delta Division - Active duty agents, mostly career military and from elite units. They work hard and play harder. They don't give the other divisions a tremendous amount of respect, and are the ones most likely to end up insubordinate or disorderly... but not on assignment. Then, they are cool, calm and collected. Almost all physical specialists will be in Delta Division.

Epsilon Division - Security and investigations, also known as "spooks". Epsilon handles any precautions and investigations of security breaches. They also do interrogation of prisoners, investigation of returned artifacts and items, and most post-mission cleanup tasks. Occasionally Epsilon agents will go on a mission if some part of the assignment is deemed too secret for agents to know everything in advance, or if there is something to be picked up that is too secret to let the adventurers see. Epsilon agents generally give other groups the creeps.

Physical Structure - The original Deep Space Anomaly Observatory building was built into the side of the Valles Marinaris as part of the Nova Terra colony. As the Guardians took on genuine time travel duties, the entire operation was moved into a separate tributary of the valley, and dug deep into its walls. The only access in and out is through heavily guarded checkpoints, with further internal checkpoints at high-security areas. Shields are liberally used as protective devices for sensitive areas. The most sensitive areas are the fusion plants and the time travel chamber. The latter is completely surrounded by Shields in case someone ever manages to get something *very* dangerous in through the Portal.

The Guardians have a number of spare Matrices and other objects of Designer origin. These are protected in "The Vault". This is a large underground chamber of reinforced cement with an extremely tough vault door. The vault door is *mechanically* locked, and guarded at all times via the *one* underground tunnel that accesses it. The entire volume of the Vault is inside a Designer null field, which prevents the operation of Designer technology, prevents anyone from Jumping or Portaling into it, and acts as a temporal boundary for anyone trying to break into it manually. The guards are in bunkers just outside the null field and are heavily armed. No TimeLords have attempted to circumvent these measures to date.

Duty profiles - Guardian field operatives have a three-part rotation schedule. The first is **field assignment**, whatever that might be, however long it takes, though rotation back home is managed periodically on long assignments. Second rotation is immediately after field assignment, and is **backup duty**. You are available if needed for consultation, briefing other agents, or being debriefed from your previous assignment, but otherwise your time is your own. This is for as long as your last assignment, but not less than a week or more than a month. Last rotation is **emergency duty**. You are in the hot seat. You have to stay within 20 minutes of headquarters at all times, and you can be called for emergency duty any day, any time of day. For academic specialists this is just annoying, as it prevents distant research projects, conference attendance, etc. For physical specialists, things can get a little more exciting, as they may be called for search and rescue, law enforcement or other duties as needed. This rotation is typically a week long.

Mission profilers tend to keep teams together if at all possible, for morale and scheduling reasons. Injury or other conditions may necessitate temporary splitting of teams, and at least once a subjective year, team members are split up to work with other teams to prevent clannish or competitive tendencies.

Missions - Guardian actions are kept secret from the timelines in which they operate whenever possible, espeically considering the fate that hangs over all the timelines they work on. Experience with short-sighted leaders, misguided zealots and panicked, sheep-like populations has taught them that outright disclosure of who they are and why they are here is a "bad idea". This is especially true when you consider that any trip to an alternate timeline can take along evidence no more sophisticated than paper and photographs. Imagine the scene of a Guardian agent being dragged off by the heels while screaming "The aliens are coming! They're going to invade and kill us all!"

TimeLords

So, actions are kept as low key as possible. A typical mission falls into one of three types:

Observation - Agents are sent to an alternate timeline to collect information. They observe their target closely. This could be as small as a single key researcher, or as large as the governing body of an entire country. There are specific things they are supposed to look for, and things they need to notice if they happen, depending on the details of the mission. These missions can be handled solely by research specialists, but they usually include a physical specialist of some type just in case. Little or no overt interference is done.

EXAMPLE: An observation team is sent to observe government debate on space program funding in preparation for an attempt to shift public opinion. They also monitor private conversations between legislators and collect any information that can be used to influence votes.

Gamemaster note - These missions can be the most boring type, unless your players are of the patient, puzzle-solving type. Infiltration-type observation missions can be more challenging. This would be more of an extended or deep-cover mission, where the only way to get the observation done is to get *inside* the group being observed. From a gamemaster standpoint, this is best done with no more than two or three players, as cover stories, communication and complications can get too messy otherwise.

Action - Agents are sent to an alternate timeline to do a specific task, often based on data collected by observation missions. Once they complete the task, they head home. These missions are more overt, more dangerous. The units are usually physical specialists, with one or two research specialists if the mission requires it.

EXAMPLE: An observation team finds evidence that forces are being marshalled to attack the castle of a key person. An action team is sent in to provide warning, bolster defenses and provide tactical advice.

Reaction - Agents are sent in response to something that is happening or has already happened. They can't stop the event in progress, but they can mitigate the effects. Search and rescue, hostage rescue and damage control are typical examples. These teams are almost always pure physical specialists.

EXAMPLE: The castle of a key person in the past of $Earth_2$ is under attack by forces historically unknown (the observation team failed). A reaction team is sent back to bolster the defenses with advanced quality medevial arms and armor.

Anomaly policy - The Guardians are not too restrictive about anomalous goodies lying about after missions. First, they don't take much advanced tech with them (usually body armor). Since they are usually trying to advance the development of other timelines, found items of this type are generally not a bad thing unless of a nature that might cause a Cataclysm. Items they *would* worry about are ones with verifiable details about a timeline's future history, things that an unscrupulous person could conceivably use to alter the timeline on their own. Items of this type generally aren't taken on missions for obvious reasons. This leaves the largest anomaly, Guardian agents themselves. Guardians are *very* gung-ho about recovering their own, but they will do so in such a way as to not alter the timeline if possible.

Timing - You can only open a Portal to a timeline that already has an active Matrix on it. Normally, when a Matrix Jumps a volume from one time to another, the objects in the volume are seamlessly integrated into the destination time-stream or chronon field. A Portal more or less hands this responsibility to a Matrix at the destination, a rapid back-and-forth communication between the two Matrices taking care of the quantum book-keeping details.

Because of synchronization, the Portal you open will naturally be to a Matrix with the same reference frame as you.

There are a few natural side effects of this. The first is that the Guardians can only open Portals unless they want to Jump a complex technical apparatus on a one-way trip. They *have* done this on occasion. Normally, they will have a TimeLord agent Jump to the desired timeline to provide an anchor for future Portals.

The second is that the Guardians have to have an active Matrix on that timeline during any period in which they want to be active. They guard this precious bauble *very* carefully.

Third, synchronization means that time for people on $Mars_0$ passes at the same rate as it does on the destination timeline for scheduling purposes.

EXAMPLE: Your observation team leaves $Mars_0$ on May 1, Portals to $Earth_4$, and spends a week there. When you come back to $Mars_0$, a week has also passed there. If you stay on $Mars_0$ for a week and Portal back to $Earth_4$, you will arrive on $Earth_4$ a week after you left.

You can see that the Guardians can't just jump all over a destination timeline. They have to set up a "base camp" at the first date they intend using, and then operate on a one-to-one temporal basis from that date forward. They *can* do this in multiple time periods simultaneously, like having a base camp at $Earth_2$, 1900CE, and $Earth_2$, 1950CE. Time for both of these and $Mars_0$ will flow at the same relative rate. If for some reason the 1900CE base camp continued to exist until 1950CE, the timeline would branch to one line where the 1950CE base camp was set up, and to one line where it wasn't. If this timeline did not have sufficient potential to branch, the 1900CE base camp Matrix would bounce itself off the timeline to some analogous place where it *could* exist, doubtless with some localized side effects.

This makes efficient observation missions so important. The Guardians can't just read the newspaper about something that happened yesterday and go back to the day before to stop it. They have to see it coming far enough ahead of time to prepare and send in a team.

And now, the other side of the coin...

The *Bad* Guardians - The "bad" are identical in structure and operations to the "good" Guardians, but they took a different path through history. Once they had the ability to generate Portals on their own, the bad Guardians began to use their time travel abilities with the best of motives, but quickly fell prey to human frailties. They saw the inherent dangers in time travel, and moved to insure that they alone had the power. But like the good Guardians, they also wanted the greatest good for the greatest potential futures, and began to spread their organization to any continuum that could support it. At the moment, this is their own $Earth_0$, $Earth_4$ and $Earth_5$. They did this by Portaling agents, a Matrix and a chunk of cloned Lucifer brain to these timelines, and secretly setting up the power stations and locally available computer hardware to duplicate the setup on $Mars_0$. At the moment, these secondary headquarters lack the precison and response time of the main base, but they will expand as they can. The main limit is that they need to be as far back on these timelines as possible, to give them maximum room to manipulate these timelines before the machine invasion, but far enough forward that these civilizations have the tools needed to set up the base to begin with. The $Earth_5$ base was set up in year 2067CE, while the $Earth_4$ base was started in 2121CE.

The Guardians see *anyone* having time travel (besides themselves) as a potential threat. First, they saw it as a threat to humanity, and as they became more corrupt with power, as a threat to themselves.

The Guardians *actively* hunt down TimeLords. They prefer to catch them alive and take their Matrices, but if necessary, will do what it takes to get the Matrix. These are returned to $Mars_0$, where they are placed in an underground null-field bunker to temporarily deactivate them and prevent anyone else from Jumping in to grab them.

The Guardians eventually used their intelligence arm and instantaneous travel capabilities to gain near total control of Martian and Earth government and policy making, including anti-agathic treatments. "Good citizens" stay young, "bad citizens" are denied the treatments. This is an especially fierce threat on anyone whose chronological age is over 100 years.

TimeLords

It also tends to keep the older and more hidebound of authority figures both in place and in line with Guardian policy. Younger malcontents or those whose popularity is too great to warrant rapid public senescence are exiled to some useless timeline, where they are free to manipulate humanity as best they can. Since the timeline of choice for this is the semi-intelligent city builders of $Earth_{null}$, they have their work cut out for them.

The remaining 1st generation TimeLords actively oppose the Guardians, but are unable to mount any direct offensive on the advanced timelines the Guardians operate from. Guardian triangulation is fast and precise enough that VTOL gunships could be at a Jump site within a minute of arrival anywhere on $Earth_0$ or $Mars_0$. Zhanken and Azazelo have a temporary cease-fire in their personal war, because Azazelo sees what has been done to Lucifer by the Guardians as a greater affront than what Zhanken did.

Uma and Strider took their last hidden Matrix and Jumped into the not-too-distant past, knowing that Strider could be kept alive with less advanced technology, but would not be very mobile. There, they are making plans of their own. *Geri and Usal?* Depending on how "bad" you want the Guardians to be, they can either be loyal Guardians troopers, the only individuals trusted to travel by Matrix, or they could be "loyal" troopers without a Matrix, but having second thoughts and constantly watched for signs of deviant thoughts or behaviors. They could even be *running* the Guardians. Each having a larger than normal share of Lucifer's genes, they could rule like a brother & sister Egyptian dynasty, creating their own little corps of TimeLord children, loyal to themselves, with ultimate political power and humanity's most advanced technology. How decadent and corrupt this might become is anyone's guess.

Campaigning - You can run the bad Guardians as anywhere from misguided but well-meaning, to criminal plunderers of doomed timelines, to time-travelling, authoritarian fascists.

There are two main choices for a campaign with the evil twin of the Guardians. The first is that they are one of the "bad guys" that TimeLord adventurers have to be on the lookout for, a bogeyman that is the main reason adventurers don't want to Jump to advanced timelines. It could also be a central campaign theme. *Overthrow the Guardians*. Until the adventurers get some experience, they aren't going to play much part in this, but interactions with Guardians agents will always be there as a reminder.

The other choice is that adventurers could be loyal Guardian agents about the time the agency starts going bad. Adventurers have to decide what they are going to do, and how. Continue working for an agency which is slowly rotting from the inside, or commit treason and desert? Missions will go on as normal, but on occasion there will be the missions that just seem *wrong*, violations of previous Guardian principles that nonetheless are *orders*. And in a military organization, orders are orders. Obey or get hauled up on insubordination charges. *All* adventurers could be tank-grown TimeLord children of Geri and Usal, making the whole affair a conflict of rebellious children vs. hide-bound parents. Neither side will really want to kill the other, but they will if they have to.

The reply was the harsh laugh of Girru, but somehow larger, with a rumbling that he could feel in his belly. "Zeus? I have been called Zeus, Kronos or Uranos. Marduk, Asha and Mithra and Thoth are also my names. All are the same name for the same one. I am Lucifer. I offer terrible wisdom to those who seek it. I tear down the walls of the mind and let the winds of Fate blow in what they will. And now, I offer you that wisdom." Lucifer turned to the doorway and gestured with a predatory smile. "Care to walk in the garden with me?"

▼ **THE SHAPERS** - The Shapers are not a time travel group as such, but they are aware of Lucifer, the TimeLords and the existence of multiple universes. Shapers exist on any alternate that branched from Earth$_0$ after 556BCE. They were created by Lucifer during the heyday of the Greeks as a way to keep humanity on a certain path when Lucifer was not there in person to push things along.

The Shapers are and have always been a quasi-religious group that crossed national and cultural borders, and which by nature tends to restrict itself to people able to exert a lot of local influence. Scientists, diplomats, generals, even philosophers. They have tended to avoid including people with ultimate power like kings and popes, because the temptation to abuse the knowledge is great enough, and having the authority to use that knowledge without fear of reprisal would be too tempting for many.

On any given timeline there might only be a few hundred Shapers. They communicate with each other regularly and keep redundant records in case some are lost. Their power is mostly that of their personal station in life. Resources are the same, *plus* whatever Lucifer or other TimeLords trusted them with. Lucifer literally knew where *all* the bodies were buried, and how much loot they were buried with. Shaper operations *never* wanted for funding if the goal was approved of by Lucifer. Shaper groups are almost always slightly ahead on the technological curve as well. Lucifer could not Jump advanced technology to Shaper groups, but he could provide theory, so Shapers had first crack at making devices based on these theories. In earlier years, their knowledge enhanced their reputation and influence, but it could also backfire on occasion (witch!).

The Shapers worked with Lucifer, and later the 1st generation TimeLords, providing support and intel services, as well as spreading knowledge.

For instance, while Lucifer could not prevent the decline and collapse of the Roman Empire and the following Dark Ages, he and the Shapers were instrumental in seeing that as much existing knowledge as possible was preserved and scattered across Europe so that it might be available to later generations. Even fewer records would have been saved from the Library of Alexandria had not a pair of devoted Shapers been there to risk their lives and preserve what they could.

With Lucifer and the other TimeLords appearing and staying for perhaps a few months per decade on any given timeline, the TimeLords had an almost mythical quality, enhanced by their apparent agelessness, and the magical means by which they appeared and vanished.

The Shapers also made Lucifer and the 1st generation aware of the existence of the 2nd and 3rd generation TimeLords. Synchronization made it impossible for these groups to intersect, but provided the impetus for the use of sigils, so that the earlier TimeLords would know that changes or previous visitors were themselves or a later generation. Shapers watched the 2nd and 3rd generation TimeLords, and when ordered to, interfered or tried to interfere with them. Otherwise, they simply stayed alert for TimeLord activity and recorded all 2nd and 3rd generation actions so that Lucifer knew how it would affect the timeline. The Shapers also were used as an information conduit by a much older Azazelo to warn a younger Lucifer that Zhanken was going to kill him, and when. Lucifer, for his own reasons, did not act on this knowledge except to keep Azazelo from interfering when that day finally came.

Sometimes there were long gaps between contact with Lucifer or the TimeLords, and Shapers tended to fragment, lose their way or distort their mission. On timelines that were abandoned by Lucifer as unproductive, they usually became a cult or forgotten religion. On other timelines, they took other forms. On Earth$_0$, the Spanish Inquisition was an example of Shapers who took a wrong turn, and the Knights Templar an example of Shapers who failed. The group known as the Illuminati is an unknown quantity which has come in and out of the general Shaper fold over the centuries.

Shapers of note throughout Earth history

Socrates (philosopher), 470-399BCE
Hypatia (philosopher, mathematician), 370-415CE
Galileo Galilei (scientist), 1564-1642CE
Benjamin Franklin (diplomat, scientist), 1706-1790CE
Enrico Fermi (physicist), 1901-1954CE
Carl Sagan (astronomer), 1934-1996CE
Uri Dshaffar (physicist),1996-2087CE

Socrates had been visited by the demi-god thrice in his life, but knew there would not be a fourth. He was a strange godling, this visitor. Like Socrates he was neither perfect in form or voice, unlike even the most tragic of the Greek deities. Each of the three times the demi-god had stayed for many days, as though they shared a strange kinship, and spoke of Truth, the future and the nature of Man. The demi-god conferred upon himself whatever name suited him at the moment, but called himself Lucifrei in the tongue of the Semites more often than not. He surely bore the power of a god, or was a mortal bearing such power at their whim. Lucifrei denied the existence of gods in one breath, and spoke of destroying bolts of power hurled from heaven in the next. He seemed to be as immune to the arrows of rhetoric as to the bronze he gave Socrates to test his godhood with. Socrates had kept some of the muscles of his youth, but could not pierce the Styxian toughness of Lucifrei's divine hide. Nor did Lucifrei flinch no matter how hard the blade was pressed. But the power of a god does not come with a price of honesty. While Socrates knew of a few others who had been similarly visited, their tales of a divine power bearing gifts of wisdom in exchange for service did not mean Lucifrei spoke the truth, or all of the truth. It could be a similar lie told to many, gaining the illusion of truth in the telling, or part truth, knowing the whole might be too unseemly to accept.

Yet, Socrates had taken the gifts and agreed to pay the cost, one which in hindsight was high, but fair. He had helped to Sculpt, to chip at the shapeless stone, hoping to find the perfect form of Man hidden there by the gods. But he was not the Sculptor, only a chisel, now dull and soon to be discarded. But before that time came, he would record what he had seen in the stone, and in the Sculptor. Some of the others would understand. Someone needed to Watch. He did not write. He never had. He never needed to. The words of Homer withstood time better than the amphitheaters they were spoken in. Socrates called for his friends.

In the hours that remained, the stonecutter carved his words carefully. The stone was human memory, chiseled with the spoken word. It would endure as long as there were those to remember it.

◼EABA

▼ **THE WATCHERS** - The Watchers were formed by a rogue Shaper in 323BCE. The Shaper was Socrates, who saw himself as a tool to sculpt humanity, but ultimately unaware of the final shape he was being used to sculpt. He had been shown the machine invasion, though like Lucifer, he did not understand exactly what was happening. At this time, even Farwalker could only use approximations like "sun-fire" to explain fusion engines. The threat of fire from the sky was tangible, but Socrates did not share Lucifer's quest for vengeance. He did not blindly accept that what Lucifer was doing was in humanity's best interest, and neither did his followers. The job of the Watchers was to passively and secretly observe the actions of Lucifer, the TimeLords and the Shapers. They second-guess Lucifer's motives and the consequences of what was, and what might have been had he not tampered with time at any given point in history.

The existence of the Watchers was accidentally discovered by Uma in 1346CE on $Earth_0$. She was approximately 300 subjective years old at this point, and had begun to have doubts about Lucifer's heavy-handed tactics on humanity. In particular, she opposed encouraging the spread of the bubonic plague through Europe as a way to kill off feudalism. While she discovered the Watchers by accident, she deliberately kept that information to herself and they remained hidden from view for another eight centuries.

In retrospect, her secrecy almost resulted in the death of Lucifer and humanity. Watcher influence and records presented to the $Earth_0$ government of 2163CE seriously impaired Lucifer's evacuation of people and material to $Mars_0$ immediately preceding the Red Death that wiped out 99% of Earth's population. The world government (Pax Humana) had only the Watcher side of the story. While the Watchers predictions and assumptions were actually *wrong*, they had enough evidence to back claims that *their* Earth was being totally abandoned, and Lucifer's kidnap of hundreds of $Earth_0$'s top minds did nothing to ease the situation.

In the ensuing melee, some needed equipment was lost, Mistral was captured, Lucifer was badly injured by a sniper, and Zhanken was separated from his non-TimeLord lover. He was not able to determine her location until long after she had contracted the Red Death, and was then unable to retreive her because of synchronization problems with the captured Mistral. In the ensuing centuries, he has never given up on finding a way to save her.

The Watchers are more secretive than the Shapers, and do not try to influence scientific development or public policy. On any given timeline, there only may be a few dozen Watchers, with a few dozen more support people who know something of what is going on, and a large base of people who are potential recruits and information gatherers. The best-known aspect of potential recruits would be Freemasonry, with groups like the Fortean Society, MUFON and other investigators of the strange and bizarre contributing to the secret Watcher database.

Watchers *never* occupy positions of great authority, and this is by choice. They know human frailties, and try to avoid the temptation to abuse any power they gain through understanding the hidden manipulation of human events. If by some chance a member does come into a position of influence, they are forever excluded from the activities of the inner circle. A very few Shapers have also become Watchers after having their doubts about Lucifer, but this is the exception rather than the rule.

On timelines that have been abadoned by Lucifer, the Watchers tend to disintegrate faster than the Shapers. If they endure, it will be as small cults who have probably lost their original vision, and now follow prophecies of doom, gloom and the foretold coming of powerful strangers. They may also continue to exist as a counterpoint to active Shaper splinter groups, factionalism and competition that will have religious overtones. This will often result in the extinction of the Watchers by more powerful Shaper groups.

Watchers of note throughout Earth history
Socrates (philosopher), 470-399BCE
Jean Buridan (mathematician), 1300-1358CE
Benjamin Franklin (diplomat, scientist), 1706-1790CE
Thomas Jefferson (scientist, politician), 1743-1826CE

THE DOMINO SOCIETY
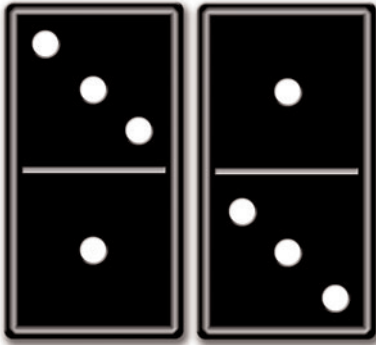
Background - The woman who would become Domino and the "founder" of the society, was literally bred for the role, though her mother, would deny that part.

Domino is descended from Kirk, the TimeLord who was one of the few who were with the Mars colony from the beginning and who died in the first battle with the Destroyer. Like many male Timelords, Kirk fathered many children, of which Domino's great grandmother was one of the last. Paying more attention to "the Work" than his kids, as was typical with most male Timelords, the child was raised by her mother; who like Domino herself later, was raised on stories and ideals of the Work.

It was this near fanatical belief in the Work that had Domino's mother join the Guardians. Being a descendant of Kirk and therefore Lucifer, she figured she would be able to become a Timelord. Being weak in the TimeLord genes, the genetic dice crapped out on her and she did not have enough of the genetic code for a Matrix to recognize her. Undaunted, she threw herself into the Work in what ever way was needed. As was customary, she had several of her eggs frozen to be fertilized later. It was shortly after the death of Lucifer that Domino's mother, researching potential donors for a father stumbled across one of the samples of Lucifer's seed. Lucifer had at several times in the past donated to the central Martian sperm bank, using Azazelo's breaking and entering skills to do so anonymously, and Zhanken's computer skills to doctor the records afterwards. Domino's mother stumbled across a minor irregularity in the sperm bank's records, followed it on a hunch using her own computer skills, and eventually figured out what had happened. She covered up the irregularity, doctored the records some more, and used the facility to conceive a child of Lucifer without the Guardians' knowledge.

TimeLords

Domino was thus conceived from Lucifer's seed and Kirk's thinning blood line, giving her a better genetic chance of using a Matrix than even the first generation TimeLords. And she grew up with a mother who spoon fed her on the ideal of the Work. Her schooling included sociology, mob psychology, engineering, historical dynamics and anything that would help with the Work.

It was during her time in college that Domino got her name. She presented her Masters thesis on "Application of the domino theory within confines of a dynamic historical structure." Afterward the name Domino stuck with her as both handle and nickname.

Domino went into the Guardians with her mind set on making the universe a better place. However, by this time the Guardians had become insular and almost a secret police, with strong law enforcement powers and more or less unlimited authority in temporal terms. Being one of the few Guardians who could use a Matrix, her ideas of the Work and uplifting other timelines were frowned upon but initially tolerated. The bureaucracy of any large organization slows things down to a crawl. While she was patient in her attempts to alter timelines, approval to do so was either slow or totally bogged down in red tape.

It wasn't until a clone of Lucifer's brain was developed that could allow the Guardians the use of a Matrix without being shackled to a Timelord that Domino was reassigned to a desk job, basically removing her permanently from the Guardians.

Though now behind a desk, she still had access to most of the Guardians files, databases, papers and theories, and for all intents and purposes files on every known TimeLord. It was enough to keep a researcher happy for years. She dove in and devoured the information. It was after hacking into secured files and finding out that several TimeLords had either been incarcerated, killed or were being actively hunted that she decided to make her break with the Guardians.

Roughly at the same time, her activities came to the attention of the first Martian SI (synthetic intelligence), which for its own reasons was investigating on the same topic. This synthetic intelligence was a copy of a real person's mind, and was an escaped fugitive from the Guardians internal computer network. It was mainly just trying to not be eradicated bit by bit from the Martian global network. It was also aware of a plot by a few of the original TimeLords (forcibly "retired" on Mars) to make a break for it. Breaking into Domino's secure computer just to get her attention, it gave Domino quite a shock, and then some very useful advice. Although Domino was not involved in the subsequent nuclear explosion that destroyed the vault housing the Matrixes, she did manage to track the suborbital trajectory of several of them in the ensuing chaos, picked them up and shortly thereafter fled into time.

Domino realized that creating an organization to uplift technology and/or create new timelines was doomed to failure since she had seen the Guardians stamp out anything with a base and an agenda. The plan of action she decided on was more of a "dis-organization", a loose society of like-minded people who would use the Matrices as they saw fit and create more, and hopefully advanced, divergent timelines. First recruiting from Zhanken's children, she has expanded the society to any potential TimeLord she deems worthwhile.

Domino seems to have a talent for finding "lost" matrixies, where the owner has died and it just sitting around somewhere. She also had occasionally decided that someone who has one is "not worthy" and will simply "reassign" it to a new owner if the current one doesn't meet her standards. Still, those people she takes a Matrix from still have Lucifer's genes, so she will not just simply discard them. More than likely they will be taken to someplace and sometime safe where they can either be turned to her line of thinking, or make a whole new set of TimeLords; i.e. their kids.

The Domino Society has no fixed rules or set meeting places. Their main agenda is the technological uplift of humanity so that it can survive and destroy the Machine Invasion on as many timelines as possible. Occasionally like-minded members can be found at lectures on temporal physics or history, bars and taverns with names like "Tempus Fugit" or "The Watch Stopped" and often at science fiction conventions.

With no set base of operations, Society members have been known to cache equipment that can make it through jumps without frying. Diesel automobiles, vacuum tube electronics, tools and dies for creating black powder cartridges and primers, not to mention books and raw materials that they might need in time of crisis. One such cache unearthed by the Guardians held a steam powered tank designed and made in an Late Atomic Era time line with light, tough armor and a high power steam cannon in the turret; others had tunneling equipment and such to cut long corridors into mountains for people to survive the invasion.

Domino Society members are a constant pain in the posterior of the Guardians and any temporal organization that tries to control 'their' timeline. Known activities are causing or preventing the assassination of world leaders, preventing the sinking of the Titanic (only to sink it again later), and transporting high technology items and ideas to earlier periods in time.

The worst enemy of the Society is its own members. Arguments have turned into long term feuds, one member may decide to throw a monkey wrench into another's grand experiment just because, another may take someone else's idea and run with it. Factions form and dissolve and reform on different lines; friends turn on each other over a matter of opinion, teachers become students to their pupils, and the worst of enemies become lovers. In this floating temporal anarchy, nothing is constant other than change itself.

Domino's search program - Domino had access to most of the Guardians files, databases, theories. And, for all intents and purposes, life history files on every known Timelord, their legitimate children, bastards, suspected offspring and all known information on them as well. Making backups of these, she was able to recover them later and print several copies of such, to be placed in hiding places for safekeeping.

Printed out in standard sized type, the entire list could fill a small library. However, since only three copies of the full text are known to exist, most copies that might be found are fragmentary, and usually for the current era and timeline they are found in. Depending on population density and local tech era you might find anywhere from one to five volumes with all known info at the time it was printed or copied.

Figure that each entry has as much detailed information as can be reasonably gathered from that tech era. A typical example would be: date of birth, parentage, presumed genetic strength on key linkages, recorded date, place and circumstances of death if known, along with any economic, biographical and psychological information that person. Of course, some records might be no more than name, date born, city lived in and date died. It depends on what record keeping was like for that time and how much investigation the Guardians had done before Domino grabbed a backup copy and left.

EXAMPLE: The hardcopy of the database for the 1830's Earth$_0$ would be about three volumes with about fifty of Lucifer's offspring and partial descendants listed per book.

EXAMPLE: The scroll in the library of Alexandria (before it burned) contained about hundred of Lucifer's suspected descendants, but only has their name, date of birth and city they were born in.

▼ **Note!** - It is unknown if Lucifer or the original TimeLords were able to take any advantage of this information archived from the future/a future.

TimeLords

Eugenics program - One of the problems for Domino is so few Timelords willing to help her with her work. Undaunted, Domino has tracked Lucifer's children, grandchildren and great-grandchildren, and while not all of them can use a Matrix, she suspected that those who couldn't might be able to produce children who could; with the right social nudging. While breeding brother to sister was abhorrent even to her, cousins, second cousins, even genetically screened half siblings, were nudged, maneuvered and occasionally kidnapped to help produce viable Matrix users.

One such place is a whorehouse in an 1830's New Orleans, staffed by temporally displaced descendants of Lucifer. Domino has a tendency to check in every so often to check on any children born, steer certain men toward there who have the TimeLord genes, even offer aid to stranded TimeLords who have stumbled across it.

Domino keeps tabs on these offspring, checking and test to see if they have the gift, mapping their DNA vs. other TimeLords and, unfortunately, culling those who have too great a genetic load.

Those who have the gift are steered in the right direction, given education, tutoring, scholarships and what not. Until they reach an age when they are likely to survive the training that will harden them into what she needs. At this point, these people get a rude surprise... Before the Guardians raided it, several hopefuls of her eugenics program managed to make it through her "Ninja boot camp", a enclave of martial artists and such in an Earth$_2$ China.

Domino's methods - The Guardians are trying to create more viable timelines that can withstand the machine invasion. However, in the four centuries years after their creation they have not suceeded; but not for lack of trying.

It took Lucifer thousands of years of as one TimeLord put it,"herding sheep with bulldozers", to get the changes he needed. They Guardians are careful not to cause another 'Catastrophe', often times doing no more than a gentle prod or word in the right ear.

The attitude of the Domino Society is more along the lines of; "put things in a pressure cooker and then work at keeping it from blowing up". This is *way* more involved that your average TimeLord wants to be, however Domino herself has been looking for potential TimeLords to recruit that have the ability to be the power behind the throne, or more than one throne. Tactics include:

Kidnapping: Remove a person from their rightful place in time and put them somewhere else. This is a popular ploy among Society members. Swapping key figures with either more pliable alternates from a different timeline or replacing them all together with near-perfect impostors.

EXAMPLE: Taking a 22nd century actor who looks the part of a 19th Century despot, train him in his role, change his face through high tech plastic surgery, then swap him for the said despot and have him change the flow of events and hopefully split off a viable time line. And of course, provide the "incentive" for said actor to do this...

Time Trading: This is a great way to build up money fast. Take something that is manufactured for cheap up-time then take it back in time and trade it for something far more valuable then. This can only be done to a certain extent, or it will destablize the economy, but it is usually good for one killing per commodity or good traded in this way. As Mouse said, "TimeLords have no excuse for being poor".

EXAMPLE: Taking Aluminum back to 19th century Europe and trading it for pure gold.

Tomb robbing is the reverse of this, where you take something valuable from the past and use it to finance operations in the present. Most of the world's famous caches of gold and treasure were plundered by Lucifer and the first gen TimeLords.

Colony Starting: This is a little more involved and a lot more tricky. It involves finding people who will (hopefully) not be missed. Death camp prisoners, ocean liner disaster victims, plague victims etc. Then move them *en masse* to a point back in time and/or off planet, to a place where they can start over and hopefully start building a society again.

The biggest problem is *not* getting the people. It is making sure they are well enough supplied that they don't revert to total barbarism and make the whole project a moot point.

Warmongering - One of the oldest and best methods for getting big results, both good and bad. WWII has been called forty years of technical advancement in the space of six years. That is about the best example of the good effects of a war. The Free-For-All-War of 2089CE is perhaps the worst. Both had major advancements in a short amount of time. the latter though got out of hand and simply ruined all chances of surviving the Machine Invasion.

Successful Warmongers have to keep the pressure on without having everything boil over and all gains from their efforts lost.

Boltholes - One of the few constants among members of the Domino society are boltholes and supply dumps. Being a floating anarchy with little to no support, members who survive the "newbie" phase soon learn to stockpile food, arms and other equipment in both strategic and out of the way locations.

What can be found in boltholes? Food and water, a variety of Jump-stable chemicals, books, maps and references of various types, vehicles, vehicle wreckage, vehicle parts, vehicle fuel of varying types and quality, saddles & tack, blacksmithing equipment, machine tools of various types, electricity generating equipment of some kind, printing presses and paper, firearms and reloading equipment, wardrobes appropriate for the timeline, binoculars or telescopes, medical supplies, toiletries, money in various forms, trade goods, and a variety of alcoholic beverages.

In short, the kind of stuff you would find after dozens of Jumps, where the stuff you weren't going to be using was dropped off, and exchanged for stuff you were going to need. Items may or may not have temporal damage. Modern weapons might not have ammunition, modern vehicles might be in need of serious repair, and so on.

Boltholes can be anything from hollowed out caves in Antarctica to climate-controled security vaults run by a firm in Arizona.

Safe houses - Depending on the era, and who set the safe house up, safe houses can be anything from apartments on extra-long leases to posh country estates with servants who have kept the house up and running for generations. Almost all have have cutting edge security for the era, and if possible, anything that can be pulled through a time portal without damage.

Food, equipment, sundries and local tech goods as well as the obligatory gun safe are the usual accoutrements.

Almost all of these are set up for the extra long haul. Anything after the advent of modern banking, (about 1700CE or Basic Era), seems to be preferred as they can be set up and left pretty much on their own with little to no staff.

What the Domino Society is doing is simply a large scale improvement on things that Zhanken originally thought of. What he did was never necessary on a large scale for the Work (it wouldn't have speeded it along), so it was never "institutionalized" by the other TimeLords.

For some reason late 17th century/early 18th Century England in any number of timelines seems to be popular. Probably because of the banking system and the ability to buy titles and land with large amounts of money.

TimeLords

Boot camps - So far Domino herself seems to be the only one who has set up bootcamps for "toughening up" any TimeLord recruits she finds. All of them are on Earth$_1$ through Earth$_3$, in generally low tech areas, making the "recruits" tougher and more mentally flexable. All of these enclaves are remote and self-sufficient with skilled teachers in everything from martial arts to historical dymanics to diesel mechanics.

After the raid by the Guardians on her "Ninja boot camp", which had been in operation for about a century, she will only set up another camp after she has suffcent raw matierial to train into new TimeLords. The Enclave will be only about ten to fifteen years old before the first wave of recruits come in. She expects that any Enclave now has a life of abiout fifty years, since the Guardians have caught on to her methods.

Post-Machine Invasion boltholes - For the most part, any bolthole or supply dump that made it through the initial onslaught of the Machine Invasion is well undeground, with only a handful of people manning them if any at all. All surface activity is picked up by orbital watchers and can and will be snuffed out mercilessly. With the patience that only a machine could have, caretaker AI's are still scanning for radio signals, emissions from fusion reactors and what not centuries after humanity is extinct. This scanning will detect as artificial the effects of an incoming or outgoing temporal Jump.

There is, however, a short period of a few years, where the amount of random energy emissions and just general debris in the atmosphere mask any comings and goings on the surface. The watchers then are so blind that only the most obvious of artificial activity is detected, meaning that undetected Jumping in and out is possible (though not risk-free).

Safehouses, staging areas and supply dumps set up here are semi-permanent at best. With limited resourses and the constant threat of the Orbital watchers, Guardians, not to mention rival Domino members, these bases are usually set up, used for a short while, and then abandoned. If that seems like a waste, remember any TimeLord worth their salt can set it up so they have money to burn.

The different timelines have different quality boltholes in the post-Machine Invasion era.

Earth$_{null}$: There are no suspected boltholes on this Earth, due to the lack of local technology to help make it. Anyone wanting to do so would have to either spend a century doing so with hand labor, then stock it themselves, or import the labor and technology to make it. So far no evidence of this has been found. There are plenty of natural caves to hide in for short-term refuge (if you know where to find them), but there is zero local infrastructure, so *everything* else has to be imported.

Earth$_0$: Any TimeLord foolish enough to set up a bolthole on this Earth usually is caught any time past the time of the signing of the PAX accord. You have to be extremely lucky *and* clever to pull something off.

Earth$_1$: So far none found, nor suspected when the tech maxed out at Early Industrial Era. Any decent tech or areas for bolt holes were either occupied or compromised by mining operations/ salvage attempts. Caves are available, as on Earth$_0$, but little more.

Earth$_2$: Custom made Jumpable equipment (very rugged). With an Industrial Era base to work from, most post-Machine boltholes here are underground complexes with rugged reliable equipment. A lot of custom made transportable equipment can be gotten just before the Machines hit Earth, so this is a favorite place by Domino members to buy before, stash, then reteive later.

Earth$_3$: This is another favorite staging area from many Domino members. With the late Atomic Era tech and the initial knowledge that the Machine Invasion was coming, many goverment boltholes and shelters were set up. However, most of them were obliterated when their energy signature was discovered. So far only those who went for geothermal energy, fission reactors and extremely well-shielded fusion have escaped notice. Some that survived have been quite willing to relocate their people to other timelines rather than face slow, sure extinction on this one.

Safe houses here are chocked full of machine shops, hydroponics and goods both transportable and non-transportable, some even having plans and designs for higher tech equipment brought in from other timelines.

Rumors persist in both the Guardians and the Dominos of a large complex that is planning a counterattack on the Machines. So far they are merely rumors, but they still persist.

Earth$_4$: Mostly Food and transportable "green" tech items. Do to the emotional backlash in the decades before the invasion, almost no goverment shelters were built. Getting one made using local labor is more difficult due to a general attitude against that sort of secretive, warlike behavior. Still the few that have been used by Domino members are extremely well made and have a very low energy profile due to local ideas on low impact "green" technology.

Earth$_5$: Customized Industrial Era equipment. and damn good hazmat supplies. Not much else unless it is brought in from other Earths. Since most TimeLords don't like to visit there except near the end of the timeline when things are finally getting better, it's a good place to shake pursuit for a while.

Most of the underground boltholes found here are unmanned safe houses. One in a Texas salt dome a kilometer underground proved to be weird mix of half bat cave, half fallout shelter. It has since been abandoned by the Domino member who set it up after the Guardians stumbled across it.

Elsewhere: There are no known boltholes on the Moon or Mars, due to a lack of infrastructure, hostile environment, and no electrical activity in the atmosphere to shield Jumps from detection.

Abandoned boltholes - It is impossible for anyone at the moment to send out a "temporal burglar alarm" if a bolthole is violated, so there is only a minimal chance that someone will arrive at one while you are there. If a bolthole has been abandoned due to Guardian interference or hostile TimeLord activity, there is a good chance it has been booby-trapped with the best local tech available. Depending on the people doing the booby-trapping, this could range from contact poisons to high explosives. *Just because no one is there does not mean it is safe...*

PATROL AGENT 1

Strength 2d+0
Agility 2d+2
Awareness 2d+2
Will 2d+0
Health 2d+0
Fate 1d+0

(total of 60A)

"Look, you're coming Uptime with me, one way or the other..."

Traits	A	S
Minor Friend - Local informant	-5	0
Pain tolerance	-5	0
Minor Enemy - Various (old investigation targets)	+5	0
Personality - Macho attitude	0	+10
Starting points	75	100
Total	70	110

Skills	Level	S	Skills	Level	S
Projectile wpns	+1d	10	Area knowl. 1	+0d	5
Melee wpns	+1d	10	Area knowl. 2	+0d	5
Brawling	+1d	10	2nd language	+0d	5
Scrounging	+0d	5	2nd culture	+0d	5
Land vehicles	+0d	5	3rd language	+0d	5
Water vehicles	+0d	5	3rd culture	+0d	5
Equestrian	+0d	5			
History	+0d	5			
Profession	+2d	20			
Related skill	+0d	5	**Total**		110

Background

This is a generic Patrol agent (not necessarily using the Guardian rules), such as might be employed to track down fugitives, do minor cultural or historical research, or other tasks requiring the adaptability of a human presence. They may not be experts in a particular field, but have a great deal of flexibility due to their broad training. This agent has 10A leftover to apply to better Attributes or Traits.

TimeLords

PATROL AGENT 2

Strength 2d+1
Agility 2d+2
Awareness 3d+0
Will 2d+1
Health 2d+0
Fate 1d+0

(total of 69A)
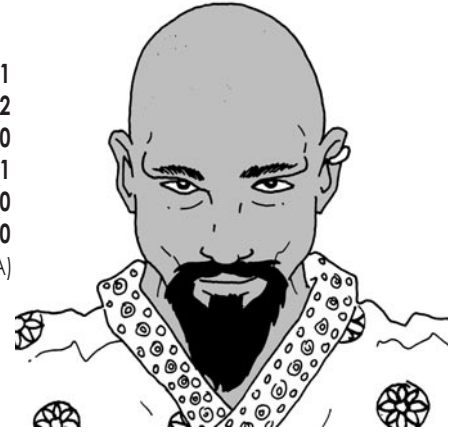
"I am but a humble wanderer, seeking the path of enlightenment..."

Traits	A	S
Major Friend - Local criminal network	-10	0
Pain tolerance	-5	0
Major Enemy - Long-term temporal foe	+5	+5
Personality - Cynical	0	+10
Starting points	80	125
Total	70	140

Skills	Level	S	Skills	Level	S
Projectile wpns	+1d	10	Area knowl. 1	+0d	5
Melee wpns	+1d	10	Area knowl. 2	+0d	5
Martial arts	+1d	20	2nd language	+0d	5
Scrounging	+0d	5	2nd culture	+0d	5
Land vehicles	+0d	5	3rd language	+0d	5
Equestrian	+0d	5	3rd culture	+0d	5
Acting	+2d	20			
History	+1d	10			
Psychology	+2d	20			
Research	+0d	5	**Total**		140

Background

The same type of agent as the first, but a little more heroic due to a higher number of starting points. This agent *is* an expert in a few fields, and while they usually have backup, is quite competent to handle dangerous missions alone. Will usually have above average equipment and backup plans available in case of trouble. This agent only has 1A leftover to apply towards future improvement.

▼ Both of these agents are approximately what Guardian adventurers *could* start out like, though they have been designed as generalists rather than being particularly good at one thing or the other. Slight adjustments in their Attributes would tend to make them a little more competent in *several* skills.

Vignette
Time: 2378CE
Location: Mars$_0$

The remains of the fleet Jumped into the Sol system and limped into Mars orbit. The entire planet knew of their return, and also that of the six ships that left, only four had come back. One was a virtual wreck with an alarming *dent* in one side, and the rest were glowing with dangerous levels of heat and radiation. This eventuality had been prepared for, and a few spare Designer shields and degenerate matter boarding tubes allowed the weary and exhausted TimeLords to debark in relative safety. The surviving ships were parked in far orbit until they could be safely approached again, their computers downloaded and remaining fuel ejected for safe storage elsewhere.

Uma was in a state of shock. The automated systems in her suit had kept her alive, but she had still suffered severe trauma and heavy doses of radiation. Even with the best care available she would still be a long time recovering. She drifted in and out of consciousness for three days, two of which she passed in a fog of pain and painkillers as her suit did its best to keep her alive. Even at the hospital she was not able to string words into a coherent sentence until five days after what the news called The Battle. On top of third-degree burns, blood loss, broken legs, seared lungs and bits of shrapnel, she had taken a heavy gamma dose. Strider took personal charge of the recovery effort. He and Zhanken took turns Jumping her through tiny intervals of time to give her maximum benefit from the Matrix's biological reset systems. This countered most of the gamma dose and secondary injury effects, but the doctors that accompanied them still did their tests with worried looks.

More destructive energies were released that day than at any other time in human history. The Destroyer probably would have appreciated it more if it had not all been directed at him. Lucifer told us what the Destroyer was capable of, but sometimes the mind refuses to create an accurate picture until faced with the facts first-hand. In retrospect we were lucky. Until Weasel's ship exploded we had not done anything significant to the Destroyer. Not the gravity pulsers, the particle cannon, the antimatter projectors or even the Planck Plinker seemed to have an effect. I've reviewed the sensor logs. The ablation rate of his ship's armor was erratic on the millisecond timescale, but over several seconds of the final approach the average was clear enough. Weasel surely knew that they wouldn't make it. There was no other reason to get that close. The energy of tons of antimatter annhilating itself completely vaporized their ship, but for some microseconds the hull held intact and funneled that energy back at the Destroyer like a giant cannon. How he survived that I'll never know, but it did hurt him enough for the rest of us to stand a chance. Someday I'd like to find Weasel and thank him, but right now it hurts too much to contemplate.

"Strider?"

"Hmm?" He looked up from the tablet he was writing on.

"What happened?" Uma looked at herself. A lot of bandages, a lot of pain. A pair of fibercasts immobilized both legs from mid-thigh down. Electrodes snaked under her hospital gown, and bruises around the tubes in her arm implied they had been there a while.

"Your ship took a pretty bad hit. A lot of radiation and collateral effects made it into the crew compartments." He clicked the tablet off and set it to one side. "It was a draw. He ran, but we were in no shape to follow. He outjumped us." Uma sighed. She reached weakly for a glass of water on the bedside table, fumbled, spilled it.

"Damn." Strider got up and got her another, placing it in her hand and helping it to her lips. It made her voice not quite as raspy. "How long have I been out?"

"Most of a week. It was touch and go for a while. Nothing vital was permanently damaged. You'll probably lose a lot of hair, but it will grow back eventually."

"Radiation?"
"Lots. You don't want to know."
"Casualties?"

"Crystal and Xith never knew what hit them. Weasel and Mayhem too. The ships will take years to cool off, and more to repair." Strider paused, took the glass from Uma. "Kirk didn't make it. The same gamma blast that almost killed you went through his compartment first." Uma put her hands over her eyes and made a soft, anguished noise.

"Stupid, *stupid* boy. Why?"

"He saved your life. Maybe the rest of us too. The Destroyer is missing a hand and foot because of Kirk. I don't think he was trying to die. We just underestimated the Destroyer. Kirk used the only weapon you had. If he hadn't done what he did, neither of you would have made it." He gently laid a hand on her arm, unprepared for her reaction.

"Don't. Touch. Me." He pulled back as if burned. Her hands came down from her face. The marks of tears were still there, but they had stopped flowing, wouldn't flow again for a very long time. "The Work. The goddamned Work. No room for sentimentality in The God Damned Work." Though puffy and bruised, Uma's face took on a hardness Strider had only seen on two others. Lucifer and Azazelo. The Work claims more lives, and another soul, he thought.

"Did I love him? Hell yes! We all loved the old man in our particular way, even if we never admitted it to ourselves. Uma was deferential. Azazelo was the loyal guard dog and Strider the Good Son. Me, I loved him too. That's why I had to kill him."

- Zhanken

TimeLords

▼ **BASICS** - There are billions of humans and trillions of intelligent beings in the universe on countless different interwoven timelines. The fact that your adventurers "just happened" to gain possession of a Matrix may be more than just an accident. The Designers, while brilliant, probably did not foresee their own demise, and if there is another intelligent force behind the use and distribution of Matrices, it has yet to show itself to anyone. Certainly, however, the 1st generation TimeLords were (and are) intelligent and devious enough to make extremely long term plans involving these and other Designer technologies. The adventurers *may* be part of a deliberate plan, but only as unwitting pawns. Someone may have thought "I can arrange it so that this will be found at about 1902CE, and I can use this discovery to lure Faust to London. Then I can make him think that the people who find it are working for Zhanken, when in reality I have set the hapless fools up to go against their better judgement to 889CE, where Odin will probably be waiting. There, they can settle their old feud while I am off at 2160CE taking care of Phantom and Bast." While the adventurers may never know the full bit, they *do* have the Matrix, and can use it to gain experience, power and insight into the nature of history, and the role these travellers have played not only in the development of the world as we know it, but in the origin and preservation of humanity itself.

Lucifer had *one* goal during his vastly extended lifetime: *Revenge*. To do that he needed to create a human society advanced enough to use if not duplicate certain aspects of Designer technology, and powerful enough to survive a hostile robotic invasion whose timetable was both known and unalterable. He managed both, barely. One known human timeline extends past the Machine Invasion of 2263CE. The rest were not prepared enough, and on them, humanity is now extinct. They did not help him achieve his goal, so Lucifer left them to this fate.

You do not have to. If all of human history is a river, only *some* of its channels have been worn irrevocably into the rock. It is still possible that with a lot of work, some of the doomed timelines can develop themselves to a level where they can also have a bright future. These alternate timelines are no less real than the ones the characters originally came from, and what higher campaign goal can you think of than saving the world?

One thing often very difficult to understand in any *consistent* time travel game is that not only can *anything* happen, it has also *already* happened in *someone's* reference frame. Time travel almost has to include simultaneous alternate histories in order to make any sense. In **TimeLords**, since the Designers came near the end of time for all practical purposes, we can say that the universe has already ended before you even start the game. Everything that *can* happen *has* happened. From *someone's* point of view our sun has been burned out for eons and we have evolved into something grander or just gone quietly extinct. This really should not bother you from a role-playing standpoint anymore than this exact same potential bothers you in a superhero, fantasy or science-fiction role-playing game, or even your normal Ephemeral life. But lest it put you into a deterministic funk, think of it this way:

History is like a slow river moving through a broad river valley. The water (history) always ends up at the other end of the valley (the end of time), and has lots of smaller tributaries and side channels. Over the centuries, the course of the river changes, and at some point in its lifetime, the river has had its main channel over every single point in the valley at least once. At some point in time, the source of the river will dry up, and the last river channel it cut will be the final configuration. As time travellers, *you* shape the course of the river so that it flows in the way *you* think it should, so that the lives that make up history follow the path that *you* feel is best.

You are *not* castaways on the sea of time unless you choose to be. Strider said it best: "Does it matter in the end? It matters to *me*..." You have a *chance* to make a difference. *Use it.*

▼ **STARTING THE PRIMARY GAME** - Probably the most interesting way to play **TimeLords** is to spring the Primary Game on a bunch of unsuspecting players. This is how the very first campaigns were started, and some of the best ones still going on began. The players show up for an evening of fun with a "new system", and you run through any one of the several game beginnings that take the players, what few possessions they drag along, and their immediate surroundings, flung randomly through time and space to unknown dimensions.

And so the characters initially activate a Matrix while they are totally unprepared for adventuring. It is perhaps forced or tricked upon them by a TimeLord who is fleeing an opponent who will tend to shoot first and ask questions later. This keeps them on the move, whether they like it or not, as this opponent will be tracking down the adventurer's Matrix, thinking it to be their enemy's. Or, the TimeLord could just have made this story up as a good excuse to keep the characters "hopping" for some *other* reason.

After the initial shock wears off, you generate adventurers using the Primary Game rules, which will take an hour or so, with another half hour for people to inventory possessions and figure out what they have an don't have ("the gamemaster says we have the contents of the back half of the cutlery drawer. Bring it out here and we'll see what's useful."), and then start to play in earnest.

Adventurer stats and abilities may be slightly modified as people remember things they can do, or adjust skills to more accurately match their real world level, but overall, the game is afoot.

There is often an extraordinary difference between playing an adventurer that represents you as opposed to any other "game" adventurer. Unlike other games, if *this* adventurer dies, making up a new one is never quite the same. You played a game with your own mortality and lost. As a result, *these* fictional characters have a lot more depth to them than any others ever could, first because you *know* how to role-play yourself.

For the most part, you *know* what you would do, how you would respond, what you would say, and you are equally sure that the other adventurers are also played with a certain accuracy. Second, this link between the real and game world generates a certain degree of caution. Outclassed adventurers do not fight heroically as their comrades are cut down, praying for lucky dice rolls to save the day. Instead, they run like Hell, find a safe place to lick their wounds and wonder how they can avoid getting shot/stabbed/beat up so badly in the future.

All too often, the only asset characters have in greater quantity than opponents is brainpower, and this is a little tougher to use than a rifle or sword. If the players are creative in finding ways around their limitations, you *know* that the characters can do so as well. You may often be able to go entire game sessions without having to open a rulebook or roll a die. You *know* what the adventurers can do, and so do the players. If you present an intellectual puzzle for them to solve to resolve an adventure, you don't have to worry about whether or not they can make a skill roll. Present the problem and let the *players* figure it out.

Likewise, since the combat potential of most starting Primary Game groups is very low, you need to take this into account when designing early adventures. Sometimes conflict is unavoidable, but in the cases where a fight *will* happen, make sure to keep it reasonable. Adventurers *aren't* heros starting off. A few 17th century brigands with flintlock pistols and knives is a pretty intimidating sight to a group of people without a ranged weapon and with a knowledge of how little they would be able to do to treat a gunshot wound in that same 17th century.

As adventurers progress in experience and equipment, threats can slowly be ramped up to provide a challenge, remembering that *most* situations can be avoided without a fight, even if it involves retreat, compromise or even surrender. Even a total defeat is only a temporary setback for someone who has all the time in the world and a universe of possibilities to pick and choose from. As long as you can escape with yourself and your Matrix, a total recovery takes only hard work and time. You supply the one, and the Matrix supplies the other.

Along those lines, a good time travel campaign will have an overall theme, with several separate phases. So far, we've just described opportunities and pitfalls, but as a sampling of these phases...

If the adventurers survive, they will begin to acquire experience, and in between adventures that just involve surviving long enough to Jump elsewhen, they may actually get involved (gasp!) in some meddling with local affairs, like rescuing, slaying or righting maidens, dragons and wrongs, hopefully using the right verbs with each noun, or at least doing what they think is right to fix what they think is wrong. This should be at least several complete adventures, each of which may be several game sessions. The characters begin to get a feel for how to Jump, and maybe set themselves a long term goal with some chance of success (like getting home, perhaps). They will also go from being helpless sheep to marginally able to take care of themselves, especially if they pool talents. Each adventurer is going to have a strength, even if isn't a game stat. Ignoring *any* resource you have is probably not a good idea.

Eventually, this meddling will set them afoul of some temporal policing agency or the other, which will end in the adventurers either abandoning a particular timestream entirely to avoid being caught, or joining this agency themselves. This entails a hiatus in which the adventurers can pick up any number of useful or required skills they may not have had their leisure to do earlier. And, it is professional training at *someone else's* expense. At least one adventure should involve intrigue within the organization. For instance, a training exercise could go sour. This training "down time" and is a good spot to *temporarily* end a campaign, for instance because of classes or vacations.

This training is paid for by a long stint adventuring as members of a Time Patrol, operating from a fixed base to go back or sideways to fix whatever seems to need it. This would be the next phase of the campaign.

The adventurers could be sent after temporal criminals, rogue TimeLords, expansionist time travelling governments, alien invaders, and of course the occasional incompetent amateurs who got hold of a Matrix and are messing things up everywhere they go... Again, this should be several complete adventures.

TimeLords

At some point, the adventurers will probably gain enough trust or rank to regain possession of their Matrix (if they lost it), and can do some independent adventuring. It is worth noting that *any* time travel organization, no matter how benevolent, is unlikely to *willingly* relinquish control of a Matrix. Adventurers *may* have to steal it to get it back, making them temporal outlaws. But this time they are starting fully skilled and equipped, and with potentially more dangerous foes than a pursuing Time Patrol.

These are *other* TimeLords, who may have their own plans, and see the characters as allies or enemies, warning them to not do certain things, or attempting to threaten or convince them to do something else. They will almost certainly run afoul of Faust at least once, probably more than once. If they cause him a setback, he will surely be back for revenge, and if they are outclassed, he may be back just to "play" with them. This runs as long as it works.

Meanwhile, plot threads from early in the campaign can be coming back to haunt the adventurers, while wrongs they were incapable of righting earlier are now within their grasp. Like the "good" Guardians, they may take it on themselves to try and save humanity, which will require some extensive work on a particular timeline. This gives the gamemaster a solid "historical" framework that the adventurers can work within, Jumping back and forth, making changes for good or ill, leading to some final confrontation with the Machine Invastion. This will take as long as required, or until the characters exhaust the possibilities of that timeline through inept meddling.

If they *win*, they have opened up a high-tech future without the Guardians, giving them the possibility to a) possibly Jump forward a *long* way, and/or b) use that high-technology timeline as the jumping point of a more conventional science fiction or "space opera" campaign. If they *lose*, they can always live with the failure, Jump to elsewhen and try again.

At this point, you've done about everything an adventurer could hope to do. They have gone from average people of no consequence, to figures who help shape the entire future of the human race. There isn't a much higher level of accomplishment than that. All good campaigns must eventually come to a close or become parodies of themselves, and this is as good a spot as any.

Figure out where and when your adventurers will settle down, and how they plan on spending the next few centuries. Add about 20A and 40S to represent the level of stats and skills your adventurer will eventually level off at (about 20 years more general experience, minus the losses inevitably taken from injuries, etc.). It's time to retire the campaign and just get together and go over the high points. The gamemaster tells everyone all the things they never figured out, players try and see what they might have done better, and everyone lives happily ever after. Of course, the players now have a lot of experience and a multiverse with a pre-generated background and cast of interesting characters (including their own), and can always start running their own campaign with *new* players, beginning the myth cycle anew.

Now, this campaign progression may not be for everyone, but it does illustrate one factor that is a *must* for a *good* **TimeLords** campaign. The multi-verse is a mindbogglingly huge place, and when it comes down to it, the adventurers are just chunks of meat with delusions of immortality.

Without an overall campaign theme which has the characters as a *central* part, your campaign will degenerate into a series of disconnected encounters, puzzles and combats, where nothing the adventurers do ever makes a difference on the big scale. This is sort of like being gifted with super powers, and using them solely to rescue kittens from trees, ignoring the crimes and injustices that go on all around you.

The adventurers may not have super powers, but they *do* have the ability to go anywhere, any-when, make changes and see (and be responsible for) the consequences. The campaign should reflect this power and responsibility, and their challenges should match the importance and risks of using this power.

▼ **STARTING THE SECONDARY GAME** - This is more straightforward. Players know the basic background, either the Guardians or some homespun time travel organization, and it is assumed the adventurers are professionally trained and know what they are doing. The overtones of the Guardians are more of a law enforcement and "help humanity" type, but this does not prevent organizations with a grander scale, like good vs. evil, law vs. chaos, communists vs. oligarchists and so forth. With each side's home turf presumably protected by the inability to move advanced technology across timelines, and a similar inability to arm or equip archaic allies, the manipulation of events can only be implemented with the resources on hand in any given timeline. In the distant past, swords and armor. Later, guns. Still later, cameras and eavesdropping equipment. The social and technological background for an adventure is whatever you want it to be. If you can't make enjoyable adventures from that, you should hand the gamemaster's job to someone else... The adventurers need to be able to manipulate people and events from any timeline, and do so without compromising the ethics their side claims to uphold. Again, before you start gamemastering for the first session, you should get a long-term theme in mind, something to steer the campaign by, movers and shakers on both sides, their goals and the consequences. This could involve many of the elements listed for the Primary Game.

Secondary game adventurers are more traditional characters. There is less emotional attachment, more realization that there will be dangerous combats, and the relative ease of introducing new characters if the old ones are lost in action. But this doesn't mean they are throw-aways. Players get attached to adventurers. Make sure everyone is aware what kind of "fates" are temporary, and which ones are forever...

Last, players should have some feel for the elite nature of the force they work for, and the *espirit de corps* should be a constant background item in every adventure. This could be as simple as Patrol policy: "We never abandon our own." The gamemaster should make sure that all the basic information the *adventurers* need is at the disposal of the *players*. Remember that with something as important as time travel, the adventurer's superiors are going to make sure the adventurers have everything needed to improve their chance of success.

In a nutshell - Here are a couple campaign "short forms" to give you ideas for your own particular multiversal saga:

Primary Game

1. Adventurers start off as Primary Game adventurers, and adventure until they are good enough to start causing trouble.

2. Adventurer's actions cause them to be noticed by a Time Patrol, which then tracks them down and "recruits" them.

3. Adventurers get training from the Patrol, and work as agents until they are truly professional at working together, planning and each has found a niche at which they excel.

4. Adventurers get an opportunity to "retire" from the Patrol, and gain/regain control of a Matrix or other dimensional travel technology.

5. Adventurers choose when, where and what circumstances they wish to adventure in, possibly wreaking major havoc on the space-time continuum, having numerous benign and hostile encounters with other TimeLords and time travellers.

6. Adventurers engage in a long-drawn out and possibly fatal adventure with an extremely important outcome, which requires heroism and sacrifice to win.

7. Survivors retire, make plans and their players write out a short future history of what their adventurers plan to do for the next few centuries.

Secondary Game

1. Adventurers start off as Secondary Game adventurers. They adventure on structured missions created by the gamemaster, and learn about the nature of time and space, as well as the internal workings of their own organization.

2. Adventurers stumble across some aspect of Designer technology and/or a Matrix, which may or may not be known to their organization. This fouls up their return home, and they are thrust into a number of adventures with only the equipment they entered the previous assignment with.

3. Adventurers finally get back to their Patrol, and hopefully retain control of their Matrix, possibly independent of their desire to do so.

4. More challenging adventures ensue, some of which require use of this Designer technology to solve, which may prove more and more difficult to explain back at home base.

5. Meanwhile, a slow insidious threat works to destroy their Patrol, whether forces from without or corruption from within. Adventurers must either fight it and win, or flee, possibly pursued by their former comrades, branded as renegades or traitors.

6. Using their Matrix, adventurers stay ahead of pursuit and work either for justice or revenge, and encounter the TimeLord community, some of whom may be helpful, and others of which may have been behind their current problems.

7. Adventurers engage in a dangerous enterprise to regain the usurped control of their own timeline, its history and their loved ones. If successful, they end up in charge of a reborn Patrol, and retire from field work (except for special occasions). If the campaign continues, players make up new adventurers for the new Patrol, which in turn must face new challenges.

Playing the original TimeLords - Some of you may want to try a campaign where adventurers take on the roles of Lucifer's original companions. This isn't that great an idea for a number of reasons.

First, what has happened is *already* the background of the game. The script has been written, you know the ending, it's just a question of how you get there.

Second, and probably more important, the first generation TimeLords were loners, recruited centuries apart, and didn't interact with each other very much. Not a good combination if you have four players, each one effectively having a different adventure. In terms of the overall plot, they did have quite a number of adventures, but they also had the author on their side to see that they survived...

If you *really* want to have a campaign background that includes the original plot and the original TimeLords, the way to do it is have the characters be a cell of Shapers (). These are non-TimeLords who know something of what is going on and why history needs to be steered in a particular direction. This can involve occasional time travel forays under TimeLord guidance, intrigue, and conflicts with later generation TimeLords or Watchers. The campaign really becomes like any other one set in a particular mileu or genre, but with the movers and shakers behind the scenes being TimeLords or those who know of them. All the outside trappings and technology of the campaign are about the same, except characters may have slightly more advanced items or knowledge. For instance, it could be a Musketeer-era campaign, where the characters need to protect the King and travel on unusual errands to distant places. Or a modern espionage campaign, where information gathering can be crucial to humanity's future. Or a Knights of the Round Table campagin, where the seemingly immortal Merlin is a century-hopping TimeLord trying to stablize a particular nation's social system to prepare it for trying times to come.

Such a campaign could also turn into a Secondary Game campaign. When whatever work the TimeLord wanted was done, the Shapers would be on their own. There is nothing to say that they couldn't be recruited by a Time Patrol somewhere down the line, their unique talents and perspectives used to handle other temporal missions.

▼ **CAMPAIGN TOOLS AND TIPS** - There are a few other tips and hints a **TimeLords** gamemaster is going to need to know.

Experience with the Matrix - If a Jump is made as part of an adventure, the adventurer controlling the Matrix gets 1S which must be put towards use of a Matrix. This can be bought as the main skill "Matrix use", a specialization skill or possibly some esoteric aspect of Matrix use. If the adventurers accurately specified at least two of the three parameters (when, where, which), the controller gets +1S, and if the skill roll is actually made, the controller gets *another* +1S. If the controller gets a total of 2S or more, anyone else in the loop also gets 1S. For all adventurers in the Primary Game, the first 5S must go towards overall +0d skill with the Matrix.

The table below can give you a guide as to how long it will take a group of adventurers to reach a given level of proficiency with the Matrix.

Skill desired	Gains per adventure		
	1S	2S	3S
+0d	5 adv.	3 adv.	2 adv.
+1d	10 adv.	5 adv.	4 adv.
+2d	20 adv.	10 adv.	7 adv.
+3d	40 adv.	20 adv.	14 adv.
+4d	80 adv.	40 adv.	27 adv.
+1d specializ.	10 adv.	5 adv.	4 adv.

Cross referencing the S gained towards the Matrix per adventure with the skill level desired gives you the number of adventures it will take to reach that skill level.

EXAMPLE: If the adventurer controlling the Matrix stays the same for the first 5 adventures, and they average 2S per adventure towards the skill, then at the end of this time they will have enough points for a Matrix skill of +1d, and all the other people involved in the loop will have a skill of +0d.

▼ Since for a reasonable chance of success on a well-described, one-leg Jump you need a controller with a skill roll of 4d+0 and 3 others in the loop with skill rolls of 2d+0 or better, you can make fairly reliable estimates on how long your campaign will run before adventurers are able to reliably choose where and when they want to go. When this happens, you need to make allowances and start asking the players in advance where they want to go, roll for their Jump at the end of the adventure, and if successful, work their correct Jump into a plot and adventure. If they fail, then you can figure out where they end up and work an adventure around that.

▼ **RANDOM WORLDS** - Since adventuers in **Time-Lords** can literally leave entire worlds behind on a moment's notice, many adventures (especially early on) will be on "disposable" settings, a world where they arrive, have an adventure or two, and then leave. To help the gamemaster in creating the background for such an outline world, the following tables are provided. This is *not* a solar system or stellar generation table. *Don't* use these tables if you are restricting the campaign to the possibilities of Earth$_{null}$ through Earth$_5$. These are all based on current Earth geography, with already-described historical differences.

For **TimeLords**, if you arrive there, it *is* capable of supporting human life. The tables just give rough details of that world. You can use it to flesh out a planetary description from other games, if desired. Just roll 1d10 on each table. If there are results that affect *other* tables, write them down and apply them to the appropriate roll. If multiple tables modify a third table, the results *are* cumulative.

By the time you get to the end of these tables, you will have a complete world, with enough background and detail for you to find any number of quick adventure possibilities. If you are doing a strictly historical campaign, these may not be as useful, but if you want to generate some really odd alternate historical backgrounds and cultures, these tables will certainly do the trick. However, they only provide the barest outlines, which *you* will need to flesh out for a full adventure.

▼ **Note!** - The features generated by these tables will have both local *and* global effects. For example, if a terrain comes out mountainous, you an assume the adventurers landed in a mountainous area.

Table 1 - This is a basic roll to determine the age of the planet. Young planets are likely to be more active, with lots of vulcanism and mountain building, while older ones will be more stable. Also, if intelligent life has evolved, it is more likely that the older the planet, the older the culture, with correspondingly higher levels of population and technology.

Table 2 - This roll will have an effect on how well the adventuers can get around. For instance, characters of normal Strength will be very strong compared to the average on a low gravity planet, while on a 1.5g world they will be hard pressed to simply walk around. For purposes of atmospheric density, apply the normal **EABA** rules for stamina purposes. This is just a guideline. If you need a low-g, high-pressure environment to support large flying creatures (say dragons, for instance), go ahead and do it, or make the atmospheric pressure another random roll on this table.

Table 3 - The age of the planet has an effect on the dominant terrain type. Note that this is not the *only* type, just the *dominant* type. There will be virtually all types of terrain on any planet, but in different proportions. Take into account gravity effects on culture. For instance, a planet with a thin atmosphere and lots of tall mountains will make many areas difficult to visit (or escape from). The type of dominant terrain will be able to affect climate on both a local and global scale.

Table 4 - In areas with few mountains to block air flow or cause turbulence, hellaciously high winds can build up and be sustained for long periods. In mountainous areas, winds can be high, but usually are not on such a continual basis.

Table 5 - Usually, in flat areas the weather takes longer to build up, while in mountainous areas the constant turbulence can bring about major changes in a very short amount of time.

Table 6 - The percentage of water on a planet will affect all aspects of its development, from evolution to weather to agriculture to technology. For instance, a relatively flat desert planet with high winds might have land-based sailing vessels plying trade routes between oasis cities. Or, a very watery planet might have very little agriculture, but lots of floating cities to alleviate land shortages.

Table 7 - This is a rough approximation of the planet's axial tilt, to give temperature variation between the heat of summer and the cold of winter. The results are for equatorial/temperate/arctic regions. This might also apply to a planet with a slightly irregular orbit, where changes between summer and winter temperatures may make certain zones uninhabitable during part of the year, or as part of a larger orbit/climate cycle.

Table 8 - This is a measure of how close the planet is to its primary, and how warm it gets during the peak of summer. Like most of the other environmental factors, this will have an effect on culture and technology. Certain areas may be inhabited year-round, but only be accessible during certain seasons because of climate (blocked by ice floes, for example). Again, results are for equatorial/temperate/arctic regions.

Table 9 - Planets with less surface water will have less rainfall, and the rains will be on average, father apart. Note that this is an average figure. Obviously, there will be variation over the planet. Areas with slow weather changes are more likely to get more precipitation in one season than another, due to global circulation factors, which can lead in extreme cases to long seasons of dry alternating with long seasons of wet, like monsoons.

Table 10 - This is just a simple scale of technological development for the world. The level listed does not necessarily run on our timescale or method of chronology, but is to give the GM and players a "handle" to base their perceptions on. Only the most civilized areas will be at the higher of multiple levels listed. Less prosperous areas will probably be at the the lower levels, and any lower TL is possible in remote regions.

Table 11 - This is a guide as to how crowded the human population is, on the average. Naturally, there will be areas more or less crowded than this amount (up to 500x in cities). The state figures are based on the 2000 census and lets you visualize how far you could move from a deserted area before running into someone else.

Table 12 - The level of technology available will be a major factor in the scale of government possible. The Romans had the best road transport in the world, and possibly the best army, but they still had limits on how far their influence extended. Again, this will represent the majority of what characters may encounter, with varying numbers of the adjacent types usually making up the rest of the governments. For instance, a continuum with lots of small kingdoms might have a few country-level governments, and a large number of small tribal territories.

Table 13 - Almost any civilization will have the potential to wipe itself out, or set itself back through its own devices. Even low tech cultures can develop transport like sail ships, and through ignorance spread plagues that decimate the population.

Table 14 - If there was a disaster, this is a random roll to determine how long ago this major disaster happened with respect to when the adventuers appear there. This can be a backdrop or reason for many adventures. For instance, if a medieval society had century-old legends that adventuers interpreted as coming from a previous, modern society, and then found that certain secret orders or religious sects had "magic" knowledge or abilities, they might interpret this as enclaves of higher technology. Or, it might really be magic...

Table 15 - With a radiation, biowar or other holocaust, there may be the possibility of lingering birth defects, or other long-term effects on the population. This might range from benign, like odd birthmarks, to debilitating, such as Alzheimer's disease. Or, they could be useful, like improved night vision, "magical" powers, etc. Basically, a certain fraction of the population will be set apart from the rest for reasons other than simple racial, class, caste or religious differences, visibly or secretly, and this might reflect on the adventuers (like if one of the adventuers is one of them).

Table 16 - This is a guide to the type of major government in the most civilized areas. The type of government will affect the general outlook and suspiciousness of the population and power structure. This will naturally vary from country to country, and should be rerolled by the GM if inquiries are about areas other than the one the characters are in.

TimeLords

Table 17 - Areas under iron-fisted rule, or with other oppressive problems (fundamentalism, racism, etc.) will lead to more suspicion and less openness among the people, while areas with wide freedoms and little conflict will generally be much more tolerant (but not always). Individuals can still "fall through the cracks". This table could also refer to things like the crime rate. A repressive government might dampen crime, or cause an increase in it, depending on how desperate the population is.

Table 18 - This is entirely random, and optional. It could reflect an evolutionary change in the species, a cultural preference that leads to infanticide of a given sex, or a temporary drop in the population due to war or unusual plagues. Some medieval areas were so badly stripped of men by wartime casualties that the Church temporarily allowed polygamy to help rebuild the population.

Table 19 - Given the modifiers from the previous table, this can be interpreted two ways. Women in the majority may be able to control society through sheer numbers, or if men dominate society, women are much more expendable. If in the minority, women may rule through control of procreating the species, or they may be so valuable that a male-dominated society constantly fights over them, making them nothing more than property. Very valuable and often influential property, but property nonetheless.

▼ **Note!** - If you find this table to be politically incorrect, tough. It's based on past and current human behavior and history, whether you like the results or not.

Table 20 - The constellations we see now will slowly shift over time. In the distant past, they were different than they are today, and in the distant future will be different as well. This is over a scale of tens of thousands of years, and is useless for dating your position, but it will give clues to whether or not you are in a different continuum, or a temporally displaced alternate, or even on a different planet altogether. Note that adventuers from the Northern Hemisphere will usually not know Southern Hemisphere constellations, and vice versa, so you can usually throw curves in now and then just to confuse them.

Table 21 - This table gives the language for the area the adventurers are at. Obviously, not all languages or language roots can be included on a 1d10 table, so the gamemaster may have to splice other choices onto the list where appropriate, like Latin, Greek, etc. This item can make a big difference to the background. For instance, a medieval society that spoke Arabic might be because the Arabs were able to move further north than Spain before being pushed back by European forces. Or a post-holocaust world that spoke a lot of Russian would lead one to some obvious conclusions. Adventurers may or may not be able to understand the language (at gamemaster option).

Table 22 - Coinage is largely a function of Tech Era. More primitive societies will use precious metals, while more advanced ones will move to abstracts like paper money, and eventually to electronic credit. This is important, because the adventurers may or may not have money usable in that society, or may have difficulty exchanging one form to another.

Table 23 - Just in case you haven't thought of a good adventure idea by this time, roll twice on this table to get some inspiration. The two results should work with each other. For instance, they could interfere with other time travelers at a major historical event, or they might be pursued by enemies through a hostile wilderness.

Elaborations are:

Cultural interaction	The adventurers inadvertently run afoul of a local law or custom (for better or worse), and have to extricate themselves from the ensuing predicament.
Flight/ pursuit	The adventurers have to chase someone, or are/will be chased by someone for some reason.
Used by locals	Some local authority figure is trying to blackmail or coerce adventurers into performing a service for them.
Survival	The adventurers must struggle against adverse environmental conditions or natural hazards.
Exploration	Hidden secrets, scientific discoveries, or time travel related information is waiting to be discovered.
Historical	A major historical event is the backdrop for the adventure.
Insidious threat	Something unusual is threatening the adventurers, like background radiation, plague, or magic. Or, events that are totally out of place begin happening (talking animals, ghosts, etc.).
Mercy mission	The adventurers are prevailed upon to be the "good guys" in defense of a needy individual or group, with little reward except the satisfaction of doing it...
Advanced tech	Somewhere in the adventure are advanced (for that culture) items of technology not available to the general populace.
Other time travelers	Somewhere in the adventure there are other time travelers, castaways or people who can recognize the adventurers for what they are.

Table 24 - This last table is to provide you with a little more in the way of background, ideas or inspiration. If you have trouble coming up with a quick adventure idea, roll once (or even twice) on this table to get an unusual feature of the world the characters have jumped into.

Basic explanations follow:

Restrictions	There are cultural/legal restrictions on things that can be done, specific to a given race, class, caste or sex. For instance, women may have to wear dresses, immigrants might need travel passes, there is racial or religious discrimination, gun control, etc.
Tech Era oddities	The culture is highly advanced or backward in an aspect of the sciences, i.e, a medieval culture that learned how to make batteries and electronic vacuum tube radios, or a modern culture that never developed atomic weapons or still held religious dogma as scientific fact.
Offensive practice	This is a common practice that that "enlightened","modern" adventurers find offensive, like cannibalism, incest, slavery, etc.
Ritualized behavior	The culture may be very formal with required forms of address, bowing to your "betters", long titles or codes of behavior (like samurai), with social or legal penalties for failure to comply.
Violent/ peaceful	The culture may have very little experience with conflict and war, or may have it to an excessive degree, like lethal gladiatorial games, open vigilanteism, mandatory weapon ownership, etc.
Currently at war	The culture/nation/region is currently at war. The proximity of the war will be largely dependent on the Tech Era of transport available, and terrain restrictions.
Flora/ fauna	The planet has some extremely unusual plant or animal life, like mobile plants, fire-breathing reptiles, sea monsters, etc.
Rigid society	The society is highly stratified (castes, feudal, etc), and the adventurers will have trouble dealing with any class they are not perceived as part of (and impersonating a class is likely to be a serious offense).
Intelligent species	There is more than one intelligent species. They might both be native, or it might represent alien visitors or genetic engineering.
Alternate history	The world has an alternate history with alternate versions of some or all of the adventurers. This is a good way to reintroduce adventurers who are killed, while still being able to play "yourself".

Table 1
Geologic activity		Tables 3,10
≤1	Inactive	-3
2	Below average	-2
3	Below average	-1
4	Average	+0
5	Average	+0
6	Average	+0
7	Average	+0
8	Above average	+1
9	Above average	+2
≥10	Very active	+3

Table 2
Gravity		Atmosphere
≤1	1.5g	Very thick
2	1.3g	Thick
3	1.0g	Normal
4	1.0g	Normal
5	1.0g	Normal
6	1.0g	Normal
7	1.0g	Normal
8	1.0g	Normal
9	.9g	Thin
≥10	.7g	Very thin

Table 3
Dominant terrain		Tables 4,5
≤1	Plains	+2
2	Plains, low hills	+1
3	No type dominant	+0
4	No type dominant	+0
5	No type dominant	+0
6	No type dominant	+0
7	No type dominant	+0
8	Mountainous	+0
9	Mountainous	-1
≥10	Very mountainous	-2

Table 4
Average winds	
≤1	0m/sec
2	1m/sec
3	2m/sec
4	3m/sec
5	3m/sec
6	3m/sec
7	4m/sec
8	6m/sec
9	10m/sec
≥10	15m/sec

Table 5
Weather changes	
≤1	20 min.
2	2 hours
3	5 hours
4	10 hours
5	1 day
6	1 day
7	2 days
8	4 days
9	1 week
≥10	2 weeks

Table 6
Ocean percentage		Tables 7,9,11
≤1	<5% of surface	-4
2	10% of surface	-2
3	20% of surface	-1
4	30% of surface	+0
5	40% of surface	+0
6	50% of surface	+0
7	60% of surface	+0
8	70% of surface	+1
9	90% of surface	+2
≥10	>95% of surface	+4

Table 7
Seasonal temperature change	
≤1	V.large (30°C/50°C/70°C)
2	Large (20°C/45°C/60°C)
3	Normal (15°C/40°C/50°C)
4	Normal (15°C/40°C/50°C)
5	Normal (15°C/40°C/50°C)
6	Normal (15°C/40°C/50°C)
7	Normal (15°C/40°C/50°C)
8	Normal (15°C/40°C/50°C)
9	Low(10°C/25°C/30°C)
≥10	V.low (5°C/10°C/15°C)

Table 8
Average summer temperature	
≤1	10°C/5°C/-10°C
2	15°C/10°C/-5°C
3	20°C/15°C/0°C
4	20°C/15°C/0°C
5	25°C/20°C/5°C
6	25°C/20°C/5°C
7	30°C/25°C/10°C
8	30°C/25°C/10°C
9	35°C/30°C/15°C
≥10	40°C/30°C/20°C

Table 9
Avg rainfall per year		Earth equivalent
≤1	≤20cm	North Africa
2	30cm	Southwest US
3	40cm	
4	50cm	S.Australia
5	60cm	
6	70cm	
7	80cm	Midwest US
8	100cm	
9	150cm	Scotland
≥10	≥200cm	Cent. S.America

Table 10
Tech Era		Tables 11,12,22
≤1	Middle Post-Atomic	-3
2	Early Post-Atomic	-2
3	Late Atomic	-1
4	Atomic	+0
5	Industrial	+0
6	Basic	+0
7	Late Primitive	+0
8	Middle Primitive	+1
9	Early Primitive	+2
≥10	Early Primitive	+3

Table 11
Pop. density		Example
≤1	≤1/km²	Alaska
2	2/km²	Wyoming
3	5/km²	Idaho
4	10/km²	Oregon
5	20/km²	Mississippi
6	40/km²	Georgia
7	70/km²	California
8	100/km²	Pennsylvania
9	200/km²	Maryland
≥10	>300/km²	Massachusetts

Table 12
Government	
≤1	Tribal
2	Small kingdoms
3	Small kingdoms
4	Small kingdoms
5	Countries
6	Countries
7	Countries
8	Continental
9	Continental
≥10	World

Table 13
Previous civilization?	
≤1	No, go to Table 15
2	No, go to Table 15
3	No, go to Table 15
4	No, go to Table 15
5	No, go to Table 15
6	No, go to Table 15
7	No, go to Table 15
8	No, go to Table 15
9	Yes, 2 Tech Levels higher
≥10	Yes, 4 Tech Levels higher

Table 14
Years since the fall		Table 15
≤1	<200	+0
2	400	+1
3	600	+2
4	800	+2
5	1000	+3
6	1500	+3
7	2000	+2
8	2500	+2
9	3000	+1
≥10	>5000	+0

Table 15
% of population "mutants"	
≤1	<1 in 1000
2	1 in 1000
3	1 in 1000
4	1 in 1000
5	1 in 1000
6	1 in 1000
7	1 in 1000
8	1 in 1000
9	1 in 200
≥10	≥1 in 100

Table 16
Government		Table 17
≤1	Dictatorship	-3
2	Monarchy	-1
3	Monarchy	+0
4	Oligarchy	-2
5	Republic	+1
6	Republic	+2
7	Confederacy	+0
8	Democracy	+2
9	Democracy	+3
≥10	Mercantile	+1

Table 17
Government policy and outlook	
≤1	Hostile to outsiders
2	Unfriendly to outsiders
3	Suspicious of outsiders
4	Suspicious of outsiders
5	Ambivalent or indifferent
6	Ambivalent or indifferent
7	Benevolent tolerance
8	Benevolent tolerance
9	Friendly
≥10	Very friendly

Table 18
Male/female distr.		Table 19
≤1	10/90	+2
2	20/80	+1
3	40/60	+1
4	50/50	+0
5	50/50	+0
6	50/50	+0
7	50/50	+0
8	60/40	-1
9	80/20	-1
≥10	90/10	-2

Table 19
Status of women	
≤1	No direct authority
2	Little direct authority
3	More or less equals
4	More or less equals
5	More or less equals
6	More or less equals
7	More or less equals
8	More or less equals
9	Mostly in authority
≥10	Totally in authority

Table 20
Constellations	
≤1	Normal
2	Normal
3	Normal
4	Skewed
5	Skewed
6	Skewed
7	Recognizable
8	Recognizable
9	Recognizable
≥10	Different

Table 21
Language root	
≤1	English
2	English
3	Germanic
4	French
5	Spanish
6	Oriental
7	Arabic
8	Slavic
9	Unrelated to any
≥10	GM choice

Table 22
Coinage	
≤1	Barter
2	Copper
3	Iron
4	Gold
5	Gold
6	Silver
7	Silver
8	Paper or abstract
9	Paper or abstract
≥10	Electronic

Table 23
Adventure background	
≤1	Cultural interaction/taboo violation
2	Flight from or pursuit of enemies
3	Characters "used" by local authorities
4	Hostile wilderness/survival
5	Exploration/discovery
6	Major historical event
7	Insidious threat/bizarre happenings
8	Mercy mission/damsel in distress
9	Advanced technological artifacts
≥10	Other time travellers

Table 24
Unusual cultural feature	
≤1	Restrictive dress/behavior codes
2	Unusual TL discrepancy
3	Offensive cultural practice
4	Ritualized behavior
5	Militaristic or pacifistic culture
6	Currently at war
7	Unusual flora or fauna
8	Rigid societal structure
9	Multiple intelligent species
≥10	Alternate versions of characters

▪EABA

OTHER WORLDS - Any other role-playing system you have played in or seen can be a setting for one or more **TimeLords** adventures, whether a space atlas, fantasy world or even an area as small as a city. As long as you can understand how to translate the cultural and technological backdrop, *any* cultural reference work is fertile ground for planning an adventure.

Culture Shock - Both for you and the people you run into. It isn't enough that you're bringing a lifetime of attitudes and behaviors into completely alien cultures, you're probably dressed funny as well. This is mainly the case for the Primary Game. Secondary Game adventurers have the benefit of advance knowledge of where they're going, and the organization behind them to give them the training and wardrobes required to fit in.

Until you get a *lot* of practice, you're not going to fit into most cultures, and you're just going to have to live with frequent wardrobe changes. Take a magazine from ten years ago and look at the hair styles and clothing. Then twenty years ago. Then fifty. *Don't those people look silly?* If you end up there looking like you do now, *you* will be the one getting stared at. Unless you dress like the lowest common denominator, odds are your clothing looks wierd. And your slang is hopelessly out of date (or square, grody, whack, zero or whatever). At least profanity is fairly consistent. The most common terms involving blasphemy, parentage, copulation, bodily functions and combinations thereof go back several centuries. Not only that, they are often understandable in several languages. Some things you *can* change, some you will have to work around. The eyebrow ring will probably go after the first Jump. Those electrical arcs dancing around your forehead will see to that. We won't even mention the discomfort of *other* piercings. The gamemaster is well-justified in tacking on extra Timesickness (page 2.11) for such items.

But what if the cultural norm is short hair and yours is long? Or vice versa? What if some members of the character group are treated as social inferiors? What if it is illegal to wear certain colors of clothing or speak certain languages? Or a crime to address someone in a manner not befitting their social station? All of the above actually have historical precedent, and that's just on $Earth_0$. Each of the other timelines will develop its own global and localized cultures. You'll have to be quick on your feet and able to spot subtle cultural cues to keep out of trouble.

These cultural differences can by themselves be the focus of an adventure, though it is not something you should do *too* often, just when it is severe enough or the adventurers mess up badly enough. It *is* something that the gamemaster should use on a regular basis to give each place and time its own particular feel. As mentioned in the **EABA** rulebook, fake accents, gestures and affectations by the gamemaster can help convey more about a place and time than maps or plain words ever could. Through experience, we've found a number of ways to minimize cultural clashes for the accidental time tourist.

1. **Be rich**. People with money can buy the latest style. And if you've got money, strange attitudes are "eccentric", not "mental illness". If you have to spend extended time on a timeline, it's usually better to be rich than poor. Most experienced TimeLords have vast currency reserves, especially in timeline segments they frequent a lot. *"I hear they actually bathe twice a week. Barbaric, but you know how odd the rich get sometimes..."*

2. **Be poor**. If you are living on the fringes of society, society takes less notice of you. You could walk around in many centuries and timelines in a tunic, drawstring slacks and sandals. It would just be assumed you were: homeless, hippie, peasant, beggar, or new age, depending on the time and the place. *"Hey! You can't sleep here. Go find an alley somewhere..."*

3. **Hide**. If the situation is bad enough, just hole up somewhere until you can leave. Not a lot of interesting adventure there, but there's always the chance you'll get spotted, and then the fun begins. *"I swear officer, every last one of 'em was wearing the forbidden blue. They must be rebels..."*

4. **Consolidate**. If you all share the same cultural problem, you can be or pretend to be part of a group, profession or belief, you may just be thought of as odd, but not criminally so. Just keep the pretense up as long as you need to. *"Yes, is traditional garb of our native Lithoslavia. We are, how you say? Political refugees. Grateful your people give us asylum, but no jobs here. For a meal, I tell you stories of our struggle for freedom."*

5. **Intimidate**. In force-based cultures, you can be who you want and act how you like if you've got the force to back it up. No one is going to call you out unless they think they can take you on. *"Yeah, I got orange hair. What of it?"*

HISTORY AS *WE* KNOW IT - It is pretty pointless to try for a detailed treatment of Earth's history/histories in this book. People make lifetime careers out of small segments of history, and we could never provide enough detail to provide an acceptable treatment of *any* era.

However, since **TimeLords** is partially about changing history, we *can* make generalizations about what might happen if certain key events were modified, ideas that might make interesting adventures, even if they are badly mutilated from a historical perspective.

To give you a guide on some actual historical (i.e. Earth$_0$) events you might want adventurers to drop in on, the next several pages list some high and low points in culture and history. This extends only to the present (more would be telling), but you can make up your own future, or insert hypothetical events from your favorite work of fiction. Events that separate the alternate Earth histories from the one we know will follow.

TimeLords

Date	Events
570 million BCE	Precambrian era. Air not thick enough to breathe yet, major life form is algae. Changes - If adventurers somehow disrupt the region where lower lifeforms begin evolving into higher ones, who knows what might happen?
480 million BCE	Ordovician era. No land plants or animals, but lots of ocean life, some fairly large. No ozone layer, unprotected skin will burn in 5 minutes. Changes - Same as previous.
390 million BCE	Devonian era. No land vertebrates, many land plants and insects (10cm roaches, 100cm dragonflies). Changes - Same as previous.
320 million BCE	Pennsylvanian era. First reptiles, some large enough to eat time travelers. Changes - Same as previous.
190 million BCE	Jurassic era. First mammals, lots of huge reptiles for next 100,000,000 years (brontosaurus, T.Rex, etc.). Good area for hunting, if properly prepared (but we hear the meat is kind of gamy...) Changes - Same as previous.
65 million BCE	Tertiary era. Dinosaurs die out due to global catastrophe. Cause postulated as multiple or single large meteor strike. Changes - Same as previous. All prehistoric eras leave open the distinct possibility of leftover garbage and equipment being fossilized, discovered and causing interesting side effects (secret government searches for time travellers?). Mitigation of the extinction might lead to dinosaurs surviving long enough to coexist with mankind.
2 million BCE	Quaternary era. Evolution of hominids. Changes - Hominids are barely sentient at this time, if at all. Adventurer interaction with them is likely to cause no changes unless a genetically important individual is affected.
40,000BCE	Last great ice age. One third of globe covered with ice, as far south as Missouri and Germany. Humans develop belief of life after death, with food and weapons buried with the dead. Changes - Language and abstract concepts exist, giving the possibility for adventurer interaction being recorded in the form of oral tradition, cave or cliff paintings, etc. Adventurers may also influence culture to the extent that a group may rise to prominence or fade away at different times, with unknown long-term effects.
30,000BCE	First trade routes, first fired ceramics (figurines). Changes - Much the same as previous.
20,000BCE	Bow invented in N.Africa or Spain. Changes - The serendipitous discovery of a new technology could easily have been influenced by TimeLords.

8,000BCE   Agricultural communities appear.
            Changes - The change from hunter-gatherer to farmer was a major change, with cascading effects, most notably the ability to create time for specialized professions by some segment of the population (metalworking, art, philosophy, medicine, etc.). Note also that this is the earliest date that a Lucifer-authorized Matrix can go to.

6,000BCE   First beer made.
            Changes - Surely someone was bound to discover it sometime, regardless of any intervention one way or the other.

4,500BCE   Copper and bronze tools appear.
            Changes - Anything that made easier or more effective the production of metal tools, weapons and armor would provide a temporary but unimaginable advantage to the culture that had it.

4,000BCE   Disastrous floods in Mesopotamia, possibly the origin of Biblical deluge legend.
            Changes - Since so many cultures have this legend, it seems that there were a fair number of survivors. Any group that heeded an advance warning would have a great advantage in rebuilding, both in numbers and resources.

3,600BCE   First taxes.
            Changes - People are greedy. People in power with an ability to keep records will naturally generate the concept. The most time travellers could do is mitigate the concept (e.g. maximum is a tithe, etc.).

3,500BCE   Invention of wheel, writing.
            Changes - How useful the wheel is depends on the terrain. The Mayans did quite well without it, for instance. Writing on the other hand opens up a great many doors, and how difficult it is to learn may affect cultural development.

3,200BCE   Beginning of Egyptian dynasties.
            Changes - Modifying the idea of the god-king and the Egyptian concept of the spiritual world might have collateral effects on neighboring cultures.

3,000BCE   Beginning of Minoan culture.
            Changes - Since they get pretty much wiped out a few thousand years later, changes would have to be severe to have lasting effect.

2,700BCE   First pyramids built (Egypt).
            Changes - Convincing the Egyptians to keep better records of how they were built might save future generations from crackpots and documentary films.

2,600BCE   First recorded use of metal coinage (Sumeria).
            Changes - A move towards abstract wealth as a means of exchange of goods and services will have a collateral effect on trade.

2,000BCE   Beginning of Assyrian empire.
            Changes - In their heyday, they were aggressive and vindictive (they rerouted the Euphrates to cover the site of Babylon after they sacked and razed it). Any major influence on Assyrian culture would have collateral effects on all cultures in the region.

1,800BCE   Stonehenge built.
            Changes - See notes on the Pyramids.

1,600BCE   Refined mercury used in Egypt.
            Changes - Among other things, it means that they could have made mercury fulminate (a high explosive formerly used in the impact primers of modern weapons) without too much trouble. The nature of liquid mercury makes it fascinating and dangerous to any culture that doesn't realize its long-term toxicity.

1,470BCE   Minoan culture decimated by volcanic eruption. First manmade glass (Egypt).
            Changes - If the center of Minoan culture had been moved to the mainland as a result of tampering, the culture might have survived a few more centuries than it did.

1,250BCE   Olmec culture in Central America begins, later becomes Mayan empire.
            Changes - The Olmecs and Mayans were technologically stagnant. Overcoming the social inertia to change this would be difficult, making them likely eventually to fall before any foe with tactical flexibility and a technological edge.

1,200BCE Beginnings of Greek culture.
Changes - For all its reknown as the birthplace of democracy and other concepts, the Greeks were still imperialistic slaveowners. If they weren't, they wouldn't have had the free time to develop the concepts that they are most remembered for. Interference with the underpinnings of Greek culture would have great repercussions.

1,193BCE Troy sacked during Trojan War.
Changes - The forces arrayed against Troy might have made major changes if deployed elsewhere.

960BCE Solomon is king of Israel.
Changes - Anytime a person is important enough that their name is remembered 3,000 years later, you know that any direct change is going to have *some* kind of effect.

800BCE First Olympic games.
Changes - Historical footnote, a source of adjectives and local heros. Actual historical importance minimal.

689BCE Babylon sacked by Assyrians.
Changes - Constantly shifting alliances, familial squabbles and long lines of communications made *taking* territory easier than *keeping* it for any length of time. Changes to any one of these might have given an edge to one side or the other.

671BCE Assyria conquers Egypt.
Changes - The Assyrian empire became too large to manage, and began to crumble from enemies without and conflicts within. Major changes might delay or hasten its downfall, but probably not stop it.

612BCE Assyrian capital, Nineveh, falls to Scythians and Babylonians, end of Assyrian empire.
Changes - A fragment of the Assyrian empire held out for quite some time, but the Assyrians permanently lost their pre-eminent spot on top of the heap.

551BCE Confucius born, dies 479BC.
Changes - Confucius was one of many philosophers during this period of Chinese history. Many were political advisers as well, and their ideas carried considerable weight with the semi-independent feudal lords of territories under Chou rule.

550BCE Founding of Persian empire.
Changes - For the next 200 years the Greeks and Persians ran this part of the world, alternately allying and backstabbing each other. One without the other would have allowed much greater expansion.

509BCE Founding of Roman Republic.
Changes - Founded by a revolt against their Etruscan overlords, the Roman Empire might never have been, had the Etruscans crushed the revolt.

500BCE First distilled liquor (Pakistan).
Changes - How has distilled liquor changed *your* life?

480BCE Xerxes attack on Greece fails.
Changes - This particular campaign between the Persians and Greeks was lost mainly due to tactical errors, something which trusted advisors with advance knowledge might be able to change.

431BCE Peloponnesian War begins, lasts 28 years.
Changes - Athens could have avoided defeat, as the Spartans offered to call it a draw after Sphacteria.

405BCE Athenian navy destroyed by Sparta, end of Peloponnesian War.
Changes - Early on, Athens had naval superiority, and Sparta land superiority, but Athens lost their fleets and their advantage after an ill-considered attack on Sicily in 414BC.

400BCE Spartans use sulfur and pitch in warfare.
Changes - Better delivery systems for incendiary payloads would have made a big change in naval warfare.

399BCE Socrates drinks hemlock and dies.
Changes - Unknown. He passed up an opportunity to escape, however.

384BCE Aristotle born, science suffers for centuries.
Changes - Convincing him to actually observe scientific phenomenon instead of just thinking about them might advance future technology by centuries.

377BCE	Rome rebuilt, with defensive walls. Changes - After being sacked by the Gauls in 390BC, the empire was on shaky ground for a while, but came back stronger than before. The turmoil would have been ripe for major political changes.
332BCE	Alexander the Great enters Egypt. Changes - Alexander conquered a lot of known world before he died at age 33. If he had lived another 30 years and started a dynasty, history might be a lot different, as it might also be had he never been born.
264BCE	First record of public gladiatorial games (Rome). Changes - Gladiatorial contests are an ancient funerary observance in many cultures. In Rome, they evolved into public entertainment. Without the games (e.g. the phrase "bread and circuses"), the Roman citizens on the dole would have been even more unruly. Public gladiatorial games were banned by Constantine roughly 600 years after they first began.
160BCE	Hipparchus born. Changes - Hipparchus is said to be the inventor of trigonometry, and made a number of astronomical discoveries. Any science based on mathematics would be affected by his discoveries.
147BCE	Carthage massacred (10% live) by Roman army. Changes - Who knows what some of those people or their descendants might have accomplished? Note that several nearby towns that switched over to the Roman side were spared, and became part of the Empire.
44BCE	Caesar assassinated. Changes - Probably not many. They went through a lot of Caesars.
30CE	Christ crucified. Changes - Varies. Not in the act itself, but those actions leading to the flourishing of Christianity, which might occur regardless of Christ's fate.
61CE	British tribes, led by Boadicea, sack London, are later crushed by Roman forces. Changes - Without a basic overhaul of Celtic culture, they would be incapable of withstanding superior Roman tactics and organization.
64CE	Rome burns. Changes - Like most great fires, it would have happened eventually, and could only be hastened or delayed.
72CE	Masada falls after lengthy siege. Changes - The length of the siege means a number of factors could have prevented its success. Survival of the besieged may have had eventual effects on the Diaspora. The concentration of forces also made it easier for the Roman commander of the expedition to make a bid for power shortly thereafter.
100CE	Paper invented (China). Changes - Paper was much less expensive than other equivalent writing surfaces, making written records more accessible.
120CE	Hadrian's Wall built (England). Changes - The rougher terrain in northern England gave the tribes there an advantage the southern ones did not have. The wall tended to keep them more bottled up, and loss of territory might have been influential in later English/Scots fracases.
164CE	Plague begins in Rome, lasts until 180CE. Changes - Local decreases in population both increased the need for labor (slaves), and decreased the available pool for soldiers. If it had not been as severe, a change in either result could have affected the decline of the Roman Empire.
271CE	First magnetic compass (China). Changes - In general, the Middle Kingdom could have ruled the world if they had wanted to, but they squandered their opportunity, despite having many inventions centuries ahead of the West.
433CE	Attila becomes leader of the Huns. Changes - Attila died in 453CE, and may have sacked more of Europe had he survived into old age.

455CE	Vandals sack Rome. Changes - The barbarians were literally at the gates, and if the Vandals hadn't done it, someone else would have.
537CE	King Arthur dies, possibly legendary. Changes - Stronger in legend than in life, his historical influence is probably overstated.
547CE	Black Death hits Europe, population of Europe halved over next 50 years due to plague. Changes - It was the Dark Ages, there wasn't enough organization to be affected. Everyone suffered equally.
570CE	Mohammed born, dies 632CE. Changes - The world would be a markedly different place without Islam, or also if any of its basic tenets had been altered (i.e. what if it had given women more equal status?)
641CE	Great library at Alexandria destroyed by fire. It was either that or the overdue book fines would have bankrupted me... Changes - Preserving it might alter knowledge of history, but not history itself.
732CE	Charles Martel defeats Arabs at Tours (France), furthest advance of Arab armies. Changes - This was a major defeat, and possibly halted the Arab advance into Europe. If the advance had not been stopped, European culture might have become Arab culture.
740CE	Vikings invade the British Isles (Lindesfarne). Changes - Without basic changes in Viking culture, they would be sure to invade and expand. If thwarted in Europe, pressure to move to the west and North America might have been greater.
845CE	First paper money (China). Changes - Another way to represent wealth, based on a worthless item that represents one which people assign value to. A development based on the easy availability of paper.

1000CE	Vikings discover America, Chinese invent gunpowder. Changes - If the Vikings had a self-sustaining colony, American history would have been a lot different, and if the Chinese had developed gunpowder weapons (and used them to expand), Asian history might have been a lot different.
1066CE	Battle of Hastings, Halley's Comet appears. Changes - The Saxon legal system, language and political structure was different than the Normans. English culture and language would be substantially different had the Norman invasion failed.
1095CE	The First Crusade. Changes - The Crusades were probably a bad idea for a number of reasons, although the First Crusade was a rousing success and later ones had their high points as well. If the Crusaders had been defeated early on and the idea abandoned, the manpower available on both home fronts could have generated a number of local conflicts.
1204CE	Constantinople falls to Fourth Crusade. Changes - As a center of culture and trade, Constantinople would have played a major part in world history had it survived.
1227CE	Genghis Khan dies. Changes - As with the other great conquerors who died with unfinished work, things might have been different if he had a few more years, or a less contentious succession.
1346CE	First recorded use of gunpowder in Europe, at the Battle of Crécy. Changes - While its use here was negligible, the development and improvement of gunpowder weapons marks a turning point in history. If none of the early attempts to use it were successful, it might have lain dormant for centuries.

1347CE   Black Death reaches Europe, population of Europe drops by a third over next four years.
Changes - The shortage of labor gave peasants new bargaining power as to where, when and who they would work for, and cut down on the authority of the nobility, who now had to make concessions to get the labor they needed to generate revenue.

1412CE   Joan of Arc born, burned at stake 1431CE.
Changes - Any woman able to lead an army in the 1400's and dangerous enough to be worth executing at age 19 would have had an effect if she survived.

1452CE   Leonardo da Vinci born, dies 1519CE.
Changes - Prolific in a number of fields and extremely intelligent, perhaps he is more important in the later individuals who he inspired.

1455CE   First printing press, Wars of the Roses.
Changes - The printing press is an example of a Chinese invention "discovered" centuries later by Europeans, who used it to much greater advantage.

1465CE   Edward IV passes edict forbidding bowling.
Changes - Where might we be if it had been more strictly enforced?

1492CE   Columbus "discovers" the New World.
Changes - Central and South American history might have been a lot different if the English or Dutch had been the first to land there.

1503CE   Nostradamus born, dies 1566CE.
Changes - It might be interesting to know where he got his information from...

1532CE   Pizarro invades Inca nation in Peru.
Changes - A little luck and a little superstition went a long way for Pizarro, who is lucky his expedition did not get wiped out. While technologically inferior to European forces, the Incas had a vast numerical advantage, had they chose to use it.

1568CE   First bottled beer (England).
Changes - See 500BC.

1588CE   Spanish Armada defeated.
Changes - It this event did not mark the start of Spain's decline as a world power, it was at least extremely symbolic. Many factors over a long period of time contributed to the defeat of the Armada, so no quick tampering is likely to make major changes.

1629CE   Massachusetts Colony founded.
Changes - Most of the colonization or North America was based on religious intolerance and bigotry, and had the local Indians known what was coming (or been vaccinated against smallpox), it would have taken a lot longer for settlers to get a foothold.

1684CE   Last execution for witchcraft in England.
Changes - The last *official* execution. Time travelers be wary.

1696CE   First steam engine (England).
Changes - Steam is what powered the Industrial Revolution. Advances in this field would be of great benefit to the nation that had them.

1765CE   Stamp Act passed to tax American colonies.
Changes - Convincing the British that the Colonies were more useful if nurtured rather than exploited might have given the British Empire a substantially larger chunk of real estate.

1775CE   American Revolution begins.
Changes - Principles the United States government is based on were born out of lofty goals, but also rhetoric, compromise and expediency. Influencing the initial debates might make a difference. Obviously, so would a British victory.

1783CE   Hot air balloon invented (or re-invented)
Changes - Any form of air travel, whether lighter than air or heavier than air, will eventually bring about major changes, if only in the way warfare is handled (observation balloons, etc.).

1788CE   French Revolution begins.
Changes - Convincing aristocracies to make major changes is very difficult, and public unrest caused by uncontrollable factors (i.e. the weather) is just one of many fuses for a revolutionary time bomb.

1799CE	Napoleon rises to power. Changes - If the French Revolution had been delayed, or Napoleon had won at Waterloo, his career and thus European history might be different.
1839CE	Opium War, China vs. Britain. Changes - A particularly vile but inventive way for the British to get what they wanted. Affecting tactics and/or strategy of either side would be a mammoth undertaking because of total disregard for lives lost.
1859CE	First practical storage battery (France). Changes - Electricity on demand opens up the possibilities for a number of sciences and practical applications, and the discovery was rapidly exploited.
1861CE	American Civil War begins. Changes - One can imagine a United States without a Civil War, where compromises were made regarding slavery, civil rights and westward expansion, or conversely, where Britain provided active assistance to the Confederacy and allowed it to win a victory or a stalemate resulting in two separate countries.
1866CE	Dynamite invented. Changes - A stable high-explosive is another military tool that would be quickly exploited.
1886CE	First commercial aluminum production. Changes - Aluminum was a precious metal until this time. Its refining requires vast amounts of electricity, so influences on energy production will affect its use.
1895CE	Marconi invents radio (disputed). Changes - Invention of wireless communication occurred at about the same time elsewhere, and its development would be difficult to stop.
1908CE	Tunguska meteor explosion, 12 megaton blast. Changes - If the course of the meteor had been shifted slightly so that it hit a major world capital, it would cause utter chaos. It might also spur development of rocketry and the astronomical sciences.

1912CE	Passenger liner *Titanic* sinks on maiden voyage, over 1,500 perish, including a number of the movers and shakers of the period. Changes - Any of numerous small changes could have averted the tragedy, with unknown results.
1914CE	World War I begins. Changes - Tensions were already high at this point in time, and other triggers might have set it off. Minor changes in mutual defense treaties might have allowed the Great Powers an acceptable way out of the situation, or delayed it, allowing more terrible weapons of war to be developed.
1919CE	Prohibition begins, lasts until 1931. Changes - Prohibition paid for the development of organized crime in the United States. Without it, certain federal laws and agencies might not exist.
1939CE	World War II begins. Changes - The seeds for WWII were planted in the ashes of WWI. Actions shaping major players could be altered earlier, with significant effect.
1941CE	Japanese attack on Pearl Harbor, US interns Orientals in concentration camps until 1946. Changes - US Intelligence was aware of the impending attack, but word did not get to Hawaiian forces in time. A substantial Japanese defeat might have allowed the US to remain isolationist, thus affecting both the European and Pacific theaters.
1945CE	First atomic bomb, bringing an end to World War II. Changes - If Hiroshima and Nagasaki had not forced a Japanese surrender, the US had no more bombs to use, and would have been forced to engage in an extremely bloody invasion of Japan and/or piecemeal nuking as new bombs were built. The defeat of Japan also allowed the USSR to take over a lot of Asian territory before the final lines were drawn.

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1956CE	Hungarian Revolution crushed while Western countries do nothing. Changes - Overt Western assistance might have prompted WWIII. On the other hand, if other satellite nations had rebelled, the USSR and Warsaw Pact might have had a bloody civil war in NATO's backyard, with many ultimate consequences.
1969CE	First manned exploration of the Moon. Changes - If the USSR had been more successful in its lunar program, it might have continued the "space race", with subsequent lunar colonies, space stations, orbital weapons, etc.
1975CE	Vietnam War ends after more or less 21 years of conflict involving the forces of Vietnam, France, China, Russia and the United States. Changes - The conflict left deep scars of many types. Millions died during the war, and millions more from later repercussions. Who might those people have become had they lived?
1986CE	Chernobyl meltdown. Space Shuttle *Challenger* explodes, killing all on board. Changes - Russian nuclear accidents are likely to happen. Effects on future generations are unknown. *Challenger* explosion definitely delays US space exploration by several years.
1987CE	**TimeLords** first published. Changes - You wouldn't be reading this if it hadn't.
1989CE	Pro-democracy protesters massacred in Beijeng. Changes - While it captured world attention, they never had the numbers or support to give leverage to their demands. Prolonging the bloodshed might cause Western nations to impose sanctions and China to become even more hard-line in its stance.
1990CE	Elvis is still dead. Changes - Why bother?
2001CE	World Trade Center bombings. Changes - Unknown.
2003CE	**EABA TimeLords** published. Changes - Don't you dare...

Summary - In general, no matter where or when you go, you will always find war, famine, pestilence, death, intolerance, taxes and bureaucracy. You can also find peace, harmony, understanding and compassion, but you have to look a lot harder. Perhaps the best philosophy for time travelers to remember is that no matter where you look in history, mankind has been barbaric. Five thousand years ago, we were barbarians. Two thousand years ago, we were barbarians. Forty years ago, barbarians. So, the next time you get ready to look down on some "barbarians", think what people will be calling *you*, a hundred years from now.

The gamemaster and the historian - You will almost always run into the problem that a player will somehow know more about a given period of history than *you* do. This can be embarrassing and cause players to not enjoy the game as much. There are a number of solutions to the problem.

Let the players know ahead of time that there are many alternate histories, and events might not perfectly match. Let them know that "recorded" history does not necessarily match "real" history. Find out what historical periods the players are personally familiar with, and either avoid those eras (coward!), or check out a reference book from the library so as not to make a fool of yourself. Remember that an alternate history may be slightly different. Don't use this difference just to abuse someone who is knowledgeable about a particular place or time, but make sure that the player is aware that what they know will not be 100% correct.

Time Patrols and their burdens - Think of shaping history as guiding thousands of rats through a maze. You are going to lose some other rats to dead ends, but if you work hard, you can get most of them to follow a path that reaches the goal you have in mind. There are times that you will have to give up on some of the rats so that you can guide more promising ones, or remove from the picture ones that tend to disrupt the progress of the others. Now substitute entire separate human histories for "rats", and you can see the moral baggage that some of these organizations have to carry around with them. Zhanken referred to it as "herding sheep with a bulldozer" and also that "some of the stupid buggers *deserve* to be run over".

Time is more or less infinite in all directions, and many of the paths that can be taken through time lead to the extinction of the human species. The goal of most temporal guardians is to guide as much of humanity as possible onto the paths that lead farthest into the future, while the goal of most temporal malcontents is to achieve personal ambitions in their own present, regardless of the long-term consequences.

TimeLords

| Earth$_0$ | Earth$_5$ | Earth$_4$ | Earth$_3$ | Earth$_2$ | Earth$_1$ | Earth$_{null}$ |

2300CE

Machine Invasion — LA (Earth$_5$), A (Earth$_4$), LA (Earth$_3$), LI (Earth$_2$), EI (Earth$_1$), P (Earth$_{null}$)

PA

2200CE

Red Death (2167CE) — A
EPA

Free-for-All War (2091CE)

2100CE

Creation of Pax Humana (2081CE)

Zhanken recruited as TimeLord (2078CE) — A

American Civil War (2031CE) — A

2000CE

LA — A

EI — LB

1980CE

A

EB

1960CE

A — EA

Canadian Secession War (1952CE)

1940CE

World War II (1939CE)
EA
World War I (1914CE) — LI
LI

1900CE

LB

LP

1800CE

EI
End of Forty Years' War (1797CE)

American Revolutionary War (1775CE)

1700CE

LB

Dutch discover New World (1656CE)

1600CE

1400CE

EB
Black Death ravages Europe (1567CE)

Outbreak of Black Death in Europe delayed (1336CE)

Azazelo recruited as a TimeLord (1096CE)

800CE

Uma recruited as a TimeLord (433CE)

Timeline abandoned by Lucifer (699CE)

0CE

LP

EP

300BCE

Alexander the Great dies in Babylon (323BCE)
Socrates creates the Watchers (399BCE)

600BCE

Eras:

EP	Early Primitive	EA	Early Atomic
P	Primitive	A	Atomic
LP	Late Primitive	LA	Late Atomic
EB	Early Basic	EPA	Early Post-Atomic
B	Basic	PA	Post-Atomic
LB	Late Basic		
EI	Early Industrial		
LI	Late Industrial		

P

1000BCE

Lucifer introduces iron-working (1631BCE)

8000BCE

Lucifer arrives on Earth after escaping Designer colony (9827BCE)
EP

Prehistory

▼ **HISTORY AS IT *MIGHT* BE** - All those events previously listed have already happened. However, that is not all there is to history. The meddling of Lucifer and the original TimeLords created several major branches of history. All but the most useful (Earth$_0$) were eventually abandoned and allowed to progress on their own until they were destroyed by the Machine Invasion. The following pages detail key differences and events on these timelines as a guide for what you are likely to run into. Filling in the blanks is up to you...

The diagram on the next page shows the rough chronology and relationships between these timelines. The diagram has a lot more information than you see at first glance.

The year scale on the left is in terms you are familiar with. Other timelines may have different chronological scales. In particular, anything that branches before 0CE will almost certainly not use the CE (Christian Era) time scale. Each timeline also has a marker for the approximate point at which it reaches a Tech Level, for purposes of what types of goods and equipment are available. The thickness of the lines represents the potential of a particular timeline. The thinnest of the lines do not have the potential for further branching until their internal reality (for lack of a better term) becomes more developed or stable.

At the end of this timeline, Earth$_0$ was the only history capable of defeating the Machine Invasion, and the temporal pruning required to create it left it incapable of branching until 2680CE.

Certain timeline areas are "off limits". It's not a matter of permission, but of *synchronization*. Time-Lords have already been active on certain timelines during certain periods, and only Matrices synched with them can go there. Since this will undoubtedly be in an adventurer's distant past... You can Jump to *before* or after these times, but if you Jump before and hang around long enough, you will get diverted onto a smaller side branch of that timeline, or get bumped to another probability altogether. For group integrity purposes, assume anyone in such a group will get bumped identically, whether or not they are near the Matrix that brought them there (in "reality", they'd get left behind...). The gamemaster should decide early on which patches of which history are not going to be accessible to the adventurers. Note that if you want to get surreal, you can say that adventurers cannot go somewhere *now* that they *will* go to *later*.

The unnamed sidebranches off a major time-line are for gamemaster reference, to make up a sub-history as needed. They would be defined as Earth$_{x.y}$, like Earth$_{2.3}$ would be a side branch off Earth$_2$. There are many more than this simplistic diagram shows. An accurate picture would be a four-dimensional sphere, with axes x,y,z, and t (time). A point on that sphere would be a point in space at a particular time, and the direction of the t vector would have something to do with which timeline you were on. If you could actually view it, it would look like thick energy currents (the main timelines) radiating from a central point, with the intervening spaces filled with the finer and finer filaments of lesser probabilities.

Earth$_{null}$ - Human development stagnates, with a *profound* lack of scientific development. Cultures either develop into Primitive Era city-states and empires, or revert back to tool-using tribal animals. At least one branch of this history is a combination of the two, a city-building culture of semi-intelligent primates showing similarities to ant, bee or termite soceities. These are the futures Earth would have taken had there been no outside interference by Lucifer or other TimeLords. Disease and natural disaster balanced human population growth to the point where there was never enough pressure to force technological growth. Cultures are almost exclusively polytheistic and male-dominated. All of these varying histories merge and intertwine in a single thick and confusing mess. Lucifer visitied this timeline numerous times, especially near its very end, and his dozens if not hundreds of efforts to change the final outcome mean that this history is somewhere between a single timeline and hundreds of different timelines flying in close formation. Since Earth$_{null}$ has so little to recommend it, there are plenty of places on it that have never been visited by TimeLords.

Events of note
None, save the discovery of iron-working near the very end.

Notable visitors - Cyrus Martin, 24th century billionaire. Stranded there by Lucifer shortly before 2389CE because he tried to instigate a coup against Lucifer's plan at the Nova Terra colony.

Earth$_0$ - This is the root culture to which Lucifer returned in approximately 9000BCE after the destruction of the Designers, and from which he saw the futility of Earth$_{null}$. The major branching point that separates Earthnull from Earth$_0$ is at approximately 1200BCE with Lucifer's introduction of iron-working. Earth$_0$ *always* refers to the timeline which Lucifer saw as the most promising for humanity's survival, and includes the timeline in which you are reading this book. Ergo, history as it is written for you is Earth$_0$. It is a long and tortuous path, with many pitfalls and branches to dead-end histories, but it is in a sense the best of all possible worlds.

Events of note

399BCE - Socrates, a Shaper, creates the Watchers, a group that does not work for Lucifer, but secretly monitors the actions of the Shapers, and the comings and goings of Lucifer.

433CE - Lucifer recruits Rachel, daughter of a Mediterranean weaver, to be a TimeLord. She is the first successful recruit, and takes the name Uma. The two previous candidates did not survive the training process.

2081CE - A combination of economic and political forces results in the creation of the Pax Humana, a global government of moderate effectiveness. This is *not* a TimeLord-engeineered government. Serving greatly dissimilar cultural interests, it maintains peace, but also stagnates progress. TimeLord intervention is unable to break through the bureacratic deadlock. The branch of history where the Pax is not created devolves into chaos and war (Earth$_5$), leaving Lucifer little choice but to use the Pax timeline as Earth$_0$.

2167CE - With the creation of the Pax Humana, Earth$_0$ has reached the minimum size for a stable timeline, with further sub-branching impossible until sometime further down the line. An Ebola-like virus appears in this timeline's future, of unknown provenance, and there is no way to fork history to create a timeline that will avoid it. Lucifer and the other TimeLords hastily assemble a plan to evacuate key scientists and their families from Earth to the tiny Pathfinder Base on Mars. TimeLords invade the base and shut down its communications in preparation, but the crew manages to get word back to Earth nonetheless. With the assistance of billionaire Cyrus Martin, the TimeLords acquire the resources necessary to expand the base to support several hundred people, and generate dozens of Portals to move the equipment. By force and subterfuge the unwitting colonists are Jumped to Mars just as the Pax Humana government tries to take action against the blatantly open manipulations of the TimeLords.

The evacuation is successful nonetheless, but 99% of Earth's population dies in the following plague and Zhanken loses his closest companion. The survivors on Mars use every orbital and scavenged resource at their disposal to generate a massive industrial base, and begin to analyze and decipher the Designer artifacts Lucifer has been collecting over the centuries. Mars is occupied almost constantly by TimeLords, but Earth is off-limits because of the small possibility of bringing in a disease that none of the refugees have immunity to. Visits to the ruined Earth during this period by second and third generation TimeLords are suspected but not confirmed.

From this desperate beginning The Fleet is constructed, and for the next century virtually all industry and power available is used to construct the small but massively powerful two-man ships and the tons of antimatter needed to fuel them.

2278CE - The Fleet is used in the pyrrhic attack on the Destroyer. Badly overmatched, two of the six ships are destroyed and the remainder survive only by a stroke of luck. What was seen as quick search-and-destroy mission is instead a major setback. The remaining ships are refitted, and lesser substitutes for the lost ships are hastily constructed in preparation for the coming attack of the machine fleet.

2320CE - The pre-emptive defense of Earth takes place near Saturn, a larger fleet of machine intelligence sublight ships met by a smaller but more advanced fleet of human vessels. Human losses are heavy, but the invaders are wiped out. Decades are spent rooting the invasion's self-replicating support ships from the outer solar system. It is another century before attention can fully be turned towards getting Earth back on its feet. Various dates are listed for the machine invasion on different timelines because of different encounter dates.

2434CE - The final assault on the Destroyer's fortress is launched from Mars in 2434CE. Strider is a casualty, kept alive only by advanced technology, meaning he can never Jump through time again. He retires on Mars with Uma, where they have two children and a few centuries to grow old together.

2435CE - In a long-planned attack, Zhanken assassinates Lucifer and destroys Far-walker, and escapes to place and time unknown. Azazelo swears vengeance and follows, tracking Zhanken through time by unknown means.

■EABA

Earth$_1$ - This timeline branches from Earth$_0$ at approximately 323BCE. The major change precipitating this was Alexander the Great. Lucifer interferes and Alexander does not die in Babylon, but returns home after creating the largest empire the world had ever known. Lucifer hoped that a large, efficiently run empire would be able to sustain intellectual growth and technical advances, but despite direct intervention as a wandering demi-god, the empire was too fragile to support rapid change, change which was resisted in the name of stability. The Alexandrian Empire lasted for three generations before a bloody civil war ripped it apart. Balkanization of the empire and wars of conquest and reconquest continued for centuries. Lucifer's creation of a secret religion dedicated to knowledge and reconstruction was only marginally helpful, but they maintained records of his coming and goings for a thousand years before Lucifer finally gave up on the timeline and moved elsewhere.

Left to its own, technology is stifled by wars, with conquest and destruction of infrastructure causing numerous setbacks and deaths of leading thinkers. The empire does not reach the size of Alexander's original empire until nearly 1900CE, and was only at Late Primitive Era by this time. By 2331CE, civilization had developed to Industrial Era levels (early steamships, early breechloading weapons). Society is largely built on a Greek model, with a Greek-speaking Europe, Africa and central Asia. Slavery exists in all countries, either officially or couched in terms like "indentured servitude". Diplomatic stalemate exists with the Middle Kingdom of China, whose reach extends to Japan, southeast Asia and portions of the western Americas. Colonization of North America is underway, and a state of futile war exists between the Mayan Empire (Late Basic) and both the Greek (Early Industrial) and Chinese (Late Basic) empires. Neither can press an advantage on the other's home territory, and the current state of affairs involves trying to oust Chinese and Greek forces from their colonial footholds by supplying North American natives (Primitive Era) with more advanced weapons. The machine intelligences care nothing for any of this, and scour the planet clean of intelligent life with fusion weapons and comet impacts.

Events of note

699CE - Lucifer gives up on the Greek Imperium in Imperial Year 1035. He and Uma were regular visitors to this timeline until then, staying for several months each decade to observe, plan and advise. Both were known to the most powerful leaders of their times. They were accorded a suspicious reverence and respect, and were occasionally subject to intrigue against them by leaders of countries that had not been favored by their advice and knowledge.

Notable visitors - Uma and Lucifer were the main instigators of change prior to abandonment of the timeline. Other TimeLords are certain to have visited intervals in this history.

Earth$_2$ - This timeline branches from Earth$_0$ at approximately 1336CE. Having seen the horrible devastation caused by the bubonic plague (aka the Black Death), Lucifer, Azazelo and Uma manage to delay but not stop its arrival in Europe. Many consequences of this delay are not favorable to Lucifer's cause. Without the population decrease caused by the plague, there is no impetus for the decline of feudalism or the creation of a middle class. The surplus population also makes it easier to continue little territorial wars and political/religious feuds.

Events of note

1567CE - When the plague finally did reach Europe (and the New World via Chinese traders) in 1567CE, it did so with a vengeance. A climactic period known as the Little Ice Age had dropped worldwide temperatures. The plague and poor harvests combined to kill over two-thirds of Europe's population (compared to only one-third on Earth$_0$). Virtually all organized power structures collapsed, as did lines of communication. Civilization, such as it was, resumed as a smaller number of countries, each with larger amounts of territory and fewer inhabitants. There are no less than five Popes claiming primacy over three Churches. Needless to say, the disputes were not settled peacefully. And this is just what happened in Europe. India, the Far East and Middle East were also devastated. India was hit hardest, in both 14th and 16th centuries.

As on Earth$_0$, feudal conditions could not survive without the force needed to keep serfs in line, and decreased population density led to a number of independent city-states with a more distributed authority structure. These city-states were typically run by merchant princes, and relied heavily on trade for their wealth. Many maintained their independence when "traditional" countries tried to swallow them up, simply because they were more valuable intact than sacked.

1656CE - The plague, weather, wars and recovery occupied Europe for about a century, pushing back the discovery of the New World by Dutch traders until 1656CE. Valuable trade deals with the Mayan Empire made the Dutch city-states the financial and trade center of the world for decades, until more European diseases finally got a foothold among the native populations and virtually wiped them out.

Blaming the outsiders, the dying Mayans managed to return the favor by destroying all European settlements in South America. The near collapse of the Dutch trade houses put Europe's economy into a tailspin. Blame for the debacle, right or wrong, fell on the failing Italian city-states, and resulted in the Forty Years War.

1797CE - The Forty Years War and its fallout kept the pot simmering until approximately 1800CE, when serious colonization resumed in both North and South America. This time, the natives had an immunity to most European diseases, and a serious axe to grind. They were hostile to outsiders from the start, and while on the wrong side of the technology curve, they were able to slow the invasion enough to force territorial concessions and treaties. These were eventually honored about as much as the United States on Earth$_0$ was honoring its own treaties at virtually the same time.

1862CE - In the formal signing of the Hexate Partioning, North and South America were split into well-defined colonial territories much like Africa was, with a large chunk of the Pacific coast of North America already claimed by a wide-ranging but stagnant Chinese empire. National interests and mutual suspicion hindered the spread of scientific knowledge and commerce in industrial materials. Monarchic governments were still the norm, with Parliaments and semi-representative bodies playing a large role. National pride, national boundaries and territorial claims dating to before the plague did not help matters.

2028CE - The concurrent development of the steam engine, blast furnaces and metallurgy as a science herald the Industrial Revolution for Earth$_2$. However, by then it was too late for enough progress to be made before the Machine Invasion.

2031CE - The American Civil War begins. Fueled by vast unredressed economic and political differences between citizens of the east and west halves of the American Commonwealth, the rebellion takes several years before a settlement is reached. It is the first war on this timeline in which ironclad steamships and lighter-than-air observation craft are used. Leftenant Randall James is a rebel spy, badly injured by British infiltration troops when Lucifer comes to his aid. He accepts the challenge and eventually takes the name Strider. He is instrumental in the split between the Earth$_0$ and Earth$_3$ timelines.

Notable visitors - Uma, Lucifer and Azazelo were infrequent visitors until about 2060CE. The cultural side effects of the plague on Earth$_0$ were deemed more worth the time and effort to exploit. Still, on Earth$_2$, significant efforts were made to steer key persons and events, with limited success. For instance, efforts to innoculate native populations prior to arrival of Europeans did not work as well as planned. Strider made numerous visits after the Earth$_0$ and Earth$_5$ split, to try and alter his home timeline after it had been abandoned by the rest.

Shaper groups were badly fragmented during the plague, and belief in Lucifer's goals was dampened by Lucifer's inability to mitigate the body count. Shaper influence was never the same after 1567CE, and covert war with Watcher groups even erupted in some places. The sheer number of "players", alliances and opposing groups made it impossible to put any single group in a commanding position before it could be pulled down by the others.

Earth$_3$ - This timeline branches from Earth$_0$ at approximately 1788CE. The major change precipitating this was the American Revolutionary War. Major TimeLord involvement behind the scenes was influential in generating the Earth$_0$ outcome. The other major outcome was defeat of the Amercian forces despite overt French assistance, and a mercifully short French-British war after which the defeated French ceded most of their overseas territories and disappeared from the international scene. A sub-branch of the Earth$_3$ timeline exists where some of the thirteen American colonies made a separate peace, while the others continued to fight until defeated some years later. The autonomy granted in the separate peace made each colony more or less a self-governing portion of the British empire.

▪EABA

In both cases the exploitation of North America and its resources was slowed. Progress was more systematic and gradual, resulting eventually in a British/Spanish partition of the continent along the Mississippi River. Spanish use of the mineral-rich West was haphazard except for mining precious metals, and the entire western half of the country was eventually bought from Spain at bargain prices.

Attempts by Lucifer and the TimeLords to stimulate scientific research were hampered by "old school" inertia among the leading institutions. Independently funded researchers helped create interest in economically profitable technologies, but development was still at least a century behind where it needed to be by the time of the machine invasion. For what it was worth, Earth$_3$ was the first human timeline able to recognize the machine invasion for what it truly was and correctly theorize the technologies it used. The outgunned, out-numbered and out-teched Earth Defense Force fights heroically, but is easily overwhelmed, and no one is left to record their valor.

Events of note

1789CE - The American colonists surrender to British occupation forces. Most of the ringleaders of the "insurrection" are rounded up and hanged, including most signers of the Declaration of Independence. Washington and Jefferson are imprisoned for life instead of hanged, only because they have Shaper friends using covert influence. Benjamin Franklin, both a Watcher and Shaper, escapes to France, where he dies of old age a few years later.

1952CE - The Canadian Secession War begins. Not much of a violent conflict, but a great deal of political posturing and some minor skirmishes, eventually resulting in an Independent Common-wealth status for the Canadian provinces.

2078CE - William Jefferson, post-graduate computer scientist, is recruited by Lucifer to be a TimeLord. He takes the name Zhanken, derivation unknown.

2211CE - Political tensions spark a small but vicious high-tech war. Terrorist weapons of mass destruction kill several million people before it ends. An anti-technology backlash stifles research and development, and is partially responsible for the poor state of Earth's space defenses. Temporal sabotage is suspected, but has never been proven.

Notable visitors - Lucifer spent a great deal of effort uptime on Earth$_3$, trying to find a viable branch of history or ways to push techno-industrial development. Azazelo spent the early years of this timeline in Ottoman Empire, largely removing obstacles to Russian expansion. Uma spent the time in France, generating support for the revolution. Strider worked in North America, providing military intelligence and political information, while reining in the hotheads, rogues and criminals that comprised the Founding Fathers. Mistral was in China before and after the temporal split, in a low-probability effort to rouse the potentially powerful Ming Dynasty from its insular torpor. Her effort and all others to manipulate China eventually failed.

Earth$_4$ - This timeline branches from Earth$_0$ at approximately 1960CE. The major change precipi-tating this was the final split between the potential WWII timelines. The most prominent of these was the post-war war called "The Push", in which the barely atomic USA and Soviet Union dropped A-bombs on each other as fast as they could be built (one every few months). Post-war rationing was re-instituted, and a very real anti-communist hysteria swept across America and a war-torn Europe. The few bombs that hit the US mainland were nothing compared to the dozens that fell throughout Europe. There were far too few to cause a "nuclear winter", but industrial output with no concern for pollution, and entire cities burning unchecked for weeks at a time, combined to cause measureable climate change in the northern hemisphere. The Push ended with Operation Thor, a massive bomber operation that dropped nearly a dozen heavy A-bombs and the first experimental H-bombs on a dozen Russian industrial and political targets. The ever-crafty Stalin finally zigged when he should have zagged, and what was left of Soviet leadership rapidly acquiesced to a fairly severe peace treaty.

A collapsed USSR, a flattened Europe and a badly overdrawn USA combined to create a post-war Depression of global scale. Long-term effects from industrial and radioactive pollution would be felt for generations to come, but global peace, nuclear disarmament and "green" technology were the *eventual* dividends of the war. Unfortunately, none of these helped when the Machine Invasion came.

Events of note

1953CE - Zhanken takes on a lover and assistant from this timeline. They are inseperable for nearly eighty subjective years until she is lost in the Red Death epidemic of 2167CE on $Earth_0$.

Notable visitors - This timeline was rejected almost at once by Lucifer. A Cold War $Earth_0$ was preferable to almost all the $Earth_4$ alternatives. Zhanken is known to have spent some time in portions of this timeline.

$Earth_5$ - This timeline branches from $Earth_0$ at approximately 2081CE. The major change precipitating this was the creation of the *Pax Humana* government (mentioned on the $Earth_0$ timeline). The branch of history known as $Earth_5$ failed to maintain the peace, and a wide variety of ingenious and deadly weapons were used in a brutal war between the United States and the Peoples Republic of China. With the gloves taken off, and the major powers busy elsewhere, chemical, nuclear and biological weapons were also exchanged between India and Pakistan, three of the CIS nations and the PRC (and each other), Brasil and Argentina, and Malaysia and India. By the time everyone who was going to had died, the death toll had reached over two billion and destroyed much of the worlds agricultural and industrial infrastructure.

Humanity was not back on its feet by the time the Machine Invasion came. We saw it coming, and had a better defense than $Earth_3$, but not nearly enough.

TimeLords

Events of note

2086CE - Raji Scott, mechanical engineer, is recruited by Lucifer. He is the last TimeLord Lucifer brings into The Work. Raji takes the name Kirk, and serves until he is killed in the first attack on the Destroyer. Uma was romantically involved with him at the time, and was badly injured in that assault. She was extremely withdrawn for some decades afterward.

2089CE - The Free-for-All War begins. While presumably it had goals and objectives, it ended as knee-jerk violent responses to any provocation by any nation on any other nation.

2091CE - The last weapon of mass destruction is deployed in the Free-for-All War, a persistent rice blight that virtually removes that grain from Earth's ecosystem. The total victims of the resulting famine could be numbered no more accurately than "over two hundred million".

Notable visitors - None known. Even TimeLords don't like to visit there except near the end of the timeline when things are finally getting better. If you don't mind famine, disease, brutality and a complete breakdown of the social fabric, it's a good place to shake pursuit for a while.

Thus ends the significant alternate histories of Earth. Only $Earth_0$ (and $Mars_0$) extend past the Machine Invasion (for now), and it is up to the gamemaster to flesh out the details if characters are allowed access to humanity's distant future. Also feel free to add your own side branches and alternate histories. *It's your game. Use it.*

▪EABA

"Camping is just a cold, wet, miserable way to die."

- Bast

▼ **SHORT ADVENTURES** - Every type of role-playing game needs a sample adventure or several to kick-start GM's and players, giving you both an idea of the way the game works, and making you think about what you need to work on to make an adventure enjoyable and challenging.

A time travel game covers *all* genres in a way, and thus has a tougher time than most. The following short adventures have been selected to challenge players and adventurers in different ways, and with a little tweaking, can be used for any type of adventurer generated for this system. Glance through them all before you throw adventurers into any one of them. You may find that you want to do them in a particular sequence, expand on them, or not use a few of them at all.

Each adventure includes an opening scene to set the stage, the basic plot, characters and pitfalls, and ways to incorporate the adventure into your campaign, keep players on edge, and hopefully have a good time.

Some of these adventures have been adapted from the original **TimeLords** setting, where you *could* move high-tech across the timelines. Obviously, some severe adjustments have been made, but if you have 1st or 2nd edition **TimeLords** or its supplements, some of the following may have a familiar ring to it.

▼ **SURVIVAL OF THE FITTEST** - A possible starting point for a campaign. No real challenge to experienced TimeLords.

Opening scene - The party appears in the dark, the opening flash showing them to be surrounded by sand and rocks, the perfect circle of the Jump field providing sharp contrast between where you used to be and where you now are. A cool, dry breeze blows in, dissipating the air from the previous location. Shortly, the cool turns to chill as the adventurers acclimate and their equipment sheds its heat to the empty sky. The sky is clear, and the constellations familiar. The temperature is 15°C(59°F), and if they still work (unlikely), their radios are silent. Looking around, there is nothing but scrub and occasional cacti as far as the eye can see, with a few snowcapped mountains in the distant west, shown by the light of a familiar full moon. A really good rangefinder would peg these mountains at about 75km away.

Backdrop - This is Death Valley, California, the hottest place in the United States. Temperatures here have broken 55°C(131°F) on occasion, and the lowest point is 86m below sea level. It is *not* a pleasant place. The Matrix will not recharge for at least four nights and three days (100 hours), and there is no one else here, at all. As a frame of reference, assume adventurers have landed somewhere in the distant past, and you can choose the timeline you want, since they aren't going to be encountering any other humans while they are here.

The baked plains are dry as a bone, and successful survival rolls will only allow the characters to find a sandy area to set up a solar still, or perhaps an overhanging rock ledge to keep out the sun. A really successful roll might allow both to be reasonably close to each other. Either of these will require the characters to be active for the time period where they are making these rolls. Almost all the natural sources of water will be undrinkable due to mineral salts, and will make characters violently ill unless it is distilled first, in which case it will just taste vile. Food will be in the form of a few edible cacti which provide a small amount of drinkable fluid, and perhaps some snake or lizard meat. The only hope a group of incompetent or extremely unlucky or unprepared characters is for rainfall, and to say that there is a 17 or better chance on 3d per day is being *extremely* generous. Adventurers who get within a day's walk of the mountains will get a -2 Difficulty on survival skills to find water.

This is where the adventurers must keep their wits about them and use their collective survival skills. With the Matrix, their best bet is to sit and wait, but if they have a pressing reason, they can always start hiking towards the Sierra Madre, some 75km off. Maybe they think they can't Jump out from the same region they jumped in, but have to move some undefined distance away before the Matrix will let them leave. That would be devious, but you have to implement it gradually from the campaign start to make it work.

Carrot and Stick - If you want to make life miserable for the adventurers, let them see *some* signs of civilization. If they have a working radio (like a TL8-9 model), they can get broadcasts from the early 1930's. If they don't, perhaps they will see an occasional mail plane fly high overhead. If they try really hard, they might just be able to move and survive long enough to get to some outpost of civilization, but more than likely they will be forced to Jump because of exposure, never knowing that the gas station was just over the next hill...

▼ **Note!** - Aside from the unrelenting heat, the Death Valley area is home to a variety of desert dwellers who can make life even more miserable than it already is.

Adventure ideas - There aren't a lot. This is a starter adventure for the Primary Game, where the only enemies the adventurers have to face is their own weaknesses and each other. This is a good early adventure for adventurers who have not yet settled into a routine, or discovered who is best at what. They have to cooperate to survive, and the lack of intelligent enemies means they can get into a routine without being interrupted.

Death Valley has little to recommend it, except as a place to be mummified. The daytime temps will reach a mere 45°C(113°F) each day, and drop to 15-20°C each night. Characters who cannot find or make shade during the day will need 4 liters of water, while those who stay still in the shade and fan themselves will only require 2 liters per day. This is the amount needed to *barely survive*, not to keep from being thirsty. Those active at night trying to make survival rolls will need an *extra* liter of water for each roll they want to attempt, with a maximum of 2 per night, and only 1 the first night. However, they are assumed to not need any water the first night from their reserves.

Desert Scrounging (or Awareness-1d) rolls

Task	Difficulty
Make solar still using plastic and cactus chunks (10 min)	Average(7)
This generates 1 liter, +1 liter per day per point roll is made by, but a new survival roll is required each day, and it requires 4m^2 of plastic sheeting and a container for the water.	
Find subsurface seep (1 hour)	Challenging(9)
This generates 4 liters per day if shielded from evaporation.	
Find edible plant or animal matter (1 hour)	Average(7)
Generates 1kg of food, which also counts as .5 liter of water.	
Defrost a refrigerator to get the water (if first game Jump)	Very Easy(3)
Generates 2-4 liters water, plus normal contents of fridge.	

▼ **Note!** - Resting, shaded adventurers need to make a 1 liter water check each twelve hours. Ones without shade, each six hours. See **EABA**, page 7.14 for details on thirst.

Those who don't have really good tans will find that they are medium-rare after a few hours exposure. Sunburn can literally be a killer in conditions like these, so shade or anything to keep off the sun is an absolute must for the fair-skinned.

It isn't necessary to throw the adventurers into a water-deprivation coma before letting the Matrix recharge, but making it through here should be a near thing, with you as gamemaster not cutting any corners to make life easier for the adventurers. If you assume they can find or make shade, and try to make their survival rolls by light of the full moon, they'll need about 4 liters per day, per person (assuming they don't exert themselves), a total of say 12-14 liters for the duration. Using average die rolls, an adventurer needs a Desert Scrounging roll of around 2d to have a 50-50 chance of surviving three days and four nights here, if adventurers find *something* the first night. Since no one is likely to have Desert Scrounging, it may require cooperation to get a die bonus, or use of Fate to manage this. If in your estimation the party is going to die of thirst on the first adventure, then a rescue plan of some sort is a contingency you should consider. This could be a grizzled old prospector, or just a plain old torrential downpour in the middle of the night. Of course, this would tend to catch adventurers off guard in that desert gully they were sheltering in...

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The Iceman Cometh - After four nights and three full days of unrelenting heat, the Matrix is recharged and ready to go. The Jump goes off with the usual pyrotechnics, and the characters are instantly chilled. They appear under a bright sun that doesn't seem to make the place any warmer. It looks like the surface of the moon, with grey rocks and boulders as far as the eye can see, and not a sign of life of any kind. While it appears to be morning, the temperature is only around 10°C (50°F), and as the sun rises marginally into the southern sky, it doesn't get appreciably warmer.

The characters are now on the central plateau of Iceland, one of the more desolate places on earth. So much so that it was used as simulated lunar terrain for Apollo astronauts. Alternately the characters could be on an Antarctic plateau, the interior of the Svalbard Islands or someplace equally bleak and lifeless. The only good thing it has going for it is that pooled water is not uncommon, and it is invariably fresh and clear and cold, immeasurably better than boiled cactus sweat or gritty silt from the bottom of an arroyo.

On the other hand, adventurers without windbreakers or insulating clothing may soon find themselves freezing to death. The extra heat they brought with them from the Mojave will provide protection from this for 2 hours before the ground gets cold (6 if they are smart enough to dig down into the sand to find more warmth from below. During each 10°C day here, any *unprotected* adventurers will lose 1 non-lethal hit to the cold per hour for 18 hours (which they will almost certainly recover). In the 5°C early morning and evening, they will lose 4 non-lethal hits per hour, and during the dead of the 2 hour night, temperatures will be 0°C and unprotected adventurers would lose 15 non-lethal hits per hour. If the adventurers have plenty of fabric to keep them warm, the game-master is well within rights to add another 5°-10° of effects from wind chill, or toss in a cloudy day that doesn't get nearly as warm.

Huddling together for warmth will be enough during the day (+2°C shift per extra person, up to +5°C bonus), but doesn't allow much to get done. At night, simply huddling together is enough to keep from freezing to death, barely. To top it off, there is *no* native food here and characters may be at reduced HLT from starvation or thirst. Characters get to spend two days here, with no food but leftovers from the Mojave.

Arctic Scrounging (or Awareness-1d) rolls

Task	Difficulty
Make crude shelter from the elements (10 min) *This shields one person from wind A multiple-person shelter may add 5°C from shared warmth*	Average(7)
Make crude blankets (10 min) *Primary Game adventurers may have raw materials that can be made into coverings that will give a 5°C temperature shift.*	Average(7)

▼ **Note!** - If you've read the exposure rules in **EABA** (page 7.13), you will realize that this means that *unprotected* adventurers *cannot* survive for long. They can make a shelter from the elements with a little effort that will keep out wind effects, or can huddle together for warmth enough to live, and barely make sure the people with lowest Health don't slip into hypothermia. If adventurers have burnable material, they can stay warm for an hour (allowing normal recovery of hits) for each 2kg of material they are willing to sacrifice.

After four days and four nights of this, people should be pretty miserable, and the Matrix ready to Jump again.

Living Hell - Adventurers Jump in with a squishy "thwop!", and are instantly lost in a fogbank as the cold Icelandic air precipitates the water out of the swampy tropical air where they landed. In a minute or so this will clear, showing that they are in the middle of a swamp, and the land they brought with them is slowly sinking into the muck, its edge already crumbling and submerged. Within five minutes, adventurers must abandon ship, as it were, and wade through chest deep water and unmentionable bottom slime to a nearby "island" made of compost on a bed of intertwined tree roots.

At this point, the fiendish sense of humor of the person in charge of this guided tour becomes apparent. From a hot place with no water and some food, to a cold place with no food and some water, to a medium place overflowing with both, but of a quality that you aren't sure you should partake of. Indeed, simply drinking the water is a chancy proposition. An Average(7) Health roll is required each day in which an adventurer drinks it. Failure means intestinal cramps, nausea and diarrhea, for a *cumulative* +1 difficulty on *anything* the adventurer does. They get one recovery chance per day, also at Average(7) difficulty, *plus* modifiers on Health from *previous* water effects. Note that once they leave here and get good water, effects will eventually wear off. Boiling the water helps, but nothing here will burn except what the adventurers have with them, and they probably used most of that earlier. Temperate or Tropical Scrounging rolls can be made to acquire food, but the gamemaster should make all rolls secretly, and no time bonuses apply. This is a relatively simple Easy(5) task, and can be made up to four times per day, each success gaining one "meal" of something that is *probably* edible, if you have a strong stomach (Will roll with a random difficulty of 2d+1 to actually eat it). Any scrounging roll of all 1's means that tainted food is acquired, with effects identical to drinking the water.

If this wasn't enough, there are also the bugs. They get into *everything*, and half of them seem to have an appetite for human flesh and blood. To top it off, a random crocodile will attempt to drag someone off by the foot during the second night there. All it takes is for a tired adventurer to blow an Easy(5) Will roll for staying up very late at night, and then there is no one on watch to stop it. The hapless victim will be awakened by a 1d+1 lethal attack to their leg (possibly reduced to 1d+0 from clothing or blankets), and be dragged towards the water at 1 meter per turn, like it or not. The croc will relinquish his prize only after taking a -1d in impairments, easier said than done by a lightly armed party, as he has an inherent armor of 0d+2, and ignores 2 points of non-lethal damage that gets through that due to his Pain Tolerance. On the good side, he is -2 to hit in melee because of his size and slowness (an Easy(3) task for the victim to kick him in the snout). If a tug of war ensues, the croc will shake his prize to try and get it loose, doing a 1d+2 half-lethal attack to the leg in the process (1d+1 non-lethal, 0d+1 lethal). A combined unencumbered lifting capacity of 100 kilograms will slow him down to 1 meter each 2 seconds instead of 1m each second. A 200 kilogram capacity will stall the croc completely, but the victim won't be thanking you until their leg heals up.

If he gets his prize completely into the water (which will take ten seconds if unopposed), he will twist his body in the water while holding onto the leg, an attack capable of tearing the leg loose from its owner in short order, and counting as a lethal 1d+0 attack every turn until a -3d impairment is reached. At this point the limb tears off (yuck!). No normal armor will protect against this unless it is both rigid *and* provides twisting resistance at the joints. *Not a recommended way to start your time travel career.*

Provided everyone survives the encounter, after four miserable days and nights here, someone in the group will sense the Matrix is "recharged", and they can leave. This time, they actually stand a chance of influencing their destination, even if they are likely to fail the roll. They'll probably be someplace more hospitable.

Aftermath - By the time this is over, adventurers should hopefully get *some* experience towards working together *and* a point towards several types of Scrounging skill. Unless well-equipped and/or skilled to begin with, they will likely be tired, thirsty, hungry, smelly *and* impaired to various degrees, unlikely to fit in anywhere, and not well equipped to put up a lot of resistance to any attempts to coerce them. This is a good point to Jump them to an adventure where they get a chance to recover, and deal with threats of the intelligent kind, rather than the uncaring wilds. Perhaps someplace medieval, where they can trade pocket change for something remotely resembling the amenities of civilized life.

Gamemaster notes - What's the point of all this misery? It's a fairly non-violent way for everyone in a Primary Game campaign to get a feel for each other's strength's and weaknesses. If adventurers are involuntary recruits of Zhanken, and are woefully shy of useful skills, having him "abduct" the adventurers from next to a few vending machines would be an appropriate way to stack their survival rolls, giving them a selection of wet and dry sugar to tide them over, provided they can find a way to bust the machines open. A suggestion might be to have an intact food machine, with the drink machine cut in half by the Jump field. Let *them* figure out how to get at the snacks... They're going to lose the machines and any other fixtures when they sink into the swamp in the last segment of the adventure, anyway.

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Like we said, this is a Primary Game adventure, but is suitable as a mis-Jump for *any* group that uses a Matrix, a destination error that forces the adventurers to work together to find a way out. For Secondary Game adventurers, it will actually be an "unscheduled" training mission, with each attempt to get home actually moving them to the next destination. Most of the hops will actually just be in space, rather than time, and the adventurer's performance will be monitored for actions and attitudes that might eventually prove troublesome.

Combat - There really isn't any to speak of in this adventure except for the croc, nor any way to introduce it, although adventurers can go for each other's throats if things get desperate enough.

Foreshadowing - There isn't much to introduce here that can be of use later except the emotional baggage the adventurers bring with them. Events that happen, things that are said, who leads and who follows can all be tucked away for future reference.

Drama - As an opening scenario for the Primary Game you can set up a real-life variant of what the adventurers have to go through. No, you *don't* stake them out in the sun. Just set out the supplies (or proxies for them) that adventurers could conceivably have at the start, such as food, water, containers, etc. As supplies run low, make the *players* pour down the drain (or set aside) what their *adventurers* would need to survive. See if anyone hoards, or has reserves that they don't tell the others about. See who uses the bottled water to rinse their contact lenses instead of drinking it. See who is noble and who is selfish, who gives, and who takes...

▼ **BATTLE OF TOURS** - The sun shines down from a sky filled with fluffy cumulus clouds, casting a patchwork appearance to the tilled fields that surround the hill you are on. The irregular fields are bordered by low stone walls or rutted paths, and thatched huts dot the terrain. For a change, there is no castle in sight, no "friendly" greeting party, nothing but the warm breeze rustling through the grass. All signs point to a historical Earth, or near alternate.

Backdrop - The characters have appeared in the Touraine province of France, near the city of Poitiers (or Tours), about 200 kilometers southwest of Paris (west-central France). The year is 732CE and the probability is likely Earth$_0$. Since the exact events that took place in this region are not perfectly recorded, this adventure will play fast and loose with the facts for adventures' sake. In general, the background is correct. All else should be taken with a grain of salt.

At this point in time, much of the land south of here is held by "Arabs", that is, non-Europeans following Islam, whose armies march at the behest of Caliph Yezid the Second, commanded by the governor of Spain, Abd-er-Rahman. In European terms, godless heathen. In later centuries, many a European army would get their noses bloodied at the hands of these Middle Eastern forces, but the First Crusade won't be for another 363 years.

The commander of the Frankish forces is Charles Martel, later known as Charles the Hammer for the beating of the Arabs he historically delivered in 732CE. He is 44 years old, and his title is Mayor of the Frankish Court, though in reality he is king in all but name. In 725CE, while Arab armies were ravaging southern France, he was out conquering Bavaria.

Divergence - In 675CE, Arab armies made a push northwards and were in this area, at the same time as his grandfather was the local ruler. They were perhaps more open about "pagan" practices then, for this Lord of Tours had a sorcerer living in his castle, an odd gentleman of books and letters who asked for nothing but peace and shelter, and in return worked magic for the good of all. That is, he was probably a retired TimeLord.

As the situation with the Arabs deteriorated, he was called upon to save the people, but he did not. Not until the castle itself was threatened. Then, as the near-victorious Arab army encircled the low walls around the town, he used his "magicks" and summoned an infernal mist.

Translation - The TimeLord reached out with his power and put a Portal or Portals where they would do the most good. Right in front of a massive tank of chlorine gas being used in a WWI assault. The gas jetted through the opening in spacetime and quickly settled around the walls, killing thousands of attackers before they could flee. One entire front of the enemy attack wiped out, city defenders were able to take advantage of the confusion to cause more casualties of their own. When the air cleared, the enemy army had been broken. It was still a functional force, but no longer sufficient to sustain a siege or defeat their opponents on the field. In some disarray, they packed their baggage train and left.

The TimeLord sighed, knowing that such a display of "magic" would only cause people to want him to call on it more often. A quiet retirement shot to hell, he packed his bags and left. The local authorities did not know exactly what to make of the sorcerous tools he left behind. Fear of them was a strong argument for destroying them, but fear of enemy armies was an argument for keeping them around. In the end, a compromise was reached. His entire quarters were walled up, and in the event the contents were needed, they could be recovered. That was almost fifty years ago.

And now, another enemy army is approaching, and a group of strangers have appeared in a flash of light and a circle of strange earth...

The Moslems smote their enemies, and passed the river Garonne, and laid waste the country, and took captives without number. And that army went through all places like a desolating storm. Prosperity made those warriors insatiable. At the passage of the river, Abd-er-Rahman overthrew the count, and the count retired to his stronghold, but the Moslems fought against it, and entered by force, and slew the count; for everything gave way to their scimitars, which were the robbers of life. All the nations of the Franks trembled at that terrible army, and they betook them to their king Caldus (Charles Martel), and told him of the havoc made by the Moslem horsemen, and how they rode at their will through all the land of Narbonne, Toulouse and Bordeaux, and they told the king of the death of their count. Then the king bade them be of good cheer, and offered to aid them... He mounted his horse, and he took with him a host that could not be numbered, and went against the Moslems. And he came upon them at the great city of Tours. And Abd-er-Rahman and other prudent cavaliers saw the disorder of the Moslem troops, who were loaded with spoil; but they did not venture to displease the soliders by ordering them to abandon everything except their arms and war-horses.

And Abd-er-Rahman trusted in the valor of his soldiers, and in the good fortune which had ever attended him. But such defect of discipline is always fatal to armies. So Abd-er-Rahman and his host attacked Tours to gain still more spoil, and they fought against it so fiercely that they stormed the city almost before they eyes of the army that came to save it; and the fury and the cruelty of the Moslems towards the inhabitants of the city were like the fury and cruelty of raging tigers. It was manifest that God's chastisement was sure to follow such excesses; and fortune thereupon turned her back upon the Moslems.

*Near the river Owar (Loire), the two great hosts of the two languages and the two creeds were set in array against each other. The hearts of Abd-er-Rahman, his captains and his men were filled with wrath and pride, and they were the first to begin the fight. The Moslem horsemen dashed fierce and frequent forward against the battalions of the Franks, who resisted manfully, and many fell dead on either side, until the going down of the sun. Night parted the two armies, but in the grey of the morning the Moslems returned to the battle. Their cavaliers had soon hewn their way into the center of the Christian host. But many of the Moslems were fearful for the safety of the spoil which they had stored in their tents, and a false cry arose in their ranks that some of the enemy were plundering the camp, whereupon several sqaudrons of the Moslem horsemen rode off to protect their tents. But it **seemed** as if they fled, and all the host was troubled. And while Abd-er-Rahman strove to check their tumult, and to lead them back to battle, the Warriors of the Franks came around him, and he was pierced through with many spears, so that he died. Then all the host fled before the enemy, and many died in the flight.*

- Anonymous Arab chronicler

Adventure ideas - This adventure is supposed to be about puzzle solving, creativity, and maybe a bit of fast political footwork, depending on how much you and the players get into that sort of thing. Events are going to be happening outside the perceptions of the characters, and the timetable in which they occur will eventually be important.

First things first. The adventurers arrive in a shower of electrical arcing and sizzling that leaves them with stunned senses and singed hair. *Par for the course*. Since all directions look equally good, whichever way they head off will send them in the direction of Tours. After they leave (or if they set up camp), a local will stumble across the Jump site, associate it with the lightning and thunder heard earlier, and rush off to tell someone. Someone more important will investigate. This will be passed up the ladder until Charles Martel hears of it and investigates. Coincidentally, he is closer to the adventurers than he is to Tours, so news will get to him before it gets to anyone in the town proper.

Setting the stage - The adventurers tour the countryside, and see some of the refugees passing through. They find that the language spoken here is an archaic French. Decent skills with Latin or French may not get you erudite conversation, but wth lots of hand gestures thrown in, you can probably get fairly compex concepts across. Make the players describe how they will transcend any language barrier.

With a little luck and some simple deduction, they can find out what is going on to the south (*Hmm...peasants fleeing north? Must be war to the south*). This may alter their plans. Somehow, somewhere, Charles Martel and retinue (he *did* bring an army with him) catch up with the adventurers. Depending on reactions, firepower and diplomacy, he will try to enlist the adventurers to his aid. He does speak several languages, none of which are modern English (This will be a recurring problem for Primary Game adventurers until they become multilingual or the gamemaster invokes the optional Matrix power (page 4.15) that eliminates this need).

While in his mid-40's, Martel is still leading armies. He is fit and strong, cunning and pragmatic. As a bastard son, he had to claw his way to power. He is used to exercising it and equally used to being obeyed without question. He *looks* like a leader. He can administer what is known as "high justice" (effectively judge, jury and executioner), and uses it without much hesitation. He's running an army, and harsh, unyielding discipline is the only thing that keeps it together.

There is a war going on right now, so his mood is not as good as it might be. You can make Martel a real bastard, using overt threats, or he could be as benevolent as 8th century feudal lords get. During interrogation of the adventurers, the gamemaster should make sure to drop enough hints of any extratemporal items or temporal tampering to pique the adventurers' interest. By consent or under armed guard, the adventurers *will* go with him, or lead his forces on a merry chase through the countryside until their Matrix recharges and they Jump out. This could also take a few days. Depending on the previous Jump, it is unlikely that Matrix is recharged by now.

Touring Tours - It may be a few days on foot to get to Tours. This is as good a time as any to show adventurers what *real* authority is like. Martel has it, the adventurers don't. Society is such that you obey your betters without question, and adventurers may see an example or two of what happens if you don't. Among equals of rank, things are often treated very fomrally, considering each will have a small army at their disposal, and wars can be started over careless (or carefully chosen) words. It should be good preparation for later adventures and encounters with authoritarian societies.

Martel and his particular group seem to be travelling light and, and adventurers get the impression this is almost an oversized scouting party (though several hundred strong), a quick tour of the local situation before getting down to the dirty business at hand. The other fifty thousand or so troops are behind him and are fast-marching to Tours under other commanders. Camp is made with small groups of friendly forces. Adventurers are treated well, but kept an eye on. If they made a bad first impression or pissed Martel off, they will be kept tied up, otherwise they have the run of camp. After no more than a day on the road, they get within sight of Tours. As they approach, a rider is sent forward with a written dispatch of some type. Having the best command of language, Martel will tell the adventurers they are going to be brought before the "council of important people" to "render judgement". Any ambiguities in the translation may or may not be deliberate.

Note! - Tours *is* where the battle is going to be fought if at all possible, and both sides know it. Tours is located along the Loire river, in a broad gap between ranges of low mountains. It is a natural route for trade, and the *only* easy route for quickly moving large numbers of troops through the area.

Eventually, adventurers get back to Tours. A walled town of several thousand people, it lies along the banks of the Loire river, and under the shadow of a small motte-and-bailey castle. If this is the characters first encounter with a Dark Ages or medeival city...well...there is no running water, no sewers, few paved streets, and lots of animals. To be blunt, it stinks. After a few days, your nose will get used to it.

Tours has a number of craftsmen, and an open-air market for various foodstuffs and a very small selection of manufactured goods. There is *no* equivalent to an inn or tavern. Eateries and lodging establishments are not a universal concept, another thing adventurers will need to get used to. Here, guests are expected to have a host that they stay with, which covers both food and lodging.

As they approach the center of town, adventurers *will* notice things that are somewhat unusual but out of sorts. There will be a few streets paved in stone, clogged gutters that apparently led to underground pipes, what look like dried up public "fountains" (water distribution nodes), and other touches that indicate the presence of a vanished but civilized hand.

Politics - The "council" that the adventurers are being brought before is a varied group. There is no clear indication if they are a governing body of some type, or whether they are just individuals with enough clout that nothing important is done without their say so. Martel is aware that at one time there were some "supernatural" goings-on in Tours, and the possibility of further such aid is what has brought him (and the adventurers) to the city well ahead of his army. Martel is *obviously* in charge. Even without understanding what they say, the body language and tones of voice make it clear who the alpha male in the room is. It is also clear that this council has power or authority which Martel shows *some* deference to. He has the power to override the lot, and everyone knows it, but it would be at some personal cost which he is unlikely to incur on behalf of the adventurers.

Among the council are two old men, ancient by this culture's standards, and four middle-aged men, one of which is in clerical garb and obviously unhappy. Aside from him, it is difficult to read the body language of the council members. There are guards on the doors, and a handful of assistants of some type, whom the characters will quickly find out are slaves knowing different languages in the hope that a common one can be found.

It is *extremely* important for characters to understand the power structure of the day, and that they are at the bottom rung of that structure as regards their possessions, their freedom and their *lives*. There is no formal "due process", no rights, and no appeals unless the accused is of a status that the judges don't *want* to have final responsibility for the case. The Magna Carta won't be signed for centuries, and that's another country, anyway. Hearsay may or may not be evidence, and appealing to the self-interest of the judges is perfectly alright. The word of a higher status individual is worth inherently more than that of one of lower status. Women, with few exceptions, are considered property. What little legal protections apply to free men don't apply to women. Verdicts are almost always final, and sentences are carried out more or less immediately. Slavery *is* legal. Money talks.

What appears to be at stake here is some important decision regarding the adventurers, why, they don't know. It is clear that the adventurers are seen as different from the run-of-the-mill refugees, even well-off ones if they are well-dressed and/or equipped. Whether Martel informed them of why they are important depends on how they acquitted themselves in the initial encounter with him. Words that sound suspiciously like "conjuer" (conjurer), "sorciere" (sorcery), and "daemon" (demon) are passed back and forth. Questions are posed from the council, translated as best is possible, and *answers* are expected. The assumption *will* be made that the adventurer group has a leader ("You're all equals? Ridiculous!"), and most questions will go to *that* person, who is expected to answer fairly quickly (no five minute discussions between the players...). There will also be some unsubtle prodding and poking, and general amazement that all the characters have all their teeth. A sure sign of sorcery, that.

If adventurers are passive and offer no information other than answering questions, the gamemaster is free to make whatever decision they choose. Default would be an even split between burning at the stake or using any sorcerous powers at the group's disposal, and *then* deciding whether to burn them at the stake. The two older members are in this latter camp, and seem to have been eyewitnesses to some very old event in which the characters or someone like them played a pivotal part. Martel, being a practical sort, would break the tie by voting for the latter case as well, which also shields him from having to use any veto power. Characters who make an effort to ingratiate themselves to the council, or provide eloquent (as possible) arguments in their defense, or who can provide a plan of how they can be useful would be able to sway the council towards a more favorable decision, maybe even leaving out that nasty burning at the stake part altogether. On the other hand, adventurers who are openly disrespectful of their betters can expect short shrift from the council. Nebulous and unproven sorcerous powers are a vague evil, but public affronts to pride and challenges to the established order are *quite* unacceptable. *Any* result which does not involve immediate gaoling and near-immediate, painful, public execution is *clearly* unacceptable to the clerical type, and if outvoted, he will take the results with little grace and storm out. Smart adventurers would do well to watch their backs. The more favorable members might be worth approaching privately at some later time. Any other council vote will give the adventurers varying degrees of supervised freedom, ranging from "near-total luxury" to "live in room A, work in room B, guards at all times". Only *after* the council has made its decision do the adventurers get to find out exactly what they are being asked to do and what they have to do it with.

Vault of the ages - Or reasonably furnished apartment of the ages, anyway. If they haven't already, adventurers will understand something of what is up when the local mason finishes chiseling the mortar away from a walled-in door. The iron-bound wooden door has a hand-painted symbol on it, the common symbol on $Earth_0$, $Earth_4$ and $Earth_5$ for radiation. There's nothing radioactive here, whoever it was just liked the image and used as a "wizardly sign" (but not a sigil). Set near the latch is what appears to be a modern-style door lock, though apparently made with local materials. The equivalent key would be about twice the size of a modern door or car key. The door *is* locked, but it would only be Easy(5) to pick with proper tools. With someone who knew how the lock operated (a +0d skill or better), improvised tools would be at +1 difficulty. If neither, the door *can* be broken down with a small battering ram.

Inside, it is clear that the individual who lived here was of some importance, for the quarters are actually *two* rooms, a smaller which is filled with various "stuff", and a larger which was actually lived in. It has a bed, desk, wardrobe, small fireplace, various wall hangings and an actual glass window. All would seem to verify the local story that the room has been unoccupied for the last fifty years or so. The dust is undisturbed, and aside from a little dry rot, everything is in fairly good condition.

The group escorting the adventurers will hover around the area of the main door, except for Martel, who is apparently unafraid for either his body or soul (if the *adventurers* aren't showing signs of fear, he isn't worried). He will ask a number of questions of the adventurers, the nature of which indicate both a keen mind and a certain long-term mercenary interest in exploiting the situation (e.g. "Do you know how to make glass like in that window?").

Any of the other council members will make officious noises after a short while and absent themselves after assurances that no demons will be manifesting any time soon. A double guard will be posted outside the door. Whether to protect, confine or follow the characters depends on the situation. Martel will either himself or through an interpreter strongly suggest that anything of importance be brought to *his* attention. Somewhere in the translation is the implication of either *only* his attention or *first* to his attention, you're not sure which.

CAMPAIGNING

Exploring the room turns up a number of items out of place for the 8th century AD. A potential list follows, but most obvious is a handwritten note in fairly standard English under a thin plank on the desk. It was written with a quill pen, the remnants of which are to one side (adventurers will have noted early on that modern pens are *messy* casualties of temporal jumps).

Salutations to you who are yet to come: I have striven to add a small civilizing influence to this town, to spend a few years in a fairly simple time and place before moving on to the next stage of my life. The people by and large are honest, in that they show what they feel. This becomes less true as one moves up the social ladder, with the kindest words and deepest lies at the top. The honest feelings of the populace at large does let one make general observations that I would gamble are still true.

With few exceptions, they are short-sighted and selfish, overusing and abusing any power they come into, fearing and hating that which they do not understand, and for whom the words 'enemy' and 'stranger' are often the same. About average for humanity, in my experience. If you can read this and understand it, watch your back.

There is no signature, but a sigil that looks like a quill pen, slanting from upper left to lower right. The paper (not parchment or vellum) the note is is printed on crumbles to the touch. Without something like an adhesive plastic film to hold it together, it will soon flake to nothingness just from random air currents in the room.

The *players* should by this point see what the *adventurers* are being asked to do. Politics aside, it is straightforward: Using only the contents of the box and your ingenuity, foil the evil villains. *Why?* First, the adventurers are more or less prisoners, even if the cage is gilded. Second, an army is on its way, one which may or may not be inclined to taking prisoners (read the Arab chronicler's report). Third, there isn't a single one of the council members who wouldn't trade knowledge of evil sorcerors to the enemy if required to save their own skins. And last, if the adventurers can decrease the expected death toll (on one or *both* sides) by their actions, do they really have anything *better* to do at the moment? More experienced adventurers will already have most of the knowledge they need, and should rely more on personal influence and reputation to multiply the hands available to do the work. Those less experienced will tend to rely more on material goods left behind by the unknown TimeLord.

Speaking of which, roll 2d+0 four times on the following table to see what random material was left behind as unnecessary by the TimeLord. If you care, what he (apparently a he) left behind as unnecessary might be an indication of where he went, should you ever pursue that option.

Roll	Item(s)
2-3	A pair of lead-lined jars containing 1kg of black powder.
4	Pair of Basic Era flintlock pistols (use equipment list), about 20 bullets a lead bar and a bullet mold.
5	Basic medical/first aid text, Late Atomic Era vintage.
6	Bolt of ripstop nylon, about 1 meter wide by 20 meters long (if layered and quilted, could make a passable fabric armor (inappropriate vs. bullets, crush and punctures, though).
7	Small distilling apparatus (copper), and selection of *very* well-aged moonshines (total of 2 liters).
8	Small brass telescope of the collapsing pocket variety.
9	Short sword (use equipment list).
10	Late Atomic Era crossbow, unstrung, plus 12 steel quarrels (use equipment list).
11	Usable Atomic Era first aid supplies like as sterile sealed bandages, alcohol wipes, suture packs and disposable scalpels.
12	Industrial chemistry text, Early Atomic Era vintage.

In addition, there is a selection of mouldering and/or moth-eaten clothing in the wardrobe, a selection of long-expired and possibly dangerous medicines of unknown type, and a barely intact hand-drawn vellum map of the region. Taking the map off the wall would probably destroy it. There are some elemental symbols drawn here and there on the map, which at a rough guess might be sources of ore for that particular element. Any detailed investigation will find that any smelting equipment or knowledge from the time of the map has long since been lost.

EABA

You and what army? - The approaching army will be within "field battle" range in about a week, and a few days after that would be able to start laying siege to or assaulting the town. Events will start escalating appropriately. Only refugees of fighting trim will be allowed into town. Local subsistence farmers will either hightail it out or bring as much as they can carry within the walls. Prices for just about everything will rise, and just about everything will become scarce. Hoarding and price gouging will be tolerated up to a point. People will naturally cross that point and be summarily executed as a public warning to the rest. Crowded conditions will make tempers short, and altercations are common.

This is the backdrop in which the adventurers will be working. If they need to go outside town for some reason (e.g. maybe there is a local sulfur source they need to get to), then it will be under escort, and it is quite possible to run into advance elements of Abd-er-Rahman's army.

Within town, the height and appearance of the adventurers will make them stand out, and the rumor mill will of course know all the wrong things about them. Many will shy away from the adventurers and ward themselves against evil, while others might seek to curry favor, press sick infants upon the adventurers for miracle cures, and everything in between. It is *quite* possible that someone will attempt to stick a dirty knife between an adventurer's ribs if the opportunity arises.

All of the favorable council members will at some time or the other manage to get a private meeting with one or the other of the characters. This will be some combination of asking for exclusive or first information (like Martel already asked), personal favors ("I've got this aching joint...") and some assurance that if the worst happens the adventurers can help that person and their family magically escape. The unfavorable council members are the ones behind any knife in the ribs and will be the first to rat on the adventurers should it be useful in saving their own skins (any captured assassins will tend to "die during questioning" without naming any names). Failure of adventurers to produce any demonstrable results before the enemy army is in engaging range will bring strident calls from the cleric to purge the town of "evil influences", and even Martel will be inclined to sacrifice the adventurers to an angry mob if no miracles seem to be forthcoming.

There are no reliable figures for the order of battle, and despite its size and importance, even exactly where the battle took place is unknown (which is awfully convenient from a time travel standpoint). In **EABA** terms, a mass combat between the forces would three separate 4d+1 vs. 4d+1 rolls for the center, right and left flanks. Any contribution the adventurers make can be *up to* a 1d bonus for a particular group. Adventurers making that contribution have to be in the thick of it with that group, and choose their level of participation. A group's bonus to their side will be reduced by 1 unless all the members are at a -1d level of participation or better.

To throw a wrench in the works, Martel will be making his own assessment of the situation and any "magics" brought by adventurers, and may redeploy troops on any given front, taking up to 1d away from one front to add it to a different one. So, adventurers may find themselves outnumbered on the field because Martel is confident their "magics" can make up the difference and make things even again... Martel would be in and part of the heavy cavalry group that makes up the center formation.

Individually, adventurers will take casualties based on the result of *their* battle, but the war will be one by the side that wins two out of the three battles.

Historically, the Frankish forces under Martel won. This would be no fun for the adventurers, so for the scenario, we've made things equal (we're assuming he won *because* of the adventurers, not *in spite* of them). In a field battle, odds should be in favor of Abd-er-Rahman's army, which will rely heavily on harrying tactics by lightly armored cavalry. Frankish troops mainly were a phalanx upon which the waves of cavalry broke and tried to push over and through, and is noted as a rare instance in which an infantry line held against such a concerted mounted attack. Abd-er-Rahman's men were armed with scimitars, shields (and light lances in the case of cavalry), while the Franks were armed with an assortment of javelins, daggers, swords, shields and axes. In a siege, odds would still be in Abd-er-Rahman's favor, since he wouldn't press any attack until the defenders were half starved and sick from overcrowded, unsanitary conditions. What the adventurers can bring to this is unknown, save that it will probably require their presence near the thick of things if it is going to have any effect.

Suggestions that might apply to different types of adventurer groups:

Form your own little combat unit using more or less advanced weapons. This would be worth maybe a +1 if using black powder weapons, to +1d for personal autoweapons. Provide better communication capability to gain the intelligence bonus of +1.

Come up with something that can be manufactured on short order for the green infantry to use as a weapon type bonus of +1. Find a way to incapacitate the enemy commander, which would end up being a -1d penalty on each of their fronts.

All groups of adventurers need an occasional chaotic brush with death to keep them on their toes. A medieval field battle is just the thing. There is opportunity for personal valor, bowel-loosening danger, exhausting personal combat and plenty of ways for Fate to be used should the adventurers get in over their heads. If the players are of the type that want it, their participation in the battle can be handled using the regular combat system, a skirmish representative of the larger conflict.

Aftermath - Provided adventurers avoid any gamemaster-generated intrigue before the battle, and the battle itself, there is still the post-battle wrangling to deal with. How much of a problem this is depends on whether the Matrix is charged. If so, they might just quietly slip off and never be seen again. Otherwise, how much they personally contributed to the success of their side will be measured by their personal participation part of the mass combat system. Adventurer groups that net a +0d bonus or worse are in desperate danger of being burned at the stake for being evil, useless and now expendable. Less than a -1d average nets a "You are cordially invited to leave and not return.", while an average of -1d or more gets into the grudging acceptance and possibly even a larger reward than simply letting the adventurers live. This would be at best a share of the loot left behind by the Caliph's army, plus whatever of the previous sorceror's things are not deemed too evil to be allowed to continue to exist. The share of the spoils would likely be *one* horse and tack, plus a variety of melee weapons and some armor not needed by its former owners.

TimeLords

Horses and their equipment are for the Europeans, an extremely expensive undertaking. A well-trained and equipped animal probably has about the same value as a light tank would on today's market. For instance, in the Carolignian Empire, certain military service was compulsory, but only land owners with at least 300 acres (120 hectares) were considered wealthy enough to support a horse, squire, weapons and supplies for a three month summer campaign. People didn't aim to kill horses in war. You kill the rider and take the horse as spoils... The characters being offered *one* warhorse and equipment is therefore a substantial reward in the reckoning of the leaders of Tours, and the equipping of the "leader's" retinue with Arab weapons and armor is small change (padded cloth or hardened leather for torso, arms and upper legs, complete with vermin, plus daggers and scimitars). In addition, Martel has just been exposed to effective, stirrup-using cavalry, and is starting to get ideas on how to use that type of force himself. He is loath to give up *any* of the fine surviving Arab horses, but *one* can be spared.

Gamemaster notes - Obviously, this adventure is oriented towards a Primary Game campaign. While it is set on Earth$_0$, events of similar type and importance also occurred on Earth$_2$, though this would be centuries later and involve primitive firearms. Aside from the obvious plot, other options mainly involve around intrigue. The characters would get involved in either as outsiders who can see things from a different viewpoint, or as the object of the intrigue itself. There could be a traitor within the walls ready to sabotage the town's defenses or leak information out to Abd-er-Rahman's army. There could be an assassination attempt on Charles Martel by infiltrators, or on the adventurers, who would then have the unenviable position of having enemies on both sides of the walls. It is also unlikely but possible that temporal tampering could be going on in the Arab camp. It would not be unreasonable to have a TimeLord wishing a fully Islamic world, and the Arabs *were* scientifically far ahead of Europe at this time. This battle is considered important enough that if the Franks lost, *all* of Europe might have eventually been conquered by Islamic forces. Presumably then, the reason the original TimeLords were not here is that there is an even more important pivot point earlier or later in history, such that outcomes here will only generate localized changes.

Combat - This falls into three potential encounters: First, a one-on-one with a lone assassin or thug who just happens to not like one of the characters. The assassin would be better skilled, but neither is likely to be armored and will have more or less average stats. Second would be an encounter outside the town before the main army arrives. For instance, maybe the characters Jumped in with something bulky but useful, and a horse cart with escort is sent to retreive it. This would be a small skirmish with an advance element of Abd-er-Rahman's army, probably a cavalry unit with light armor, lances and scimitars. Last would be the mass combat itself, already described. Each encounter can be tailored to the abilities of the potential combatants, and it is quite reasonable that in some cases the most prudent course of action is *not* to fight, but to run like hell and scream for help.

Foreshadowing - Not a lot. This may be the adventurers first encounter with a sigil, and they have a small idea of the personality attached to it from the note he left and the style in which he lived in Poitiers. If there is temporal tampering on the other side of the wall, then the adventurers may have made their first enemy by thwarting the attack.

Nothing itches under the skin of time traveling adventurers more than seeing evidence you've been somewhere, and not having actually been there yet. It means that sometime, somewhere, somehow, you will be back in this spot. And, if the evidence shows that something bad happens to you there, it's even worse. Depending on how much you want to give the adventurers the creeps, there are a number of items that could be in the previous "wizard's" quarters that are suggestive of future character involvement with the circum-stances of this adventure.

A skull on a shelf, with a bullet hole between the eyes, wearing eyeglasses belonging to one of the adventurers. All of the skull's teeth are gone, as is the lower jaw. This could be amusing if the adventurer gets rid of their own glasses to avoid this fate and keeps coming into possession of similar ones.

If the adventurers have developed any sigil for themselves, there will be a small book of hand-written notes on various sigils, and an adventurer's entry has "deceased" on the "last known status" line.

A grave marker of high status in the church cemetery has a modern English quote on it that is characteristic of one of the adventurers in the group. Investigation will reveal that the person was a visitor to the wizard who died under unknown circumstances. Any attempts to desecrate the site will encounter a six meter sphere of solid rock instead of a coffin. No body, no proof of death...

Drama - This is a pivotal battle in the history of Europe, and can be considered a nexus or ending point of a leg for any time travel through this continuum. Any adventurers with knowledge of this period will know this, and be aware that their actions may shape the world of the future in ways unimaginable. Enough movers and shakers are here that the death of *some* of them is unavoidable, and the actions of the adventurers will make the difference for not a few. For instance, not only is Charles Martel important in his own right, he is also the grandfather of Charlemagne. Had Martel not survived and tightened the grip on power which he eventually passed to his sons at his death in 741CE, Charelmagne's career might have turned out differently. In addition to this, there will be the problem of dealing with self-important people used to the power of life and death over lesser mortals like the characters. Even if hailed as wizards, the current attitude towards magic is not good, and once the battle is over, any gratitude may be short-lived.

▼ **SHORE LEAVE** - Your Guardian team has finally cycled around for some extended R&R, and after taking care of personal matters elsewhere, a vote was taken to spend a few weeks together, but away from it all, in the sunny Caribbean. A little out of the way island, only a few tourists, no publicity, and paid for by the Guardians. No worries, no problems...right.

The adventurers are in their "present", taking a well-earned break from the demanding duties of the Patrol. But there can be trouble, even in Paradise.

It's hurricane season. While modern satellite tracking can show the size and course of the storm, nothing can be done about it. Fortunately, it is supposed to miss the island by a wide mark, and the only side effect will be better waves for surfing, although they are still modest by anyone's measure. However, this storm decides to make an unexpected turn and change of velocity one night, and before the adventurers know it, the storm hits and they're stuck here.

Equipment - How public the Guardians (or any Time Patrol) is varies with each campaign, but regardless, once members are out on the street, they often have no authority except the reputation of the Patrol. If the Patrol is secret, they don't even have that. So, if flying or traveling across international boundaries, nasty weapons are a definite no-no. For reference, Guardian characters would probably Portal into a local HQ on Earth, and then take conventional transport from there to the island. The only weapons allowed onto the island are large diving knives, spear guns or bang sticks. Regulations don't get bent for adventurers, and in fact, they will be "encouraged" by their superiors to "take it easy for a while". There are probably not more than a handful of guns on the entire island, like a revolver for the police captain, and a pair of pump shotguns locked up at the station. There has never been any need for more.

Hurricane Ilene - This is a pretty good sized storm, with peak winds topping 30m/sec (too high to stand up against). As the storm arrives during the night, it will quickly take out the satellite links from the small airport and central phone station. The island's generators will lose power about an hour later. The storm will not be a total surprise, it's just that by the time word can get around, it is too late to leave, and there is barely enough time to find cover. The storm will completely pass over the island during the night, with a 30 minute lull as the island passes through the eye.

Adventurers should be given the opportunity to do stupid and/or heroic things during the height of the storm. Rescuing people from collapsed buildings, trying to get the hospital's generator working, and so on. A quick way to resolve this is assign a Difficulty to the task of 2d+0, which the adventurer has a general idea of, and a risk factor of 2d+0, which is a Difficulty that that character must roll against with an appropriate attribute (dodging debris, hooking up the wrong wire, etc.). Failure to make this second roll means the character takes lethal damage of the difference to a random location. Simply coming through the storm unscathed is an Easy(5) Awareness task, easy enough unless someone gets unlucky.

In the morning, the depth of the devastation is apparent. Over 80% of the palm trees and houses are destroyed, and most of the other buildings have suffered some damage. Electricity and phone service are out, but water supplies are still alright. The adventurers, who are hopefully compassionate at heart, might help look for the dead and the injured, or set up first aid stations or kitchens to feed the homeless.

Relief helicopters and boats won't arrive for about three days, as other islands have been even harder hit. Others only caught the edges of the storm, and are more or less intact.

Trouble in Paradise - Aside from all the adventurers getting to use scrounging, first aid and a few other skills, there is one *slight* problem that the hurricane dropped off.

A 10,000 ton freighter, the *Broncol*, was carried by the storm and grounded up on the windward side of the island. Normally, it would have end up on the off-shore reefs, but the storm surge raised local ocean levels by enough to let it over. It is now quite thoroughly stuck, however. Shortly before the hurricane, the freighter was fleeing from a Trade Authority cutter, and dived into hurricane rather than face certain capture. It worked. The Trade Authority vessel stayed clear of the storm, and the Broncol got away. Good thing for the Broncol, for its cargo of smugglers and contraband would face certain imprisonment or worse if captured.

▼ **Note!** - For many Patrol campaigns, the "rest of the world" is often left vague and undefined. For this adventure, the gamemaster will have to figure out certain political and social background items. For instance, is the Trade Authority national or international? What is smuggled, who buys it, who does it, why is it illegal and what are the punishments? For Guardian campaigns, the TA is the global equivalent of the Coast Guard, and with a global government, mainly concerns itself with contraband and tax evasion smuggling.

The smugglers number about fifteen, and are well armed, with pistols, submachine guns and assault rifles, and a reasonable (but not unlimited) supply of ammunition. The way they got on the island will not get them off, and they are very loath to leave without their cargo, as it represents a significant economic investment (a few hundred million credits, at least).

Their initial plan is to try and move their ship back out to sea, not realizing that the reefs will block them. With force of arms, they intend to mobilize the island population as a work force to dig the freighter out. In the name of haste, the basic survival needs of the islanders will be ignored, and a few will likely be executed, just out of frustration. The local police are likely the first to go. Adventurers will be second if the smugglers realize they are Patrol (or other government agents). Those unable to work are hostages to the good behavior of those who remain. The smugglers know they only have a few days to get the ship back to sea before rescue workers start to arrive, and will work the islanders to death if need be.

It will take nearly a day and a half of constant labor to refloat the ship, and another hour or so to find out the bad news about the offshore reef, unless of course, someone told them beforehand that their plan would not work.

When this happens, they have two options. The first is to fix the largest boats that remain on the island, and load their cargo into them. The cargo is several tons, at least, and it may require 3 or 4 boats, or there may simply be no boats left of any size, the hurricane having destroyed them all. The other option is cruel, and should be obvious to many before it is implemented. The cargo will be buried on a safe spot on the island, camouflaged, and then *everyone* on the island will be killed so no one can tell where it is buried. This is several hundred people, but since most of them have already been rounded up as a labor force, it would not be difficult to massacre them *en masse*. Adventurers will have to intervene to save their skins.

Smugglers - There are 15 smugglers, ranging in skills from 2d+0 to 4d+0 in combat fields. Three are always posted on the ship, one each on the bridge, bow and stern. The bridge guard can see the bow clearly, but the bow guard cannot see the bridge clearly through the bridge windows (difficulty of 12). The bow guard can see the stern guard about half the time (and vice versa), as he paces back and forth (difficulty of 12). These difficulties are for a casual glance, and reduced if a person is suspicious enough to look for a few seconds. The entire ship is dimly lit at night, and the sound of the generator and bilge pumps adds to background noise (+2 Difficulty to sight and sound Awareness tasks). The bridge is where the long-range radio equipment of the ship is, but the antenna has been damaged, and will take a few hours to fix. Characters without an electronics background (without a skill of +0d or more) will not be able to tell this when attempting to use the radio.

On shore, there is one smuggler guard for each 200 women and children (total of 4-5), and one per 100 men (6-7). Each group has two handheld radios, which they can use to communicate between each other and the ship. Half the islanders are locked up in the town auditorium at night, with guards posted outside, and the other half are in the walled area around the hotel's pool. Each group has been warned that if there are problems, the other group will suffer for it.

Given the odds, the islanders and the characters could easily overwhelm them, but no one wants to be the first to die. In addition, there are always a few who will squeal to save their own skins, or out of the mistaken belief that if everyone cooperates, everything will be alright.

SMUGGLER

Strength	2d+1
Agility	2d+1
Awareness	2d+0
Will	2d+1
Health	2d+1
Fate	0d+2

"Nobody does anything stupid, nobody dies..."

Skills A	Level	Skills B	Level
Projectile weapons	+1d	Projectile weapons	+2d
Melee weapons	+1d	Melee weapons	+2d
Brawling	+1d	Brawling	+2d
Scrounging	+0d	Martial arts	+1d
Running	+0d	Heavy weapons	+1d
Water vehicles	+0d	Leadership	+1d

Background - Represents the poorly trained thugs who comprise most of the group. They get two skills from column A. The leaders (2 or 3) will have these, plus one skill from column B and an Awareness a point or two higher, and will have body armor of 3d+1 (bulletproof vest, inappropriate vs. blunt or piercing attacks). All will have pistols and knives, and a few will have submachineguns and grenades.

The main weakness of the smugglers is their low numbers. A well-timed, quiet assault on a few key positions could take them out quite easily. The main trick is to quietly get a few and their weapons before the rest start opening fire on defenseless islanders.

Another weakness is that a few of them may take an amorous interest in any good looking females, and if one of these is an adventurer, it presents an opportunity.

The last weakness is that they don't know there is a team of combat-trained Patrol agents on the island. However, if they find this out, they will probably threaten to kill a few hundred islanders unless the characters surrender immediately.

TimeLords

Gamemaster notes - This adventure is suitable for any type of game. Primary Game adventurers can get sucked into events that happen where they are, while Secondary Game adventurers can have similar experiences while taking rest and recuperation from their actual duties. Having an adventurer or two with only partially healed injuries adds another handful of sand into the gearbox.

Combat - This adventure was made for combat. Tactical planning, short brutal firefights, improvised weapons, hostages galore, and antagonists who generate little sympathy for making sure they live to see justice. Increasing or decreasing the violence is a simple matter of altering the viciousness of the enemies. If they are mainly bluffing in their threats, they will be more open to negotiation, more defensive. If they are just bloodthirsty scum, they will be more likely to kill hostages to make their point, shoot more often, use torture to get information, and generally make the adventurers come to them or watch innocent people get brutally killed. All your basic movie melodrama and plot twists will be there.

Foreshadowing - Not much. This is an isolated event, with few or no repercussions outside the immediate area. There is some potential that a person here, or their descendants may play a part in a future adventure ("So *you* are the one who stood idly by and watched my father be tortured to death, when it was within your power to save him!").

Drama - The human drama of the hostages and the smugglers will provide fertile ground for any number of options. Family members who are free and allied with the adventurers may lean on the characters to avoid risky plans, or fail to hold up their end of any plans if an opportunity to help their own loved ones appears. The smugglers may be of divided opinion on how to proceed, and any captured adventurers may be able to influence things or enhance this division.

▼ **SHAKEDOWN** - The group appears in an enclosed, sandy area. On the 20 meter high ceiling are banks of floodlights, and both it and the walls appear to be made out of roughly fused metal with red tinges of oxidation here and there. There is a single door, and it looks as solid as the front of a tank. Nothing happens for about 30 seconds, and then a speaker mounted somewhere in the floodlight array announces in a matter-of-fact voice, "You are my prisoners. You will all drop all your weapons in a pile on the far side of the room. You will then strip and manacle yourselves to the convenient chains on the far wall."

Even if the adventurers realize they are in a hopeless situation, they are still likely to argue with the voice. An answer is ready. "If you don't, I will simply gas you all into unconsciousness, have someone else strip you, and perform interesting medical procedures on you to vent my frustration at being disobeyed. You have 30 seconds..."

Backdrop - The characters have just learned that Jumps can be altered from an outside source, and destinations can be changed (at some risk). It does require *extraordinary* amounts of skill *and* some ancillary equipment, and if the target is aware of the attempt, it can usually be thwarted. Pity the adventurers didn't know how to recognize such an attempt... If they *did* know, they might have been able to detect the tampering during their last Jump and thwarted it. As it is, they are now the prisoners of a TimeLord named Faust, who travels around the multiverse inside a small, converted asteroid. He does anything he wants, and so far has gotten away with it. He a TimeLord who has decided to promote himself to God, and treats lesser mortals with the callousness you would expect from same.

Faust is of average height, but masses at least 150 kilos. Most of it looks like fat, and he would be almost laughable except for his voice and piercing eyes. You know this man is *dangerous*. Heeling to either side are giant wolves. Seated, the head of each one is midway to his shoulders, and they look far too intelligent to be friendly.

Faust wants an object, and he wants the characters to get it for him. He will explain this to the characters in the entry chamber as their clothes (sans weapons) are dumped in piles next to them by a very tall Amazon with pointed teeth, whose name is apparently Mary. Faded surgical scars give the impression she is more than she appears, and she appears to be a really mondo, badass bitch.

Faust answers to no one, and doesn't have to say why he wants the characters to fetch for him, or why he isn't doing it himself, but he does so anyway, because it pleases him. Part of the joy of control is demonstrating it...

"You are going to recover the Cross of St. Christopheri for me. *Why?* Because I am going to program the next two jumps of your Matrix. The first will take you to the continuum and time where it is located, and the second will bring you back here. No matter how long you wait, your next Jump will be back here, and if you don't have it with you, I will kill you one by one in some grisly, artistic fashion." He gives the characters a brief but disturbing smile, and continues.

"I would go and get it myself, but during my younger days I lived in that continuum, blissfully unaware of the existence of the Cross, and now, the entire period when the history of the Cross is known is closed to me. Naturally, I do not trust my Matrix to anyone else, nor do I trust the Matrices of anyone else. So, you *will* do my bidding, or spend the rest of your lives in that miserable little timeline wondering *when* I will send someone to kill you one by one in your sleep."

Part of what he is telling the characters is a lie, of course. If synchronization would prevent him from going to fetch it, it would stop the adventurers, too. The problem is, neither he nor Mary can Jump or Portal to the timeline where that artifact exists. No one else apparently has a problem. This flies in the face of Faust's extensive knowledge of Designer technology. This bothers him a *great* deal, and makes him want the artifact even more.

While talking to the adventurers, he will be examining their Matrix, which he finds immediately, regardless of how well it may have been hidden. If the adventurers by any chance had more than one Matrix...well, they don't anymore. He will roll it between his fingers, close his eyes and slowly inhale, as though savoring the essence of a fine wine. He will then make some cryptic comment that only the main Matrix user will understand, as though he knew something from the deepest recesses of their mind. Faust, then takes a Matrix out of his pocket, and presses the two together. A small temporal ripple is felt by everyone in the room, and he tosses their Matrix onto the nearest convenient surface.

"Your Matrix is now recharged and ready to go. I expect it may take you a while to get the Cross, but how you do so is of no concern to me. You *will* be back." With that, he turns and leaves. The massive doors shut behind him with a hydraulic hiss, and the manacles on the adventurer's wrists are released from some remote location.

Alternate case - If the adventurers are in bad shape from mishaps of a previous adventure, Faust may be a genial host, seeing to it that adventurers are fixed up. He has *excellent* facilities, and his medical staff can easily fix virtually any problem that doesn't require replacement parts, and maybe a few that do. While Faust has *no* intention of letting the adventurers go once they do his bidding, he *does* want the mission completed, and it will take a while. So, adventurers will get lots of painful booster shots, dental work, the works. Faust will also get complete DNA samples as a side effect, along with fingerprints, dental records, etc.

Partly out of paranoia, but mostly as a mind game, the entire stay of the adventurers in his ship will be stark naked, regardless of the personal embarrassment or inconvenience this might cause. Since everything the adventurers say or do is going to be recorded, this kind of psychological pressure gives him an opportunity to get a feel for the adventurers, should for some reason they manage to get away from him.

▼ **Note!** - Just in case you were wondering, Faust cannot travel the timelines in his personal fortress, but he can employ it for mundane interplanetary or interstellar travel if he wishes. No one knows which timeline it is based out of or when it exists on that timeline. The rumor given the most credence is that his fortress is actually a construct of some alien race, and exists only in Earth's distant (pre-Designer) past. Certainly no records of its existence or construction have been found on any Earth timeline.

TimeLords

The Cross - The Cross of St. Christopheri is a solid gold cross roughly 30cm wide and 50cm long. It weighs about 20 kilograms, and is encrusted from top to bottom with precious stones. It is the holy symbol of the Order of St. Christopheri, a benevolent religious order in a fringe alternate Earth. It is reliably credited with several miracles, and the only people allowed to see or touch it are the highest priests of the order. Otherwise, it remains on its pedestal in the stone chambers beneath the monastery where it is kept, under constant vigil by two knights of the order.

Unknown to the characters but strongly suspected by Faust, the Cross is more than a priceless treasure. At the center of the cross is a that rarity of Designer technology, a malfunctioning Matrix, whose points extend out the back of the cross so that contact can be made with it. It can't or won't jump through time or space, but it can warp reality around itself, and will do so for *anyone* who can convince it to, not just one of Lucifer's descendants. Since it is malfunctioning, it may never have gotten the order to lock out the past either, making it exceptionally dangerous to humanity in general. Faust is *extremely* intrigued by the possibility of undoing Designer security interlocks, and a partially functional but unlocked Matrix would be a priceless research tool.

▼ **Note!** - Best guess is that a resourceful but not-quite-fast-enough Designer tried to use it to escape from the Destroyer. The Designer did not survive the Jump and the Matrix AI was damaged in the process.

If you can communicate with this Matrix, you can warp both large or small-scale probaility around it. On a large scale, only the most general of actions can be enhanced, and that is largely the function of the Order of St. Christoferi. There has not been a plague, drought, earthquake or major flood within 100 kilometers of the monastery for over 200 years. The prayers of the priests and their unknowing skill with the Matrix have kept the region peaceful for as long as anyone can remember.

This is what the adventurers have to steal and return to Faust if they are to ever continue on their temporal adventures.

Adventure ideas - Faust is basically a bastard. If the adventurers bring him back the Cross and the Matrix, he'll thank them, take their Matrix as well, kill them and dump them out an airlock (probably in that order), unless Mary wants to save a few pieces for her dinner. If they don't bring it back, he'll kill them anyway, and find some other lost souls to try for him. So, there is a dual adventure here. The first part is getting the Cross, and the second part is getting out alive, with or without the cross.

Part 1: Infiltration - Over a period of weeks or months, an adventurer or adventurers might be able to become novices or acolytes of the Order, which would not get them anywhere near the Cross, but which at least gives them access in and out of the monastery. Extremely skilled fighters might get a job as guards of the Outermost Circle, which does the same. One problem which will tinge all the plots of the adventurers is that they will have to make a Hard(11) Will roll to initiate any hostile action against anyone, *unless* in defense of the Order (a side effect of the Matrix). There are no floor plans of the monastery, and the entire place was designed around the defense of the Cross, with mazes, traps and guards.

Patience - On one day each year, the Cross is brought out for display, where it is shown from the high wall to the crowds below, many of whom have traveled for days to catch a glimpse of it and pray for miracles, which sometimes do occur. Preparations for the yearly display are made several weeks in advance, and everyone knows about it, if asked. Trying to take the Cross by force might be easier here than from the vault, but then again, it will be in the hands of someone who knows how to use it. In simplest possible terms, anything attempted against the trained bearer of the Cross takes an automatic +5 difficulty to succeed.

Invasion - If adventurers work long and hard enough *outside* the region, they may be able to raise an army capable of taking the monastery by force, especially if they spend several months creating items of slightly more advanced tech, like explosives and crude firearms. This won't be easy or quick, but it is *possible*. It will take a dedicated propaganda campaign, and the cooperation of some disgruntled noble who has long coveted the region, but it can be done. The biggest hurdle is of course getting an army motivated enough to engage in violence while under the general peace-keeping effect radiating from the monastery.

Part 2: Getting away - It is always possible to run into another, more experienced TimeLord, who for a price is willing to use his or her Matrix to take the adventurers elsewhere. Eventually, they might find someone who can deactivate the second destination, but until then, they have gone from a relatively safe location to the custody of another TimeLord. If they are lucky, they will find someone with a grudge against Faust, but no one will be willing to take him on in his home turf.

The question remains as to why the TimeLord(s) are here at the same time as the adventurers. A good bet is that they are here for the Cross as well. If the two groups are unaware of each other while plans are being made, some interesting encounters can occur later on. Naturally, the adventurers can't possibly let someone else Jump out with it, because then they would have no chance of ever getting out of here alive (or so they have been led to believe). It could be remotely conceivable that this is a phantom timeline and the only thing keeping it in existence at all is the presence of the artifact. Its removal would either extinguish the timeline or cause it to merge with a similar medieval timeline, resulting in new legends, myths and confused historical accounts.

It is also possible that the adventurers are spotted by some agency which has this continuum in its care. Since there can be only one probability line with this Matrix, it stands out for anyone looking for anomalous timelines. The adventurers might be able to go back with the Patrol, but their Matrix is lost to them until they can unlock its destination. This would be a good way for an experienced group of adventurers to be inducted into a Time Patrol from the Primary Game, while at the same time giving them a good excuse to not use their Matrix for an extended period (and maybe give them Faust as an occasional enemy).

▼ **Note!** - Naturally, if the Matrix in the Cross functioned correctly, adventurers could leave with it. Faust would also know this, and is clever enough to know the adventurers will realize the Cross is more than it seems. He is taking the reasonable chance that the spatiotemporal Jump function has been disabled somehow, otherwise the Priests of the Order would have accidentally sent themselves on a trip generations ago. He is correct.

Gamemaster notes - Due to the possible length of the adventure, the lack of high-tech medical care and the nature of various foes, this adventure is not recommended for inexperienced or unskilled adventurers. It is more an example of inter-TimeLord politics that adventurers may eventually get caught up in.

Faust might also "hijack" Time Patrol members he is aware of to do his dirty work for him, since they will be reasonably skilled, well-equipped and expendable. Escaping from his clutches might be a way for adventurers in a Time Patrol to become independent TimeLords.

Combat - Oh, there is plenty of opportunity for this, but it is against people who have done the adventurers no wrong, nor intend to. The individuals whose throats the characters would really like to get their hands around will make sure to stay safely ensconced elsewhere and elsewhen. Direct confrontation with Faust is out of the question in this adventure, although an opportunity to engage some of his minions may present itself if Faust sends some after the adventurers. A direct confrontation with Faust or Mary would almost certainly be fatal for the adventurers attempting it. Someone who has survived as long as he has with as many enemies as he has is either *extremely* good or *extremely* lucky. Rumor is that Faust is both.

Foreshadowing - Faust may be a recurring nightmare for the characters, and encountering him early and surviving the experience may be extremely useful later in the campaign (*especially* the surviving part), as it provides some small insight into the way his mind works. Encounters with other TimeLords may also provide useful information, or contain cryptic information that the adventurers may not understand until some later date.

Drama - The first part of the adventure is just plain humiliating and embarrassing, situationally and from a personal modesty standpoint. If it didn't come across as perfectly clear, Faust doesn't need *all* the adventurers to get his dirty work done, just some of them. It would be inconvenient if not all the adventurers were able to "work for him", but he would doubtless enjoy the pleasure of taking out this minor frustration on one of them by say, oh, snipping off all the fingertips on one hand (consider it a permanent 1d penalty on using the hand for anything but unarmed combat). If adventurers have heard *any* tales at all about him, they should be warned that trying to press a deal or even an insult from other than a position of equal or greater strength is a *bad* idea. During their stay, he can be a genial host, but a psychopathic one who holds the power of worse than life or death over every one of the characters. Remember that while he does enjoy his little games, he is not *evil*, just completely and utterly amoral and pragmatic. He will do *whatever* needs to be done to reach his ultimate goals, whether that is saving orphans or flaying them alive.

CRUSADER

Strength	3d+0
Agility	2d+2
Awareness	3d+0
Will	3d+2
Health	2d+2
Fate	0d+2

"It is not a profession, it is a calling..."

Skills	Level	Equipment
Projectile weapons	+2d	Longsword
Melee weapons	+2d	Plate armor (2d+0)
Brawling	+1d	Shield (1d+0)
Scrounging	+0d	Crossbow (2d+2)
Running	+0d	
Equestrian	+1d	

Background - The closest thing this society has to a Special Forces unit. The elite crusaders assigned to protect the relic are selected through an extremely rigorous process, train constantly, and are ever alert for suspicious activity. They are also highly educated, at least in certain subjects, and even if they are not capable of understanding certain technological concepts, they can analyze their potential (and their potential liabilities) in fairly short order. To prevent losing their edge in this peaceful area, they are rotated out every so often to more conflict-ridden sections of the local empire. While as affected as everyone else by the probability warp, they have intensive enough training that they can initiate hostile activity with sufficient need. This is one reason they remain ever vigilant. If they can do it, so can someone else...

■EABA

▼ **DOWNTIMING BASE** - The adventurers merge with reality in a large, well-lit, man-made underground dome. The smell of moist rock and too many people crammed into too small a space for too long a time fills the air. All around the cavern are circles of different earths, wilted grasses, stone flooring and even what looks like metal ship's decking. About a hundred meters away stands a man who is even now calling in your arrival via an intercom (you can hear your arrival being announced over loudspeakers in plain English). While he is not approaching the adventurers, neither does the announcer seem alarmed or upset; simply remaining alert and waiting for the adventurers to get over their timesickness.

Where you are - This is Salt Dome 15. Located somewhere under what used to be Kansas, USA on a fairly advanced timeline. After the Machine Invasion began, several families escaped into this underground facility that was built during a previous war and survived, and expanded it into what it is today. They have neither the population nor the technology to be able to mount a counterstrike against the machines. While they have so far escaped detection, they have been living like rats in a maze for far too long.

Originally set up as a salt mine, the tunnels are carved out of solid rock. Most corridors are set up at right angles to each other forming a grid work of corridors. Every so often areas are expanded out into private rooms or large chambers. It is easy to get lost here as one corridor looks much like another, however most if not all rooms are numbered or named and all corridors have large numbers painted at the ends and in the middle. For mapping purposes figure most corridors are three to five meters across and most private rooms are six meters square, all with an average ceiling of five meters.

What has changed - About six years back, a Domino member by the name of Pseudo stumbled across this base, and has since then used it and its people as a bolthole and stepping-off point for his operations. He has brought food, medicine, tools and most of all hope to these poor souls. They understand that he has some form of "wormhole technology" though they have no idea how it works; they just accept it as a given and are helping him with his plan of getting them out of here and setting up in a colony "elsewhere, where the machines are not a threat."

As for what is happening to the adventurers, they are looked upon as either helpers and/or additional refugees sent here by Pseudo. After the security arrives and shows them their rooms, the adventurers will be pretty much left to themselves. They have free run of the place save for certain off limit areas (do they really need to go *inside* the nuclear reactor?). The population of this base is small, currently less than three hundred people all told, though the last hundred residents have arrived via Jump in the last few weeks.

For the past few months Pseudo has been trickling in people from various times and places that he thinks that would help with his plan.

The Plan - Being a Domino Society member, Pseudo has a massive hatred of the human race being snuffed out by the Machine Invasion. This base, being one of the few that has survived for so long without being detected is exactly what he wants for a decent place to use as a bolthole or place he can eventually use as a staging area for later schemes.

Currently, he is attempting to evacuate the base and set them up in a colony somewhere in an early Earth$_{null}$ branch. He has gathered technicians, scientists and inventors from Industrial Era areas and times, (those who will not be missed but still have decent qualifications), and brought them here, along with tools, equipment and enough crop seeds to make whatever society that the colony creates at least a Late Basic Era operation.

The biggest work that is going on right now at the base that has to do with the plan is the Rocket.

The Rocket - In one of the main corridors an oddity from a 22nd century amusement park is set up. The Rocket is a magnetically driven thrill ride from a defunct (and now obliterated) amusement park. It looks like a cross between a maglev bullet train and a mass driver, which is pretty much what it is. The spacious seating was for several hundred people per ride, but most of the accelerator chairs are being removed and replaced with ceiling hand rings, air bags and cargo netting. Should the adventurers care to look (or even offer to help with the retrofit), they can easily estimate that the new configuration will be able to hold over a thousand people plus cargo.

Originally the Rocket was held in a storage facility somewhere else on the planet and brought here in sections via a spatial jump to avoid the frying of the maglev coils and other high-tech goodies.

The Rocket being a maglev system is mostly inert coils of wire and ceramic magnets with relatively little electronics in it. What is being done by the inhabitants of the base is rebuilding the magnetic suspension and accelerator that will move the entire bulk of the vehicle down the main corridor at at breakneck speeds and through a Portal that Pseudo will create to transport the rocket and everything inside it elsewhere. It is a cumbersome but clever way to move a lot of people and material through time and space without having to make several dozen Jumps.

Of course if anything goes wrong it will be a too-short ride with the Rocket and its contents smashing into the wall at top speed...

▼ **Note!** - Using a Portal like this means that due to exit energy limitations, the Rocket will exit the Portal slower than it entered. This means a fairly soft landing, though the Rocket will certainly jackknife and sections will overturn as it is pushed from the rear (hence the airbags, which will deploy automatically upon touching the dimensional interface). The exit Portal will thus remain open longer than the entry Portal, and this may result in increased recharging time for the Matrix used, or possibly discharge the Matrix at the destination of the Portal that is being used for the information handoff.

TimeLords

Influx - After about two days a mass influx of people arrive. They are one and all, out of work New Yorkers who for what ever reason Pseudo thinks they are qualified have been sent here from 1933CE, $Earth_0$. Some have families, some are single women, but most are single men who are grunt laborers with some talent at mechanics or building. Oddly enough, aside from time jump sickness, most don't know and don't care when or where they are, they do know that they promised food, shelter and work after there stay here; though they are bewildered at all this "Flash Gordon" stuff. Once given time to relax and have a meal they are briefed as were the adventurers and told to wait in the main auditorium.

All in all about a hundred people have arrived. All of them save one came through with a mass of others. The exception's name is Horn.

Horn is a once friend, now rival of Pseudo, and is dead set on trashing the entire operation. Horn looks like anyone else that has just come in from the 1930's save that he is bald, not wearing a hat and is carrying a duffel bag with something bulky in it. He will slip away from the main group and make his way to an electrical room where he will begin setting up the device.

The device is a powerful but simple Early Atomic Era low-frequency radio. It is set to broadcast using the entire electrical system here as an antenna, just to attract the notice of the Machines that are currently in orbit. If left alone Horn will set things up, wait for the first tremors of the orbital bombardments to begin and then Jump out.

Should the adventurers try to stop him before he sets up the radio, he will run for it carrying the radio with him and will try to lose them in the tunnels (Horn has been here before and knows the maze of tunnels well).

If adventurers confront him after he sets up the radio, he will turn the radio on and not tell them what it is, delaying for as long as he feels is necessary for the signals to be detected. At the first opportunity that he is far enough away from the radio he will active his backup Matrix (anyone who Jumps post-Machine Era does, if at all possible), taking whoever he is near with him. He bears adventurers no personal animosity, but he has little or no timesickness problem, so he will probably just bludgeon dazed adventurers into unconsciousness and then hightail it away until he gets to someplace he can blend in, or wait until he can Jump elsewhere.

Pseudo arrives - About two hours after the last of the previous influx of people arrive (including Horn), another set of would-be colonists arrive. They are farmers from the American dust bowl who took Pseudo up on his offer rather than starve. They are families with a surprising large amount of single women in them. After the disorienting effects of the time jump they are bewildered and somewhat unsettled by the tunnels carved out of rock. However, the man following this bunch seems to be in charge. This is Pseudo.

Pseudo is a tall man dressed like a minister and is actually carrying a Bible in his left hand. The Base personnel here iimmediately recognize him and begin moving people into the Rocket, as though on some pre-arranged schedule. The main auditorium is also being vacated and all base personnel are moving to the Rocket. Numerous announcements go over the public address system, and people with clipboards are checking cargo and people's names against a master list to make sure everything and everyone is properly loaded.

In a perfect world - If everything goes perfectly and to schedule, the Rocket will be loaded without incident, everyone will be settled in and holding on to something or seated. The Rocket will accelerate, a portal will open and Pseudo, the base personnel, the workers, technicians and farmers will ride the Rocket on into a bright green meadow somewhere in the Ohio valley on a Earth$_{null}$ thread somewhere about 2000BCE. Aside from being scared out of their wits, nothing will have happened to anyone except timesickness and some airbag bruises and they can then unload the Rocket and begin their new life here.

But, as you well know, nothing ever goes as planned. What happens from here can vary wildly. Depending on the gamemaster, it can go too many ways to actually list. Have fun with these few suggestions.

Horn: If Horn is not stopped or captured before Pseudo arrives, he will take this opportunity to take a pot shot at him before warping out. Since he has been here before, he knows where a few caches of firearms for the trip are. Admittedly, they are flintlocks and crossbows, but they can do a nasty job if he gets a lucky shot. There are conventional firearms about, but they are under lock and key to keep new arrivals from deliberately or accidentally causing any problem with them.

The Guardians: The Guardians have not been idle on Earth$_0$ and have seen Pseudo pop in and out of the 1930's. With his last Jump they have tracked him to this time and place, and have sent an assault team to capture him and hopefully correct any potential problems. They are well armed with crossbows (regular and tranq quarrels), batons, swords and a pair of bug suits. All in all there are about ten strike team members. They don't really have the firepower to take on *everyone*, so they will concentrate on anyone they can recognize and anyone who puts up a fight. Those who run and hide can be rounded up later...

Falling rocks: With the radio signal Horn sent, it will be two hours minimum before the rocks begin to drop on the ground above the base. However since the base is a kilometer underground it will take a while before the base collapses and everything goes to Hell in a handbasket. This does not mean that having the ground rumble around you and shake like an earthquake is fun, so people will panic and set things going askew. Earth tremors might also derail the Rocket or otherwise make it temporarily unusable.

Contingencies - Should the unthinkable happen and Pseudo dies here, all is not lost. One of the base personnel in the cab of the Rocket is a potential Timelord. He, (or She) does not know this but has been trained that in the event of Pseudo's death or other emergency that they have to evacuate the base to place their hands on the control panel, (which is a locked steel block holding a Matrix, preprogrammed for the job) and pilot the Rocket into the "worm hole".

After everyone is gone - Hopefully everyone leaves. If not those who stay behind may notice the increase in oxygen in the air. This is because the algae tanks that provide clean air for the base are now being set on a massive growth program. They are being pumped full of CO_2 and then allowed to overflow their vats. The idea behind this is, even if Horn did not send the radio signal, the maglev system at full power would light up on enemy sensors and bring down the house on the base, so to speak. The algae is an especially hearty type that can remain dormant for years, spore and generally is damn hard to kill. After the base is compromised this green goo is supposed to seep out and make its way back into the dead biosphere. Given its ability to multiply, it should be covering the Earth again in a few years and with any luck, in a few decades the atmosphere should be breathable again.

What happens if - The adventurers go with Pseudo? Pseudo does not necessarily know that the adventurers are TimeLords nor does he really care unless they bring it to his attention. After the wild ride through the Portal into the new colony site, Pseudo will let the former base personnel get things up and running while he kicks back, relaxes and waits for his Matrices to recharge. He is very conscious of the Matrix in the nose of the Rocket and has ordered it to be removed and given to him more or less immediately. His only real concern about TimeLord adventurers is that they don't take any of his colony's stuff when they go, and don't go someplace that could result in his colony being found out. To that end, he is willing to assist programming their adventurer's next Jump, though whether he programs it to where the adventurers want to go is another matter.

TimeLords

What happens if - The adventurers go with Horn? Horn is a selfish son-of-a-bitch. *If* he finds out that the adventurers are TimeLords he will try to take their Matrix away and them stash them someplace reasonable safe where they can't do much harm (to him) and then leave. He may come back later if he has a use for them. If he does *not* find out they are TimeLords, he will simply leave them where he has Jumped (currently a late Renaissance Europe), with little more useful advice than "don't drink the water".

What happens if - The adventurers go with the Guardians? Going with the Guardians is a good way to go from a "Lost in Time" campaign to a "Time Patrol" campaign. However if the adventurers are not wanting to become "Time Cops", they will have their Matrix taken away from them and expatriated either to Earth or Mars in the same era that the Guardians are operating.

Even if they are enlisted into a Patrol, they should not expect to lay hands on their Matrix again for a period of some years.

What happens if - The adventurers Jump out by themselves? If the adventurers Jump out anytime before the Guardians arrive or after the Rocket leaves, they stand a good chance of escaping the notice of the Guardians. However, if they Jump out sometime *within* that window, the Guardians may have gotten a lock on them and will begin tracking them, results of which are best left up to the gamemaster.

If they Jump out *before* the Rocket leaves, no one is likely to interfere or even notice until too late. If the adventurers take anything that Pseudo thinks was vital for the colony, the adventurers will have made a minor enemy, who will *eventually* cause similar grief to the adventurers and make sure they know who did it and why.

If they Jump out *after* the Rocket leaves, it may be under some duress (dodging multi-ton chunks of rock falling off the ceiling will mess up your skill roll something fierce), but will give the adventurers the possibility of salvaging goods they might not otherwise have had access to. All the useful time-jumpable material went with the colonists, but if there was a last-minute panic, a crate or two might have been overlooked.

Vignette

Time: 1632BCE
Location: Earth₀

Jenna! He turned and ran with the grasping wind. Jenna, Eol clutching to her breast, was on her knees, hands dug into the grass as around her the wind pulled all towards a great rent in the ground. Then they too were pulled free. She hung in space for a moment, eyes pleading, hands outstretched to one beyond her reach, then the two fell backwards and were pulled into the hungry earth.

"Aiyiiii*!!!*" Bright-spear leapt with the wind, high and far. He saw the ground shake beneath him and fall away, while a blinding pressure began to fill his skull. He looked and saw the shattered earth falling *up* into a night sky, and him with it. Then all vanished in an eye-searing blast.

Lucifer awoke, spots dancing in his vision from the intensity of the dream's final moment. The crystal skull kept silent watch as Lucifer added some twigs to the smouldering fire and warmed the last of the fowl he had killed the previous day. After a silent breakfast, it eventually spoke silently into his mind.

//I feel the dreams too. And in a way, have my own that I would rather forget. The spirits of the Designers in you speak to me. I don't think they ever meant you to last this long.//

"Is their strength failing?"

//No, not that I can see in either of us. I am well. When they took the spirit from my dying body, they made me as whole as they could. But in you, the Designer spirits were meant to speak at times to the great Designer Voices, to communicate their small needs. Your spirits wonder in their small way what has happened to the Designers, and sometimes they relive their last memories of speaking with other Designer things. They don't understand that you relive them as well.//

Lucifer sighed as he stirred the fire. "Other dreams fade, but not this one. Every time, it is as though it just happened. The wound is always fresh. Gods, I see her eyes, her hands reaching. I can't save her..." For a moment he knelt motionless beside the fire, as though becoming a statue would take away the burden of thought, but he soon rose with the slow deliberation of one who knew from long experience that it wasn't so.

The farmers and herders of Kos paid him little attention as he walked the path to the court of King Theotokis. They did not recognize him as the demigod of Calliste, nor did his robe and sandals hint at a status greater than an acolyte, for he was obviously too young to be a priest. To those who got close enough, his shaved head and eyebrows were cause for comment, but little more. That he talked to himself in an unknown language simply added to the misapprehension that he was touched by the gods.

"We have spent the better part of three generations on Calliste. The king is just, the ones I have taught have taught their children, and their children's children. None dare attack them because of me, and other kings send their sons to learn at our courts. They prosper and know and do things that no one else in the world has done. Why can I not find their future?"

//Unknown. We have scheduled Jumps to allow numerous windows, yet Calliste remains closed to us. No future we find knows of them or has learned from their accomplishments. We should visit the future of her neighbors. Their history may reveal something.//

"Of little use. If I am still on Calliste, the Jump would fail, regardless of where we watned to go. We have struggled for what? Two, three thousand years? Could it be that I guard a future that holds such promise, so that even I cannot visit it? The mound-builders have so many futures it would take centuries to visit them all. Why has Calliste no future we can find? I still do not understand all the permutations."

//Nor I. Most of the Designer's knowledge died with them, and we poor trinkets are all that remain. We learn by doing.//

"But the mistakes are costly, and cannot be undone."

//We learn and teach. Do they not sow and reap, write and count, cut stone and make great buildings? They ride the horse you thought only to eat and make blankets of. We will make a time and place that can make the sun-fire weapons, and walk between the stars. And when we have dealt with those who would destroy our people, we will take our weapons and go hunting the Destroyer.//

Lucifer drew the black knife from the future and gazed through it to somewhere else. "But first, to make the spear..."

//There is much work to do.//

REFERENCE

"Actually, I'm very selfless. We're all going to die eventually. I just want to see to it that everyone else gets a turn first..."

- Zhanken

▼ **BIBLIOGRAPHY** - No time travel game would be complete without a reference to all the myriad ways to confuse and inspire your journeys into the unknown. Some of these may be out of print and/or no longer available, so you may have to do some scrounging. Those in red involve some sort of Time Patrol, while those in blue involve dimension travel. Ones marked with a • are recommended by the author.

Role-playing games based on time travel
> **Timeship** - Yaquinto Publications, 1983
> **Time and Time Again** - Timeline, Ltd., 1984
> **Dr. Who** - FASA, 1985
> **Timemaster** - Pacesetter Limited, 1986
> **TimeLords** - BTRC, 1987
> **GURPS Time Travel** - Steve Jackson Games, 1991
> **Time Riders** - Iron Crown Enterprises, 1992
> **Time Lord** - Task Force Games, 1993 (import)
> **Continuum** - Aetherco, 1999

Role-playing games based on dimensional travel
> **Lords of Creation** - Avalon Hill, 1983
> **Fringeworthy** - Tri Tac Inc., 1984
> **Midnight at the Well of Souls** - Tag Industries, 1985
> **Torg** - West End Games, 1990
> **Nexus** - Dædalus Games, 1994

Books & stories involving time and/or dimension travel
- *A Connecticut Yankee in King Arthur's Court*, by Mark Twain
  A Matter of Time, by Glen Cook
  All These Earths, by F.M.Busby
  All You Zombies, by Robert Heinein
  Alternities, by Michael P. Kube-McDowell
  Behold the Man, by Michael Moorcock
  Bring the Jubilee, by Ward Moore
  By His Bootstraps, by Robert Heinlein
  Castle Perilous, by John DeChancie
  Castaways in Time, by Robert Adams
  Changewar, by Fritz Leiber
- *Dinosaur Beach*, by Keith Laumer
  Downtiming the Night Side, by Jack Chalker
  Hitler Victorious, by Gregory Benford and Martin Greenburg (eds.)
  Hobson's Choice, by Alfred Bester
  House Between the Worlds, by Marion Zimmer Bradley
  Lest Darkness Fall, by L.Sprague DeCamp
- *Lightning*, by Dean Koontz
  Lord Kalvan of Otherwhen, by H.Beam Piper
  Midnight at the Well of Souls, by Jack Chalker
  Millennium, by John Varley
- *Nine Princes in Amber*, by Roger Zelazny
  Ox, by Piers Anthony
  October the First is Too Late, by Fred Hoyle
  Of Time and Third Avenue, by Alfred Bester
  Paratime, by H.Beam Piper
  Roadmarks, by Roger Zelazny
  Rebel in Time, by Harry Harrison
  Replay, by Ken Grimwood
  Run, Come See Jerusalem, by Charles Merdedith
  Terraplane, by Jack Womack
  The Compleat Enchanter, by L.Sprague DeCamp and Fletcher Pratt
  The Flight of the Horse, by Larry Niven
  The Infinitive of Go, by John Brunner
  The Man in the High Castle, by Philip K. Dick
  The Number of the Beast, by Robert Heinlein
- *The Anubis Gates*, by Tim Powers
  The Big Time, by Fritz Leiber (& sequels)
- *The Cat Who Could Walk Through Walls*, by Robert Heinlein.
  The Corridors of Time, by Poul Anderson
  The Cross-Time Engineer, by Leo Frankowski (& sequels)
  The End of Eternity, by Isaac Azimov
  The Man Who Folded Himself, by David Gerrold
  The Many-Colored Land, by Julian May (& sequels)
  The Shadow out of Time, by H.P.Lovecraft

◼EABA

The Sound of Thunder, by Ray Bradbury
The Time Bender, by Keith Laumer (& sequels)
• *The Time Machine*, by H.G.Wells
There Will Be Time, by Poul Anderson
Three Hearts and Three Lions, by Poul Anderson
Thrice Upon a Time, by James Hogan
Time Enough for Love, by Robert Heinlein
Time Safari, by David Drake
Time Storm, by Gordon Dickson
Time Traders, by Andre Norton (& sequels)
Timescape, by Gregory Benford
The Guardians of Time, by Poul Anderson (&
    sequels)
Time Wars, by Simon Hawke (& sequels)
Up the Line, by Robert Silberberg
What Might Have Been, by Larry Niven
    (anthology)
Wrong Way Street, by Larry Niven

Movies worth seeing
• *12 Monkeys* - Ultimately depressing but
    extremely well-done time travel tale.
Army of Darkness **-** Tongue-in-cheek stab at
    time travel and anything else that gets in
    the way.
Back to the Future, parts I-III - Amusing but
    reasonably handled treatment of time
    travel and paradoxes.
My Science Project - Time and dimension travel
    wierdness involving an alien artifact. A fun
    Primary Game reference.
Stargate - Not time travel, but good reference
    for the idea of partially understood alien
    technology. The television show could be
    used as a model for a primitive Time Patrol.
• *Terminator, I-II* - At its heart a time travel movie,
    where the fate of the future depends on a
    few people's actions in the present. The
    time travel special effects at the start of
    Terminator are as close to **TimeLords** as you
    will ever see.
• *The One* - Interesting dimension travel premise
    that justifies the bullet-dodging-Harley-fu
    martial arts.
• *Timecop* - So-so movie. Interesting in that it has
    an infinitely mutable future, though it only
    uses a single timeline.
• *Timerider* - What if you time travelled and *didn't*
    know it at first? A good reference for any
    Primary Game campaign, if only for
    people's reactions to future tech.

▼ **WEAPONS & GEAR** - The gear list expands on the items in the basic **EABA** rules, with notations for how gear will handle the stress of temporal Jumps. Weapons and gear will have one of four special notations. The first three relate to Jumping or Portaling the item through time or traversing the boundary of a null field, and the side effects thereof.

❙ The item will suffer little or no damage (0d+1 at most), *if* volatiles or energy storage associated with the device is removed before the Jump. Otherwise, the effects would be like ❙❙ or ❙❙❙. A typical firearm, gas-powered camp stove, or flashlight would be a good example. For instance, a loaded flintlock pistol would fire if Jumped, not harmful in and of itself, but side effects depend on which way it was pointed at the time... In the case of the firearm, the only serious damage would be to things like small springs, which may not occur the first Jump, but will happen *eventually*. The more advanced or precise the device, the more likely it will take 0d+1 damage. Even if it takes no actual damage, an item may suffer surface phenomenon like minor pitting or discoloration.

❙❙ The item will suffer minor damage (1d+0). It will function at reduced efficiency, if at all, but it will often be repairable, if facilities exist at the destination. Small items (those with less than 7 hits) may be destroyed. In addition, if the device uses any form of volatiles or high-density energy storage, those items will ignite, with logical consequences. A mechanical wristwatch, or Early Atomic Era electronics (e.g. vacuum tubes) are good examples. Powercells will be in this category, but since they only have 1 Hit, they will effectively be destroyed. Discharged powercells can undergo *one* temporal transit without taking serious damage, but internal electrodes and connections will still be affected and multiple transits are not recommended.

❙❙❙ The item will be completely and irrevocably destroyed. It may remain intact visually, but the inner workings of the device will be utterly ruined. In addition, if the device uses any form of volatiles or high-density energy storage, those items will ignite, with logical consequences. A digital watch, computer, can of gasoline, or a grenade would be a good example. As a simple demonstration to players, take a CD that you have no use for, put it in your microwave, and watch when you turn it on for 5 seconds (don't do it if you're afraid it will damage the microwave).

+/- This does not affect its temporal functioning, but is just an indication if the item is from early in that Tech Era (**-**), or late in that Tech Era (**+**).

Other notes - Prices are set in Credits, which don't actually exist, but are roughly equivalent to modern US dollars in purchasing power. The purchasing power of credits is also roughly 5Cr for an hour of unskilled labor, 10Cr for an hour of skilled labor or 20Cr and up for an hour of highly skilled labor, presuming there is not an over or under-abundance of labor of that type available. This should allow you to make conversions for systems with non-standard economies (barter, hyper-inflation, etc.).

Money itself may not translate across timelines well. The money will not be damaged unless you are dealing with electronic currency. But, the units of exchange will not be easily transferrable. Just try walking into an American convenience store with a big wad of Indonesian *bhat*, Norwegian *kroner* or Italian *lira* and try to buy something. In lower tech societies (mostly Early Industrial Era and before), the units of exchange have *inherent* value, like copper, silver or gold, and so using unfamiliar units is just a matter of verifying their purity and weight to get a guide to their worth. You can still expect to get the raw end of the currency exchange, however.

On the good side, intact currency from previous spots on the *same* timeline *may* have collector value far beyond its face value. Unfortunately, this is often linked inversely to its usefulness on the timeline where you got it. That is, if there was a lot of it to begin with and it was widely accepted, then collectors in the future will have a lot more of it lying around, and its value will be less from a collector's standpoint. As a *guesstimate*, value for good condition currency or coin will be half the face value, times (2d+0 plus multiples of 50 years that the money has been out of circulation). Rolls on the 2d of 11 or 12 mean roll again and add it to the multiple. Double the total for money in mint or near-mint condition, and double it again if the money is nearly pure gold, silver, or platinum.

EXAMPLE: You end up in 2020CE with a sack of Confederate-Era silver coins in average condition. The face value of the money is about 5 Credits. The conversion is 2d+3 times 5 Credits, times 2. The roll of 2d+3 is 2d+0, with a +3 for the money being out of circulation for 150 years, and the times 2 is because the coins contain a precious metal with inherent value. The result of the roll is 13, so the 5 Credits of coins can be sold at a coin shop for about 13 times 5 Credits times 2, or 130 Credits.

How much does it weigh? - Just in case you need to start carrying vast amounts of wealth across timelines, here is what one kilogram will get you in various real-world valuables. Anything that is not inherently money (like diamonds) will be subject to losses in resale of up to 50%.

≈30,000,000Cr in one carat brilliant cut diamonds (Industrial Era or later), but they may suffer pitting from temporal Jumps.
≈75,000,000Cr in two carat brilliant cut diamonds (Industrial Era or later), but they may suffer pitting from temporal Jumps.
≈250,000,000Cr in three carat brilliant cut diamonds(Industrial Era or later), but they may suffer pitting from temporal Jumps.
≈110,000Cr in United States $100 bills (Late Industrial Era through Late Atomic Era).
≈22,000Cr in United States $20 bills (Late Industrial Era through Late Atomic Era).
≈600Cr in United States $20 gold pieces (Late Industrial Era).
≈40Cr in United States silver quarters (Early Atomic Era)
≈3Cr in United States copper pennies (Early Industrial through Late Atomic Era)

How much is a quarter worth? - One thing that will occur in any Primary Game is trying to use coinage in a vastly different era than its origin. In simple terms, inflation. While the equipment list prices can be measured in credits, or a rough equivalent in hours worth of labor, *actual* prices in that continuum are likely to be much different. While paper money is pretty worthless outside its time and place of origin, copper, silver and gold have been used for currency for a *long* time, and people cared more about the purity of the metal more than whose face was on the coin in question.

As a *rough* guide, use the table below to convert equipment list prices to "period" prices (at least for Earth$_0$). This will be most accurate for goods and services that are "common", or have equivalents in most timelines. Food, clothing, tools and weapons, for instance. The sample items on the table have prices taken from period catalogs or advertisements, just to give rough examples. There are also plenty of exceptions the gamemaster can throw in as needed. Like the discovery of silver in the New World vastly increasing the money supply (and inflation) in Europe between 1500CE and 1600CE. Or, a US$20 Federal Reserve Note looks enough like a US$20 Silver Certificate that you wouldn't quickly notice the difference.

REFERENCE

So, you could take a 1999CE twenty dollar bill to 1946CE and spend it, even though it isn't legal currency yet. *Just hope no one notices*. Or, coins made of metals not used for coinage in a timeline may have less (or *more*) value. For instance, nickels might be next to worthless. On the other hand, a handful of nickels would be enough to turn a chunk of ordinary steel into *stainless* steel. How much would *that* be worth to a medieval armorer? Or, some coins are made of aluminum. Aluminum was discovered in 1854CE. Until an economic means of refining was developed in 1886CE, it was worth its weight in gold. Aluminum coins disposed of in that interval would be worth far beyond their face value, provided you could find someone to take them. The table below is more or less historical, so it would mainly apply to prices on the Earth$_0$ timeline.

Year	1Cr buys	Salary comparison	Wage comparison
2000CE	1.0Cr	≈10,000Cr	5.0Cr/hr
1990CE	1.6Cr	≈6,300Cr	3.2Cr/hr
1980CE	2.5Cr	≈4,000Cr	2.0Cr/hr
1970CE	3.3Cr	≈3,300Cr	1.7Cr/hr
1950CE	5.0Cr	≈2,000Cr	1.0Cr/hr
1925CE	10Cr	≈1,000Cr	.50Cr/hr
1900CE	12Cr	≈800Cr	.40Cr/hr
1850CE	14Cr	≈700Cr	.35Cr/hr
1800CE	17Cr	≈600Cr	.30Cr/hr
1600CE	20Cr	≈500Cr	.25Cr/hr
1300CE	25Cr	≈400Cr	.20Cr/hr
1000CE	35Cr	≈300Cr	.15Cr/hr
0CE	50Cr	≈200Cr	.10Cr/hr

EXAMPLE: Adventurers arrive somewhere circa 1600CE. Pooling their loose change together, they have about US$1.50 (1.5Cr). This will be worth about 30Cr in terms of buying power.

How do I spend it? - The modern concept of fixed prices is just that, modern. In most of the world for most of history, prices are what the market would bear, and were negotiated on a case by case basis for each transaction. That is, haggling. For the average person, the only real vestige of this left in the Western world is the give and take process when you try to buy a new car or wheel and deal at a flea market or yard sale.

Most of us would never dream of going into the grocery and haggling with the checkout clerk over the price of a kilo of apples, but by and large, that's how it would be done in most of the pasts your adventurers will visit.

Haggling is both an art and a science. The seller appraises the buyer's apparent wealth and knowledge of the item. The buyer feigns disinterest and disparages the quality of the goods, and so on and so forth. Even the sheer enjoyment of the verbal sparring can play a part in the final price.

In game terms, you can play it out. This may be fun with some groups, but not others. Let players who enjoy it, do it. It is a good way to introduce local gossip and rumors that the adventurers may need to know. If you just want to get the trans-actions over with, roll 2d+0. If the adventurers are obvious strangers to the area, add 1. Likewise if they have obvious trappings of wealth. Any result more than a 6 increases list price by 10% per point, and anything less than 6 decreases list price by 10% per point. Yes, this is slightly skewed in favor of the seller, but that's what you get for not haggling...

PRIMITIVE ERA RANGED WEAPONS

BOWS & CROSSBOWS	USES	ACCURACY	DAMAGE	SHOTS HELD	WEIGHT	COST	ARMOR	HITS	NOTES
Light bow ▮	arrow	0	0d+2	1 internal	.9kg	60Cr	1d+0	2	Reliable, Str 5
Medium bow ▮	arrow	0	1d+0	1 internal	1.2kg	75Cr	1d+0	2	Reliable, Str 6
Heavy bow ▮	arrow	0	1d+2	1 internal	1.5kg	100Cr	1d+0	2	Reliable, Str 8
Medium crossbow ▮	quarrel	1	2d+2	1 internal	3.2kg	360Cr	1d+0	3	Reliable, Str 8

BASIC ERA RANGED WEAPONS

PISTOLS	USES	ACCURACY	DAMAGE	SHOTS HELD	WEIGHT	COST	ARMOR	HITS	NOTES
Hand cannon ▮	12mm ball	0	1d+1	1 internal	2.1kg	70Cr	1d+2	3	Unreliable
Cavalry pistol ▮+	12mm ball	0	1d+2	1 internal	1.5kg	75Cr	1d+2	3	Unreliable

SHOTGUNS	USES	ACCURACY	DAMAGE	SHOTS HELD	WEIGHT	COST	ARMOR	HITS	NOTES
Blunderbuss ▮	18mm ball	0	2d+2	1 internal	2.6kg	55Cr	1d+2	3	Unreliable
	8mm shot	0	1d+1 x 2	1 internal					
Fowling piece ▮	18.5mm ball	0	2d+2	1 internal	4.8kg	120Cr	1d+2	4	Reliable
	8mm shot	0	1d+1 x 2	1 internal					

RIFLES	USES	ACCURACY	DAMAGE	SHOTS HELD	WEIGHT	COST	ARMOR	HITS	NOTES
Matchlock musket ▮	16mm ball	0	2d+2	1 internal	6.0kg	120Cr	1d+2	5	Unreliable
Kentucky rifle ▮+	12mm ball	2	3d+0	1 internal	4.1kg	140Cr	1d+2	4	Unreliable

INDUSTRIAL ERA RANGED WEAPONS

PISTOLS	USES	ACCURACY	DAMAGE	SHOTS HELD	WEIGHT	COST	ARMOR	HITS	NOTES
Derringer ▮	11mm bullet	0	0d+2	1 internal	.3kg	60Cr	1d+1	2	Unreliable
Duelling pistol ▮	12mm ball	1	1d+2	1 internal	1.2kg	315Cr	1d+2	2	Unreliable
Pauli Mod. 1812 ▮	10.5mm bullet	0	1d+1	1 internal	.7kg	140Cr	1d+2	2	Reliable
Colt 1873 ▮+	11.4mm bullet	0	1d+2	6 internal	1.2kg	160Cr	1d+2	2	Reliable
Colt Police Rev. ▮+	8.1mm bullet	0	0d+2	6 internal	.7kg	120Cr	1d+2	2	Reliable
Government .45 ▮+	11.4mm bullet	0	1d+1	7 clip	1.3kg(.1)	280Cr	1d+2	2	Reliable

SHOTGUNS	USES	ACCURACY	DAMAGE	SHOTS HELD	WEIGHT	COST	ARMOR	HITS	NOTES
Winchester 1901 ▮+	19mm bullet	1	3d+0	5 internal	4.1kg	195Cr	1d+2	4	Reliable
	8mm shot	0	1d+0 x 3						

CIVLIAN RIFLES	USES	ACCURACY	DAMAGE	SHOTS HELD	WEIGHT	COST	ARMOR	HITS	NOTES
Sharps 1874 ▮+	12.7mm bullet	2	3d+1	1 internal	3.9kg	180Cr	1d+2	4	Reliable

MACHINEGUNS	USES	ACCURACY	DAMAGE	SHOTS HELD	WEIGHT	COST	ARMOR	HITS	NOTES
45/70 Gatling ▮+	11.4mm bullet	1	3d+1	200 clip	38.1kg	970Cr	2d+0	7	Reliable, autofire

ATOMIC ERA RANGED WEAPONS

PISTOLS	USES	ACCURACY	DAMAGE	SHOTS HELD	WEIGHT	COST	ARMOR	HITS	NOTES
Walther P-38 ▮-	9mm bullet	1	2d+0	8 clip	.9kg(.2)	660Cr	1d+2	2	Reliable
Gov't Longslide ▮-	11.4mm bullet	1	2d+0	7 clip	1.5kg(.2)	690Cr	1d+2	3	Reliable
Colt Python ▮-	9.1mm bullet	1	2d+1	6 internal	1.1kg	395Cr	1d+2	2	Reliable
Beretta 92F ▮	9mm bullet	1	2d+0	15 clip	1.1kg(.2)	720Cr	1d+1	2	Reliable
Calico M-950 ▮	9mm bullet	2	2d+1	100 clip	2.6kg(1.0)	190Cr	1d+1	3	Reliable
Grendel P-10 ▮	9mm bullet	0	1d+0	10 internal	.5kg	135Cr	1d+0	2	Reliable
IMI Eagle ▮	11.2mm bullet	2	3d+1	8 clip	2.1kg(.3)	1270Cr	1d+2	3	Reliable
Casull .454 ▮	11.5mm bullet	2	3d+2	5 internal	1.8kg	840Cr	1d+2	3	Reliable
Glock 19 ▮+	9mm bullet	1	2d+0	17 clip	.9kg(.2)	720Cr	1d+1	2	Reliable
H&K USP ▮+	10.1mm bullet	1	2d+0	13 clip	1.1kg(.3)	860Cr	1d+1	2	Reliable
FN P96 ▮+	5.7mm bullet	1	2d+2	25 clip	1.1kg(.2)	450Cr	1d+1	2	Reliable

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MACHINE PISTOLS	USES	ACCURACY	DAMAGE	SHOTS HELD	WEIGHT	COST	ARMOR	HITS	NOTES
Vz-61 Skorpion ▮	7.65mm bullet	0	1d+1	20 clip	2.0kg(.4)	360Cr	1d+2	3	Reliable, autofire
Beretta 93R ▮	9mm bullet	1	2d+1	20 clip	1.2kg(.3)	1130Cr	1d+1	2	Reliable, autoburst
MAC-10 ▮	9mm bullet	0	2d+1	32 clip	3.4kg(.6)	245Cr	1d+2	4	Reliable, autofire
MAC-11 ▮	9mm bullet	0	1d+1	32 clip	2.1kg(.5)	190Cr	1d+2	3	Unreliable, autofire
Ares FMG ▮+	9mm bullet	0	2d+1	20 clip	2.1kg(.3)	510Cr	1d+1	3	Reliable, autofire
Glock 18 ▮+	9mm bullet	1	2d+1	19 clip	.9kg(.3)	980Cr	1d+1	2	Reliable, autofire

SUBMACHINEGUNS	USES	ACCURACY	DAMAGE	SHOTS HELD	WEIGHT	COST	ARMOR	HITS	NOTES
Thompson ▮-	11.4mm bullet	1	2d+0	50 clip	7.1kg(2.3)	430Cr	2d+0	5	Reliable, autofire
Sten ▮	9mm bullet	0	2d+0	32 clip	3.5kg(.6)	110Cr	1d+2	4	Reliable, autofire
Uzi ▮	9mm bullet	2	2d+1	32 clip	4.1kg(.6)	270Cr	1d+2	4	Reliable, autofire
Beretta 12S ▮	9mm bullet	2	2d+1	32 clip	3.8kg(.6)	245Cr	1d+2	4	Reliable, autofire
Ilarco 180 ▮	5.5mm bullet	3	1d+2	165 clip	4.3kg(.9)	410Cr	2d+0	4	Reliable, autofire
Spectre ▮	9mm bullet	1	2d+0	50 clip	3.6kg(.7)	470Cr	1d+2	4	Reliable, autofire
H&K MP5/10 ▮	10mm bullet	2	3d+0	30 clip	3.4kg(.5)	370Cr	1d+2	4	Reliable, autoburst
Reaper ▮▮+	10mm bullet	2	2d+1 x 3	40 clip	3.0kg(.7)	1300Cr	1d+1	3	Reliable, autofire, shotgun
FN P90 ▮+	5.7mm bullet	2	3d+0	50 clip	3.2kg(.4)	320Cr	1d+1	3	Reliable, autofire

CIVILIAN SHOTGUNS	USES	ACCURACY	DAMAGE	SHOTS HELD	WEIGHT	COST	ARMOR	HITS	NOTES
Remington 870 ▮	18mm bullet	1	3d+0	7 internal	4.1kg	410Cr	1d+2	4	Reliable
	8mm shot	0	1d+0 x 3						
SPAS-12 ▮	18mm bullet	1	3d+1	7 internal	4.7kg	635Cr	1d+2	4	Reliable
	8mm shot	0	1d+0 x 3						
Striker ▮	18mm bullet	0	3d+0	12 internal	5.0kg	145Cr	1d+1	3	Reliable
	8mm shot	0	1d+0 x 3						

MILITARY SHOTGUNS	USES	ACCURACY	DAMAGE	SHOTS HELD	WEIGHT	COST	ARMOR	HITS	NOTES
USAS-12 ▮	18mm bullet	0	3d+1	28 clip	6.5kg(2.0)	415Cr	1d+2	5	Reliable, autofire
	8mm shot	0	1d+0 x 3						
Witness Protection ▮	18mm bullet	0	3d+0	3 internal	2.1kg	195Cr	1d+2	3	Reliable
	8mm shot	0	1d+0 x 3						

CIVILIAN RIFLES	USES	ACCURACY	DAMAGE	SHOTS HELD	WEIGHT	COST	ARMOR	HITS	NOTES
Weatherby Mk.V ▮▮	11.7mm bullet	4	5d+1	2 internal	4.7kg	1890Cr	1d+2	4	Reliable
Ruger 10/22 ▮▮	5.5mm bullet	2	2d+0	50 clip	2.5kg(.2)	165Cr	1d+2	3	Reliable
Ruger Mini-14 ▮	5.5mm bullet	3	4d+1	30 clip	3.3kg(.4)	600Cr	1d+2	4	Reliable
Browning M78 ▮	6mm bullet	4	4d+2	1 internal	3.8kg	820Cr	1d+2	4	Reliable
Medium crossbow ▮	quarrel	2	2d+2	1 internal	2.2kg	360Cr	1d+1	3	Reliable

MILITARY RIFLES	USES	ACCURACY	DAMAGE	SHOTS HELD	WEIGHT	COST	ARMOR	HITS	NOTES
M-14 ▮-	7.6mm bullet	3	4d+1	20 clip	5.1kg(.7)	805Cr	1d+2	4	Reliable, autofire
Colt M-16A3 ▮▮	5.5mm bullet	3	4d+1	30 clip	3.8kg(.5)	870Cr	1d+1	3	Reliable, autoburst
Ultimax 100 ▮	5.5mm bullet	3	4d+1	100 clip	6.1kg(1.8)	755Cr	1d+1	4	Reliable, autofire
Steyr AUG ▮	5.5mm bullet	3	4d+1	42 clip	4.0kg(.7)	755Cr	1d+1	3	Reliable, autofire
H&K G3A3 ▮	7.6mm bullet	3	4d+2	20 clip	5.1kg(.8)	915Cr	2d+0	4	Reliable, autofire
FN-FAL ▮	7.6mm bullet	3	4d+1	20 clip	5.0kg(.8)	860Cr	1d+2	4	Reliable, autofire
H&K G11 ▮▮+	4.7mm bullet	3	4d+0	50 clip	4.2kg(.4)	900Cr	1d+1	3	Unreliable, autoburst
AK-47 ▮	7.6mm bullet	2	4d+0	30 clip	5.3kg(.9)	405Cr	1d+2	4	Reliable, autofire
AK-74 ▮	5.5mm bullet	2	4d+0	30 clip	4.1kg(.8)	305Cr	1d+2	4	Reliable, autofire
Walther WA2000 ▮▮	7.6mm bullet	5	5d+0	6 clip	8.3kg(.4)	4430Cr	2d+0	5	Reliable
Kalashnikov AK-9 ▮+	7mm bullet	2	5d+0	70 clip	6.5kg(1.1)	550Cr	1d+1	5	Reliable, autofire

ATOMIC ERA RANGED WEAPONS

MACHINEGUNS	USES	ACCURACY	DAMAGE	SHOTS HELD	WEIGHT	COST	ARMOR	HITS	NOTES
MG-34 ▌-	7.9mm bulllet	3	4d+2	200 external	18.0kg(6.0)	1040Cr	2d+0	6	Reliable, autofire
Browning M2 ▌-	12.7mm bullet	4	6d+1	200 external	60kg(20)	2480Cr	2d+0	8	Reliable, autofire
M60 LMG ▌	7.6mm bullet	2	4d+2	200 external	16.3kg(5.8)	975Cr	2d+0	6	Reliable, autofire

HEAVY WEAPONS	USES	ACCURACY	DAMAGE	SHOTS HELD	WEIGHT	COST	ARMOR	HITS	NOTES
RPG-7 ▌	85mm rocket	1	12d+1	1 internal	7.9kg(2.3)	165Cr	1d+0	4	Unreliable, does 2d+2 explosion
LAW 80 ▌▌	94mm rocket	2	12d+2	1 internal	8.8kg	250Cr	1d+0	4	Reliable, does 3d+0 exploson
Stinger ▌▌▌	70mm rocket	5	5d+2	1 internal	18.3kg(13.4)	2000Cr	1d+0	4	2d+0 self-guided, explosive damage
Oerlikon KAA ▌	20mm bullet	5	7d+1	50 external	109kg(21)	7820Cr	2d+0	9	Reliable, autofire

POST-ATOMIC ERA RANGED WEAPONS

PISTOLS	USES	ACCURACY	DAMAGE	SHOTS HELD	WEIGHT	COST	ARMOR	HITS	NOTES
Entires C9 ▌▌	4mm bullet	0	3d+0	100 clip	1.7kg(.6)	1050Cr	1d+1	2	Reliable
Punisher ▌+	20mm bullet	0	3d+0 non-lethal	5 clip	1.2kg(.2)	280Cr	1d+0	2	Reliable, non-lethal damage

MACHINE PISTOLS	USES	ACCURACY	DAMAGE	SHOTS HELD	WEIGHT	COST	ARMOR	HITS	NOTES
PolSci CQuel ▌▌-	electricity	0	1d+2	300 clip	.6kg(.1)	1100Cr	1d+0	2	Reliable, autoburst, non-lethal damage

SUBMACHINEGUNS	USES	ACCURACY	DAMAGE	SHOTS HELD	WEIGHT	COST	ARMOR	HITS	NOTES
Synerg 12/2 ▌▌	12mm bullet	1	4d+1	15 clip	2.0kg(.2)	905Cr	1d+1	2	Reliable, autoburst, +1d to skill roll
Sauer-Bosk RK ▌▌▌+	2.9mm needle	2	4d+1	100 clip	2.9kg(1.0)	1750Cr	1d+0	2	Reliable, autoburst, +1d to skill roll

MILITARY SHOTGUNS	USES	ACCURACY	DAMAGE	SHOTS HELD	WEIGHT	COST	ARMOR	HITS	NOTES
Eisensturm ▌▌▌	16mm bullet	2	4d+0	50 clip	6.6kg(3.6)	655Cr	1d+0	3	Reliable, autoburst
	3mm needle	2	2d+0 x 3		4.4kg(1.5)				

CIVILIAN RIFLES	USES	ACCURACY	DAMAGE	SHOTS HELD	WEIGHT	COST	ARMOR	HITS	NOTES
Remington BR7 ▌▌-	7mm bullet	4	5d+0	10 clip	3.9kg(.2)	1890Cr	1d+1	3	Reliable

MILITARY RIFLES	USES	ACCURACY	DAMAGE	SHOTS HELD	WEIGHT	COST	ARMOR	HITS	NOTES
Aratech 7/c ▌▌-	7mm bullet	3	5d+0	50 clip	4.2kg(.6)	1160Cr	1d+1	3	Reliable, autofire
Novafire II ▌▌▌+	electricity	3	6d+0	50 clip	7.2kg(4.0)	7000Cr	1d+0	3	Reliable, autoburst

MACHINEGUNS	USES	ACCURACY	DAMAGE	SHOTS HELD	WEIGHT	COST	ARMOR	HITS	NOTES
Browning-Maskei ▌	15mm bullet	4	8d+0	200 external	82kg(64)	4330Cr	1d+2	8	Reliable, autofire

HEAVY WEAPONS	USES	ACCURACY	DAMAGE	SHOTS HELD	WEIGHT	COST	ARMOR	HITS	NOTES
Tronskaal ▌	95mm rocket	3	13d+0	1 internal	7.1kg	650Cr	1d+1	3	Reliable, +1d to skill roll, does 3d+0 explosion

Notes:
▌   Weapon is unaffected by or takes 0d+1 hits temporal transit, but any volatile ammunition will be destroyed/detonate/go off
▌▌   Weapon takes 1d+0 hits from temporal transit, and any volatile ammunition will be destroyed/detonate/go off
▌▌▌ Weapon is destroyed by temporal transit, and any volatile ammunition will be destroyed/detonate/go off
-    Weapon is from early in the listed era
+   Weapon is from late in the listed era

PRIMITIVE ERA MELEE WEAPONS

NAME	DAMAGE	DAMAGE TYPE	LENGTH	WEIGHT	COST	ARMOR	HITS	NOTES
Brass knuckles ■	punch+0	half-lethal	short	.3kg	5Cr	1d+2	2	balanced
Hunting knife ■	punch-1	lethal	short	.3kg	45Cr	1d+2	2	balanced
Shortsword ■	punch+1	lethal	medium	1.0kg	175Cr	1d+2	3	balanced
Broadsword ■	punch+2	lethal	long	1.5kg	250Cr	1d+2	3	balanced
Mace ■	punch+2	half-lethal	medium	1.5kg	175Cr	1d+1	4	balanced
Hand ax ■	punch+0	lethal	short	.7kg	30Cr	1d+1	2	balanced
Battle axe ■	punch+3	lethal	medium	2.5kg	250Cr	1d+2	3	unbalanced

BASIC ERA MELEE WEAPONS

NAME	DAMAGE	DAMAGE TYPE	LENGTH	WEIGHT	COST	ARMOR	HITS	NOTES
Scimitar ■	punch+2	lethal	long	1.5kg	250Cr	1d+2	3	balanced
Greatsword ■	punch+5	lethal	long	3.6kg	700Cr	2d+0	5	unbalanced, uses two hands
Rapier ■	punch+1	lethal	long	.7kg	125Cr	1d+2	3	balanced
Epee ■	punch+0	lethal	long	.5kg	90Cr	1d+1	2	balanced
Katana ■	punch+2	lethal	long	1.3kg	1200Cr	1d+2	3	balanced, +1 to skill
Flail ■	punch+5	half-lethal	very long	3.0kg	350Cr	1d+2	4	unbalanced, uses two hands
War hammer ■	punch+3	lethal	medium	1.0kg	250Cr	1d+2	3	unbalanced
Billy club ■	punch-1	half-lethal	short	.3kg	35Cr	1d+0	2	balanced
Large wrench ■	punch+1	half-lethal	medium	5.0kg	30Cr	2d+0	5	unbalanced
Sap glove ■	punch+1	non-lethal	short	.3kg	30Cr	0d+2	2	balanced

IMPROVISED PERSONAL ARMOR

NAME	ARMOR	COVERS	WEIGHT	COST	NOTES
Street sign cuirass ■	1d+0	body(front)	2.0kg	-	not concealable
Steel belted radial cuirass ■	1d+1	body	10.0kg	-	not concealable
Carpet armor ■	0d+1	body	1.5kg	-	barely concealable
		arms	1.0kg	-	
		legs	2.0kg	-	
Thick phonebook ■	1d+0	body(front)	1.5kg	-	easily damaged, absorbs water
Cookware helm ■	0d+2	head	.6kg	-	no face protection
Bicycle helmet ■	0d+2	head	.2kg	30Cr	no face protection, easily damaged
Motorcycle helmet ■	1d+0	head	.8kg	100Cr	face protection is 0d+2
Street sign shield(4 hits) ■	1d+0	-	2.0kg	-	user is +2 difficulty to be hit in melee

POST-ATOMIC ERA PERS. ARMOR

NAME	ARMOR	COVERS	WEIGHT	COST	NOTES
Guardian Bioarmor ■	3d+1	all	80kg	100KCr	See page 4.19

PRIMITIVE ERA STUFF

NAME	WEIGHT	COST	ARMOR	HITS	NOTES
Oil lamp ▮	.6kg	15Cr	1d+0	1	Negates darkness penalties out to 3 meters, -2d penalty per range band after this. Refill with .2kg oil each night.
Rope, 50 meters ▮	4.5kg	25Cr	1d+1	5	Strong enough to hold a person and worn or carried items.
Personal sundries ▮	.3kg	100Cr	1d+0	2	Wristwatch, wallet, keys, etc.
Blanket ▮	1.2kg	15Cr	1d+0	3	Provides a +5°C temperature shift.

BASIC ERA STUFF

NAME	WEIGHT	COST	ARMOR	HITS	NOTES
Lockpicks ▮	.1kg	100Cr	1d+0	1	Required for any lockpicking tasks (+4 difficulty without).
Two person tent ▮	6.0kg	40Cr	1d+1	5	Not especially wind or waterproof.
Disguise kit ▮	2.0kg	200Cr	1d+0	2	Complexity improves with Tech Era.

INDUSTRIAL ERA STUFF

NAME	WEIGHT	COST	ARMOR	HITS	NOTES
Powercell ▮▮	.1kg	1Cr	1d+0	1	Holds 10 energy. If an item is listed like "Item(2)", the number in parentheses is how many powercells it uses. A rechargeable powercell only holds half the listed energy.
Carbide lamp ▮	.3kg	20Cr	1d+0	1	Negates darkness penalties in a 60°arc out to 15 meters, -2d penalty per range band after this. Refill with .1kg carbide each night.
Flashliight(2) ▮	.6kg	20Cr	1d+0	2	Negates darkness penalties in a 60°arc out to 15 meters, -2d penalty per range band after this. Uses 10 energy per hour.
Sleeping bag ▮	3.0kg	50Cr	1d+0	4	Provides a +10°C temperature shift.
Binoculars ▮	1.0kg	100Cr	1d+0	1	Gives +1d+1 Awareness roll to see something in a particular direction, no sight Awareness rolls allowed in other directions.
Rifle scope ▮	.3kg	200Cr	1d+0	1	Adds 1 to Accuracy of appropriate ranged weapon.
Writing tools ▮	.1kg	10Cr	1d+0	1	Tech Era specific, like quills, fountain pen, ball-point, etc.
Small first aid kit ▮	1.0kg	100Cr	1d+0	2	Can treat 5 Hits worth of superficial injuries or be used once on a patient in shock.
Mess lkit ▮	.7kg	15Cr	1d+0	2	Basic utensils.
Suitcase ▮	5.0kg	50Cr	1d+1	4	Holds 40kg of normal density items. Fatiguing to carry.
Steamer trunk ▮	10.0kg	100Cr	1d+2	5	Holds 100kg of normal density items. Fatiguing to carry.
Steam generator ▮+	30.0kg	1000Cr	1d+1	7	Custom-built steam engine and durable generator, produces 2000 energy per hour, uses 1.0kg or high quality or 2.0kg of low quality fuel per hour, takes 20 minutes to reach operation from standstill.

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Atomic Era Stuff

Name	Weight	Cost	Armor	Hits	Notes
Powercell ■■	.1kg	1Cr	1d+0	1	Holds 70 energy. If an item is listed like "Item(2)", the number in parentheses is how many powercells it uses.
High intensity light(1) ■	.3kg	50Cr	1d+0	2	Negates darkness penalties in a 60°arc out to 31 meters, -2d penalty per range band after this. Uses 70 energy per hour. Typically used by police.
Lightstick ■■	.1kg	2Cr	1d+0	1	Negates darkness penalties out to 3 meters, -2d penalty per range band after this. Lasts 6 hours.
Utility tool ■	.2kg	100Cr	1d+1	2	Allows rudimentary tool use, as mechanical tool kit but with varying penalties.
Sleeping bag ■	2.5kg	150Cr	1d+0	4	Provides a +20°C temperature shift.
Rope, 50 meters ■	3.0kg	150Cr	1d+1	4	Strong enough to hold several people and worn or carried items, or a horse or small vehicle.
Nightvision goggles(1)	1.0kg	2KCr	1d+0	2	Negates darkness penalties for user, uses 5 energy per hour.
Two person tent ■	2.0kg	150Cr	1d+1	4	Well sealed against weather and wind.
Mess kit ■	.4kg	15Cr	1d+0	2	Basic utensils.
Emergency blanket ■	.1kg	10Cr	0d+2	1	Provides a +5°C temperature shift, protection from wind, disposable after a few uses.
Sm. elec. gadg.(1) ■■■	.2kg	50Cr	1d+0	1	Calculator, PDA, etc., uses 1 energy per hour.
Md. elec. gadg.(3) ■■■	1.0kg	150Cr	1d+0	1	Small computer, radio, CD player, etc., uses 5 energy per hour.
Lg. elec. gadg.(10) ■■■	5.0kg	300Cr	1d+0	2	Large radio, small television, etc., uses 50 energy per hour.
Chain saw ■■	8.0kg	200Cr	1d+0	5	Holds .2kg of gasoline which lasts 15 minutes. Does 1d+2 lethal damage per turn.

Post-Atomic Era Stuff

Name	Weight	Cost	Armor	Hits	Notes
Powercell ■■	.1kg	1Cr	1d+0	1	Holds 210 energy. If an item is listed like "Item(2)", the number in parentheses is how many powercells it uses.
Nightvis. glasses(1) ■■■	.2kg	500Cr	1d+0	1	Negates darkness penalties for user, uses 3 energy per hour.

Incidental Cover in Combat

Name	Weight	Cost	Armor	Hits	Notes
Light table ■	-	-	1d+0	6	Vulnerable to armor-piercing effects.
Heavy table ■	-	-	1d+1	8	Vulnerable to armor-piercing effects.
Sofa ■	-	-	1d+0	8	Vulnerable to armor-piercing effects.
Large appliance ■■	-	-	1d+1	7	Vulnerable to armor-piercing effects.
Light interior door ■	-	-	1d+0	6	Vulnerable to armor-piercing effects.
Heavy interior door ■	-	-	1d+1	7	Vulnerable to armor-piercing effects.
Light exterior door ■	-	-	1d+1	7	Vulnerable to armor-piercing effects.
Heavy exterior door ■	-	-	1d+2	8	
Security door ■	-	-	2d+0	9	
Light wooden wall ■	-	-	1d+0	-	Vulnerable to armor-piercing effects.
Heavy wooden wall ■	-	-	1d+1	-	Vulnerable to armor-piercing effects.
Brick wall ■	-	-	2d+1	-	
Stone wall ■	-	-	4d+1	-	
Automobile (body) ■	-	-	2d+1	-	Vulnerable to armor-piercing effects.
Automobile (engine) ■	-	-	4d+1	-	

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Blacksburg Tactical Research Center

Name

Home

Brief description

Goals

Encumbrance

Less than ___ kg
One-eighth maximum   -0d/-0

Up to ___ kg
One-quarter maximum   -1d/-1

Up to ___ kg
One-half maximum   -2d/-2

Up to ___ kg
Maximum from chart   -3d/-3

Punch d+
Strength roll - 1d

Kick d+
Strength roll

Dodge +
Agility *dice* times 2

Will
+1d
+1d   -1d
Level   d+   Level
-1d   Roll   -1d
Level   d+   d+   Level
Cost   Roll   Cost   Roll

Strength   **Health**
Cost   Cost

Agility   ### Awareness
Cost   Cost
d+   d+
Roll   Roll
-1d   d+   -1d
Level   +1d   Level
+1d   Roll   +1d
-1d

1 3 5 7
9 11 13 15 17   Level

Fate

Walk ___ meters   **Run** ___
Health dice   Walk times 2
Sprint ___
Walk times 3

Head d+   **Arms**
(+6 to hit, +1d damage) 3-6   (+4 to hit, -1d damage)

Armor d+   7-8

Body d+   9-12
(+2 to hit, +0d damage)

Legs d+   13-18
(+2 to hit, -1d damage)

Hearing roll d+
Awareness roll

Sight roll d+
Awareness roll

Agility skills

	Cost	Roll d+
Cost	Roll d+
Cost	Roll d+
Cost	Roll d+
Cost	Roll d+
Cost	Roll d+
Cost	Roll d+
Cost	Roll d+
Cost	Roll d+

Other skills

	Cost	Roll d+
Cost	Roll d+
Cost	Roll d+
Cost	Roll d+
Cost	Roll d+
Cost	Roll d+
Attribute used

Awareness skills

	Cost	Roll d+
Cost	Roll d+
Cost	Roll d+
Cost	Roll d+
Cost	Roll d+
Cost	Roll d+
Cost	Roll d+
Cost	Roll d+
Cost	Roll d+

Character traits   Value

	A/ S
	A/ S
	A/ S
	A/ S
	A/ S
	A/ S

Campaign base A ___ S ___ Total A/ S

Important equipment   Mass

	kg
	kg
	kg
	kg
	kg
	kg

Cash on hand ___ Cr Total ___ kg

Hits

1	-0d
2	
3	
4	
5	-1d
6	
7	
8	
9	-2d
10	
11	
12	
13	-3d
14	
15	
16	
17	-4d
18	
19	
20	
21	-5d
22	
23	
24	
25	-6d

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