

# GURPS®

Fourth Edition

# INFINITE WORLDS I.S.T.™



**GURPS**, Warehouse 23, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. *Pyramid*, *Infinite Worlds*, *I.S.T.*, e23, and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license.

**GURPS Infinite Worlds: I.S.T.** is copyright © 2009 by Steve Jackson Games Incorporated. All rights reserved.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author's rights is appreciated.

Written by **KENNETH HITE**  
and **STEPHEN KENSON**

**I.S.T.** Created by **ROBERT M. SCHROECK**

Edited by **NIKOLA VRTIS**

Illustrated by **BOB STEVLIC**  
and **JOHN ZELEZNIK**

An e23 Game Aid for **GURPS®**

# STEVE JACKSON GAMES

Stock #30-1672

Version 1.0 – November 2009



# I.S.T.

This Earth may be the most dangerous – and the most promising – that Infinity has yet discovered. Less than a year ago, a team of Scouts was tracking a discontinuity in the equations underlying a series of alternates: worlds just a few “decimal places” out of what quantum parachronic theory predicted were their “correct” places. Although imposing direction is always suspect when dealing with parachronics, the Scouts decided to jump into the coordinates that the math indicated would be the epicenter of this “quantum faultline.” The world they found there was bizarre even by Patrol standards, one straight out of the comic books. Superhumans flew, battled costumed criminals, and saved their world from

extinction on an almost monthly basis. Most of the superhumans on the “world-saving” end of the spectrum worked for an organization called the International Super Teams, the I.S.T., chartered (like Infinity) by this world’s U.N. Cheered by this, some factions in Infinity (and especially in UNIC) want to reveal the Secret to the I.S.T. worldline’s U.N., who could probably take it in stride and could use the help. However, most of the Patrol and at least some of the Crisis Ministry staff believe that a world where seemingly anything can happen, from alien invasions to global mind control, is not a world they want knocking on Homeline’s door any time soon.

## FOUR-COLOR REALITY

The bizarrely mutable nature of the I.S.T. worldline’s reality poses tremendous obstacles for open contact (what if a reality quake knocks this world’s U.N. into a force for evil or a dictatorship?) and tremendous opportunities for study. Among the effects of I.S.T.’s strange quantum instability are the following.

*Expect the Incredible:* Synchronicities and happenstance seem to conspire on I.S.T.. Otherwise fatal accidents turn into “origins,” for example. People always seem to be in the right place at the right time (or wrong time, depending on how you look at it).

*Open House:* Increasing stress on the dimensional fabric in I.S.T. opens evermore frequent nexus portals, although the larger reality quakes collapse them again. Interdimensional visitors are quite common (comparatively speaking) on this worldline. The parallel’s inhabitants have encounters with parallel worlds, aliens, gods, spirits, demons, and all manner of other visitors. Fortunately, these portals seem to only open “deeper” into I.S.T.’s pocket multiverse (which seemingly includes at least two alternate versions of the I.S.T. world, including one in which all supers are evil). However, very little is for sure in this shaky alternate, and Infinity is on tenterhooks waiting for one of them to open elsewhere in the infinite worlds.

*Reality Instability:* This worldline is ontologically unstable, suffering nearly constant reality temblors and recurrent reality quakes. Indeed, the parallel seems to undergo periodic “revisions,” after which its history and major personalities change, sometimes subtly, other times dramatically. Some people and cities are transformed, while others are thrust out of reality altogether into a kind of “limbo.” Worse yet, some beings in this timeline can provoke such “cosmic crises,” usually in an attempt to gain ultimate power. (A particularly severe reality quake struck globally on local date January 1, 2000; its side effects are still making their way into the global consciousness.)

*Plastic History:* Plentiful reality quakes have littered I.S.T.’s history with subduction zones, reality shards, and artifacts from other timelines. Continuity of history there can sometimes become confused and uncertain, although the inhabitants don’t seem as aware of it as outtime visitors.

*Super-Powers:* While powers on I.S.T. stem from many different sources (including magic and psi), the quantum flux of the parallel seems to intensify them. I.S.T. supers are typically more powerful and capable than mages and psis from other worlds. If the Williams-Khor hypothesis holds (see *Infinite Worlds*, p. 21), reality in this worldline is far more malleable by human belief and will.



See *GURPS International Super Teams* for more details about this worldline.

*Black and White:* This seems to hold true on some level. Powerful personalities on the I.S.T. reality are often powerful supers and vice versa. Megalomania and madness are virtually assured keys to great power (at the cost of being a megalomaniacal madman, of course). Likewise, dedication to a cause and unshakeable faith tend to lead to the same (even among so-called super-normals). The people of I.S.T. (at least the supers) are more polarized, more “black and white” in some ways, than “normal” humans.

*Super-Science:* This theory is also buttressed by this parallel’s exceptionally powerful Heisenberg effects: Not only does the observer alter the result of an experiment on the subatomic level, he sometimes alters it on the macroscopic level as well. Some scientific breakthroughs or discoveries only work or make sense some of the time, to some people . . . sometimes only the scientist! Science is a dangerous profession and tends to attract extreme personalities (because they make the most effective scientists). Of course, when others can’t duplicate or even understand their work, they are sometimes called deluded or mad. This has led to a strange combination of superscience and more conventional technology, since scientific progress and development is not as steady or reliable as it is on other worlds. Reality quakes also may have altered I.S.T.’s tech level (or even the viability of science) more than once.

## I.S.T., 2004

### Current Affairs

A benevolent United Nations charts the International Super Teams to battle evil and keep the peace – at least, until the continuity shifts again.

### Divergence Point

1924; supers exist.

### Major Civilizations

Western (multipolar), Chinese (empire), Japanese (unitary), Orthodox (multipolar).

### Great Powers

United Nations (global technocracy, CR2), United States (representative democracy, CR3), People’s Republic of China (dictatorship, CR5), Japan (representative democracy, CR4), Russian Republic (oligarchy, CR4).

### Worldline Data

**TL:** 8 (plus variable superscience)

**Quantum:** 3

**Centrum Zone:** Inaccessible

**Mana Level:** low

**Infinity Class:** Z1

## About GURPS

Steve Jackson Games is committed to full support of **GURPS** players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: [info@sjgames.com](mailto:info@sjgames.com). Resources include:

*New supplements and adventures.* **GURPS** continues to grow – see what’s new at [www.sjgames.com/gurps](http://www.sjgames.com/gurps).

e23. Our e-publishing division offers **GURPS** adventures, play aids, and support in PDF form . . . digital copies of our books, plus exclusive material available only on e23! Just head over to [e23.sjgames.com](http://e23.sjgames.com).

*Pyramid* ([www.sjgames.com/pyramid](http://www.sjgames.com/pyramid)). Our monthly PDF magazine includes new rules and articles for **GURPS**, systemless locations, adventures, and much more. Look for each themed issue from e23!

*Internet.* Visit us on the World Wide Web at [www.sjgames.com](http://www.sjgames.com) for errata, updates, Q&A, and much

more. To discuss **GURPS** with our staff and your fellow gamers, visit our forums at [forums.sjgames.com](http://forums.sjgames.com). The web page for **GURPS Infinite Worlds** can be found at [www.sjgames.com/gurps/books/infinitemodels](http://www.sjgames.com/gurps/books/infinitemodels). The **GURPS International Supers Teams** web page is at [www.sjgames.com/gurps/books/internationalsuperteams](http://www.sjgames.com/gurps/books/internationalsuperteams).

*Bibliographies.* Many of our books have extensive bibliographies, and we’re putting them online – with links to let you buy the resources that interest you! Go to each book’s web page and look for the “Bibliography” link.

*Errata.* Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all **GURPS** releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the **GURPS Basic Set, Fourth Edition**. Page references that begin with B refer to that book, not this one.

**GURPS** System Design ■ STEVE JACKSON  
**GURPS** Line Editor ■ SEAN PUNCH  
 Managing Editor ■ PHILIP REED  
 e23 Manager ■ STEVEN MARSH

Page Design ■ PHIL REED and  
 JUSTIN DE WITT  
 Art Director ■ WILL SCHOONOVER  
 Production Artist & Indexer ■ NIKOLA VRTIS  
 Prepress Checker ■ WILL SCHOONOVER

Marketing Director ■ PAUL CHAPMAN  
 Director of Sales ■ ROSS JEPSON  
**GURPS** FAQ Maintainer ■  
 VICKY “MOLOKH” KOLENKO

# STUCK FOR AN ADVENTURE? NO PROBLEM.

---

**e23 sells high-quality game adventures  
and supplements in PDF format.**

- Get complete sample adventures free for *GURPS*, *In Nomine*, and *Traveller*!
- PDFs from the major players in online publishing: Ronin Arts, Ken Hite, Atlas Games, and 01 Games.
- New gems from up-and-coming publishers, like Atomic Sock Monkey Press and Expeditious Retreat Press.
- Digital editions of out-of-print classics, from *Orcslayer* and the complete run of *ADQ* to *GURPS China* and *GURPS Ice Age*.
- Fully searchable files of *GURPS Fourth Edition* supplements.
- Original material for *Transhuman Space* and *In Nomine*, with new *GURPS* supplements from William Stoddard, David Pulver, Phil Masters, and Sean Punch!
- Buy it once, have it always. Download your purchases again whenever you need to.



**Download ● Print ● Play**

---

## STEVE JACKSON GAMES

e23 is part of Warehouse 23, the online store at Steve Jackson Games.  
Warehouse 23 is also the official Internet retailer for Dork Storm Press, Atlas Games, and many other publishers.  
Visit us today at [www.warehouse23.com](http://www.warehouse23.com) for all your game STUFF!