

Time Capsules



Adventure backgrounds for
TimeLords

Time Capsules #2

©1990, 1993 by Greg Porter

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TimeLords is the Blacksburg Tactical Research Center trademark for its time and dimension travel role-playing game.

Time Capsules 2

Welcome - Time Capsules 2 is a set of 16 mini-adventures or adventure ideas for the **TimeLords** RPG. Each "capsule" is a multipage background sketch of an adventure, with area descriptions, sample plots, complications and NPC's. While not long enough to provide an adventure in and of themselves, they do provide a handy jumping off point for GM's who need an idea "right now", and can improvise during play. Or use them as suggestions for plot lines to be expanded upon for a multi-adventure campaign setting.

While all adventures contain some degree of risk, and tragedy can befall any group of characters, the adventures are presented generally in order of risk. That is, early adventures will be fairly safe, or have adventure options that are unlikely to result in permanent injury to the characters. As you progress, adventures become less and less tolerant of bad decisions, and adventures without potential for serious injury get further and further apart. A scale of Low, Medium and High is given for each adventure, in the categories of Danger, Tech Level and Rewards. Remember, however, that a low-tech setting can easily contain some high-tech objects. Samples of the scale are below.

Danger

Low - Only really serious cultural *faux pas* or stupid combat actions are likely to result in serious injury or death.

Medium - The situation calls for rational thought and competent tactics to avoid serious injury or death. Situations beyond the control of the characters can arise which will put them in harm's way.

High - The basic situation is one which can easily result serious injury or death to unlucky, poorly equipped or incompetent characters. Recommended for well-armed, armored or highly skilled characters only.

Tech Level

Low - The overall adventure setting is at a Dark Ages level or below. High-tech artifacts are a possibility.

Medium - The overall adventure setting is at a level of TL12 (circa 2000AD) or lower, and can include low-tech adventures on a world with this technology (like a jungle adventure set in 1960), or formerly high-tech worlds that have reverted to a lower level.

High - The overall setting is at a level of TL13 or greater, and usually includes technology that Primary Game characters will be unfamiliar with, except possibly through science fiction.

Rewards

Low - In an optimum situation, the characters escape with their lives, some or all of their equipment, and experience.

Medium - In an optimum situation, the characters leave with increased levels or quality of equipment and/or training, probably at a time of their choosing.

High - In an optimum situation, the characters gain knowledge, equipment or training of an exceptional level, sufficient that the GM may need to adjust future adventures to take it into account.

Each capsule will have an opening scene. This is how and where the characters appear, and includes most of the information characters will need or request early on. Unless specifically stated otherwise, assume that gravity, atmosphere and local plants and animals are normal for Earth, but you should *never* volunteer this information unless characters can actually check for it, and even then they should roll on appropriate skills. How do they know what is normal flora and fauna for Outer Mongolia? Or what the familiar constellations are for the Southern (or Northern) Hemisphere? Or what the exact trace composition of atmosphere was in 1432BC? Or the difference between .95g and 1.0g of local gravity? Never give the players more information than their characters can (and do) gather. Simply figuring out where and when you are (or aren't) is half the fun.

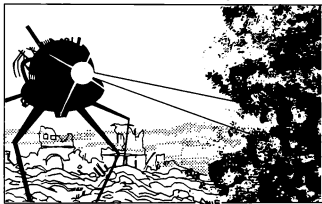
Table of contents - The list below gives the guidelines for each of the adventures in **Time Capsules**, so you have a quick reference for choosing adventures on a moment's notice. These are not in the order a GM should use them in, and GM's should read each thoroughly before deciding how to integrate it into their campaign.

Capsule Name	Danger	Tech	Rewards	Page
War of the Worlds	Medium	Medium	Medium	2
By the Book (Time Patrol)	Low	Low	Medium	8
Homecoming	Medium	Medium	Low	15
Morlock	Medium	Low	Medium	20
Blackjack	Medium	Medium	Medium	25
Tripper (Time Patrol)	Low	Medium	Medium	27
Lost Worlds	High	Medium	Low	31
Triple Play	High	High	High	33
Entropy in Action	Medium	Medium	Medium	35
Swords and Sorcery	Medium	Low	Medium	36
Shore Leave (Time Patrol)	Medium	Medium	Low	38
Big Brother	Low	High	Medium	40
Debensea	Medium	Low	Medium	42
Inside Out	High	High	High	52
Prisoner of Time	High	High	Low	55
Instant Replay	High	Medium	High	59



#17 - War of the Worlds

Opening scene - The characters appear in a burned-out factory of some type. Large pieces of equipment lay partially melted and scorched by the heat, and while the thick brick walls are mostly only smoke damaged, glass shards, charred wooden beams and burnt roofing materials litter the floor. Anyone with a reasonable architecture, civil or mechanical engineering skill will be able to tell that the building and its equipment are circa 1900. The fire damage is fairly recent. There are no puddles on the floor or water stains to indicate either recent rains or attempts to put the fire out. After Matrix Lag wears off, if characters check outside this limited vantage point, all that can be seen are similarly charred and ruined buildings, with a low pall of smoke on the horizon. If you are really quiet, the sounds of civilization can be heard as a low murmur over the silence. The dates on the machinery confirm earlier estimates, and all of the items were made in England. A scrap of paper in a drawer indicates that this building was once the Tredegar Iron Works, in London, England. About this time, a low thrumming is heard to approach, and several hundred meters up, through the ruined roof, everyone will get a quick glimpse of a black aerodynamic body about the size and shape of a jet interceptor.



Backdrop - This is the first adventure in a universe modeled partially on the H.G. Wells classic *The Time Machine*. Events have been altered, of course, but hopefully the spirit remains.

The events the characters have seen represent the arrival of the disgustingly unlovable time traveling aliens known as the Krell. Militaristic, ugly, prone to excessive violence, and with no redeeming features, they are the perfect enemy for any group of TimeLords that insists on getting into combat (because you never feel sorry you killed one). This occurred about 4 weeks ago. All organized military resistance was crushed in the first week, although sporadic massacres of troops continue to occur in the north and east of the country. These aren't battles, as that would imply that the human side had a chance of victory. After destroying military opposition, they simply made surrender demands of the government, and while Victorian England had a very stiff neck, when faced with the choice of submission or total destruction, submission seemed the better choice (especially to the wealthy and the nobility, who would retain their local authority in most non-Krell matters).

The Krell as a whole are not bad (relatively speaking), and finally booted out their oppressive military leadership after an extremely bloody civil war. The Krell leaders, having learned a trick or two about time travel, simply took their troops and disappeared both elsewhere and elsewhere. They chose to land someplace that had large industrial facilities, but not much in the way of high-tech weapons. An easily defensible site, and with a habitat suitable for Krell. Victorian England fit the bill nicely. They have been here about a month, and have all but wiped out any organized resistance. Their air force had no opposition except a few German zeppelins, easy prey to laser fire. One of them crashed on the spot where the characters appeared. The fire destroyed a score of city blocks.

Naval forces didn't stand a chance. The Krell had excellent submarine technology. On land, they actually lost a few tanks to artillery fire, but their use of chemical warfare agents proved to be an excellent terror weapon, and WWI era fortresses proved no match for poison gas and smart bombs.

With the help of a number of traitors, the Krell are establishing civil as well as military control over the area, and soon will begin redirecting industry to producing materials the Krell can use to rebuild their military machine. Eventually they will conquer the entire planet (with human help), and then go back and retake their homeworld. At the moment, there are several thousand Krell invaders, several hundred vehicles of various types, and a central command base outside of London, which coordinates all Krell operations and hands down all edicts and decrees (through human intermediaries).

Krell time travel - At some point in their spacefaring past, the Krell recovered a derelict Designer ship. Its Matrix was still a functioning hyperdrive, and the Krell were able to partially duplicate the effects, if not the technology. They were able to attract a few temporon singularities, and eventually used them to build a temporal gateway to other universes, where they gathered a few other temporons and any Designer technology they could. It was just sheer bad luck that placed human space temporally and dimensionally close to theirs. In relative terms, they might be 10,000 parsecs around the galactic arm, and 30,000 years behind us, but the largest temporal windows they can open are within a few parsecs of Earth and its alternates, centered more or less on 1600AD, plus or minus several relative centuries.

While the majority of their forces (including their base) gated here by means of a artificially generated portal, they have a number of smaller vehicles which can "borrow" the ability to create a local gate for near-instantaneous travel along the same timeline as the main generator. While in use, it siphons off part of the main generator's ability (it borrows a captive temporon), but since the Krell are here to stay a while, it doesn't matter much. These vehicles were used in the months before the invasion as scouts, but were stored away afterwards, as even the Krell don't like hopping around too much on their own timeline.

Krell tech - The Krell are significantly more advanced now than they are/will be in the Pursuit! capsule. They have acquired basic anti-grav technology, limited fusion power, and portable energy weapons. However, they still also rely on

advanced internal combustion engines for smaller land and most air vehicles. All Krell tech is a -10 modifier to be used by humans, simply because of severe anatomical differences. Krell do not speak English, although they are capable of it. If they need to speak or understand a human, they use small computer translators, which are sophisticated enough to understand most speakers. Some accents indigenous to the area have caused problems, however, and a human speaker will often have to repeat something a number of times for it to translate correctly. Krell have been known to execute heavily accented people on the spot, under suspicion that they have deliberately altered their speech to make it hard to understand. Bands of Enforcers often make sure they have at least one relatively unaccented member in any group for this reason.

Krell - The Krell are partially amphibious, squid-like creatures, having a number of truncated, highly muscular tentacles, with branching sub-tentacles at the tips for fine manipulative work. They are air-breathers, but are more at home in highly wet environments. England is a little cool, but otherwise not bad.

Krell soldier

Age: n/a Height: 100cm Weight: 85kg

Body Points: 30 Speed: 8

Strength : 6
Dexterity : 12
Constitution : 15
Intelligence : 12
Willpower : 13
Bravado : 18
Perception : 12
Appearance : 5
Stamina : 8
Power : 6

Skills:

Rifle : 8
Brawling : 8

Equipment:

Krell railgun (DV86) Knife (DV8)
Body armor (40/30, covers all but "hands", "feet")
Radio, portable computer (officers only)



Krell law - The Krell have several ways of dealing with "problems". If a factory or mine does not produce as much as it should, it is the job of Enforcers to set it right. If they don't, a random Enforcer and worker responsible for the lapse is slowly run over with a tank, or something else equally unpleasant. This usually inspires the remaining Enforcers to see that the work is done. This creates an uneasy situation between the Enforcers and the populace. The people hate the Enforcers, and would like nothing better than seeing a few run over on occasion, so they have incentive to create work slowdowns. However, a worker involved in the slowdown also gets killed, and the Enforcers are likely to brutalize a few more just to get even.

The next level of "problem-solving" occurs when a serious breach occurs. If a Krell is killed or attacked, or there is sabotage or deliberate destruction, the Krell will round up a number of citizens, and give 1 day for the culprits to be surrendered to them. If not, the hostages are killed. Just to prevent random derelicts from being turned in, lie detectors are used, along with some good old-fashioned torture, just to make sure. If this shows the "culprits" are not the guilty parties, then the hostages are killed. This will continue to happen each day for about a week, after which no more hostages will be taken, and a very substantial reward offered instead.

The last level of problem-solving occurs if there is widespread unrest in an area. The Krell basically go in and strafe the hell out of the place. If it has some strategic or industrial use, they will gas it instead, and send in powered armor to clean out any resistance.

Enforcers - The Krell basically make their presence known by constant flights from their central base outside London, submarines arriving and departing an evacuated section of the docks, and Krell tanks generally making a mess of the streets when they need to show themselves. The business of actually keeping the population in line is given to the Enforcers. The police, naturally enough, tend to stay out of their way.

Enforcers are hardened criminals that the Krell have released and given crude but effective weapons to. The normal police structure is in place, but bobbies did not carry guns at this point, and simply being caught with a gun is an automatic death sentence, carried out *immediately*. Unless you are an Enforcer. Krell see no purpose in squandering large amounts of high-tech to equip these human bullyboys, so they have no body armor. Krell weapons work very poorly in human hands, so there is no gain there. The Krell have taken their own computer-aided manufacturing units, and cranked out several hundred low-tech submachineguns designed for human hands and cartridges. In this case, there will be three models, all using the same action. These are in 12ga shotgun, .303 and .45 Colt Automatic. All are clip-fed single-action select-fire weapons feeding from an open bolt. The shotgun version has a 10-round clip, while the others have 30 round clips. These are far superior to anything anyone else has, and the Enforcers have free rein to use them, so long as they don't kill anyone necessary to Krell goals.

When Enforcers aren't enforcing, they have free rein to do just about anything they want. What they want, they take, where they eat and sleep is always free of charge (and don't mention any damage they do). The population in general hates the Enforcers, although there are as expected, a number of hangers-on, wannabes and informants as well.

Just to keep the Enforcers in check and in line (after all, most of them are violent criminals), the Krell have tattooed them with ID numbers, and implanted a small radio transceiver in the abdomen of each, which has several functions. If they care to, the Krell can pinpoint the location of any particular individual. Most of the time, they don't really care. The second function is that if one gets out of line, or tries to trespass into restricted areas, a powerful electric shock is given. Given where the implant is, the discouraging effect is easy to imagine. The last

function is that each of their weapons has a receiver in its grip, keyed to that particular transmitter. If the owner dies or gets further than about 10 meters from the weapon at any time, the weapon detonates with a fragmentation effect of 16.

Enforcer scout

Age: 26 Height: 180cm Weight: 95kg
Body Points: 32 Speed: 11

Strength : 13
Dexterity : 10
Constitution : 13
Intelligence : 10
Willpower : 13
Bravado : 15
Perception : 11
Appearance : 6
Stamina : 11
Power : 6



Skills:

Pistol : 4	Brawling : 7	Club : 6
Rifle : 3	Knife : 6	Area kn. : 6

Equipment:

Krell-made submachine gun (DV varies)	Knife (DV 6I/5I)
\$100 of c.1900 currency	Cudgel (DV 8III)

Has a severe chip on the shoulder, expects to be deferred to instantly, and has no compunctions against using violence to get his way. If put at a disadvantage (captured), Bravado drops by 5, and is more than willing to provide information to save his own skin.

Characters - Characters can play a significant part in helping to boot the Krell off this timeline, but to do it, they will have to make some major changes themselves. This isn't much of a moral dilemma, since they could hardly make things worse. The characters are the only humans on the planet familiar enough with high-tech weapons to describe the way they work, countermeasures, and possible ones that can be made locally. Remember, this is 40 years before the Molotov Cocktail and the Bazooka. While they have machine guns, they don't have tracer rounds. While they have fast patrol boats (steam powered torpedo boats could do 35 knots), they do not have depth charges, barrage balloons, land mines or a bunch of other things that characters would know about, or maybe even used in their temporal journeys. If the characters can get in touch with the Underground, their knowledge can be of great help. They might also be able to decipher the few bits of Krell technology that have been recovered. The characters are also the only people capable of taking advantage of the loophole in the Enforcer implants, although it should be noted that these are computer coded, and radio technology manufactured here would be incapable of doing more than preventing Krell signals from getting through. A bit of electronics the characters have, however, might be modified to do more, which may or may not be usable in conjunction with local technology to get an area effect weapon.

The Underground - While the organized military is no more, there is a guerrilla resistance movement. Its support by the population is nebulous. While the Underground is capable of inflicting minor losses on the Krell (and has done so), the reprisals are sufficiently harsh to make the people think twice about the sacrifice. At the time of the character's arrival, the Underground is not dormant, but stymied. They are trying to find a way to thwart Krell plans and ambitions (as they see them), without advertising the fact that they did it. If the Krell think it is an internal problem, they are less likely to use human scapegoats. So far, they have not been able to infiltrate the ranks of human traitors. They have tried, but none of the volunteers had ever returned, and the few Underground cells they came from were raided by Enforcers shortly after the spies disappeared.

The Krell will realize that some time travel event has occurred when the characters arrive, but will be unable to pinpoint it. Their level of activity will increase, however, and be noticed by the Underground. The characters will tend to stand out "a little bit" in this time and place. While a number of Americans were stranded here by the invasion and blockade, the character's dress and mannerisms will still be unusual. How well these can be disguised is up to the characters. For instance, the traditional problem of making female party members wear long skirts in order to blend in. If they don't, the basic cultural assumption is that they are prostitutes or worse and may be arrested for indecent exposure. Perhaps worse, any female character with an Appearance of 12+ and such attire is likely to be hit upon by any Enforcers that see her, and they don't take "no" for an answer. The undoubtedly violent scene that follows is sure to draw the notice of the Underground, especially if the characters use weaponry more advanced than the Enforcers.

Characters would be discreetly contacted in a manner appropriate to their apparent social class. Any cover story the characters have should be consistent. Aside from the truth, they could be American (or other nationality) spies, who decided to break their cover to help England fight the Krell, or space travelers from another inhabited region of space, whose craft was shot down by the Krell (thus explaining the increase in Krell activity). Either story would hold water for a while, and explain some but not all of the oddities in a character group.

What happens from here depends on the abilities of the characters. For reasons explained later, there is a chance that their Matrix may have trouble accurately reaching any new destination, but events should not prevent characters from leaving after about 10 days if they so desire.

Victorian technology - In general, the level of technology is not quite to the level where it can be used to great effect against the Krell (almost like they planned it that way...). The only use of engines to move vehicles is for large, unwieldy items like trains and ships, rather than tanks. Gas is used for lighting, not electricity. Weapons are towed by horses, not trucks. Rifles are bolt action and pistols are revolvers, although semi-auto pistols are available in very limited quantity. There never were all that many rifles in private hands in England, and much fewer pistols.

On the other hand, the trains will still be fairly reliable for a while yet, public trolleys are ubiquitous, and the mail is delivered several times a day.

If you don't have money, you are in poor shape however. Conditions among the "lower class" are poor to worse. Sanitation is very bad, infant mortality is high, and living conditions are bleak.

You don't want to spend time in a hospital unless you can help it. Antibiotics are unknown, although germ theory is known and anesthetics are in use. Surgery is always an iffy proposition.

London, 1902 - This region is still *the* archetypal "Victorian" place and time, although Queen Victoria actually died in 1901. Society is thoroughly class-based, and much of it is supposedly "inherent", i.e. a lower class person who manages to get rich is still inherently lower on the social ladder than a person with less money who happened to be born with a title. There is basically the "upper class": those with titles, senior members of government, bankers, industrialists, and so on, "middle class": those with some substance, but probably not enough to live a life of leisure should they grow tired of working for a living, usually with some formal education, like merchants, craftsmen, low-level government employees, etc., and the "lower class": criminals, prostitutes, unskilled labor, most immigrants, etc. Classes mixed as little as possible in most circumstances, or only through intermediaries (upper class boss uses middle class manager to enforce rules on lower class workers).

The class structure will make a great deal of difference in who the characters deal with and how they are treated. However they successfully or unsuccessfully portray themselves will modify their chances of getting things done. While it takes different forms, assume characters will take a -5 modifier per level to interaction with a class that is perceived as higher than their own.

London of 1902 has about 7,000,000 people, and most of them have what we would consider "less than optimum" living conditions. The lower class tended to live on the east side of London, in boroughs like Soho, Whitechapel, Southwark and London's Chinatown district. This also includes most of the docks area. The middle class lived in the north and south, while the upper class tended to live in the fashionable west end of town. A quite thorough network of trains and subways provide transport over most of the region. Two or four-passenger horse drawn taxis could be had to reach most other destinations, as could horse-drawn trolleys.

Communications is largely by telegraph and telephone, although limited radio communications (Morse code only) is possible. However, the Krell have tended to bomb any of the bulky transmitting stations that have been spotted.

People of note who are likely to be in London, and may cross the character's paths are Rudyard Kipling (age 38, on a visit, currently does not live here), William Thompson (aka Lord Kelvin, age 78, at a Royal Society meeting), Herbert G. Wells (age 36), and Sir Arthur Conan Doyle (age 32).

Expenses per day for characters passing as upper middle class travelers would be about \$10 in 1900 terms, and \$20 would also give them an appropriate wardrobe.

Encounters - Players will generally go straight for the direct means of solving any temporal problem. In this case, doing something about the Krell. Their central base is too heavily guarded to allow any frontal assault (it was tried), and sneaking in is made difficult by the 200 meter cleared zone in all directions, with automated laser turrets shooting any unauthorized presence (*no* humans are authorized). The few human visitors that are allowed in the complex are known, and do not carry any metal objects that could conceivably be weapons. The point is, any type of subterfuge or commando raids are sure to fail. There are simply too many of them, and the Krell are too paranoid and well armed.

Characters will have to work the other angles to accomplish their goals, and these will require the support of the people in general to succeed. If the Krell cannot get what they want from this slice of the continuum, they will go elsewhere. If it is obvious that other time travelers are protecting this area, they will probably move away far enough in time and space that they can work unhindered, since any further attempts on this timeline or probability would likely result in more losses (unacceptable) and delays in reaching their goal.

Break-in - If characters can make contact with the Underground, they might eventually be asked to help in a plan that would start on the aim of delaying Krell activity, without causing reprisals.

A leading industrialist in the city is openly helping the Krell. Theoretically, he has no choice. If he did not do their bidding, they would simply take everything he owned and let someone more cooperative run things. However, this individual is using his position for great personal gain and advancement. The plan is to break into his estate, and do something that will discredit him in a way that will cause the Krell to execute him, and through this, cause both a production delay, and decrease the number of people who might think of cooperating.

How the characters are involved depends on their skills and equipment. This place and time has more than its share of safecrackers and breaking and entering experts, so unless there are some more modern security systems in place, the characters could simply be muscle in case of problems (there *are* armed guards). The traitor also has a Krell radio, by which he receives many of his orders. If characters could electronically bug the room it is in, this would be an invaluable intelligence asset, but what the Underground hopes to find are papers that detail work in progress, and intelligence information that only the industrialist knows. If this is correctly misused, the Krell will trace it back to the source, and enforce their own brand of "justice".

The Time Machine - At the same instant the characters appeared on this timeline, a Krell scout was being sent forward a few years to see if the Krell were succeeding on this timeline. This is a fairly safe practice, since the timeline is "frozen" by Krell activity in the "present", so the scout would be able to return with little chance of getting lost. If the majority of the futures visited showed success, good. If not, then perhaps something would have to be done. The scout never came back.

The arrival of the characters gave the Krell temporon a choice of two destinations, the Matrix of the characters, or the Krell time hopper. There was just enough distortion that it missed the time hopper and went zinging into interdimensional space. It will loop around the meta-location of the Matrix and the hopper like a moon, tending to cause odd probability distortions around both pieces of equipment at least once a day.

The loss of the time hopper, and more importantly, the captive temporon, peeved the Krell to no end. Their scanners were able to detect the temporon in the vicinity, but with the time hopper being in an interdimensional flux and an active Matrix in the region, were unable to pinpoint the exact location, and even if they could, it was too mobile to go and fetch.

The Krell time hopper reappeared inside the wall of a London warehouse, badly damaged and sans occupant, about 28 subjective days after it left. It was discovered there by a member of the Underground, and physically moved to a safe location in the storm sewers of the city.

The time hopper is damaged. It cannot go anywhere in space except to the same relative location, but it can go back and forth in time once activated. Right now, it has no temporon to facilitate time travel, but the controls will blink and hum if buttons are pressed, and the two-person machine was obviously made for Krell anatomy, with a cargo bay that contains a small amount of Krell technology (a rifle, some ammo, food, medical supplies, etc.). If characters have joined the Underground, there is a good chance that within a week, word will get to their particular cell about it, and a meeting will be arranged for them to see it, along with a number of noted scientists of the time.

When the characters first see it, it will be inactive. There is no temporon to facilitate time travel. However, about the time that an important personage or two gets in the machine to check

it out, the random temporon comes zinging into through this part of the multiverse, and having a strong source to home in on, finally gets caught by the time hopper. It vanishes in a brilliant blue flash to places and times unknown. The Krell spot this instantly, and call the time hopper and temporon home. This will not occur until after the occupants get out at the other end of their journey, but they *will* be stranded there.

This can have a number of interesting side effects. If part of the character group is involved, then someone is lost in time. It is suggested they be stranded in Time Capsule #20. After having a solo adventure or two there, the other characters can arrive as well. If that character has the party's only Matrix, the same thing happens. However, the Krell only snag back their own temporon, and *not* the hopper. It is possible to get the Matrix temporon into the hopper with some intellectual handwaving, and thus get the character back to the rest of the group, again after having a solo adventure or two.

If the characters in London retain the Matrix, the other side effect is now that the interference is gone, the temporon in the character's Matrix is both easy to spot, and easy to locate. A Krell assault team will arrive at this spot within the hour, and characters will never be able to spend more than 2 hours in any one spot, or the Krell will be able to pin their location down enough to send a team in to get their Matrix. Their only option is to stay constantly on the move, or leave. Getting sleep in chunks of 2 hours or less will begin to wear on characters very quickly, and they will begin to take minutes to actions in less than a day. There is a chance that the Underground can help them by giving them a free ride on the rails. It would take the Krell about a week to determine that the rail lines were being used to keep the Matrix in constant motion, and another day to implement a way to intercept it.



Essay #1 - What you can/can't do with a Matrix

While many of the basic problems and possible paradoxes of time travel are explained in the rules, the nature of a Matrix creates new ones, which you may or may not have run into by this point in your travels. In addition, the Matrix has other capabilities besides those listed.

Time Door - The first of these capabilities is the Time Door. Most of the time, a Matrix has a hard enough time separating your thoughts of where you want to go from all the other clutter in your alien (to it) mind. It certainly isn't going to give you information that will make its task even more difficult.

However, like most Matrix functions, all it really takes is firm knowledge that the function exists. Once you know this, it is only a matter of time before you learn how to implement it.

If you take 5 points off the top of any skill applied to a Jump, and concentrate on opening a doorway instead of just Jumping, you can create a white, glowing, 6 meter wide circular portal, of fixed orientation and position. This can be embedded in the ground, in the air, horizontal, vertical, or at an angle. It is only visible from one side, is of zero thickness, and shows up on no mundane detection equipment (not even cameras). It lasts for 10 seconds, and any object which completely passes through the portal is Jumped to the location on the other side. Unfortunately, you don't get to see what this is. The effects associated with time and/or dimension travel occur on both sides of the portal whenever anything passes through, and Matrix Lag still occurs.

Since the portal has no edge, you cannot grab onto it. Anything that doesn't completely pass through simply appears on the other side of the portal and has to go back around and make a second attempt. The duration of the portal can be increased by 2 seconds for each meter in diameter the doorway is shrunk, and decreased by 1 second for each meter in diameter it is increased.

Example - A 3 meter time door would last for 16 seconds, and a 8 meter time door would last for 8 seconds.

This function must be specified *before* the portal is created, and again, you must know it can be done before you can actually attempt it.

Note - To prevent dimensional backlash, the maximum amount of kinetic energy that can pass through a time door is about 10 Joules per square centimeter. In non-scientific terms, this is about 10 times the intensity of sunlight on a clear summer day (or say a DV of 2). Bullets, lasers, thrown rocks, etc. will all be reduced in effectiveness if fired through the doorway. While this may be a nice option if beating a retreat through one, it also works against you if enemies are doing the same, or if you try to "sanitize" an area before you go through. Note however, that it would apparently have no effect on a primed grenade...

Tetras - Tetras have been mentioned on occasion. Each of these contains the basic Matrix functions, which may be limited in some way. They may have increased recharge times, limited Jump distance, both spatially or temporally, and may or may not be able to do time doors or other advanced functions.

However, each one also has some ability which a normal Matrix does not. Known functions are as follows (not a comprehensive list):

Power source - This basically holds enough power for a Jump, which can be transferred to any working, discharged Matrix. With sufficient skill or technology, this could conceivably be transferred to the local environment instead. It should be warned that a power pulse of this magnitude would vaporize a 100m² hole in battleship armor, and is not something to be done lightly.

Broom closet - An Astrodome-sized volume that contains *exact* replicas (down to the rust and neglect) of anything that has even been brought into it. It is accessed via a portal and antechamber which it creates when activated.

Reality warp - A person skilled with this can alter probability over a varying area, depending on their skill, the level of charge, and the area involved. Exact potential is unknown, but has been shown to prevent natural disasters over a 100km radius for a period of years, or prevent guns from firing at close range.

Tag-along - This one is keyed by the user to a certain other Matrix on the same timeline, and it will Jump when the Matrix does, to the same destination timeline, more or less with the same spatial relationship as existed at the time of the Jump. This will vary for local terrain conditions at the destination site. Will not activate if within the boundaries of an active Matrix field.

In addition, the Designers used a large number of Tetras and Matrices when building their ultimate device, the one which transported their entire civilization several billion years back in time. Most Matrices and Tetras contain fragments of knowledge relating to this. A few of the remaining first and second generation TimeLords believe that with a sufficient number and proper combination of Matrices and Tetras, a person could "bubble-off" an entirely new universe, which would (probably) be entirely distinct from our own. The person who created this universe would be the sole controlling force, and the laws of nature would be wholly subservient to that person's will. In other words, you could create a universe all your own, and be the omniscient, omnipotent god of all creation. Similarities to known theologies are assumed to either be coincidental, or the byproduct of a drunken TimeLord visiting the Mesopotamia valley circa 5,000BC.

An unknown number of TimeLords are working towards this goal. The most notorious is the one known as Faust. He first appears in Time Capsule #14. He travels the multiverse in a converted asteroid, manned by several thousand slaves, who in turn are watched by several hundred cyborg wolves. He has the best art collection in the multiverse, and has engaged in such pastimes as altering an artist's timeline, and then visiting the alternates just to see how different masterpieces turned out. For instance, he has several different versions of the Mona Lisa. His sidekick, Mary, is a sadistic, genetically engineered, cybernetically enhanced cannibal. She is an excellent bodyguard, and has her own Matrix. Faust has a number of Matrices and Tetras, and is always looking for more. He often uses agents to minimize exposure, but tends to do important work himself.

#18 - By the Book

Setup - "Auxiliary Group 063 received orders to transfer from recreational leave to jungle training in the Jurassic. One subjective week later they were recalled to Base One for a briefing. Primary group 021 had returned from investigation in Babylon concerning the assassination of Sallerus of Ur. The group had been unable to discover the identity of the time tamperer involved, but had determined that he/she/it had appeared at Lothal approximately 50 weeks earlier. It was hoped that by sending Auxiliary Group 063 to Lothal circa 1897 B.C. the tamperer could be captured before they were well protected and subsequently returned to their time period of origin. The group was outfitted with period clothing and equipment. They were all given Lyre-Joyce language implants in the native language of Harappan. They also received the standard physical modifications such as dyed hair and skin. They were gated to a position approximately 30 kilometers north of Lothal where they were to return in ten days when the portal would reopen."

Excerpt from Time Patrol Training Manual, Mission Examples: Successes & Failures of the Patrol.

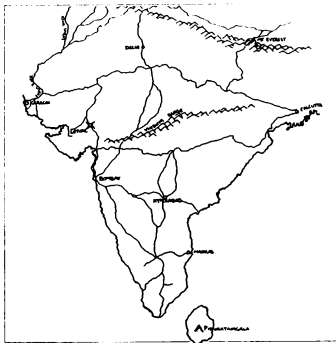
Backdrop - This adventure is designed for inexperienced Time Patrol members, but can just as easily be adapted to a group of Primary Game characters. It is a relatively simple character interaction/historical past capsule, and the GM will have to modify the circumstances a bit to make things challenging for more experienced players.

The following list contains the weapons that were available during the pre-mission training. Only the weapons on this list will be permitted for the mission. Stats are cut/puncture.

Name	DV	IA	Init	Mass	Length	AV	BP
Bronze spear	8I	+1	-3	2.00	2.00	7	10
Bronze ax	16I	+1	-6	2.00	.70	13	10
Bronze mace	14III	+1	-5	1.60	.60	12	8
Bronze dagger	6I/5I	+1	+0/+0	.25	.25	5	1
Sling	8II	+0	+1	.10	-	1	2
Bow	var.	+0	+1	1.00	-	6	2

Each character may (GM approval) receive two weeks of training towards their weapon skill with one of these during their pre-mission setup. They will also get a one week refresher course in Survival skill for warm environments. At least one player must choose the bow as their mission weapon, but they may take their training in another area.

The players should be provided with extra weapons and/or other valuables as trade items. Beaded necklaces serve this purpose well in Harappan society and can be made of carnelian, agate, opal, bone, crystal, copper or gold, depending on the generosity of the GM. These can be transported and concealed much easier than bulky and heavy bronze weapons. The players should have as much food and water as they feel comfortable with carrying. Pre-mission injections will negate the chances of parasitic infection or disease from food or water, although the injections themselves are none too pleasant.



Period foods include peas, wheat, barley, figs, melons, mangos, dates, bananas, fish, beef, rabbit and antelope. The clothing of the characters will be of natural fibers, and have an AV of 1/0. The only non-period items the characters can take are small, simple tools that can avoid detection by scanners, like wire saws.

Unlike the previous adventure, this Patrol uses a time portal, a gate which can be held open for a short amount of time, which any matter can pass through, in either direction. This has advantages and disadvantages over the previous method. The obvious advantage is unlimited mission duration. The disadvantage is that travel is *both* ways through the portal, and in a worst case scenario someone could lob a bomb into the return bay and wreck a lot of valuable machinery.

GM Information - On January 22, 1864, Captain Lucius Madison had an unfortunate accident. He had the rather dubious honor of trying to exist with the crux of a temporal anomaly. How this anomaly came into existence is beyond the scope of this report, as the n-dimensional calculus involved in determining temporary singularities like this is sticky at best. Capt. Madison was transported without his consent to Western India, 1898 B.C. To put it mildly, he was rather shocked by his unexpected journey to another place and time.

But, being the creative, intelligent sort, he soon adapted to his new circumstances. He appeared a few miles from a small village near the city of Lothal. This village was typical of many such villages near the Harappan or Indus River civilization. The people of the village were not hostile towards the traveler, but marveled at his clothes, his red hair, and the giant beast which he rode. Capt. Madison had been riding his horse, "Stonewall" (named for its unrelenting stupidity) back to field headquarters after an amorous adventure when fate had struck. Stonewall was about as much help in India as he had always been, which was to say, none at all.

For several days everything was fine until Madison ran out of trade items and subsequently stole some food literally from under the owner's nose. He was quite an attraction in the village and assumed the man wouldn't put up a fuss. The man drew a knife: Lucius shot him. It was an important turning point, because it drew the attention of the rulers of Lothal. So impressive was the tale of the flame-headed man who struck with the power of thunder that Lothal's Priest-in-training went to meet him. The details of the meeting would make for interesting telling, but the most important result was that of the priest's death. He didn't understand Madison and decided to test his powers. It was a mistake.

This rather amazing chain of events which in a more advanced society would have led to Madison's death, instead brought him great benefits. If Madison had been allowed to strike down the mouthpiece of the gods, it was obvious the gods favored him and wished him to succeed the unfortunate cleric (or so went the Harappan logic). With utmost reverence, Capt. Lucius B. Madison, Assistant High Priest of Lothal, was conveyed to the city and deposited in the second highest position in the city. That was two months ago. Since then, Capt. Madison has acquired a working knowledge of the language and has picked up some skill with the bow.

Babes in the Wilderness - The characters are likely to have encounters with several local animals. In addition, the stats for the elephant can be found in the creature list in *Time Lords*. This list is not complete, but contains a number of interesting creatures nonetheless. If you wish to include other animals indigenous to the area, use buffalo, black buck, antelope, water snake, tortoise, turtle, fish, rabbit, shrew and monkey.

Roll(1d20)	Encounter
1	Cobra
2	Python
3	Non-poisonous snake
4	Gavial
5	Lions
6	Tiger
7	Leopard
8	Elephant
9	Rhino
10	Special
11-20	None

The encounter table concerns itself primarily with animals which could pose a danger to the characters. Feel free to throw in birds singing in the background or monkeys pelting the characters with rotten fruit. The GM should make sure the players don't get sidetracked into living out their safari hunting dreams while there is work to be done. There are several very dangerous animals on the encounter table. It is a common mistake to use creatures as mindless killing machines which could make these encounters more harmful than they are intended to be. The role of the referee is to provide challenge and adventure, not just a new way to die. In most cases the players should be given a chance to avoid the encounter, especially if it is a dangerous one.

Note - In several playtested encounters a group of four characters armed with primitive weapons successfully combated a Bengal tiger, suffering one major and two minor injuries in all.

Mission Start - The characters will appear on a small hill one kilometer from the river. The quickest way for them reach Lothal (which lies 30km to the south) is to construct a raft and float down river to the city, a method no doubt suggested by their briefing officer. The return trip will be by whatever means is convenient, either a boat traveling upriver, or walking along the banks. If they construct a raft, it will take several hours to complete, the exact time depending on whether the characters can successfully use carpentry, survival or any other relevant skill (60 man-hours of work, 18 man-hours if they have rope and saws). The referee can live up the boring trip by throwing in a stretch of rapids if desired. If the players insist on trudging the 30km through the jungle to Lothal, they will move at about 2kph (this is a jungle, not Central Park) through lion infested jungle.

Lothal is surrounded by fields and forage. The first encounter with people will probably be someone working the fields. The first or second person they meet should direct them to the House of Travelers. Lothal is populated by a race similar in appearance to the Australian aborigine, and are tall (by period standards) and dark-skinned. The men wear beards, but no mustaches. They wear short garments around their waists similar to a sarong. This type of garment is also worn by women

Captain Lucius B. Madison

Age: 28 Height: 183cm Weight: 82kg
Body Points: 30 Speed: 13

Strength : 12
Dexterity : 14
Constitution : 14
Intelligence : 15
Willpower : 13
Bravado : 18
Perception : 12
Appearance : 13
Stamina : 14
Power : 7

Skills:

Pistol : 9 Brawling : 7
Bow : 6 Beast riding : 11
Knife : 6 Survival, w : 8
Military sci. : 5



Equipment:

Adams revolver (DV181) Grey infantry uniform
Bow 12 (DV141), 20 arrows

5th Texas Volunteer Regiment, Company A "Bayou City Guards", 1 Lt. - Reduced to 3 Lt. Mar. 1862, Prom. to 1 Lt. Jan. 1863, Elect. Capt. Apr. 1863: Wounded Chickamanga (Sept. 19, 1863). Hospitalized at Griffin, Ga.: Deserted Jan 22, 1864 near Morristown, Tenn. "taking all of his equipment"; No other record.
(from: *Texas in the Civil War*)

of the lower classes. Women of higher castes will wear blouses and turbans. Jewelry is worn rather extensively by most of the population, but will be more valuable among the upper classes.



Lothal is run by a theocratic dictator, the High Priest. He controls all activity in the city according to the will of the spirits. His position, though it is an exalted one, has several taboos that come with it. He may not be exposed to the sun's rays, ingest fish or fruit, or be touched during certain ceremonies. This burden of taboo applies as well to the Assistant High Priest who will succeed the High Priest upon his death. Their relationship is generally amiable, as Madison has no intent on the number one spot for the present. As he has no idea how he got here, his only possible motive for leaving is if he thinks he is in an India of the 1800's, in which case he would attempt to return "home" if things soured here.

The House of Travelers which is located on the Lothal map is a place for visitors to Lothal to stay free of charge. Lothal is a collectivist community so that food and lodging are best handled in this way. There is some barter, though. The House was constructed for the traders which use Lothal's port facilities. Lothal trades with cultures as far away as the Mesopotamia River valley.

One advantage that the players have in this scenario is that Madison knows nothing of the Time Patrol, nor does he expect anyone to be looking for him. Therefore he has made no attempt to conceal himself. Unfortunately his position and character have not made him obvious, either. Due to taboos he cannot appear in the city during the day and seldom goes out at night. He occasionally leaves the city by the south ramp to go riding or practice his archery. At these times he will be accompanied by two guards. On the Lothal map, the area labeled the acropolis is the location of the religious facilities and Madison's quarters. The entire acropolis is a raised brick platform 4 meters high. Therefore if the players decide to invade the acropolis in an attempt to snatch Madison away, they will have to climb up from street level, which may be obvious.

There are several things the characters can do during their stay in Lothal. If they build a raft, and allow two or three days for the return walk or boat trip upriver to their departure point,

they will have about a week to do their investigating. Madison's arrival is old news by now, but those digging into recent events can surely find some mention of it in a day or less. Catching sight of him would surely clue the characters that he is the source of the disturbance, but the presence of one time traveler might indicate more, and they might want to watch for the presence of others, or be worried about secret plots and grand schemes (of which there are none).

High Priest of Lothal

Age: 43 Height: 173cm Weight: 81kg

Body Points: 30 Speed: 9

Strength : 10
Dexterity : 8
Constitution : 8
Intelligence : 16
Willpower : 14
Bravado : 12
Perception : 10
Appearance : 8
Stamina : 8
Power : 7(14)

Skills:

Acting : 9	Military sci. : 8
Religion : 10	Concentration : 10



Equipment:

Heavy black robe with red trefoil design (AV1/I1)

This ruler of Lothal, both secular and religious. He has been in this position for many years, and is comfortable with the power it offers. He is comfortable with Madison as a friend, but still has reservations as to his suitability as his eventual successor.

There is not one "right way" to complete the mission. Perhaps the neatest would involve an ambush of Madison while he is riding at night. The information about nighttime riding isn't common knowledge and will only be found out by characters who stake out the acropolis over several nights. Then again, he has significantly better night vision by now. Most groups will probably find out he is in the acropolis, and then sneak in and try to remove him. This will be difficult. The architecture of the temple is consistent with most of the buildings in the city. The buildings are fashioned of mud brick, frequently have interior courtyards, second story floor and ceilings made of wood, and there are very few external windows.

The players can gain access to Madison's room through the door in the well room. This room contains the water source that is used to fill the ceremonial bath. The temple exists as the symbolic resting place of the powerful spirits of nature. The religion of Lothal is very nature-oriented and concerned with natural phenomena. Most of their religious ritual involves purification and the clearing away of unnatural taints.

The High Priest's chambers are not pictured in detail as the door remains barred from the inside. Should the group have to enter here, feel free to surprise them.

It is important to remember that the intent of the mission is to remove the time tamperer from the scene, not harm him. If the players calmly kill several guards and Madison, they may be doing more harm than good. Not only must the group capture Madison, they must transport him to the pick-up point within ten days, when the time portal will reopen. One possible conclusion to the adventure could involve the characters explaining that they are time travelers and only wish to return him to his original timeline. He might believe it, or he might not. He would not have made the rank of Captain without some brains and education, and although he has no idea where or when he is, he might like his new state in life enough to balk at returning. You can determine whether Madison would want to return, based on how well the characters treat him and explain things. He is capable of understanding basic temporal logic, like messing up history, should the characters try this tack. He can always call on the temple guards if he feels threatened. If the characters reveal too much about the Time Patrol, he will be "recruited" into the service instead of being allowed to return to the 1860's.

Temple Guard
Age: 27 Height: 178cm Weight: 79kg
Body Points: 29 Speed: 13

Strength : 13
Dexterity : 13
Constitution : 14
Intelligence : 12
Willpower : 10
Bravado : 12
Perception : 14
Appearance : 10
Stamina : 12
Power : 7

Skills:

Spear : 9 Gambling : 7
Polearm : 6 Hunting : 11
Survival, warm : 6 Brawling : 8



Equipment:

Spear (DV10I) Robe and sandals

The sixteen spearmen who guard the temple are more ceremonial than useful, and have seen very little in the way of real combat. However, the position is a prestigious one, and it is gained by ability, so they practice regularly with padded weapons, and hold public contests when a member needs to be replaced. No more than eight of them would be awake and on duty at any one time.

Primary Game Notes - In order to run this scenario with a group of characters from the Primary Game, some changes have to be made. An obvious one is to have one of the characters take the place of Captain Madison, and have a group of Time Patrol agents come looking for the entire group. If the GM doesn't want the characters joining a Time Patrol at this point in their careers, then the intruding agents should be portrayed as "bad guys", with skills and equipment tailored to give the characters a challenge. That is, if the characters

outnumber the agents, the agents should have superior skills and equipment, and if the reverse is true, then the characters need an edge in the form of some loyal NPC's.

A related option is to arrive shortly after the accidental (maybe) demise of Captain Madison, and either accidentally or deliberately take over his former position. This would gain them the advantage of the power that came with the position, and maybe some of the late Captain's equipment. Perhaps a key item or two is missing (like the pistol), and in the hands of someone else who doesn't want the characters around to take over the position so recently vacated.

One reason for the characters to be making an extended stop here is for the recovery of a badly wounded comrade, or because for one reason or the other, their Matrix won't let them leave. The players may find it appealing to be chosen of the gods for a few months while they pick up skills. Any cultural constraints that applied to Madison will also apply to any character who would have his position.

Another option is to run it as basically the same scenario. Lucius may be getting tired of living a nocturnal life, and if the characters can detect his presence, he might be willing to risk a random jump with the Matrix just on the chance of eventually getting home. In this case, the characters would gain a useful NPC for a while, in addition to the supplies that he could requisition as assistant High Priest. If the characters antagonize him, he could also use this power towards less pleasant ends.

Aside from encounters with Madison, the characters will have the usual novice problems with culture shock and local customs, as well as possible digestive tract problems with the food. If the characters stay here for any length of time, they have the option of more widespread travel, and getting involved with assorted intrigues that took place in the 19th century BC. Lothal may have traded with areas as far away as Egypt, and so the characters have a wide range of travel options. Important personages of this era were Hammurabi of Babylonia and Sesostris I of Egypt. Minoan Crete was a flourishing culture and Stonehenge has been in use for nearly a thousand years. A lot is going on, and opportunities abound, but the characters are still a long way from home.

Optional plot - For characters who would find no interest in simple intrigue and puzzle-solving, it is possible to give the high priest psionic powers to match his position. In this case, he would have a Power of 14, and the powers of Alter Probability and Mind Illusions. The illusions are sometimes visitations to bolster confidence, or tests to strike fear into the guilty (like an accused murderer confronted with the "ghost" of the victim). The modification of probability allows him to perform feats that would normally be considered extraordinary coincidence, such as certain forms of divination (rolling bones, dice, etc.), or again as a test of some type (where the "spirit" of the person being tested is measured by their ability to overcome negative odds).

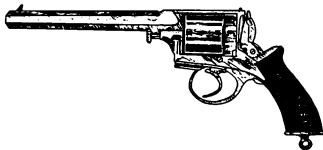
He alone has these powers, and gained them after numerous years of training by the previous high priest. The fact that he has "powers" is proof of his suitability for the position, and it is public knowledge, although not commonly mentioned. These powers do make him the ultimate arbiter of disputes in the

city, although significant sacrifices to the temple are required to prevent people from constantly seeking his help. He believes, as did his predecessor, that these powers are a divine gift, and he does not misuse them. Rather, he applies them as he feels the spirits guide him to. This translates out as to how his conscience leads him, but since he has the best interest of the community at heart, this is not a problem.

The arrival of the characters, who are similar to Madison in some respects, yet different in others, will pose a quandary. He will ask the spirits for guidance, and their advice will be based on the character's actions. For instance, they may be a test of the sincerity of Madison in his position as assistant high priest, in which case he would have to confront the characters. This would not necessarily be violent, but Madison would not take any chances either. His pistol would be close at hand. Or, it might be a sign that such strangers are not necessarily a sign from the heavens, and cause Madison (and the characters) to fall from local favor. Or, he might "test" the characters himself to see their intentions, and make a public pronouncement based on the results. Against superstitious locals, his religion-inspired illusions are very believable, and are at a penalty to be perceived as unreal, but against characters, they are treated normally.

In any case, he is not prone to violent actions, and would never personally initiate an action that would cause the characters or other citizens harm unless there was no other choice.

Epilogue - An ancient adventure is very different from a modern one in both pace and alienness of the culture. Try to evoke a feeling of the Harappans. They had a highly complex but static culture. The houses of both the lower and upper class had indoor plumbing, toilets, and the networks of covered drains, wells and rubbish chutes showed they had some knowledge of the level of hygiene necessary to maintain the health of a large city. Rather than the haphazard arrangement of most other cities, many Harappan cities looked planned from the start, with a uniform plan and arrow-straight streets. All signs point towards the hallmarks of modern cities, with bureaucracy, engineering and public works departments. They were fond of ornamentation, kept pets, and made a variety of toys for their children that would not be out of place in a modern arts and crafts store today.



The city of Lothal was actually a port on the gulf of Cambay, and the harbor shown could be closed and the water level regulated for various purposes. One of the main limits of their technology is that they had no iron, and very little bronze, since tin (bronze is a copper/tin alloy) had to be imported from other locations.

It is a testament to their culture that it lasted over five centuries before falling to a series of floods and droughts that made them prey to the Aryan tribes that created the ancient Indian culture most of us are more familiar with. If you wish to study this culture further there are numerous excellent books on the subject.

Shem of Khandas

Age: 33 Height: 173cm Weight: 75kg
Body Points: 29 Speed: 10

Strength : 8
Dexterity : 12
Constitution : 11
Intelligence : 18
Willpower : 13
Bravado : 12
Perception : 13
Appearance : 13
Stamina : 8
Power : 7

Skills:

Knife : 10 Navigation : 14
Gambling : 6 Area kn. (traders) : 8
Sail ship : 14

Equipment:

Ocean-going trade ship & trade goods
Utility knife



A native of Sri Lanka who has recently come to stay at the House of Travelers. He may attract the players with his quick wit and voluminous knowledge of the wider world. He may also be attracted to the players by their unusual attire and equipment. While as religious as the next person in this time and place, he also knows a good deal when he sees it, and may attempt to bargain for various items belonging to the characters. He is not, however, totally unscrupulous, and would not attempt to steal from them. He might warn the characters of any rumors he hears about them, in hopes of bettering his bargaining position. He is primarily an ivory merchant, but also deals in exotic woods, semi-precious stones, essences, extracts and other vanity items.

Adams's Patent No. 12,200R - A five-shot percussion action revolver, it was fairly advanced for its time since it was double action. That is, the hammer could be cocked by pulling the trigger rather than manually pulling it back with the thumb as was common on most other period weapons. It was rather large, massing nearly two kilograms and being over 30cm long. It would appear quite intimidating to whomever it was pointed at.

Essay #2 - More paradoxes

The laws of time and dimension travel are incredibly complex, and explanations of them are hampered not only by limitations of the English (or other languages), but by the simple fact that we don't know all of these laws yet.

Visiting yourself - It has already been mentioned that you can't visit yourself. This is partially because the same matter would be coexisting with itself in the same timeline. It would be doing this in any case, but when collected together in one place (like your body), the effect goes from barely measurable to probabilistically overwhelming. However, the atoms in your body are constantly recirculating into the environment, and over a period of about 7 years, every atom in your body has been exchanged. Yet, there still exist problems visiting yourself outside this interval. We assume this is because of the way those atoms are arranged. The pattern they are put in is generated by your DNA, and remains relatively constant throughout your life. However, the further you are separated chronologically and genetically from your alternate self, the easier it will be to get close to them. So, while visiting yourself yesterday is almost impossible, visiting yourself with a separation of 50 years of aging effects is much easier.

The other problem with meeting yourself is the Matrix. A Matrix is a dimensional singularity. A given Matrix only exists once, anywhere. If an active Matrix is on a timeline, *that* Matrix can never visit that spot on the timeline again. If you Jump to Timeline X, January 1, 2001, and stay until January 2, 2001, the Matrix you used will never be able to Jump to the period January 1 - January 2, 2001 on Timeline X ever again.

Note that the phrase "active Matrix" was used. Some Matrices have been found in rock that is millions of years old, yet the owner can still Jump to areas on that same timeline. It seems that the singularity in a Matrix is not *in* the Matrix all the time, but that a particular singularity is "on call". It is only in the Matrix itself while being controlled. In practical terms, it seems that this means "for several days after any Jump, or while in close proximity to anyone with a Matrix skill of 5 or more."

So, if a Matrix Jumps, the destination is off limits to *that* Matrix as long as a skilled owner retains possession, or (probably), until the Matrix has recharged.

This is all speculation, as is the theory that a Matrix contains (or is) a pocket universe of its own.

Freezing time - Since a Matrix only exists on a timeline once, whatever happens on that timeline is "frozen". That is, since the Matrix only exists once, the timeline cannot branch into alternate timelines while the Matrix is active. What happens there can't be undone, and no alternate paths exist to be explored.

But, a Matrix *can* Jump onto a timeline where another Matrix exists! This seems to violate the provisions of the previous paragraph. In reality (sort of), the first paragraph is correct. This is where traditional concepts of time and space break down, and people tend to get sprained brains.

Time travel, dimensional travel and probability travel are the same thing. Time travel is simply probability travel that follows a line of cause and effect.

That is, if you drop a rock, and Jump 1 second ahead, the rock lands on your foot. Dimension travel is probability travel that ignores cause and effect. If you drop a rock and Jump 1 second "sideways", there probably isn't any rock there.

A Matrix (or other time travel device) doesn't care about cause and effect. There are a certain number of probabilities, some connected by cause and effect, and some not. The universe doesn't care that "you" have already "experienced" something. That experience is simply a probability, which in an infinite universe, would have happened *anyway*. The thing to keep in mind is that while a Matrix can't exist on the same timeline twice, the same Matrix can exist on multiple timelines *simultaneously*.

If there are two Matrices on a timeline, there exists *one* timeline until such time as those Matrices are separated, but this does not affect any future *beyond* where these Matrices separate. Events can be altered on this timeline from some perspectives, but this does not prevent later events from happening as well.

Example - TimeLord A keeps an active Matrix on timeline X for three weeks. TimeLord B Jumps onto timeline X at the end of week 1, and stays there until the end of week 2, at which point he kills TimeLord A, takes his Matrix, and Jumps. What happens?

TimeLord A still exists at the end of week 3, still has a Matrix, and still remembers weeks 1 and 2 as they would have happened had TimeLord B never shown up. Why? TimeLord A's memories are just a pattern of matter and energy in his brain. Whether or not they actually happened has no effect on their apparent reality. Insane people think things have happened that have not. Their belief makes the events no more real.

TimeLord B now has TimeLord A's Matrix, which can Jump anywhere it has not been before. It can't Jump to week 3, after TimeLord B left, but while TimeLord A remained (with his Matrix). TimeLord B can now *never* visit an area where TimeLord A is, since they both have the *same* Matrix, and that Matrix can never exist more than once on the *same* timeline. For all *practical* purposes, TimeLord B has "killed" TimeLord A, since TimeLord A can never visit TimeLord B as long as B keeps A's Matrix. Likewise, TimeLord B cannot keep killing TimeLord A and stealing his Matrix, because he can only own it once at any given time.

You can see why TimeLords are extremely difficult to kill, and why many of them eventually go insane. Apparently, the only way to permanently knock off a TimeLord is to have *them* visit *you* on a timeline with no other Matrices, kill them, and then leave using the Matrix. This finishes off the "frozen" timeline with a dead TimeLord, which when the Matrix leaves, will only have branches with the TimeLord being dead. Wherever the Matrix goes, the timeline it arrives on will be "frozen", and the dead TimeLord will not exist there. Unless you had the bad luck to Jump to somewhere where that TimeLord existed previously (with a *different* Matrix), but you'd rather not think about that one too hard. Trust me.

Note - If you have understood this entire section, it means one of three things: You're lying, you're mistaken, or your character should have an Intelligence of at least 16. You decide.

#19 - Homecoming

Opening scene - The characters appear during midafternoon on a warm summer day, someplace *extremely* familiar. They are in their own "hometown", that is, someplace all the characters are familiar with and have in common. Everything is there. The buildings, the roads, the works. Everything except the people, that is. It is totally deserted. There are no cars moving on the streets, no people on the sidewalks, no smoke from the chimneys. It is an extremely eerie feeling...

Backdrop - This is the second adventure set in the H.G.Wells alternate universe. The first was the remnants of the Krell invasion, in Capsule #17, which took place a hundred years ago on another timeline. This one takes place circa 1993 on the timeline the characters were born on. An odd plague has struck the world, an artificially created disease which makes the Black Death look like a case of the sniffles. And it is going to come looking for them with sharp teeth and silent little paws.

Sometime after the characters started their unplanned temporal journeys, some secret lab created a bug which modifies the genetic code of its victim. Perhaps this was the aim of the project, or perhaps it was a one in a million fluke. In any case, the discovery was kept secret, and tinkered with. Until the day when an Air Force jet on a routine training mission flamed out and crashed directly onto the lab. A few of the test animals escaped, and that was all it took. The government officials involved hurriedly delegated responsibility and made sure their pensions were secure, and then turned over the damage control efforts to disavowable subordinates. In the meantime, the plague started to silently spread.

The plague causes rapid growth in the host, much like the growth from puberty to adulthood. The hyperactive metabolism of the host also gains a degree of adaptability to local conditions, such as tolerance to items in the environment that would otherwise be harmful. If the victim survives the acute phase, they will have grown anywhere from 2 to 3 times normal size, and they will be a carrier for the disease, which can be transmitted by getting into the bloodstream via contact with open wounds, bites or scratches by the infected creature, and so on. The increased size and immunity to further infection is permanent, and will be passed onto the next generation, if the creature breeds. The only drawback of this phase is a sensitivity to bright light. It is not injurious, or debilitating, just painful. The affected creature does not like brightly lit areas, but can function there if necessary.

Survival of the growth spurt depends on the size of the creature, and its stage of life. Creatures that have not reached adulthood invariably die, twisted into misshapen lumps by the disease. Those near the end of their lives usually fare just as poorly. Those that are larger than a dog are unable to sustain the increased mass that comes with the larger body size, and if they survive the acute phase, will probably starve to death. Those that are small and fully mature stand the best chance of survival.

These are the ones that brought down mankind. Like the Black Death, it started with the rats. Every city has them. They scurried through the back alleys and into the sewers. Those that

survived the infection became bigger and stronger and hungrier, and easily occupied the niches formerly held by their smaller brethren. Then came the other animals of the city. The cats and dogs were next, and by the time the humans realized what was going on, it was war. An exponential growth curve of mutant, hungry rats boiled out of the sewers, and literally began eating all in their path. Poison didn't work well enough or long enough, and within weeks, a tolerance would develop. Those fleeing the cities unwittingly carried the plague with them, and soon, livestock and other large animals were dying in massive numbers. Any person bit invariably succumbed within weeks. By the time international quarantine measures were imposed, the seeds had already been sown elsewhere. Customs requirements were too lax. No one expected a plague to *originate* in a highly developed Western country, and so it wasn't guarded against.

It has now been about three months since the first wave of the plague hit. The cities are empty. There is no food there for people, since the distribution system broke down. There is no gas, since those fleeing the cities depleted the available stocks. There are no guns, since those same people took them for protection on the way out. In the country, things are little better. The livestock that escaped infection are few and far between. The crops have been eaten in the fields by mutant mice, and giant dogs, coyotes and wolves stalk the woods. Those that survive do so by eating the birds and fish they can catch. The former invariably die if infected, since they are unable to fly at their increased size. Some have managed nesting places free from egg-eating marauders, but their numbers dwindle. Fish seem to be unaffected, as do insects and reptiles.

Things to do:

The characters will immediately want to check out the area in some detail. How long and how thorough this is depends on their equipment.



Basic things they can find with a superficial search:

The power is out, phone systems do not work, all vehicles have been drained of gas. The water system is working solely on gravity feed. Anywhere downhill of a water tower or distribution station will have some pressure, but all other areas do not. The only radio bands working are those with automated signals, mostly satellite bands. There are no corpses lying around.

Things that can be found with a little work:

All gas stations are devoid of fuel, although some lubricating oils and other supplies remain. There are signs of violence, with numerous broken windows in some areas, signs of looting, occasional burnt-out vehicles and the like. The interiors of some buildings do have bloodstains on the walls. Stores have been stripped to the shelves. Conspicuously absent are foodstuffs, weapons of all types, batteries, camping gear and heavy clothing. There are fairly fresh animal tracks, probably since the last rainfall, but any human tracks through mud or debris are weeks old, at least. A person with Biology, Hunting, Tracking or appropriate Survival skill of 12+ would be able to notice that the animal tracks are suspiciously large for the animal they supposedly belong to. Piles of shredded clothing may be found in corners, like rat nests.

Things that can be found with a lot of work:

In darkened recesses, or hiding behind bulky objects, a few oversized rats might be found. These will be exceptionally large for regular rats, perhaps 15kg, and the size of a medium dog. They will be somewhat torpid, having been awakened from sleep, and will shy away from any bright lights the characters have, but will quickly become aggressive, chittering angrily, and making charges at any character who intrudes on their territory. Depending on circumstance, it may eventually attack, or be cowed into running away and scampering down a storm drain. In either case, there will be more chittering in the distance.

Characters might also find one of the last newspapers to come out before the collapse. This will go into some detail about what is going on, saying that there is an animal-borne disease with an extremely high mortality rate going around, and that quarantines have been placed (on several cities of GM's choice). There will be further, separate stories on livestock inspections, notices that unaccompanied animals are subject to immediate euthanasia, notices of places to avoid (alleys, sewer openings, dark areas), and other human interest material.

Finally, characters might find something grim, like opening a sealed room and finding a mutated human corpse, a person who was bitten, and too late found a secure place to stay. Locked away, they had food and water, but succumbed to the plague. For the past 2 months, have lain here, either rotting or mummifying, depending on GM preference. Regardless, the corpse is a horrifying sight. Bones are bent or broken, the skull bulges in odd places, the hands are knobby lumps of misshapen tissue, and the spine is arched into a hunch worthy of Quasimodo. This is the typical appearance of a plague victim who survives to the final stages of the disease. All the other survivors have been eaten by the rats and dogs, right down to licking up the bloodstains and gnawing the bones.

Next - The entire point of this is that the characters have roughly 6 hours until nightfall. With the people gone, and most other sources of food consumed, the population of diseased animals is now on a downward curve. Before, the population expanded to meet the supply of food, but for the past weeks, the only "prey" has been other animals. The animal population is now rats and dogs, everything else losing out by not being vicious or tough enough. Eventually, they will drop in population to stable levels. For now, there are a lot more predators than prey, and the predators are hungry and just a tad ornery. They will wake up at nightfall, and come out looking for something to chomp on, and they can smell fresh meat from a long way off...



Resurrection - The main goal of this capsule is the reintroduction of any character who has recently died, or the introduction of a new one from the same timeline, perhaps a player who was just now able to get into the campaign.

This character will have holed up in a tall building in town, with a variety of survival gear. They were, for some reason, unable to partake in the exodus from town, and while well equipped, are still very hungry. Daily raids to scavenge the city are coming up empty, and the pigeons are getting too smart to get close. Besides, the rats and dogs wait for them to land, and eat them too.

Equipment for a new character will be randomly selected from different categories. The character gets two rolls from the Projectile Weapons list, four rolls from the Melee Weapons list, one roll from the Armor list, and four rolls from the Equipment list, plus any single non-weapon item of the player's choice. Basically, the character can pick any die type and addition to the die that they want for each roll, and use the item number generated. Duplicate items can happen, and rolls that exceed the maximum number on the list are just tough luck. Guns get 1d100 rounds of ammo or 1d50 rounds plus an extra clip, and electronic items have 1d6 extra sets of batteries. In addition, the character can have all the heavy clothing they want as "bite protection", and any normal household items or chemicals. After character design, the character should get 20SP towards the skills of player choice, so long as they somehow relate to survival in the given circumstances (it isn't much, but every bit helps).

Retread characters are handled slightly differently, and work best if the other characters still have the body. While some of the structural information is lost by death and incipient decay, some of the original matter from this timeline may still remain, and the ordered pattern is still largely intact (depending on cause of death). As the characters travel through the area, unusual things may happen that may or may not be macabre. A vehicle may get a flat tire, or otherwise break down. A tree may decide to collapse onto the road, or an unexpected bump may cause a certain corpse to fall off and bounce a few times on the pavement (gross!). In short, the things that happen are the same sort of things that would happen if the character was still alive and trying to visit themselves, but on a much smaller scale.

The retread follows the rules on p.107 of the 2nd ed. TimeLords book, and is equipped as described above. He or she will probably still know all the other characters who started from here. On *this* timeline, those characters died (and were cremated). For a new character, the other characters might have disappeared suddenly with some controversy, some months/years back, complete with government agents, security cordons and other suspicious happenings.

Either new or retread characters can find/be found by the others through a number of means. With a good vantage point, the new character can see anyone else in town, or might stumble across them during a daylight foray. Or, the recently arrived might see a hint of movement in a building, or the glint of sunlight off a pair of binoculars perhaps. There should be mutual wariness and suspicion.

Giant mutant rat			
Strength	: 7	Length/height:	1m
Dexterity	: 10	Mass:	25kg
Constitution	: 13	Max. velocity:	8m/sec
Intelligence	: 8A	Preferred habitat:	*P/N
Willpower	: 12	Spec. attacks:	Bite, 3I
Bravado	: 13		
Perception	: 10	Body Points	: 15
Appearance	: 4	Speed	: 8
Stamina	: 8	Size var.	: x.5 to x2.0
Power	: 4	Armor Material	: None

Notes: Always angry and always hungry. Bravado attacks based on light, noise, damage or fire may keep one at bay for a while, but they are never dissuaded permanently (unless killed, of course).



Night of the Rattus - Of course, at night the rats and other creatures come out. Unless the characters are in a very secure spot, they will literally be eaten alive. Anything softer than teeth is not good enough cover to survive through the night. This includes wood, fiberglass, aluminum siding, and so on. Vehicles are fairly safe, but a frenzied mass of thousands of rats might break a window, and they would certainly chew a hole or two in all the tires. Fire would keep them at bay, as long as it lasted, but as the largest source of protein around, the characters would draw quite a crowd of rats, especially since they would chew on each other, and dog packs would come in to munch on some of the rats. The dogs would not be stopped by anything but a massive fire, and could easily shatter window glass.

The best way to run this for those hapless souls without an armored vehicle is as an ongoing chase to a secure destination, like the refuge of the new character, sort of like the Pied Piper of Hamelin in reverse. Once awake and aware that there is a large source of fresh food nearby, the rats and dogs will circle the spot for days. They will prefer to stay out of the sun, but will readily brave it for a chance to get a tasty hunk of character.

Any character who takes *any* lethal damage (even an "N" result) is infected. They will show no signs for 1d3 days, after which they will lose 1d6 off Strength, Dexterity and Intelligence per day, and take a cumulative penalty of -1d6 to all actions. Gross physical abnormalities begin once the penalty on Strength reaches -10, and the character will start losing 1d6 off Appearance as well. Jumping out is the *only* cure, and the cured character will recover all lost attributes like they were lethal impairments. Lost Appearance is *not* recovered, and such damage is a permanent abnormality of some type, curable only with reconstructive surgery.

Options - Rather than a worldwide plague of mutant animals, perhaps this area is the focus for the plague. The entire area has been quarantined by the military, which has a scorched earth perimeter some kilometers out of town. Bulldozers have leveled a 100 meter strip some tens of kilometers long, and it has been sown with poison and routinely set afire with gasoline. Anti-avian chemicals have already been sprayed, and any birds seen are shot. Everyone within 10 more kilometers has been evacuated. The government is considering the options, including a tactical nuclear strike. That option is not officially commented on, but it has been brought up by the media.

This involves some change in what the characters can find. Among other things, regular radio broadcasts will be heard, which will undoubtedly carry regular reports on the situation. There will be occasional interviews with prominent medical and military officials, who will lament the plight of anyone left behind in the city.

"You see, if they survive, they will almost certainly be carriers for this horrible disease, and would have to be isolated from humanity for the rest of their natural lives..."

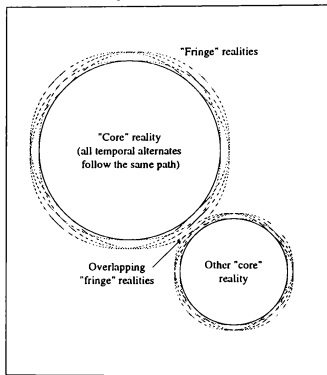
The character left in town has thus far avoided being caught or shot by the helicopter patrols that routinely overfly the area. These patrols would almost certainly occur once the unusual electromagnetic pulse of a Jump scrambled all electronics for several seconds after the characters arrive.



Essay #3 - Simultaneity

Or, why aren't there a million billion examples of me out there?

Technically, there are. *Practically*, it makes no difference. In the TimeLords model of the multiverse, every time there is a possible branch point anywhere in the universe, a new multiverse is formed, differing only in that single event that was changed. Since this could be as insignificant as where a particle of dust lands or the charge on an atom, there are an infinite number of universes. In any *practical* sense, most of these are identical. In the most precise *technical* sense, they are different.



A normal person (or most normal matter for that part) exists much like an electron cloud around an atom. You might not be able to point directly to the electron and say "it is here", but you can say "There is a 90% chance it is somewhere within this volume around the atom". In the case of a person, it means their atoms, molecules and related parameters (possessions, personality, memories, etc.) would have a 90% chance of existing in a particular common world-line. That is, if there are 100,000,000 particular multiverses which differ only in some immeasurably insignificant detail, this person would be found doing the same thing *simultaneously* in all but a few of them. In a universal conservation of energy and probability, these universes overlap at the points where they are identical.

But what about that other 10%? Oddly enough, the person simultaneously exists in those as well, even if they are significantly different! As long as the two world-lines are similar enough that they have an overlap, and this person exists in both at a given "present", that person exists in both places at the same time. Within that other 10%, all the similar probabilities are just like the larger branch.

This has a number of interesting ramifications. The first is an alternate form of spatio-temporal travel. *Perhaps*, if you went to an area where two diverging histories had a common, identical background, you might be able to cross over to the other history. For instance, the remote Tibetan monastery which is still untouched, despite Nazi Germany winning World War II. This crossover might be by accident, psionics, magic or technology. It makes an interesting side adventure, or possibility for characters who have lost their Matrix, but still retain the ability to sense local probability changes. It might also explain some unusual disappearances, such as the celebrated case of Caspar Hauser, an ordinary man who supposedly walked around the side of a carriage and disappeared, never to be seen again. Perhaps he stumbled onto a crossover point, and never found a way back.

A series of "probability doors" could exist for people able to exploit them. You could not go from our history to one where it was *vastly* different, but you could go to one which was different, and from that one to another one and so on and so on, until you came out in an *extremely* different timeline. Or perhaps areas untouched by man still have doorways to unusual alternate probabilities. The problem with this is that every time you exploit such a doorway, you change the local situation and make it different from the other side, even if only a small way. Repeated or excessive use of a doorway will cause it to weaken and vanish.

The second ramification is that in practice, there are only as many examples of a person or character around as there are *major* branches on a timeline. If the "90%" version of a person is killed in a car crash, most of that person's probability is gone. What remains is the few parts of that 90% that survived the accident, and the version of the person in the "10%" probability. Since any given history has a limited number of significant (i.e. easily accessible) alternates, a little judicious temporal tampering can go a long way.

Third is probabilistic crossover. If you exist simultaneously in both a large number of nearly identical universes, and a smaller number of alternates, there is bound to be some occasional overlap at a noticeable level. For instance, the feeling of *deja vu*. Maybe it *has* happened before... Or, some extremely unusual thought comes unbidden into your head. Did you think it, or some alternate version of you in a "1%" probability? Or, in the most mundane case, the car keys you swore you left on the table are no longer there. There is also a version of probabilistic "contagion". If a TimeLord jumps onto a line, it will not branch while the Matrix is active. When the TimeLord leaves, the probability, perhaps different, will begin to branch again. Those parts of that universe which are identical to near alternates will begin to become part of the normal flow again.

If the changes made by the TimeLord are strong, that is, if they have enough force to sustain themselves and grow (like a radical new invention), these changes will eventually become part of more and more alternates. The world-lines where this change did not occur will gradually fade in number until they become part of a low percentage probability, while the one changed by the TimeLord may eventually become dominant. In some cases, history may repeat itself across timelines, similar events happening, but with different players.

Example - On a given world-line, a group of TimeLords makes a radical change by altering the course of a nation's history (overthrowing a despot). When they leave, the only history changed has been that of a single world-line among many. But, the people they affected on that world-line will in turn affect their near alternates by probabilistic crossover, and if the idea (freedom from tyranny) is strong enough, and the change the TimeLords made spreads (everyone feels it), then the seed has been planted for a change over the other probabilities. It may take a little while, and other people may implement it, but the change will eventually occur, and the original tyranny will be a much smaller percentage of the overall probability.

The fourth and last (for now) ramification is for a Time Patrol. Such an organization might be able to measure the "strength" of a probability. If probabilities were water flowing at a fixed rate, you would need a larger pipe to carry a larger probability. A Time Patrol can measure their own "pipe", and is usually intent on making it bigger. In the most basic sense, this is not needed. A Time Patrol member who just saw global thermonuclear war begin does not need much intelligence to realize that the importance of his or her probability has just taken a nosedive. However, subtle temporal tampering is another matter. As long as the Patrol has equipment which can remain isolated from the local timestream, they can tell if changes that occur increase the potential of their world-line, or decrease it. Is the election of "person X" to president a "good thing" for our cluster of similar world-lines, for example.

This is a particularly thorny issue to arbitrate. Since the Patrol can't measure its own future, it can't be sure that immediate gain is the best course, since "person X" may be good in the short term, but cause some major calamity down the road. And what if the signs point to the Patrol itself being a detrimental factor? Can such an organization disband itself for the global good, or will it use its abilities to perpetuate its existence at the expense of everyone else, temporally quashing all opposition before it gets off the ground?



#20 - Morlock

Opening scene - The sky is dark but clear. Distorted but familiar constellations shine from the clear night sky, and the moon is bright and full, lending an odd monochromatic clarity to the scene. Perhaps the moon is a little *too* full. It seems a little bigger than it used to be, but it might be your imagination. The air is warm and dry, but smells of forest, with a hint of woodsmoke, but you don't see either.

You are in the midst of a small sea of gravel. Aside from the area where you jumped in, loose pebbles cover a circular plain a few hundred meters across, with slight embankments in all directions. In the center of this plain, about 100 meters behind you, an artificial tower rises a dozen meters from the surface. A small stone edifice of some type is about 100 meters away, on the shore, with steps and columns, like a temple of some type.

Background - This is the third adventure that borrows from the H.G. Wells universe. The characters have jumped into the distant future of Man on this timeline, some tens, if not hundreds of thousands of years in the future. What they find here and who they meet depends largely on events that occurred in capsule #17, so if you haven't done that one yet, don't do this one.

Option #1 - If an important Victorian personage was accidentally catapulted into the future by the characters encounter with the Krell time hopper, a few minutes after their arrival, the characters will see him come over the ridge nearest the temple, and wave a torch or lantern.

Option #2 - If a character was catapulted forward by the hopper, the other characters will see the person chained to one of the stone pillars. Upon their arrival, this character will probably scream and shout and wave their hands as best they are able, for of course, the character has been left there as a sacrifice to the Morlocks, who at any second will emerge from the gravel sea and drag him or her down to their underground labyrinths. The rest of the characters too, if they are not careful.

The gravel sea - This is the remnants of a crater of some kind, kept free of vegetation and other disruptions by Morlock science. It is also an excellent "tar pit" for characters without anti-grav. No land vehicle except hovercraft, motorcycles and balloon-tired vehicles will be able to make it to the edge without sinking up to the floorpan in the loose gravel. Characters or animals can walk or run with some difficulty (subtract 3 meters from maximum movement), but standing in any one place for more than a minute will tend to be hazardous, as they will slowly start to sink as the gravel shifts beneath their feet.

The gravel sea is the moat of the Morlocks, who live beneath the bottom of the crater. They can make and close temporary tunnels through the gravel with ease, and drag down any unwary or foolish enough to enter their domain.

Since the Matrix displacement was instant and in this case, almost soundless, the Morlocks will not detect it immediately. When the characters begin to shout and thrash through the gravel, that is another matter entirely. If the

characters are not off the gravel sea in less than 2 minutes, the Morlocks will attack, something that they will be warned of if there is a character chained to the pillars of the temple, but not if there is a Victorian Englishman there (since he won't arrive until right before the combat begins). He will arrive in time to call a quick "watch out!" message to those really need a thwack on the head to see a dangerous situation.

Given the noise a group of characters make while walking through loose gravel at night, the attack will be virtually without warning. A random character will be walking, and they will sink in the gravel almost up to their hips, effectively immobilizing them. Nothing will happen for 2 seconds, and then 1 Morlock will attack each character, strong hands reaching out through the gravel to grab people by the ankles, slowly dragging them down. There is a 15 or less chance to grab a character, but alerted characters can attempt to dodge. The first attack is by surprise, however. The character who is partially trapped will also feel hands on their ankles, and will be jerked a bit deeper.



Assume any grabbed character will be pulled under at 20 centimeters per second if they struggle, and at twice this rate if they don't. To break free of a grip requires a Strength roll vs. a Morlock, the person making the roll by the most winning. Given the advantage the Morlocks have in this situation, count their Strength as 20. Freed characters can extricate themselves from the gravel at the rate of 20 centimeters per second, and if buried to half their height or greater, this will require use of their hands.

Melee weapons will only be useful on Morlock parts that are exposed. The gravel will turn everything else except long thrusting attacks like swords and spears, which will be at half effectiveness. Guns will lose 1d10 off their average damage per 20 centimeters of gravel they have to penetrate to hit a Morlock. Morlocks will let go of a character for a second whenever they sustain a DL2 result or better, and individuals will retreat if they take a total DL of 10 or more.

Characters dragged completely under have 2 actions to break free and reach the surface, or they will be rendered unconscious by the Morlocks, and awaken elsewhere. If characters retreat to their Jump bite, the Morlocks will not follow, but within a minute, the ground will start to settle at the rate of 1 centimeter per second, and within a minute or two, the scene will be repeated, as their island of safety is submerged by the Morlocks.

Characters who get totally free of a Morlock may run for it. The Morlocks will not surface, but may pursue from below at the rate of 2 meters per second. If a character is obviously going to reach safety, any unengaged Morlock will double-team any remaining characters.

Morlocks do not like bright lights or fire. The gravel protects them from most weapons that generate these. Several liters of gasoline poured into the gravel and set alight would work as a distraction, and provide a region of safety for a few meters to either side of the flame, should anyone think of it.

Morlocks - Morlocks are a degenerate form of humanity, the descendants of humans who went underground to escape a terrible war, sometime in this civilization's past. In the generations it took for the surface world to become inhabitable again, they eventually claimed the underground as their home, and never did return to the surface. That was countless thousands of years ago. Since then, their science and culture have degenerated into rote learning, tribalism and machine worship. They know how to make sophisticated devices, but have no idea how they work, or how to modify them. They live in the remnants of their old tunnels, and make new ones by carving them out the stone. Their main tunnels are lit by very dim glow tubes, but most have niches of phosphorescent fungus. Humans can see next to nothing in these tunnels until they acclimate. After about 6 hours, a human can see well enough to make out shapes and movement at close range, but assume all sight Perception rolls have a base modifier of -15.

Morlock drone

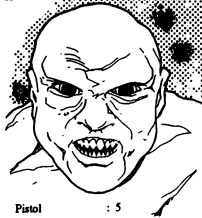
Age: n/a Height: 150cm Weight: 70kg
Body Points: 28 Speed: 13

Strength : 14
Dexterity : 12
Constitution : 11
Intelligence : 8
Willpower : 15
Bravado : 12
Perception : 14
Appearance : 6
Stamina : 12
Power : 7

Skills:
Spear : 6 Pistol : 5
Knife : 6 Wrestling : 10

Equipment:

Metal knife (DV61/S1) Finder (see text)
Stinger (see text) Zapper (optional)



A typical Morlock who is capable of following instructions once taught, but who has very little personal initiative. Is very superstitious, and profoundly deferential to Morlocks in religious positions. Will retreat if fails a Willpower roll after taking lethal damage, and will fight to escape if cornered. May know a handful of human words if characters have no language translation ability.

In appearance, the average Morlock is a stoop shouldered humanoid, perhaps 170cm if standing erect as they can. They have powerful legs and shoulders, and long fingers that end in thickened, horny nails. The eyes are slightly enlarged, the nose is flattened, and the chin is recessed somewhat. They are totally hairless, and wear only an elaborately woven loincloth, which indicates rank and social status, and may have a belt from which various implements and totems hang. The females dress the same as the males. The religious/scientific caste of the Morlocks tend to be less muscular, and with slightly larger heads.

Morlocks see themselves as rulers of the world, and all those above and below must bow to their will. Morlocks have little actual use for surface dwellers. They do not see well in the dim underground warrens, make poor slaves, and smell bad (no accounting for taste). Rendered down however, they can provide a number of useful parts, and are required sacrifices in ceremonies to certain machine gods. If suitably coerced, the ones on the surface can be made to deliver the required quota of their fellows, along with any other items and raw materials the Morlocks may demand from time to time.

The Morlocks will be imposed on the surface by force. If they are not obeyed, they will come out at night and take what they want, since they are much better night fighters than the humans in region. In addition, they will destroy crops and livestock, and can affect the minds of the unwary to make them to the bidding of the Morlocks. As a result, whoever leads the humans is a constant hostage to Morlock demands, and can only preserve their power and community by giving in to Morlock demands. Over generations, this has become formalized and ritualized, as evidenced by the temple at the edge of the gravel sea.

Humans - The humans who live in this area are TL3 farmers and are entirely peaceful. They have no other human cultures to have conflicts with, since the war of eons ago made the area outside their territory an uncrossable poison desert. They have several square kilometers of good land, a few kilometers of barely habitable fringe, and that is it. There are no predatory animals, enough natural fruits and vegetables to support them, and a year-round tropical climate. They cannot expand, the Morlocks take care of population control, and warlike tendencies are few and far between. They mostly live in grass huts, which they abandon every few years if they exceed the local waste capacity of a region. The only permanent structure they have made is the crude stone monoliths at the edge of the gravel sea.

Organization of the people is along tribal or clan lines. There are three separate clans living here, with a number of rational and irrational taboos and unwritten laws. Clan structure is patriarchal, with status descending from the father's line.

The business of staying alive keeps them occupied, and the common hatred/fear/worship of the Morlocks keeps them from antagonizing each other too much. They have a prophecy that someday someone will come and rescue them from the Morlocks, but this prophecy doesn't say they will play an active part, so they are never tempted to help it come to pass. The closest they come to organized violence are good-natured inter-clan battles with rotten vegetables.

Their tools are made almost exclusively of wood and stone. They do not have a written language, but do have a large oral tradition, which goes back over a thousand years. Unfortunately, it is all rather boring, but may have a few recent events of interest if the GM desires.

Morlock tools - Morlocks have a number of tools which they can make, but not understand. The ones a Morlock carries depend on their station in life. All the powered tools described work virtually forever, with a small radio-isotope power pack that only leaks a little bit...

Tunneler - This is a thick rod with a bulbous tip, and indentations for Morlock fingers, each indentation having a small pressure switch. A Morlock can use this to levitate and manipulate small objects in a volume of a few cubic meters in front of the tip. The user can create a tunnel in gravel, sand or dust at up to 2m per second, which will close up several seconds after they pass. These are used to move through the gravel sea, and sneak up upon the unwary. A larger version keeps the regular forces of nature from clogging up the gravel sea.

Finder - This is a medallion worn on the hand of many Morlocks. It glows slightly, and always points in the direction of the main temple, the brightness indicating the distance. Used for navigation in the gravel sea and tunnels.

Stinger - Used for capturing humans. A short stick with a pointed tip (DV31), coated with a fast-acting knockout drug (GM tailors to abilities of party). Those pulled under the surface are stuck with this in a prescribed manner to avoid unnecessary damage.

Zapper - One of the few Morlock ranged weapons, original purpose unknown. It shoots a highly charged particle stream at anything in front of it, with terrible accuracy. Assume it hits anything within 10 meters in a 30° arc in front of the firer. If the target is grounded, they take a 3V attack over the entire body, which is annoying, but little else. If the target is *not* grounded, they *accumulate* a 6V damage for each second they are exposed, which bleeds off harmlessly at 1 point per second. If, however, the target grounds themselves while charged, they take the cumulative DV in a single hit, to whatever major part of the body did the grounding (leg, arm, etc.).

Naturally, the Morlocks have other weapons. In tunnels, they use mostly metal knives, and in open areas and during ceremonial functions, they use metal tipped spears.

Controller - Part of the oddest degenerate science of the Morlocks is in their highest science temple. A psionic amplifier can be used to alter the will of anyone within roughly 10 kilometers. It is not powerful, but can be used without interruption for as long as necessary. It has a base effect of 20, which is divided by the Power of the target. The result is a negative modifier to Willpower. The target must make a Willpower roll, or do the command the Morlock wishes. This must be relatively simple, such as "come", "kill", or "stay". The

low effect means that the target can usually stop themselves from the action, asking to be restrained or something of that nature, but they will *eventually* succumb, slowly driven mad by the ever-present assault, which even intrudes into their dreams.

The Morlocks use this as a terror device on the local humans, mainly to coerce the leaders into doing their bidding by holding it as a threat over family and loved ones.

It is difficult to target the device, and finding the particular mind that you wish to influence is a trial and error process which may take several days, but the task is much easier once that particular mind has been "registered".



Adventures - Where the characters go depends largely on the initial encounter. A number of things come to mind.

Rescue - Characters who have lost equipment to the Morlocks may want it back enough to go and get it. This will require a bit of intelligence gathering, limited by the fact that no human has seen the Morlock caverns and lived to tell about it. The tower rising from the gravel sea is an air shaft, but no one has ever been able to take advantage of the knowledge. Attempts to destroy it in the past have met with terrible failure.

More importantly, characters captured may have to be rescued. Getting the help of the local low-tech villagers will be virtually impossible without a *lot* of role-playing. They have lived this way so long that they accept the current situation, and will have to be given extraordinary courage to risk Morlock wrath. There may be a few younger individuals who may have loved ones possibly still in Morlock cells, who will risk all to dare the tunnels, but very few.

The only known entrance is through the air shaft, although there must be other entrances at the bottom of the gravel sea. There is also a slim chance that some local knows of an "Old place", some buried but still recognizable structure from an earlier age. This may have tunnels that connect to Morlock tunnels, if you dig through numerous ancient blockages. Such a task would be time consuming, taking several man-days of labor in dangerous quarters, and there is always the possibility a fearful villager might tip off the Morlocks to the plan.

Stranded - In the initial encounter, the Morlocks might get hold of the character's Matrix or other time travel device, forcing them to get it back in order to leave. This is like rescue, but with fewer time constraints. After all, they won't be going anywhere without it.

New gods - The Krell riding the displaced time hopper from Capsule #17 was dropped here by the arrival of the characters. Encounters with the Morlocks ended fortuitously with their acceptance of this alien being. His appearance and abilities matched some ancient prophecy, and he now holds a position of great power among the Morlocks, who worship him as a god reborn. The Krell feels the arrival of the characters, and knows what it means. The Morlocks are mobilized to capture the characters (and equipment) at all costs. Characters captured in the initial encounter will be used as hostages or bait, since the Krell is smart enough to realize that the time traveling humans would place more value on the lives of their own than would the human cattle who live here now.

Morlock ceremonies - The Morlocks will hold captive characters as long as dramatically necessary for them to be rescued, but NPC's may not be so lucky. Among the various rites that one could be subjected to are:

1. Being slowly fed into a large grinder to provide nutrients for Morlock fungus farms.
2. Vivisected as part of a science ritual class.
3. Hurlled down a bottomless waste shaft.
4. Being turned into/mated with a Morlock (maybe they can no longer breed naturally).
5. Being used to clean waste from a leaky reactor of some type (high turnover rate).

An interesting ceremony that is done to Morlocks is the solstice executions, which are held on the seven days before and after the longest day of the year. A giant slab is pulled back from the roof of the main underground temple, which is directly below the air shaft. Coincidentally, this slab will also protect the temple if the characters use high explosives on the walls of the air shaft. This exposes the multifaceted glass ceiling of the cathedral to the light of day.

The Morlock to be executed is chained to an altar slab directly below the air shaft, and as the sun rises through the sky, at noon it will pass directly over the opening and shine full force on the helpless victim. Several minutes of exposure to full sunlight, concentrated by the glass of the ceiling, is enough to char a Morlock, and give a human a hell of a sunburn. The several minutes of echoing screams do a good job of discouraging any other anti-social behavior or deviation from tradition.



The most dangerous part of any Jump is arriving somewhere. You don't know the situation, you're disoriented, and anyone or anything that would not be friendly is likely to have a jump on you, especially early on, before you get used to the disorientation of time travel. You *can* minimize the risks.

Number one - Who's on guard? If you can, make sure you have a good position when you Jump. This isn't always possible, especially if Jumping as an emergency escape, but any preparation is better than *no* preparation. The Matrix field is circular, and has no facing. You can have all your firepower, vehicles or animals facing in one direction, but what if any potential threat is *behind* you when you land? People need to cover all angles, and all angles should have defensive cover. This includes having someone to keep an eye overhead, if you have sufficient manpower to do so. If you have enclosed vehicles, be in them. Drivers should have the best combination of skill and Matrix Lag. If you have motorcycles, they should be *between* other vehicles if the space allows, giving them cover from the sides, if not the front and back. Windows should be up, and weapons ready, but not visible. It is really distressing to appear in a civilized area bristling with firepower. If you need it, you can always shoot through the glass of a civilian vehicle, and broken glass will be the least of your worries anyway.

If you have riding animals, it is a different matter. If untrained to Jump, they will either freak out, or stagger around aimlessly for several seconds. In either case, you don't want to be on them, or have your valuable gear on them. But, if you do this, you are necessarily delayed for several minutes before you can move out from the landing site. In any case, you want the animals on the outside, and you on the inside. In the case of attack, they act as armor (grim but true), and in case they run, it will hopefully be away from you, rather than *over* you.

If they are trained and have sufficiently low Matrix Lag that they won't fall onto their sides and crush you, then being on them has advantages.

Number two - Where are we? Figure out when and where you are to the best of your abilities. This depends a lot on your equipment and the level of technology you can bring to bear. Air is simple. It is breathable, because the Matrix wouldn't dump you somewhere immediately fatal. It might have trace elements or compounds that could do long-term harm, but without sophisticated analyzing equipment, you wouldn't be able to tell. Your eardrums will almost always pop, since there will almost always be a slight air pressure difference. Large differences will be painful. The Matrix will prevent the bends or other serious maladies, but sinus headaches are something every TimeLord learns to live with. Each 1,000m of altitude difference from the Jump site to destination will be a -1 modifier to all skills, and will drop by a point per hour. Fortunately, this doesn't actually hit until a few minutes after you arrive.

The sun and other stars are next. You live with the Sun all your life. Differences in perceived spectra are a good sign you are not on the timeline or history you were born into.

Constellation differences are another sign. Astronomy rolls are needed to gauge the basic constellations, with minuses for the constellations not normally visible, like the Southern Hemisphere for the north, and vice versa. With experience, you can judge things to within a few thousand years, if the star patterns are the ones you were familiar with. With more skill, and a bit of technology, you can locate certain stars, and compute where you are based on their relative positions for an Earth viewer, compared to their relative positions where you landed. For anything within a few hundred parsecs of Earth, this will generally put you in the right star system. Spectrographic analysis of the system's primary would do the same.

Number three - What's the gravity? A number of simple physical experiments over about 5 minutes will tell you the local gravitational force to within .1g or so. If you have a scale or spring balance, you can get more accurate figures almost instantly. This isn't that important, but is another piece of information that should be catalogued in case you end up here again.

Number four - Is anybody home? A quick radio scan if you have one is a good way to check for reasonable levels of technology. This will not, however, work for extremely high or relatively low levels. For instance, we have been edging up the spectrum and leaving many of the lower bands behind. A WWII era radio would be totally unable to detect many of the frequencies we heavily rely on, like the satellite bands. A visual and aural scan of the local area will tell you if there are any signs of civilization around, like the noise of machinery, campfires, or old soda cans. If there is a large body of water nearby, see what kind of flotsam is on the shore. Find a high spot and look around. If all else fails, start walking downhill. Human settlements tend to cluster around low spots, rivers, ocean shores and the like. Any debris of civilization will also head downhill, regardless of where it was dropped, increasing your chance of finding some.

Number five - Where's the grub? Unless you have oodles of high-tech provisions, you will eventually have to eat the local food and drink the local water. While the Matrix will take care of parasites, bacteria and the like, that is no excuse to be sloppy and get cholera, typhoid or the local version of Montezuma's Revenge. Boil it, sterilize it or cook it to death unless you have no other choice.

Number six - Why are you there? Many Matrices had certain programmed features that govern when and where they land. Some might have a fixed itinerary that you have to override, others simply latch onto the subconscious desires of the users, while others are apparently random. There is probably something of interest in the vicinity (if you have a decent GM).

Number seven - Where can I take a nap? You never know when you might need to be awake for very long stretches, and there is no need to be a Type A personality when you potentially have all the time in the world. You just need to figure out when staying awake would make absolutely no difference in the current situation, and take advantage of it. Cultivated laziness is the mark of an experienced TimeLord, because they know they'll *eventually* get it done anyway.

#21 - Blackjack

Opening scene - The characters appear in a small copse of trees, on a cool fall morning. Those who have had experiences with forest landings in the past may be pelted with leaves and small branches, but no chopped-off trees come crashing down from above. The air smells cool and damp, with a hint of smoke, coal smoke to be exact. A quick survey of the area reveals an earth and gravel embankment about 20m past the trees to the magnetic west, with a set of railroad tracks going roughly north-south. Characters with a Rail Vehicle skill of 6 or more will be able to tell that these are not modern rails, but date back to at least 1900AD, maybe further. This will be confirmed in about 10 minutes, as a coal-fired steam locomotive and several cars come chugging down the track. The style of locomotive is reminiscent of the late 1800's, and the engine reads "London, Brighton and South Coast Railway" (it is a 0-4-2 steam engine pulling 6 passenger cars, if anyone cares for the detail).

Backdrop - This is the fourth adventure set in the H.G.Wells alternate universe. The first was the Krell invasion, in Capsule #17, which took place several years from now on this timeline. The second was Capsule #19, which took place some 90 years later. The third was #20, set in the far distant future, and this one takes place circa 1888 on this timeline. A psychopath has gotten a hold of a partially functioning Krell time hopper, and has decided to go into the past on a murder spree. He will become Jack the Ripper.

The plot - The plot of this capsule is almost entirely cerebral, and extremely dangerous to think about. Do *not* attempt to reach the author for explanations. Be warned.

The problem - Jack Ripley, M.D. may be totally insane, but he is the most dangerous kind of insane. He is totally amoral, brilliant, can function flawlessly in normal society, and has absolutely no motive for his gruesome crimes. He is also using a time hopper to hedge his bets. Over a chronological period of about two weeks, he will commit 10 murders. But, he will commit them in *reverse* order. He will commit the first murder on Friday, then jump back to Thursday morning, wait until Thursday evening, commit another murder, jump back to Wednesday, and so on. To the memories of the stymied Scotland Yard detectives, each murder will be the first, and unexpected. To Jack, when he jumps back to his own time, there will be a historical string of unsolved murders, of which he will be guilty of. Or so he hopes. More than likely, he will simply hit the future after the chronologically closest murder, and the others will only exist on separate timelines. But, he hasn't considered this, and it probably wouldn't matter to him anyway. His grasp of the nature of time and dimension travel is only about as strong as his grasp of reality, which isn't saying much.

This capsule has two parts. The first is that of trying to track down Jack, and take him out of the picture. The second part is the same as the first. You see, if he is killed, his idling Krell time hopper will be unmanned. At the beginning of the next day, it will vanish into limbo, reappearing at the location

where he parked it the next day, *which to him was the day before*. That is, if the characters kill Jack the Ripper on Monday, he will still be around on Tuesday, because he has been jumping backwards while the characters move forwards.

While he cannot go back and *interfere* with himself on Monday, for instance, he can read the paper on Tuesday morning when he hops in, and find that he was killed on Monday. This could be disconcerting even if you were sane. It drives *him* into an absolute frenzy. If there was any documentation of what happened, he will be able to put pieces together with astonishing deductions. If the characters are mentioned, he can hunt them down, they being unsuspecting of him, since he is "dead". If eyewitness accounts mention unusual events, like automatic weapons fire, etc., Jack will forego his Tuesday murder, hop forward, and bring back some firepower of his own for Wednesday, for instance. If he gets killed then, when he arrives on Thursday he will read about being killed on Wednesday (and possibly Monday), and escalate things still further. If he had the power, he would level all of London to get at the characters. He thus becomes an unkillable, unstoppable enemy until the characters figure out why this is happening. Eventually, Jack will reach the day he originally arrives, two weeks in the future, read about all the carnage that has gone before, and be stymied. He will then jump back two weeks and one day, place an ad in the London Times, and then decide to actually wait around and warn himself. When the instant he arrives two weeks in the past meets the time he is waiting for himself from two weeks and a day, the self who was waiting from two weeks and a day gets randomly scattered throughout the cosmos, or at the very least, gets jumped to some random space/time location, which given the nature of the universe, is probably an interstellar vacuum.



The Krell time hopper, well hidden, remains at the *last* day he hopped in (before his first murder), right before he jumped back to place the ad in the paper. It will remain there, and gradually turn itself off over a period of weeks, where it will remain until found by an alternate H.G. Wells in 1894. He will use it for several years, until the Krell arrive in 1901, at which point it disappears from its hiding spot and reappears in the Krell ship where it belongs. Wells, however, has made full blueprints of the controls, and is the only person on Earth who knows how to use one when the characters arrive there. The characters should be able to recognize the machine for what it is in that capsule, having seen the remnants of it in Time Capsule #17. All this presupposes that the inhabitants of this timeline eventually overthrow the Krell, and force them to abandon this timeline in some haste.

One of the relics of that abandonment is this hopper, complete with captive temporon. It will be found in an alternate 1967 by Dr. Ripley. Well aware of his own alternate past history (the Krell invasion), and of laws regarding found artifacts (turn them in, at once!), he decides otherwise, and his fevered brain hatches a plan. His 1967 is decades ahead of ours, mainly because of leftovers from the invasion, and perhaps because of direct interference by the characters on that timeline. The intervening history does not matter for Dr. Ripley's story. He finds records of the events that transpired, and gets a copy of the Well's blueprint, which tells him not only what he has found, but how to use it. From there, its history...



Option - Since Dr. Ripley *did* do extensive research on the Krell invasion of 1902, there is a chance he will come across records that mention the characters, perhaps even with pictures. If this occurs, and he sees the characters, it's a whole new game. He knows something of what he is up against, while the characters may not. He is only one person, but he can access enough money to hire local help to make the character's lives a bit more dangerous.

Note - If Jack is killed by the characters at any point, and they confiscate his possessions for examination, they will disappear early the next day, at the instant Jack jumps in to the timeline with those items. Likewise, the papers that day might also report the theft of his body, since it too will disappear from whatever morgue it is in at that time. This may be the first clue for the characters as to exactly what is happening. The other fact that they can detect the use of the time hopper, but probably not its direction or location.

London, 1888 - This London is a purely historical one, and is in most respects similar to the one of 1902. Rail lines and telegraph may be less widespread, and machine guns and semi-auto weapons unknown, but culture is about the same. Characters who need to move quickly about the city might have an edge on Ripley, since they would have some area knowledge if they were here on a previous adventure, and knowledge of the storm sewers provided by the Underground could be especially useful in hiding or escaping. Note however, that the human denizens of the tunnels will be less friendly than in 1902.

Jackson Ripley

Age: 44 Height: 180cm Weight: 88kg
Body Points: 31 Speed: 13

Strength : 11
Dexterity : 12
Constitution : 11
Intelligence : 19
Willpower : 15
Bravado : 14
Perception : 12
Appearance : 10
Stamina : 10
Power : 8



Skills:

Pistol : 8	Medicine : 16
Autoweapon : 4	Torture : 10
Knife : 7	French : 8
Brawling : 8	Lockpicking : 8

Equipment:

Modern pistol or machine pistol	Doctor's bag (of time period)
Level II BP vest	Drugs and surgical tools
Video camera	Krell time hopper

Ripley will buy period clothing on his first day here, and get a period haircut as well. He cannot hide his slightly different accent, and will occasionally use out-of-place expressions. He will use street urchins as spies if needed, notable mainly because he pays very well.

#22 - Tripper

Opening scene - Time Patrol HQ. A standard briefing room. Present are the usual: The characters, their commanding officer, and a temporal specialist to go over any fine points of temporal physics that occasionally come up.

"We have an interesting situation here, but one which you may be familiar with. As you know, most of our work is simple temporal herding, making sure no odd probabilities intercept the mainstream, escorting scientists and historians on cultural missions, and occasionally acting as liaison for some of the more unusual alien contacts. However, every few years we have an unauthorized time travel incident. Most of these originate on alternate probabilities, when some scientist catches a temporon that we haven't already snared for Patrol use, or occasionally from a future, by renegade agents, criminals or lunatics. Very rarely, we have encounters with technology entirely alien to us. Previous encounters with the bearers of the technology have said it is from either the distant past, or the distant future, depending on whom you talk to. These individuals may be mentally unstable, depending on how long they have used these devices, and are always considered to be armed and dangerous, if only to themselves. Most of them have a general disrespect for all law and custom, and feel no compunctions about altering timelines on a whim, seldom even bothering to see the effect of the changes they have made. A few of these individuals have actually been recruited into the Patrol, and some have become our best field personnel due to their broad experience. A few are total sociopaths, and travel seemingly at random. The rest are at some intermediate state. We have an example of the latter, I hope. Some individual from a timeline outside our range is making long-term changes to histories in our temporal travel radius, and decreasing the overall size of the core timeline. As you know, this decreases our future potential, and increases the possibility of larger changes. Your experience with matters like this has caused the computer to select you as an advance recon team, to scout out exactly what is being done, and report back. Naturally, if it is within your power to correct the situation, you have authority to do so. The complete information file is in front of you, and Costuming and Implants are on call. You will be Jumping in 48 subjective hours. Make the most of it."

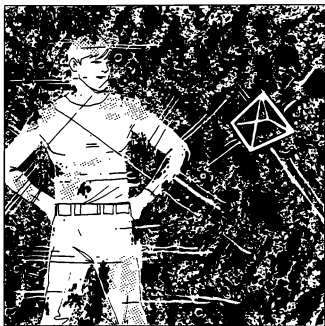
Plot - The antagonist the characters have to deal with is one Jim Beemish. He is both genius and savant, having a perfect photographic memory and extraordinary concentration. This makes him an ideal Matrix user, since he can visualize a destination with extreme precision, and maintain that vision long enough for a Matrix "lock-on".

Jim Beemish stumbled across a Matrix/Tetra pair in some manner tertiary to the main events. He could have found it accidentally, researched historical records on anomalous events and traced it to a monastery or museum, had it dumped in his lap by a TimeLord, or any number of other explanations. Once he found out what it could do, he made his plans.

Beemish was one of the more useful objects a TimeLord can possess, an Anchor Tetra. Once linked to a Matrix, the second Jump after this will always be to the same spacetime

coordinates as the Anchor, provided the Anchor has not been Jumped in that interval. To anchor a Matrix requires partially discharging the Matrix (add a day of charging time), and a successful use of Matrix skill by the main user. It can be "unanchored" with a similar energy expenditure. The Tetra cannot be Jumped with while anchored to a particular spacetime locus.

In general, this is extremely useful for setting up a "base", since you can always return to the same spot, without requiring an extraordinary level of Matrix skill. The disadvantage is that the Anchor is a form of Designer technology, and you may be leaving it unattended. Other TimeLords may find a way to remove it while you are gone.



Limits - The time displacement on the Anchor is the same as the subjective duration of the Jump. That is, if you spend a week away from the Anchor, you arrive back a week after you left on that timeline. If the Anchor has not been temporally jumped by anyone else, you will appear with it at the edge of your incoming Matrix field. If the Anchor has been physically moved to somewhere else in that continuum, you will appear *there*, unless the area is lethal to the lifeform doing the Jumping. This is one reason some TimeLords don't use Anchors, even if they are hellishly convenient. It's too easy for an enemy TimeLord to take it while you are gone and put it in a prison cell with armed guards on constant watch. An Anchor has limited Matrix ability of its own. The limits are for the GM to determine, but any use that would discharge it would "erase" the anchor coordinates. Since this happens, the Anchor *apparently* communicates with the other Matrix, rather than simply programming coordinates ahead of time.

More - Yes, this does mean that there are Tetras of every conceivable variety, of which only a limited subset are usable by humans. The exact number and types are left vague to give the GM leeway in creating advanced adventures, but with the warning that they *are* rare, and "Tetra-itis" should be avoided.

Back to the plot - Beemish is a crusader. His future is a dark one. A resident of Earth in an alternate 22nd century, his world is choked with pollution, run by corrupt leaders, and recovering from numerous wars and economic collapses. When he saw what a Matrix was, and what he could do with it, he set out to change history. He knew that it would be very difficult to make a lasting change through single, pivotal actions. To make a lasting impression, he knew a fundamental change would have to be made in the way people saw themselves, others and the world around them. He chose music as the method to accomplish this, and decided to start his crusade right after WWII.

He is robbing the possible future of his world in order to change it. By taking the best and most powerful music from the two centuries, and being the "agent" for these artists, he wants to raise public consciousness of certain issues, and keep the future leaders of the country influenced for as many years as it takes for the message to sink in. Hopefully, as the youth he influences grow up, they will both vote for and become the ones who make the decisions in the future, a future that is better than the one he lives in now.

A noble goal, but perhaps a bit naive. His influence outside the English-speaking nations will be small, and he will not be able to shift the Cold War stance of China and Russia in the least. However, he can and will have a great effect on the US and England, and to some extent, Japan. Think of the effects of early rock and roll, Woodstock, and so on, occurring some 10-20 years earlier, and the possible effects on voting blocs as these people get music and music television from the future, both through normal and pirate stations (which Beemish supports clandestinely).

Beemish however, never sees the results, and never will. His Matrix is linked to the Anchor without his knowledge, and he has no idea that the Anchor can be disconnected from the loop. He always returns to *his* probability, never to the ones he has changed, so he tries all the harder when he goes back the next time.

For the Patrol, things are slightly different. He has made numerous changes, some resulting in peace, some in war, some in changes that spin the alternate Earth out of range of the Patrol. The Patrol can tell that temporal tampering is involved, but not the exact date, since changes occurred slowly. The characters are the preliminary team, sent in to narrow down the time and place, and if the opportunity arises, nab the responsible party.

Time travel is by the standard method. Characters will be sent back via a Matrix-like bubble field, and will be picked up at a pre-arranged time and place, with a backup location in case of problems. Equipment will all be period issue with a few exceptions (communicators, disguised stunners), and each team member will have a standard recall device in case of emergency.

Background - The initial setting will be a major urban area in the late 1940's or early 1950's, probably New York City, but possibly Chicago or elsewhere. WWII is over, the US is #1, and the world is a wonderful place. While there is no legal segregation in the north, agents who are not caucasian will be given second-class treatment in many areas, either deliberately or unconsciously.

The adventure may require jumps to other places and times, and the setting may blip forward or sideways in 10 year increments if Beemish continues to baffle the characters. This is a good opportunity to take advantage of certain character traits for dramatic effect, such as cultural or racial background, useful character skills or blind spots, etc. For ideas of what things look like, check out a library that has back issues of popular magazines, and photocopy the advertisements for the "ideal" 50's or 60's "look".



Paranoia - Beemish may be naive in some ways, but too clever for his own good in others. He may want to change the past, but he certainly doesn't want to spend his life there. He is very cautious not to engage in activities that could separate him from his Matrix, and has suspected (incorrectly) that his failure to make any perceivable changes is because of outside interference. So, when characters arrive, he feels their Jump, and knows that other time travelers are here, looking for *him*.

He is not a total pacifist, but is totally unskilled in the use of violence. He has a stun-only weapon at least as good as characters may possess, but only has his Aptitude as a skill with it (having never actually used it). He tries to avoid hostile situations, and would not harm anyone unless it was necessary to save his own life. This strongly limits his options. He does however, have a good grasp of the technological limits of the 1950's, and has experience with the culture in general, which he will use to best advantage.

Example - He needs to live in a major city, perhaps New York City, which gives him access to the record industry. Characters trying this angle might find he does business with a certain executive at a certain company. This person has been warned about other people wanting his music, and should call Beemish if anyone asks about him. This executive, whose career is on the upswing thanks to Beemish, will be more than happy to do so.

In this case Beemish would set up an "appointment" with the executive, and leave instructions that the characters who ask about him somehow "find out" about the appointment. For the next two days, Beemish will sit on a bench outside the building, watching who comes and goes with his perfect memory. On the day of the meeting, he will wait until 15 minutes before the meeting, see who is different at the scene from the past two days, categorize them as to their potential as temporal intruders, and make his move. A college-age passerby of the right age and build is offered a small fortune to do a delivery to the executive's office, provided they wear or carry something Beemish specifies. This is something glaringly out of place from a temporal standpoint, like a T-shirt advertising a music television station that doesn't exist yet. Immediately afterwards, he will find the closest policeman, and inform the officer that he just saw people of the character's description kidnapping and beating the messenger. He will do this with a couple other policemen, and then leave to somewhere that has a good vantage point.

Characters who hustle off the duped messenger will almost instantly be confronted by an armed officer of the law. The messenger will probably get away, the characters will have a bad encounter with the local police, and will then incorrectly think they have the correct description of the temporal culprit.

This is a bit complicated, but no one gets hurt, Beemish stays safe, and his opposition is both revealed and reduced in effectiveness. This is what Beemish is best at. And, if caught, he can always try to Jump out. Characters trapped in his future have no way to either communicate or get back to their base, and probably can't use a Matrix well enough to get back to where they could. This gives Beemish yet another edge.

Beemish will appear sporadically throughout an alternate 1940's, 50's and 60's, and this might not be in strict temporal sequence. He cannot and does not want to stay in the past for 20 or more years. He will have to spend several months there establishing himself and his music, but after that, he will only appear for a few weeks at a time, to see what historical developments have happened, and to make new music deals and keep up with his various contacts and supporters.

If characters go back and stop him at one point, it might be after he has done his dirty work somewhere else, which might require further effort on the character's part to stop.

It would be difficult to impossible to stop him entirely, but if all his attempts are stopped fairly quickly, their ability to launch and affect other timelines after he leaves will be greatly reduced, which is all the Patrol can really do anyway.

Finance - One of Beemish's initial problems is getting funds. In his future, he works in a music store, which doesn't pay a lot. His future runs entirely on credit, while the 1940's and 50's run almost entirely on cash. A few of his initial runs will be to get funds. He can purchase old banknotes on credit in the future, and use them in the past to purchase things (like gold jewelry) that he can exchange for even more credit in the future (noting that gold was artificially fixed at \$35 an ounce during the period of this adventure). This will get him enough capital that he can snowball it by betting on sports events in the past to increase his store of 20th century cash.

Characters may encounter him in this early phase, before he has actually started to make any real changes, but this is unlikely. A possibility is that the security forces in his future will begin to notice suspiciously large transactions in gold jewelry and old banknotes, and pay him a visit. If he were in imminent danger of capture in the past, and used his Matrix to Jump home, taking characters with him, and this coincided with security personnel scouting out his modest home, all kinds of hell could break loose. After the dust settles, the characters would still need Beemish to get home, but would have the complication of being hunted by more heavily armed foes while in unfamiliar territory (since they would have to wait for Beemish's Matrix to recharge before they could leave).

Aftermath - Beemish is a fairly nice and idealistic fellow once you get to know him. If characters catch him, he will attempt to get away by any means possible, since regardless of what characters say, he will fear for his life. He will alternate between a fear-induced catatonia, frantic escape attempts, and pleas for mercy. He is totally convinced some horrible and eventually lethal fate awaits him, regardless of what characters do or say. Once he is actually dragged back to Patrol HQ, and sees exactly how things work, there is a good chance he will join the Patrol voluntarily. The training and orientation will take a while, putting him out of action, but eventually he will become a regarded member of the Patrol's research staff, although his temporal travels will be infrequent. He would be a useful contact within the organization should the characters need one, or a continual pain should the characters have treated him so poorly he feels a need for revenge.

Jim Beemish

Age: 31 Height: 180cm Weight: 75
Body Points: 30 Speed: 9

Strength : 8
Dexterity : 10
Constitution : 10
Intelligence : 18
Willpower : 10
Bravado : 11
Perception : 15
Appearance : 12
Stamina : 8
Power : 8

Skills:

Pistol : 3
Brawling : 3



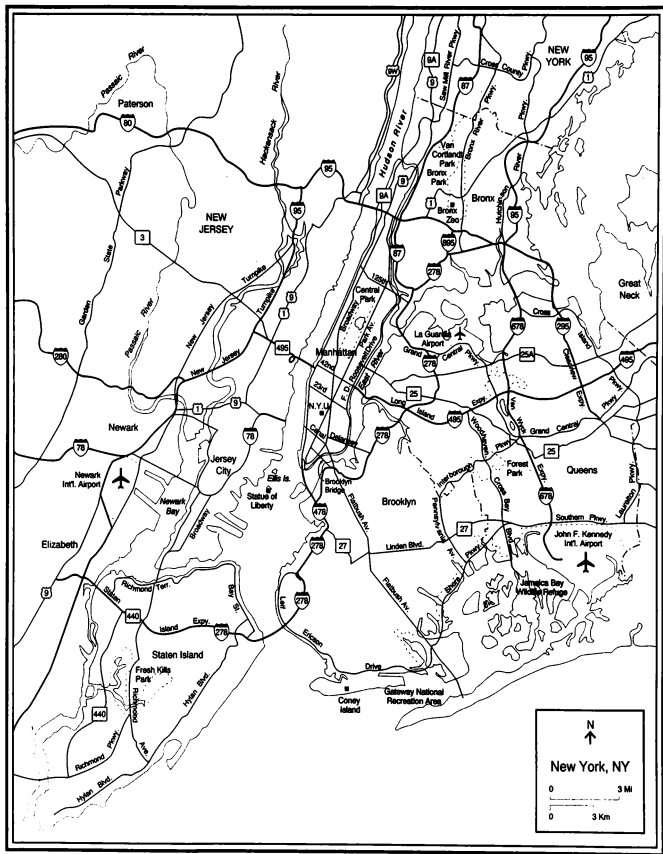
Area knowl. : 12
History : 12

Equipment:

Matrix
Stunner (DV30V)

Forged period identification
Numerous high-tech gadgets

Physically harmless, but too smart for his own good. Is capable of excellent long-term work, but does poorly with crises for which he does not have a pre-prepared contingency plan. He is fully aware of his physical limitations, and plans around them.



#23 - Lost Worlds

Opening scene - It is very warm, and humid. If where the characters jumped from was cool, a layer of fog will appear at the Jump interface as the moisture condenses from the outside air. The surrounding ground is hard, once you get through the thick layer of rotting leaves. The characters appear to be in a rain forest, but the trees, plants and insects are all unfamiliar. Anyone who has ever been to a museum with pre-historic exhibits will realize that they are in the *distant* past, in the days of the dinosaurs.

Backdrop - The characters have landed on the private hunting preserve of Iklevi the Magnificent, Master of all Creation, Lord of the Galaxy, etc., etc., who is leader of an anthropoid alien race whose name translates out as "people". This hunting preserve is Earth, of the time period when dinosaurs were at their peak. This is long before the evolution of humans, and millions of years before the Designers transported their solar system to this part of the Milky Way. These aliens will be long extinct by the time the Designers arrive.

Iklevi and his entourage were in the midst of a hunt when the characters arrived. His orbiting ship and sensors note the arrival of the characters, and rather than having them blasted to smithereens for being a threat to His Magnificence, Iklevi ordered them watched, as a curiosity. After a day or so, he will change his mind about what is being hunted, and decide that intelligent aliens would be an interesting challenge.



More - Iklevi is the leader of a race on the downturn. They have degenerated into a high-tech decadence that spans dozens of star systems. Prone to intrigue and excess, the leaders indulge themselves in complicated and expensive pastimes, while the majority of the population gets by as best it can. The only thing they have going for them is a very strong cultural sense of honor. If one of them says they will do something, they will do their utmost to meet that obligation. In older days of the empire, this helped hold the government together by simple oaths of loyalty. Nowadays, there are many lower-level citizens who are willing to lose their honor for money, which makes life more dangerous, but by and large, upper class and aristocratic citizens can be expected to keep their word...if you can get them to give it. An entire sub-language has evolved around avoiding promises and not committing yourself to an endeavor.

Plot - The basic plot is that the characters, like it or not, will become prey in a hunt to the death, but one which they may have some control over, and might actually gain some benefit from, if they survive. The characters can get involved in a number of ways, none of which will be to their liking.

They might have a severely injured party member, who needs advanced medical care. The Iklevi hunting party may not be human, but are advanced enough to program regeneration tanks for human physiology. Or, the race could be time travelling humans from some distant alternate future. The characters are "offered" a deal. The injured character will be taken care of, if the rest of the group agrees to take their chances in the hunt.

If the characters are more or less intact, an alien scout ship will fly over their position, and tell the characters to go in a certain direction or be destroyed. If there are language barriers, then the ship may spy on the characters long enough for a translator program to work something out, or stun them into oblivion, and cart them off to Iklevi's base camp.

Conditions - The specific aspects of dealing with Iklevi are up to the GM. He may deal with characters directly, have an intermediary address the "barbarians" so he does not have to lower himself to do so, be friendly, demanding, or insane in some way. Basically, the conditions are simple.

The characters will get a 2 hour head start.

Anyone alive after 3 days is free to leave.

We will not use technology more advanced than you do.

On my honor, these things are true.

Iklevi is a reasonable specimen for his race, and is quite able to take care of himself. When he hunts, it is not for status, but to keep himself "sharp", so he uses weapons that give the prey an opportunity to get him if he is clumsy or thoughtless.

The characters will be scanned for items, and Iklevi's party will use comparable weapons, armor, vehicles and devices. They will outnumber the characters in all likelihood. The Matrix shows up on their scans as a simple lump of metal unless you have said Iklevi is a time traveling human. In this case, some eyebrows will be raised, but no additional stakes will be involved unless the characters wish to make a side bet with him.

Running it - This is too complicated a situation for specific guidelines. In a practical sense, it would be best to split up, which would tend to guarantee the survival of *some* of the characters, but almost certainly involve the death of others. Those who stay together must work out a strategy, and assume that they will be facing similarly equipped foes with superior numbers. They will have a night to prepare in Ikkelvi's camp (under lock and key), so this might be a good point to call a break, allowing players to make some plans.

Assume that there are at least as many skilled hunters as the characters, an equal number of less skilled hangers-on and fawning nobles, and at least double the number of characters who will be combat ineffective, like "native bearers", consorts, etc. The main camp will be generally unassailable, with numerous high-tech protective devices. Ikkelvi and company will not be able to retreat here each night without risking losing the characters, however.

Each of the three days, there will be a number of encounters or chances of an encounter, two during the day, and one during the night. Each group of characters gets a roll on the Hunting, Stealth, or Tracking, using the best skill level of the least skilled person. That is, if in a group, the *lowest* Hunting, Stealth and Tracking skills are 5, 6, and 4, you would make the roll on the Stealth skill, since the group cannot be stealthier than the least skilled member, who has a skill of 6. The amount this roll is made or failed by is compared to the same skill of the hunting parties. Of the several hunting parties, their particular skills may vary, one being better at tracking, while another "hunts" by outsmarting the characters and figuring out where they are going.

If the characters win, there is no encounter. If they fail, there is. If a character group rolls a "1", they automatically skip both that encounter (and the *next* one, if the players actually had a clever plan). Penalties for wounds, exertion, hunger and thirst may apply. Groups that must forage for food as well as survive must roll for an extra encounter for each group making a survival roll. Note that since some encounters may be at night, some characters might be asleep while others are on watch. Assume that sleeping characters are not combat effective the first second, and cannot act normally until they make a normal Perception roll, after which they can take a few more seconds to scramble to their feet, grab weapons, etc.

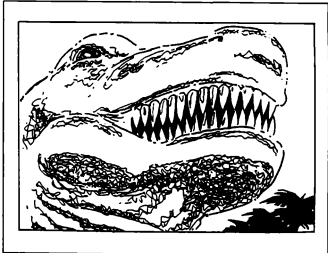
Subplot - As mentioned earlier, Ikkelvi's interstellar empire is on the wane, and among other things, he has to deal with threats from within. One of the other aristocrats here is scheming to overthrow Ikkelvi, and while he has sworn that "neither he nor his servants will cause him harm, nor will he ever hire anyone to do so", his language is structured such that the characters are not "anyone", and made more ambiguous by the fact that they are not from Ikkelvi's "present". This noble will attempt to secretly meet with one or more of the characters, and give them some piece of advanced technology that will give them a superior edge in any fight against Ikkelvi or the other hunters. This could be through a meeting in camp, or perhaps during the hunt itself, if the noble "catches" one of the characters. In return for sparing the character's life, they will

have to try to kill Ikkelvi. The noble may be blunt, ordering the character to do his bidding, or spin some elaborate yarn about how Ikkelvi oppresses the people, has fits of madness, is not to be trusted, and so on, hoping to gain a more voluntary cooperation.

What happens from this point depends on the character's actions. Using this piece of technology gives Ikkelvi every right to up the ante should he survive. In this case, the noble that gave it to the characters would suitably equip him or herself and try their best to eliminate any evidence implicating them. The group's best hope is then to survive long enough to have a conversation with Ikkelvi, informing him of what has happened. If done correctly, the characters will be "forgiven" of their previous transgression, and given permission to go on their temporal way. If confronted in Ikkelvi's presence, the noble may actually attack the characters (or Ikkelvi!), with the noble's guards falling in on one side, and Ikkelvi's on the other. If a character were to spare Ikkelvi's life, the group would be amply rewarded, and maybe even offered a chance to take up life in the royal court for a while (but if characters are offered a choice between political intrigue in an alien palace, or taking the money and running, you can usually put your money on the track shoes...).

If the characters actually do kill Ikkelvi, their fate rests on the honor of the noble who gave the weapon to the characters. I wouldn't trust them, as it seems awfully traditional to get rid of assassins after they have outlived their usefulness.

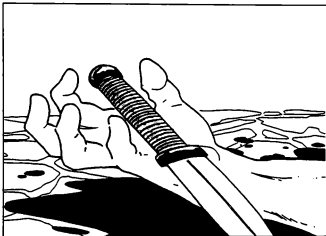
Subplot - The adventure is set in pre-historic times for a reason. There are dinosaurs about, and this area is particularly well populated with large ones, including the carnivorous variety. Aside from monsters like T.Rex, there are many other types and sizes, ranging from a few centimeters long, up to Brontosaurus and his kin. Like most reptiles, they are more active during the day, although there will be a few nocturnal varieties. Some of the more dangerous ones will be medium-sized, where characters are just the right size to be prey. In a hunt context, getting slowed down by such encounters is doubly dangerous, and the noise generated by this combat also draws attention. The counter to this is that Ikkelvi and his people will have the same problem. Clever characters might be able to figure a way to drive a few of these little monsters his way as a delaying tactic.



#24 - Triple Play

Opening scene - It is dark, except for some flickering flames visible against the pall of smoke overhead. The smoke carries with it the scent of burning wood, spices, and charred flesh, strong enough to overcome the taint of decay and corruption in the air. As your ears adjust, there is a low clamor in the background, like the sound of burning buildings and massed humanity, punctuated by the occasional, horrible sound of male and female screams.

The alley in which you appeared is choked with refuse, and three stories of crude masonry walls rise on three sides. To the front, you can see across a narrow street, to where the remains of a wooden building still smolder. A corpse lies at the opening of the alley, hacked to death by some edged weapon. The bloodstained clothing is silk, handmade, and highly embroidered. His fist is clenched around a WWII commando dagger.



Backdrop - The characters have dropped in for the sack of Constantinople, one of the centers of civilization (such as it was) in the year 1204. The perpetrators of this carnage were the knights and soldiers of the Fourth Crusade, acting on the orders of and under the blessing of Pope Innocent III.

The several days following the victory were violent to the extreme, poorly recorded, and prone to rumor and fabrication. Which would make it almost impossible to tell if time travelers were there.

What is happening here, aside from the historical events, is that a Time Patrol is doing what it seldom has cause to, engage in open, bloody conflict with temporal antagonists. At stake, the future of many of the Knights of Christendom, a large number of priceless works of art, historical manuscripts, gold, silver and jewels, and a handful of other trinkets which may be Designer artifacts, relics from other alien civilizations, or written accounts of encounters with what could only be other TimeLords, giving descriptions, times and places.

To put it as bluntly as possible, a low tech scene of near-constant anarchy and carnage, large amounts of items worth killing for, and two high-tech factions trying to acquire these items, with characters being a unknown and assumed hostile third party in the middle.

The Patrol - The GM can substitute players in this capsule with little effort. Players could be agents of The Patrol, and the TimeLords could be Faust or other of the major players. The base Patrol in this case is a future-based group, originally sent back for historical research purposes, but heavily armed to protect themselves from the level of violence. When hostile temporal forces were encountered (they killed one of the historians), the non-combatant Patrol members were sent back to base. One of the intruders (thought dead) lobbed an explosive charge into the midst of the historians right before they were pulled back, and regardless of whether or not they survived, the Patrol's major time machine is partially wrecked, making further jumps impossible in the near future. The remaining Patrol members are trapped here without reinforcements, but are bound by duty to find out what the interlopers are doing, and stop it.

The Interlopers - They are part of the cryptic Black Death organization, a poorly understood group of temporal anarchists who seem to have no other goal than the total disruption of all other time travel groups, and creating as much temporal chaos as possible. They have interfered with a variety of Patrols in a number of alternate continuums, and while they seem to have a range of operations larger than any particular probability line, their actual effect is hard to measure. Those who have encountered its members seem to believe the group has some sort of mystical overtones, as little else could explain the fanaticism and devotion of its followers. Some TimeLords have speculated that some unknown TimeLord runs the group, and bends minds with some lost Designer or other advanced technology, but this is pure speculation.

The Black Death technology base seems to vary. They always have good personal weapons, but larger items may range from crude to ultra-sophisticated, implying a smaller resource base, or other limits. Their time travel technology is also slightly different. They are here for a fixed duration, and have to be at a certain location for a pickup, which will take everything in a certain radius back to wherever it is they came from.

Black Death is here with a number of men (and women) to find and acquire certain priceless artifacts and manuscripts, and to kill certain key figures who will influence later history, or have children who will be important in generations to come. They had encountered no resistance that their advanced weapons couldn't overcome until the accidental meeting with Patrol historians in a library. The historians' stunners were no match for assault rifles, but the noise brought other Patrol members, and a full firefight developed.

Both sides are now at war with each other, and have dragged in the Crusading forces as well. Since some of them are obviously targets, the Patrol has had to contact them, and provide "divine assistance". Meanwhile, other groups are trying to keep certain records out of Black Death hands, with some small aid from the Crusading soldiers of no historical importance (since they can be used as cannon fodder).

Meanwhile, the Black Death forces are exploiting the lack of technological understanding the Crusaders have, picking off knights with sniper rifles, getting revenge-crazed Byzantines to carry grenades into their midst, and so on.

Since each group knows its own people, it is automatically assumed by each that the characters are the enemy, and are to be captured if possible, and killed if not. Each side is watching the exits to the city, making normal escape difficult. Once outside sight of the walls, however, a group of characters is home free, unless they have acquired something worth pursuing them for.

Note - The Patrol side has no vehicles at all, and the Black Death side has nothing larger than a motorcycle. If the characters brought an armored vehicle with them, they are just about immune to the weapons of either side. However, both sides have training in dealing with armored vehicles in urban situations, and the narrow streets and high roofs will make it very easy for the vehicle to be ambushed and immobilized or destroyed if it takes a predictable path or stays in one place for too long.

Agent (male/female)		
Age: 35	Height: 183cm Weight: 85	
Body Points: 30	Speed: 13	
Strength	: 13/11	
Dexterity	: 13/14	
Constitution	: 13/13	
Intelligence	: 14/14	
Willpower	: 13/12	
Bravado	: 14/14	
Perception	: 12/13	
Appearance	: 10/10	
Stamina	: 12/12	
Power	: 8/8	
Skills:		
Pistol	: 8	First aid : 8
Autoweapon	: 6	History : 10
Rifle	: 10	Brawling : 8
Knife	: 8	Military science : 8
Equipment:		
Machine pistol or SMG	Paramedic kit	
Assault or sniper rifle	Maps	
Level IV BP vest	Video and audio recorders	
Dagger (DV8/71)	Portable computers	
Explosives or grenades	Headset radios	
Night vision equipment	Stunner (DV40V)	

These stats can be used for either Patrol or Black Death agents as desired, with mixing and matching of equipment to suit the mission of the individual. Research personnel would have combat skills a point or two lower, and more elite personnel would have them a point or two higher. Research personnel would also be qualified in other fields, like languages, archaeology, etc.

Jumping out - There are no restrictions on leaving here. Once the standard recharge time has elapsed, the characters can leave as they please.

Subplot - If characters are with a Patrol, they may have some moral conflicts. The actions of the Fourth Crusade at Constantinople were barbaric at best. For the knights and soldiers of Christendom to go on a week-long looting, raping, killing and enslaving spree was pretty inexcusable, even if it was in the name of God. Characters assigned to protect a given individual may find that the person is a real asshole, even if they are too historically important to have an "accident". Creative characters may find a way to "reform" this person without causing any temporal harm.

Subplot - Jack Ripley (capsule #21) may have arrived at this spacetime locus when he tried to meet himself in that capsule. He fits in even less than the characters, but his insane cunning and lack of morals will let him take advantage of the situation. Once he realizes his "personal demons" are here, he will constantly be trying to cause them harm.

Subplot - Characters get captured by the Time Patrol, and while disarmed and in custody, get wind of an impending Black Death ambush. They have to escape, re-arm, avoid being killed by the Patrol, help save the Patrol members in danger, and avoid being killed by Black Death agents. Moral choices to let their Patrol captors get killed can be tempered by having one or two characters taken to the site of the ambush for interrogation. The end result of this could be that Primary game characters get recruited into the Patrol.

Subplot - Instead of Black Death, the opposing force belongs to another TimeLord, who is after a specific artifact, oddity or other trinket. If any characters are captured, he can use the remaining ones as pawns to do his bidding, and whether or not the TimeLord will keep their end of the bargain is unknown.

Crusader		
Age: 27	Height: 167cm Weight: 85	
Body Points: 30	Speed: 12 (9 in armor)	
Strength	: 13	
Dexterity	: 12	
Constitution	: 12	
Intelligence	: 10	
Willpower	: 12	
Bravado	: 12	
Perception	: 8	
Appearance	: 7	
Stamina	: 12	
Power	: 8	
Skills:		
Sword	: 8	Shield : 8
Brawling	: 6	Crossbow : 6
Equipment:		
Longsword (17/14/1)		Armor (14/11 head/torso, 9/6 other)

Generic ravaging, pillaging fighter from the Crusade. Is not inclined to be friendly to strangers, and may have an attitude problem.

#25 - Entropy in Action

Opening scene - You appear in a refuse strewn alley, a small bite taken out of a grimy brick wall on one side. It is fairly dark outside, but this is partially due to the high walls on either side and the overcast sky. The sounds of urban life trickle in from around the corner.

Backdrop - For Ephemerals, the past is a place totally inaccessible. For this world, the past does not exist at all. Some temporal cataclysm has severed this worldline from its origin, and it exists in a kind of limbo, unable to generate alternate probabilities, but perhaps able to slightly alter the one it has. The people remember that past, since memories are just a pattern of energy, and they have artifacts from the past, since they are made of the same matter, but for time travelers, you can't go backwards on this timeline more than a few days. There is nothing there. Likewise with the future. Disconnected from the temporal stream, the timeline has coiled up like a snake swallowing its tail, and a few days hence, the future meets the past, and events repeat themselves.

The Ephemerals caught in this time loop can comprehend what is happening to them, but are powerless to do anything about it. They go to sleep on Friday, and wake up the *previous* Saturday, remembering everything that has happened, and except for those who are extremely strong of will, they repeat things all over again. Those who die continually relive their deaths, and wake up again on Monday, knowing what will happen, and unable to stop it.

Needless to say, this is an unhappy place. Things have been like this for several months now, and the people have gotten as used to it as they ever will.

Then the characters arrive in a burst of static and lightning, dragging change and chaos in their wake. They have brought their own probability with them, and are initially unaffected by this continual looping of events. They can act freely, and as a new event here, those who interact with them have the opportunity to change their actions as well.

Problems - The time loop this continuum is stuck in has a cycle of 1 week. Every week, the events of the past week are identically repeated, with little or no change. Characters are free to act as they wish the first week, and people who interact with the characters can act differently as well. However, after the first week, characters will see events happen all over again, with a more or less abrupt transition (depending on if they were asleep), with full memory of the outcome. Characters will have to make a Willpower roll to avoid doing the same thing they did the first time around. If they want to do something different than the first time, they roll on Willpower to see if they can. If they do, the different outcome is resolved. If not, events happen just like before. The next week, the roll is at a -5, then a -10, a -15, and finally a -20. Even TimeLords can get stuck in a loop of "arriving", going through the motions of trying to find out what is going on, "arriving" again, ad infinitum.

Solution 1 - While not intuitive, characters with enough experience in temporal matters may come upon the idea that if they break the loop, this particular timestream may once again begin to branch on its own, and perhaps eventually intersect the main probability line for this particular place and time. The best way to do this would be to Jump out exactly at the instant the future meets the past. This seems easy enough, but characters will have been through at least one loop by the time they try, and getting a party of several people to change their actions enough to be all in the same place at the same time, at the right moment, may be difficult. They will only get a few tries before the Willpower rolls become almost impossible to make.



Solution 2 - The isolation of this timeline was caused by another TimeLord, who has set up this portion of the continuum as his own private "hunting preserve". He or she and a few trusted henchpersons are immune to the change-sapping effects of the loop. The TimeLord is content to let their baser desires run wild, virtually immune to retribution, and the henchpersons (low on wit and imagination) have a paradise where they can do the same.

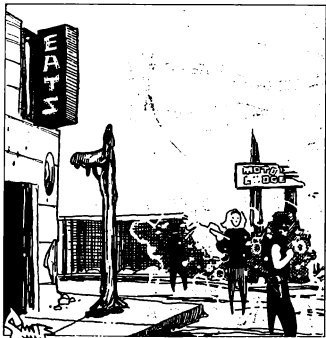
The characters can probably just Jump out, and avoid the whole problem, but that wouldn't be very nice. The problem is, this particular TimeLord could have their base of operations anywhere on the planet. To make life interesting though, it should be somewhere accessible to the characters, probably a major city, and the TimeLord, sensing the characters, will make a game of playing hide and seek with them, letting them know exactly what has been done, and taunting them with their impotence at stopping it. To top the ante, their might even be a kidnapping attempt on a character or two (abusing characters whose players don't show up for a game is an amusing way to pass the time).

Characters either have to defeat or outwit the TimeLord, rescue a companion, find a way to Jump out together, or otherwise break the time loop. The alternative is to condemn billions of Ephemerals to a hell of endlessly repeated events, which would surely drive them mad, if they had the capability of changing that much.

#26 - Swords and Sorcery

Opening scene - The characters appear on a very old ribbon of cement, with trees and underbrush poking their way through in places. It looks about like you would expect a superhighway to look after a few hundred years of neglect. The skeletons of cars are on the shoulders, stripped of anything useful a long time ago, but a few of the models are recognizable as late 20th century Earth. Most appear to have been slightly more advanced, however. There are no signs on the road, but it appears to get regular travel. The shallow ruts in the cement and animal droppings suggest that the only traffic this highway sees now are steel-rimmed wagon wheels. The weather is almost warm, but the breeze makes it slightly chilly to those without windbreakers. The time is around local noon.

Backdrop - The characters have landed in the **Warp-World** universe, somewhere between 2300 and 2320AD. This is a world after WWII, where the energy and human sacrifice caused by the atomic maelstrom opened the long closed portals used by the gods of antiquity. Aside from the introduction of magic, and a deliberate balkanization of nations to prevent a return to superpowers, the gods have found a way to bollux most forms of advanced technology (called the **Orbs**), so that radios, computers, modern firearms, vehicles and the Matrix will not work for more than a few seconds at a time. The effect on society is that technology has stagnated at around an 1820 level, and anything more advanced than that is done with magic.



Plots - The main one is that high-powered characters will be facing something they can't defeat as easily. Most characters will be easy prey to magic, and their firepower will be next to useless a few seconds after any fight begins. It's a long, hard fall, but especially fitting for any group that is used to steamrolling any opposition without thought for who gets hurt.

There are three things to do here. One, broaden their skills. With much less reliance on technological firepower, characters will need to become more flexible, relying on wits and physical skills more. Two, they can increase any psychic abilities. Their psionics is virtually indistinguishable from magic here, and while there may be some differences, anyone who can teach a spell could conceivably show a character how to access a psionic ability. However, the low Power of most characters will make them magical cripples here, and extra incentive may be required to get this training, much like an Olympic trainer might need some convincing to "waste their time" teaching someone with little physical potential. Third, they can figure out how to leave. The detailed knowledge of the **Orbs** required to time an exit from this continuum is in the hands of a very few, and they stay well hidden to avoid the wrath of the Gods. Finding out what they need to do, who they need to find, and what it will take to get assistance are adventures all by themselves.

Jean Nostromo (wizard)

Age: 23 Height: 176cm Weight: 84kg
Body Points: 28 Speed: 10 (mental speed 15)

Strength : 9
Dexterity : 12
Constitution : 12
Intelligence : 15
Willpower : 14
Bravado : 11
Perception : 12
Appearance : 11
Stamina : 9
Power : 14

Skills:

Pistol : 5	Concentration : 12
Brawling : 6	Magery : 8
Staff : 7	History(post-War) : 8
Camping : 8	Psychology : 10

Equipment:

Traveling pack and gear	Flintlock revolver (DV131, 5 shots)
Walking staff	Asst. books

A journeyman wizard. Young, moderately competent. Is currently wandering the region looking for a place to settle down or get semi-permanent employment, about like a 20th century graduate student "seeing the world" before getting that first big job. Is not a combat wizard, but is capable of protecting him or herself.

Useful powers would be the ability to cast self-sustaining spells on willing recipients at a base effect of (10 x recipients Power Aptitude). These powers would be:

Appearance glamour (inc. recipient's App. by base effect/Power)
Slow aging (dec. rate recipient ages by base effect/Power)

The wizard also can reliably create a visible personal force screen with a base effect of 30, and temporarily transmute inorganic objects to identical objects made of different materials (i.e. change their apparent mass and properties), although greater effects can be had with some preparation, and simultaneous use decreases effect.



Basket cases - As long as the characters have precious metals or gemstones, they can find moneychangers to convert it to local coin. Prices for food, lodging and equipment are not outrageous, and while at a lower Tech Level, mirror 1992 prices. If this runs out, however, they will be in trouble, as there is no welfare system, and debt slavery is still practiced in some regions. Likewise, if the characters have lots of wealth, they will be targets for theft, and they are less able to defend themselves than they might think.

Generic Bandit

Age: 27 Height: 167cm Weight: 85kg
Body Points: 30 Speed: 12 (11 in armor)

Strength : 13
Dexterity : 12
Constitution : 12
Intelligence : 10
Willpower : 12
Bravado : 12
Perception : 8
Appearance : 7
Stamina : 12
Power : 8

Skills:

Rifle : 7 Sword : 8
Brawling : 8 Area knowl. : 8

Equipment:

Flintlock shotgun (28/121) Armor (6/3 head/torso, 1/1 other)

Highwayman. Always found in groups, and prefers extortion to violence, unless hired for a specific purpose.



Brotherhood - The Brotherhood is a group secretly dedicated to keeping an eye on what the gods are up to. They do have the magical potential to keep advanced technology running under the watchful eye of the Orbs, but their equipment is a terrible hodgepodge of magic and 300-year old pieces. A few computers in new condition are worth their weight in gold, as would be advanced textbooks or other reference materials.

Getting out - It will be nearly impossible to simply Jump out, since the Orbs will detect the activity long before the 10 second Jump threshold is reached, and while they can't prevent the Jump, the constant interference will cause the Matrix to abort almost every time. The only way to get clear of the interference is to attempt a Jump when the Orbs are eclipsed by the Moon, which happens once a year or so, for a total of a few minutes.

Froon

Strength	: 14	Length/height	: 1m
Dexterity	: 8	Mass	: 50kg
Constitution	: 13	Max. velocity	: 8m/sec
Intelligence	: 6A	Preferred habitat	: T/H/N
Willpower	: 13	Spec. attacks	: Bite, 12l, Claws, 6l
Bravado	: 10		
Perception	: 10	Body Points	: 23
Appearance	: 4	Speed	: 11
Stamina	: 8	Size var.	: x.5 to x2.0
Power	: 8	Armor Material	: Bony plates, 4
		Armor Value	: 7
		Food Value	: 10

Notes: Froons are an extradimensional import, native to one of the adjacent continuums. They are carnivorous lurkers, waiting by game trails in camouflaged lairs which they dig with their powerful front claws. When prey (anything less than 100kg) comes within a short leaping distance (2 meters), it springs out and bites, quickly retreating to its lair, where it proceeds to shred the prey with front claws and wedging itself in place with the rear. Its armored head protects it from most attacks, and is the only thing visible when it has retreated (the rest of the body has an AV of 2). Prying one loose is difficult.



Gunslingers - Until characters realize that their guns won't work for more than a second or two per minute, they will be tempted to rely on them. Likewise, normal people who use these guns will assume that the characters have had them enchanted to avoid being disabled by the Orbs, and will give characters considerable respect. In fact, someone might hire them, assuming that people with such pre-War weapons in good condition obviously have the ability to use them, and the all too overused caravan guard job could be offered. The first attack by hostile forces should prove very amusing, and even if the caravan wins, the characters may end up on the short end of the stick. The person who hired them will feel ripped off, and want payment back. If they are unscrupulous, the person may realize that characters are a lot more vulnerable than they think, and simply rob them blind and leave them in the middle of nowhere.

Tow truck - If characters appeared with vehicles, they aren't going anywhere in them, and it is sitting on a commonly traveled road. If they leave it behind, eventually it will become a local news item, and if they stay with it, some local government will eventually come out and claim it unless the characters get it out of the way (which they can't). Characters may also be billed for road repairs.

Note - If you want to make this capsule a campaign setting for several months, you may want to look through a copy of the **WarpWorld** game, or if you are on a budget, simply generate your own ideas of what a world would be like with TL6-TL7 machinery and weapons, religions that were real, mythical creatures and about 1% of the population having magical or psionic powers.

#27 - Shore leave

Opening scene - Your 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 Patrol. No worries, no problems...right.

Background - The characters are on their home world, 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 characters know it, the storm hits and they're stuck here.

Equipment - How public The Patrol is varies with each campaign, but regardless, once members are out on the street, they 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. The only weapons allowed onto the island are large diving knives, spear guns or bang sticks. Regulations don't get bent for the characters, 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. 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 characters, 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.

Plot - Aside from all the characters getting to use survival, 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 ended 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 Coast Guard vessel, and dived into hurricane rather than face certain capture. It worked. The Coast Guard 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 capsule, the GM will have to figure out certain political and social background items. For instance, is the Coast Guard national or international? What is smuggled, who buys it, who does it, why is it illegal and what are the punishments? Feel free to assume drug smuggling, as an easy to understand 20th century equivalent.

More - The smugglers number about 15, and are well armed, with pistols, sub machine 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 dollars, 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. 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. Characters will be second if the smugglers realize they are Patrol (or other government agents). Those unable to work are hostage



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, 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 finally 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*. Characters will have to intervene to save their skins.

Smuggler policy - There are 15 smugglers, ranging in skills from 6 to 12 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 (-10 to Perception for obscurement and distance). The bow guard can see the stern guard about half the time (and vice versa), as he paces back and forth (-10 to Perception for range and obscurement). The entire ship is dimly lit at night, and the sound of the generator and bilge pumps adds to background noise (-5 modifier to sight and sound Perception). 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 (skill of 8 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

Age: 36 Height: 182cm Weight: 90

Body Points: 31 Speed: 12

Strength : 12
Dexterity : 12
Constitution : 11
Intelligence : 13
Willpower : 13
Bravado : 14
Perception : 11
Appearance : 7
Stamina : 10
Power : 7

Skills:

Pistol : 6	Knife : 6
Rifle : 8	Area kn. (ship) : 8
Autoweapon : 6	
Brawling : 10	

Equipment (one from each column)

Colt Python (DV24I)	Body armor (AV14/3)
Spectre SMG (DV20I)	Modem grenade
H&K MP5 (DV23I)	Walkie-talkie
Colt M-16A2 (DV49I)	Bowie knife (DV8I/7I)

Represents the poorly trained thugs who comprise most of the group. The leaders (2 or 3) will have skills, Intelligence and Perception a few points higher, will have body armor plus an extra item, and may also be professional level in a few non-combat skills.

Weaknesses - Their main weakness 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 the smugglers may take an amorous interest in any good looking females, and if one of these is a character, it presents an opportunity.

The last weakness is that they do not 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.



#28 - Big Brother

Opening scene - The characters appear in rugged countryside. The time of day is indeterminate, because it is raining, but at least the temperature is tolerable, and the air is fresh. Nearby is a rutted road, which upon inspection shows tire tracks of what most characters would consider modern vehicles. The radio bands are cluttered, mostly in the high-frequency bands that indicate semiconductor technology. The traffic is human voices, and other bands have the hisses and bleeps that can only be computers talking to one another. No one is mentioning the year, but the last year mentioned is 2167. The content of the traffic appears to indicate a fairly open society.

Backdrop - The characters have landed in an alternate future United States (or other country), which appears on the surface to be peaceful and prosperous. This is indeed the case. However, the price for this peace and prosperity is a constant, total watch on everyone, monitored by computers who alert the police anytime a crime is committed. While it may take a while for the criminal activity to filter through all the other events (unless it is red-flagged by being violent in nature), it is eventually noticed. After this, the computers alert the police to the current location of the culprit, and they are apprehended. With clear evidence of guilt, trials are a formality, and punishment is almost always behavior modification (surgical or chemical in extreme cases).

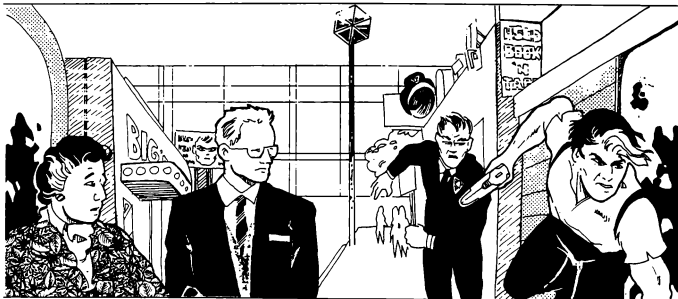
Needless to say, crime is virtually non-existent. The police remain to ferret out the few criminals clever enough to get around the system. Since the entire life of everyone is stored in computer memory in a vault somewhere, a lot of this work is tedious backtracking through the histories of suspects. For instance, if a camera was vandalized, the records from all surrounding cameras would show who entered and left the area, and following all possible suspects would eventually show one of them picking up or dropping the weapon used to vandalize the camera, or timing of the scene would eliminate all but one person as capable of doing the deed.

The continuous monitoring of people is made possible by hundreds of *millions* of television cameras and microphones, *everywhere* a person could be. This includes bedrooms and bathrooms and private vehicles and sewers and anyplace else you can think of. A person deliberately entering an area without a camera is committing a criminal offense. Those who have need or desire to go someplace where there is normally no camera presence (camping, for instance), are required to carry a small unit with them.

To 20th century characters, this might be an intolerable state of affairs, but to the 22nd century inhabitants of this world, it is something they have lived with all their lives. The last person able to remember any other way of doing things died nearly 50 years ago. The cameras are taken for granted, as is the ability to walk any street at night and feel safe, or to leave your front door unlocked while you sleep.

Plot - The characters are leaving an area with no cameras, and probably entering an area with them, especially if the GM has set things up so that there is something here they need. This in and of itself is not a crime, or if it is one, of such low priority that it doesn't matter. Once in any inhabited area, characters will quickly see the ubiquitous cameras on every streetcorner, in stores, cars, etc. If they stay at a motel, they will be unnerved by the bedroom and bathroom cameras. They might also notice that architecture is slightly different, since the owner of any dwelling has to pay to have the cameras installed. Rooms and hallways will be designed for maximum visibility, so the minimum number of cameras can be used.

It is *impossible* for the characters to go more than a few days without committing a crime. Simply covering up a camera so they can unpack their weapons will be one, for instance. This in turn will trigger another alert when the computer can't provide a citizen identification number or name for the suspects. Given this information, the police will begin to wonder about the characters, and backtrack to where they came out of the countryside, and then go further by manually going back to where the characters jumped in.



At this point, they will consider the characters a risk to national security, or possibly terrorists, and will decide to monitor the characters instead of apprehending them. They will consider it likely that the characters will be meeting someone else, or planning some nefarious deed. To catch the characters in the event they leave camera coverage again, undercover agents will plant radio and short-range television bugs among their possessions and on any vehicles. If by monitoring the characters, it is eventually determined that the characters are either a threat to the public (armed lunatics who think they are from another century) or terrorists (talk of overthrowing the system), the authorities will act to apprehend the characters with as little violence as possible. Bugs among the characters possessions will ignite and emit knockout gases, and stunner-armed police will attempt to prevent use of deadlier weapons.

Captured characters will unfortunately be "cured", which in game terms will be a -20 modifier on Willpower to commit the broad class of any criminal act they were found guilty of, like "attacking law enforcement officers". This also applies to any "delusions" they have, like "I am a time traveler". Then, the character will be found a job appropriate to their skills and released into society to become another happy drone.

Future police

Age: 39 Height: 183cm Weight: 85kg
Body Points: 30 Speed: 11

Strength : 11
Dexterity : 11
Constitution : 10
Intelligence : 12
Willpower : 12
Bravado : 12
Perception : 11
Appearance : 13
Stamina : 10
Power : 7



Skills:
Pistol : 8 Psychology : 8
Martial arts : 10 Area knowl. : 8

Equipment:
Stunner (DV40V) Restraint cuffs

The policeman in this society serves more of a community integrity role than a law enforcement one. Since serious crimes are rare, the number of detectives and undercover officers is low. Unless there is no other choice, lethal force is not authorized, and officers on patrol would never carry a lethal weapon larger than a utility knife.

Interrogation techniques are almost completely computerized. Voice and body stress analysis by computer, sensory deprivation and controlled chemical administration will be used to painlessly draw out what the subject feels is the truth of the situation. Personality assessments will also be made, and those who fall outside a "safe" range in areas relating to violence against others will undergo "treatment" for this disorder. This will usually take place while the character is kept semi-

conscious, and involve aversion therapy, introduction of genetically engineered cells to produce "mellowing" chemicals, or in radical cases, actual destruction of certain brain functions.



Subplot - There is a very small but active resistance to the status quo, and they can show up to rescue some if not all characters before they are arrested. With their help, those that are made into "proper citizens" can be rehabilitated somewhat, but these characters may take several subjective months or years to totally shake off the effects. That is, they will have to treat part of it as a disadvantage and buy it off using experience.

The Privacy First! group is mostly intellectuals, all of whom are technically sophisticated and very good at lying and deception. They have to be, otherwise they would have been caught by now. They operate mostly in public, through a secret language of emphasized syllables and body language. When done on the street, with hundreds of other people being watched at the same time, they are almost completely safe. The dangerous part is the work they do off-camera. Simply setting up a system that allows them to temporarily evade notice is difficult. For instance, how would you set up a computer to generate a false image to patch into the system without it being seen in advance? And how would you patch this into the wiring without it being noticed?

The characters have an advantage in that they are not on the system. For instance, one of the characters could be disguised as a member of Privacy First!, so that the member could have an alibi if they were somewhere else. Or, with a change of appearance, characters could mingle in normal society without drawing notice, and could purchase supplies and equipment that would be untraceable to the underground. A few weeks of this might be necessary if any captured characters cannot make a miraculous escape.

Time Capsules

#29 - Debensea

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Opening scene - The characters appear on a grassy hilltop, elevation approximately 500 meters. Behind them is the afternoon sun and rolling hills. Gravity, air and solar spectrum are all Earth-normal. A brisk breeze blows across the hilltop, making the 25°C temperature feel slightly chilly. Stepping forward about 20 meters, you can see over the crest of the hill. Below are foothills, a small village of thatch-roofed huts, and the ocean. To the sides are more rolling hills. As most people can recognize the Alps or Rocky Mountains on sight, so will someone probably recognize the terrain and climate as that of northern England. It is probably summer. The hills are covered with grass, with a few trees here and there. There are small plots of cultivated land around the village, and a few small sailboats in the harbor. As the village is the only visible point of interest, it is assumed the characters will eventually head there.

Backdrop - The characters have appeared in northern England in the late 900's, when pagan and Christian beliefs were still vying for the hearts and minds of farmers and fishers, and neither provided much protection against Vikings, who had a tendency to sail down from the north and wreak havoc on occasion. This particular location also has a few secrets that may have something to do with why the characters landed here.

The village of Debensea - A small village of about 200 people, it is mainly a fishing village, growing just enough crops to get by and barely large enough to avoid inbreeding. About an hour's walk from the entry point, the village can be reached by mid-afternoon. Strangers, especially friendly ones, are uncommon in these parts, so the group will receive a bit of attention. At this point, the characters should be reminded of the Dark Ages standard of living. That is, there is no pavement, no plumbing, and open sewers if any at all. Floors here are dirt, sometimes covered with rushes or straw, and loaded with vermin and detritus from the last two month's meals.

Life begins when the sun comes up, and ends when it goes down, because candles or lamp oil are in limited supply. Aside from a small knife, no one has heard of cutlery, and the way food is prepared for eating reflects this. The average person has a much lower lifespan, medical care is left to the supreme being, and the supernatural (one way or the other) is very real, and taken very seriously. At least that's the way it is here.

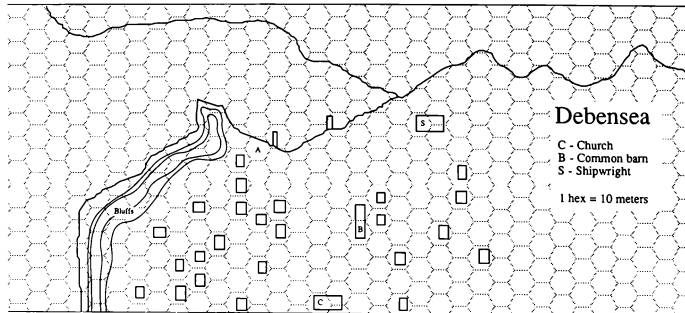
If the characters have not yet discovered the optional translation facilities of the Matrix, or are assumed to be unable to speak the language, it is Old English. It is related to our English, but quite distorted, and the characters will have quite a bit of trouble both being understood and understanding what is said. Treat it as related to their modern English-speaking ability. As a result, most characters will have an effective skill of about 4 or 5, and will be frustratingly close to being able to carry on any sort of conversation. As an example of the language difference, here is part of the Lord's Prayer in Old English:

Fader ure thu eart on heofenum. si thin nama gebalgod. Geweorc þin willa on eorþan swa swa on heofenum. Urre daghwiltan hit sylf us to dag. And forgyt us ure gyltas, swa swa we forgytath urum gyltendum. And ne geseð þu us on eastnunge, ac alyf of yfele. Soðlice.

They might have better luck with the village priest, who has some education, a better vocabulary and a bit of Latin to fall back on. As long as the characters are friendly, there should be little problem. Before the town is given more detail, here are some answers to questions the characters may ask, and some of the questions that may be asked back.

Answers:

The date is the summer of 989AD or thereabouts.
The location is the northwest coast of England.
The name of the village is Debensea.
There is a church. It is Catholic.



Most of the time, it will take several questions to get any one of these answers due to vague or incomplete answers or just plain ignorance. The village priest might have a good date, simply for celebration of religious holidays, but this would be based on the Julian calendar, which was actually about 2 days off at this point (the Gregorian calendar was adopted in the late 1500's, and corrected a cumulative error of about 10 days). Clocks haven't been invented. The last king was Edward the Martyr, and the current one is Ethelred the Unready. The current king of Scotland is Kenneth II. The current pope is John XV, who followed the short term of John XIV about 4 years ago.

Getting information on the location would require questions about where places the characters might know about are. For location, London is "a long way away", and doesn't get anymore specific than that. Ireland is "close", as is Belfast, and you are north of the Isle of Man.

Questions:

Where are you from?
 Who are you?
 Where were you last?
 What is the latest news?
 What is that? (referring to any unknown item, such as digital watches, glasses, calculators, etc.)

A lot of vague answers, "I don't understand you", and fast talking should keep suspicions at bay, but take advantage of any slips the characters make. Rumors will spread, and seemingly innocent remarks may turn into things like:

The characters are (choose one) devils, angels, witches, wizards, deities (pagan), traders, warriors, holy men or lunatics.

The characters can (choose one) heal, destroy, fly, become invisible, see the future, change the weather, fight like berserkers.

After all, the characters are likely to be *much* better dressed than anything anyone has ever seen, and the quality of any modern clothes will stand out (as might the colors or patterns). They may have armor or recognizable weapons, both restricted to the well-off, and they will likely be taller and healthier than counterparts of the same age. That is, they could easily pass themselves off as some kind of nobility.

Depending on the rumor, choose an appropriate reaction. With some effort, the rumors can be put down, but the suspicion will always be there. Remember that the characters will be dealing with people who are as technically unsophisticated as you can get, only halfway religious, and have a strong streak of superstition.

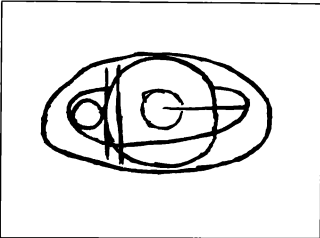
Settling in - This village has no military presence, and characters who have advanced weapons could easily make a ruin of it with little or no resistance, but it is assumed that this is not the case. Those with peaceful intentions and hard currency of some type can probably arrange a place to sleep in the common barn, and can have meals made by one of the local families. Characters who are vagrants either have to work for room and board (*hard* work), or be ushered out of town at pitchfork point.

For food, you can have fish and vegetables, or vegetables and fish. A night's lodging is 2p, a meal is 2p, and a frothy tankard of the local brew is 1p. Any copper coinage of the characters will count as 1p, nickels as 5, dimes as 3, and quarters 10. Paper money is worthless. Coinage is uncommon here as well, but is allowed simply to give the GM an excuse not to do everything by barter between characters and NPC's (although this can be amusing).

Anyone sleeping in the town *will* get lice and/or fleas (itching) and there is a 50% chance per day of getting them anyway from casual contacts with the locals.

Layout - The village is nestled in a small bay, and has about 50 buildings, including a church, and a common hall, which can double as an ersatz inn by clearing out an old room or two. There are no streets, but dirt or mud paths along the lines of travel. The place smells of dead fish. There are about 15 small fishing boats, and several rowboats, all built with sturdy frames and non-overlapping planks. Anyone with a specialization in boats or naval history can roll to notice that the style of construction is unusual for this time period.

The Church - A small stone edifice, barely large enough to hold the villagers. Made of stone and rough hewn wood with a thatched roof, it looks centuries old. The inside is dark and cool, lit from slit windows in the walls. Rough wooden benches rest on the worn stones of the floor, and sconces for lighting cluster around the smoke-stained walls of the altar. The village priest lives in a small dwelling built onto the back of the church. He is a learned man (at least for here) but is as susceptible to rumor as anyone else. He knows a little history, most of it distorted, and very little of it useful to the characters. His main worry about the party is whether they are followers of the true god, rather than the false ones that the villagers flee to in times of trouble. If queried about said false gods, he will vacillate a while. He doesn't like to mention pagan practices, partially because he doesn't want to encourage them, and partially from fear. Eventually he will reply they were here long before he was, and the villagers still go into the hills to make sacrifices on occasion. The villagers tell him little, except the sign of the gods:



Upon seeing this, the characters may remember seeing this symbol occasionally in town, inscribed on doorposts, or maybe used as a kind of genuflection when presented with something strange or unusual. If the characters do not make the acquaintance of the priest, he will eventually seek the characters out for the aforementioned reasons, perhaps hoping that such obviously noble and educated souls could inspire those of lesser faith to shun the false gods and follow the Truth.

The shipwright - The shipwright lives in a small house (one large room, with fireplace) next to his workshop, with his wife, daughter and two sons. He builds and repairs all the boats for the village. If, and only if, one of the party thinks his boatbuilding style is unusual (a bit modern), and asks about it, he will say his grandfather's father's father's father was taught it by the gods, and it was handed down through the generations. "It works", he says, "so I don't change it." He knows little more than this. He fishes during the day, just as every other able bodied male does (except the priest, who gardens), but the extra income/barter he gains from his craft makes him the most prosperous of the villagers, and his boats are used by villages up and down this area of the coast. This gives him some degree of respect within the small community, and if there is a local leader, it would be him.

Bad feelings - After a day or so, the character who keeps the Matrix will begin to feel like there is a time travel event nearby. This is not the sudden gutwrench normally felt, but more of a low-grade, constant irritation. It isn't noticed at first, perhaps assumed to be acclimatization to the air, food or water. It is not directional, and does not appear to have any adverse effect on anyone. Only the person in close proximity to the Matrix will feel it at all. None of the villagers will be of great assistance if questioned. They cannot feel it at all, and there are no local legends concerning such a feeling or Matrix-like artifacts. However, if inquiries are steered towards the "old gods", someone will eventually find out that the old ring of standing stones is a few hours walk inland.

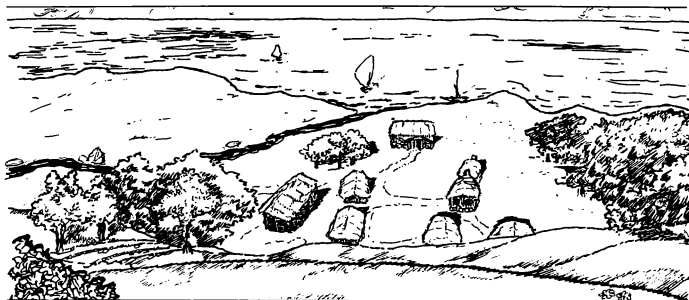
The locals are incapable of providing quantitative directions, either in terms of time or distance. Directions are in the form of "Well, ye walk for a while, until ye get down to the bottom of the third hill, and then follow the little path on the that's past the stream with the two stepping rocks, and then up that hill, goin around the grove of trees, across the grassy field until the ground gets rocky, and then follow the trail until you get there.". How long does it take? "About half a day, sometimes more, sometimes less."

A consequence of finding this out is that the characters will be informed that the old gods don't like trespassers, and the area is haunted with ghosts that kill any who cross onto the forbidden ground within the circle. These are described as visible and tangible, but there is no one in the village who has actually encountered one. However, they are all quite sure that these ghosts exist, just as do the other supernatural forces that work unseen in their daily lives.

The Raid - After a few days, the characters will have seen and done everything to be done in this area, and will start to get bored, but since there is nothing else within roughly a week's walk, there isn't much they can do about it. Those with minor injuries can start to heal up, and those with a martial bent can get in a little practice, which may or may not cause a commotion among the villagers. How would you feel about armed strangers in your backyard?

About the time the players either miss this line of questioning and are getting bored, or are curious and are considering a visit inland, the following will happen:

There will be an increase in general activity in town, and all the fishing boats will come in early. If anyone asks what is going on, they will point to the horizon, where a small pillar of smoke will barely be visible. If the characters can't figure this out, someone will say it means the next village up the coast has been hit by Vikings/Norsemen, and this spot is probably next on the list. They will be here in less than a week. This person will then scurry off, saying something about a sacrifice to the sleeping gods.



Like other questions the characters had, the answers here are infuriatingly vague and incomplete, but eventually, the characters will be able to corner someone who can give them a coherent account of what is going on. The Vikings just raided a village up the coast, they will be here in a week or less, and everyone is going out to the barrow of the sleeping gods to make a sacrifice (except the priest, who doesn't want to show support for pagan practices). If any the characters decide to follow, continue reading. If not, go to The Debensea Raid section.

The Barrow - All of the villagers capable of travel are packing their belongings and heading for the hills. Most of these belongings are stashed about an hour's walk inland. If questioned, the villagers are basically preparing to have their village torched, and are moving their meager valuables now. If there is a raid, they can flee with the clothes on their backs, and bring back enough to rebuild afterwards. They all keep basic supplies for sleeping and some food, and then continue. The local boats are weighted down with rocks and sunk in the small harbor, with long ropes leading to a concealed spot on the shore, so they can be dragged out later.

After about a six hour walk, the group will reach the barrow. The barrow of the sleeping gods is a circular earthen mound about 25 meters in diameter and 6 meters high at its highest point. It is in a clearing roughly 150 meters in diameter, and there is a ring of stones around it at about 35 meters from the center. There is a small stone altar opposite the entrance. If anyone attempts to pass the ring of stones, there will be a general cry of alarm, and someone will pull the character back. This is the Forbidden Circle, they will say. It is the domain of the fearful Shadow Warrior, and none but the favored of the gods may cross. It is death for anyone else. That is why our ancestors placed the stones there, as a warning, and so they have stood for many generations. If the villagers are pressed, they will admit they have never seen anyone killed by the Shadow Warrior. If pressed more, they will admit they have never seen the Shadow Warrior or ever seen anyone cross the line...but they can show where the last person to cross the line lays. There is a low mound of earth, about human sized, at A. If the characters desire it, someone can tell them his story. It is not an epic saga, none of the villagers are good story tellers, and it is filled with obscure references and local dialect, but it goes something like this:

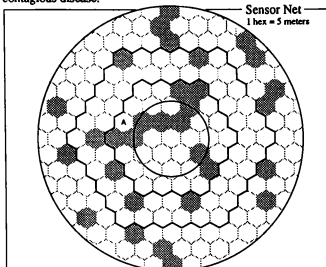
The Tale - Long ago, before our father's father's time, when the gods were asleep, but those who walked with them still walked the earth, there was a great storm. At its end, among the wreckage and flotsam the sea cast onto our shore, there was a warrior. We knew this only from his garb, for he was as the dead. After many days, he woke into the land of the living, but his body and soul were so weakened that he could barely move. Wenga, a daughter of the village, cared for him, and as he recovered, he began to care for her. As happens, they fell in love, and were bound by the ancient oaths. Derk, as he was called, lay down his armor and weapons and became one with the people. And all was well for many years. Then, as now, the Norsemen came to the village north of here. We knew by the burning. He and the other men came here to make a sacrifice for

protection, as had been done since their father's father's time. But the sacrifice offended the gods, for they sent a wind from the north, and the Norsemen were upon the village before they returned. When Derk saw the smoke he shouted in a voice that sundered the stones, and ran home faster than the wind. But the Norsemen had left. Among the dead were his wife and son. Such grief and anger had never been seen. All stayed far from him, for he had the look of one already gone from this world, and in his eyes burned the fires of death to any who crossed his path. He donned his armor and weapons and went back to the barrow. All knew what he meant to do, but none dared challenge him, although they did follow. When he reached the barrow, he shouted a challenge to the gods and stepped into the Forbidden Circle. Clouds rolled across the sky, and the sun was blotted out. The land fell still, and the Shadow Warrior appeared. He was tall, and although it was dark, his armor shone with a light of its own. Without a word, the battle began. The Shadow Warrior struck, and Derk would stagger, although his flesh was untouched. He would strike back, and sparks would fly, but the Shadow Warrior would be unharmed. Long the battle continued, and slowly Derk won his way to the entrance to the barrow, but fell at last to the Shadow Warrior. The Shadow Warrior looked upon the fallen challenger, and tears coursed his cheeks. Then he spoke, saying "A noble warrior were you, and died a noble death. Come with me and sleep with the gods." Then his tears fell upon Derk, and he rose from his fallen body, appearing as the Shadow Warrior did, and together they disappeared into the barrow.

Touching, isn't it? Let the characters chew on this awhile. There are about four hours of daylight left. The villagers had planned to spend the night here after the sacrifice, beseeching the sleeping gods for help, returning in the morning, so there is food, fire and a few torches. On the off chance that some of the characters have a vehicle or other means of getting to the location before the villagers, there is a good chance they won't be able to find it, or that the way is impassable to normal four-wheel travel, but is passable to motorcycles or horses. In any case, what is there remains the same, but it might be more of a surprise.

There is a sensor net inside the "Forbidden Circle", which is based on a combination of magnetic and ground disturbance sensors. All the unshaded hexes are still functional, and shaded ones aren't. If a mass of 50kg or greater treads on an active area, the Shadow Warrior will appear at the top of the barrow. He is *obviously* an electronic projection of a mail armored figure carrying a flaming longsword. If a character moves toward the barrow on an active area, the figure will advance at 5 m/sec, and strike, *always* hitting. Inside the circle and outside the outer hex, the DV is 8V, in the next ring it is 8III, and in the inner ring it is 8I. Only metal armor will be effective against this, but if a character is carrying more than 5kg of metal, double the DV's. If a character retreats, the figure will follow, but not strike. As long as the character stays in an inactive area, the figure will stand at a ready position, and disappear after 10 seconds. Up to 4 figures can be generated, to deal with up to 4 opponents. The figures cannot be destroyed or deactivated from outside the barrow.

The villagers will be scared out of their wits if anyone actually enters the circle, but no inducement or threat will get them to help or interfere in any way. They would rather die than place their soul in peril by entering the ring of stones, and they will treat anyone who tries like they had some horribly contagious disease.



The obviously out of place technology is sure to intrigue any group of stranded time travelers. Let them puzzle their own way to the entrance. A combination of luck and running will let them map out most of the active areas, or they could attempt to bridge the active spots with something. There are no planks to lay down, but there is enough deadwood around to make a precarious bridge over 1d3 of the active hexes (make a Dexterity roll to avoid falling off). To add insult to injury, repeated assaults on the sensor net could result in automatic hits as the computer upgrades its defenses, or an energy fence, locking characters in. The actual mechanism that does the damage is not immediately apparent. Investigation at length will reveal a damage producing technology of GM choice (microwave beamers under the soil, hidden turrets outside the circle, or some unknown technology whose mechanism of action is not discernible).

If anyone makes to the entrance, they can clearly see it is choked by rubble and dirt, overgrown with grass like the rest of the barrow. This will take 10+2d10 man-hours to clear a passage large enough to crawl through. Fragments of aluminum alloy and plastic will be found in the rubble. Having a real rather than improvised shovel will double that person's effort. Getting a villager to help will be almost impossible.

If the characters wimp out or are scared off, the sacrifice will proceed, and the townspeople will go home in the morning. If so, go to the section on the raid. If they manage to get something done, proceed.

In general - As the excavation proceeds, it becomes clear that the barrow is actually a buried, domelike structure with a wall of lightweight foamed cement. This entrance was originally about 3 meters wide, and sloped slightly downwards. The entire structure is not that large.

Once inside, everything in the barrow is covered with a thick layer of dust, and the air is dry and cool. All areas are more or less dimly lit by a pale white glow coming from flat panels in the ceiling. If these are dusted off, the light increases slightly, and is enough to read by. Scraps of residual sunlight may also filter in from the newly opened entrance, depending on the time of day. The place smells dry and musty, and even the tracks of rodents that occasionally show up are very, very old. Any writing the characters find is in an unknown tongue, but it probably has the same roots as English, French or Spanish, making it translatable, given enough time. Each room is numbered on the map.

Analysis - After poking around, characters should come to some general conclusions. This small base seems to be some sort of semi-permanent temporal outpost. It was self-contained, built to blend in (or be concealed), and if the legends are true, the personnel here did not hide their presence or technology from the locals. The number of weapons does not indicate a purely peaceful intent, and the ability to manufacture items despite an apparent temporal transport ability implies they were expected to operate independently for extended periods.

The truth - Which is something the characters may never learn, by the way. This particular time and this particular region is a temporal "valley", a fairly common occurrence. Just like gravitational bodies dimple the fabric of spacetime, and objects tend to fall into these wells, so this region is likely to divert the path of any temporal travelers "going by". In all, this is a fairly minor valley on a less traveled "route".

A Time Patrol in the future of this timeline set this base up as a monitoring station and emergency way station, with about the same importance as the Ecuadorean soldiers who protect the Galapagos Islands from invasion by hostile nations.

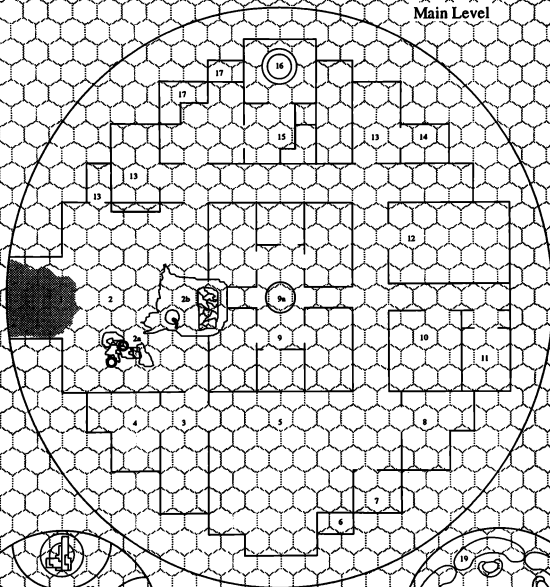
They were expected to operate independently, as frequent travel through the area would alert anyone else with similar capability, and the resonances of such travel would interfere with the sensitivity of the equipment, which when fully operational could detect any time travel event on the planet or nearby alternates.

This particular group was a casualty of a simple ambush, something they had not really expected, a small part of a much larger operation by a party or parties unknown. This entire Time Patrol was wiped out, past, present and probably future. This means that while this region is a historical Earth indistinguishable from the one the characters came from, at some point in the future, after the creation of a Time Patrol on this or a nearby continuum, there will be a violent sideways shift in the course of history.

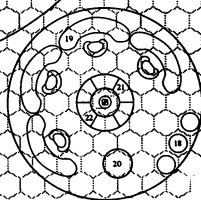
The rocket blast which destroyed the vehicle also collapsed the opening to the base, preventing the attackers from getting in to finish the job off. Unaware the secondary blast effects had killed all the personnel, they quickly left before a counter-attack could be mounted. When the villagers next came here, the "gods" were not to be seen, the barrow entrance "closed", and the "shadow warrior" was on guard, preventing further exploration. And so things have remained until today.

Barrow Complex

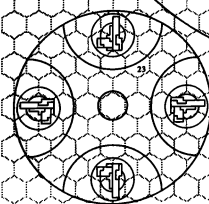
Main Level



Lower Level



Upper Level



Ground Level

#1 - Rubble. With fragments of aluminum alloy, cement and plastic are scattered throughout, mostly smaller than hand size. Most of the buried pieces of plastic crumble to the touch with age, but others seem fairly solid. Once an opening to the inside is made, the characters will notice a soft white light coming from panels in the ceiling, and dust covered debris of an unidentifiable nature.

#2 - Garage. Off on the left wall is the remains of two workbenches, with tools of various sorts lying about, both mechanical and electronic. Any organic part of either is rotted away or brittle and powdery to the touch. There are two doors in the left wall, and one in the right. All are bulged away from the characters, and the one on the right is open.

#2a - These are the remnants of three motorcycle type vehicles. All are damaged beyond repair, but they appear to have been electrically powered. If you wish, you may decide that between the three of them, a working vehicle of dubious durability can be made (make a Repair roll after each 12 hours of work to succeed).

#2b - There is a wrecked vehicle of some sort (appears to be a hovercraft) embedded in the far wall of the garage. It appears to be half gone, and what is left of the rear looks about like a tin can would after a stick of dynamite went off inside it. Inside are the remains of human skeletons (3 to 5, you can't really tell) with the tattered remnants of uniforms clinging to the bones. The only ID is a faded patch that looks something like the symbol seen in the village. This emblem will be found on equipment throughout the barrow. Since the terrain here is unsuitable for hovercraft, characters can make the assumption that the vehicle was capable of full flight.



#3 - Kitchen. Lying just inside the open door is a skeleton. There is a line of broken bone running from its forehead to sternum (and matching dents in the door, should anyone check). The kitchen is complete with sink, dishwasher, stove and refrigerator, none of which appear to have moving parts. Only the sink still works, and after some coughing and sputtering will yield drinkable water. There is a closed door on one side, and a doorway leading to the dining room on the other.

#4 - Storeroom. Contains various foodstuffs, some spoiled for generations, but with enough canned or freeze-dried items for 100 man-days. All the labels have rotted off, so any food taken is GM choice.

#5 - Dining and game room. This room contains an 8 person table, with place settings for six scattered on the floor away from the kitchen. There is a hexagonal pool table, something whose ancestor might have been a pinball machine (6), and a flight simulator for some sort of orbital fighter (7). They are all in semi-working condition (in serious need of cleaning and recalibration), but are turned off at the moment.

#8 - Shower. This is a shower, bathroom and laundry. Only the shower and toilet still work. The soap has turned to dust-covered sludge, and the cloth items have long rotted away.

#9 - Living quarters. There are six small and spartan rooms here, all unoccupied. There is a central shaft (9a) with ladders and a central pole going up and down one level. Various personal items may be found here (GM choice). The remains of 2B extend partly into this room.

#10 - Infirmary. This is a small sick bay, empty. All medicines have gone bad, but things like sealed bandage packs, suture, scalpels, etc. have survived.

#11 - Brig. This is a single cell, with a double door. It is locked and empty (as far as can be seen). No key is in sight. The door has an AV of 8, as does the lock. If opened, the inner cell will have a variety of personal effects and items of marginal use. Apparently it was used as extra storage space.

#12 - Conference room. This is a small conference room. In the lectern is a computer console controlling a flat-screen TV at the far end of the room. If it can be gotten to work (4 hours), it can be gotten to display several religious symbols, some of which may be unrecognizable, indicating this may have doubled as a chapel. There is a tray with data cartridges of some type, but they seem to have decayed internally, as the only result is some sort of flashing error message.

#13 - Storeroom. This contains various supplies, either packed or hanging on pegs, including:

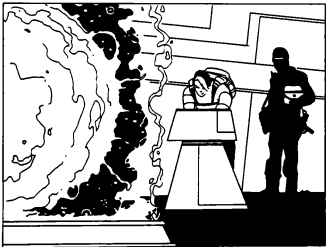
- 3 medium packs
- 3 sleeping bags
- 1 two-man tent
- 2 sets clothing made of heavy synthetic cloth
- 2 mail vests of some sort of light alloy (aluminum)
- 2 helmets made of same

There are other items like boots, gloves, paper clips, pencils, etc., but the list is all that is salvageable, and the cloth items must be treated with some care if they are to last for more than a few weeks (half AV and BP). There is a door on the right wall.

#14 - Armory. This is a small armory. The heavy door is locked at the moment (AV10 lock). Salvageable items of interest in it are:

- 3 rifles 10 rifle clips (500 rounds)
- 3 pistols 10 pistol clips (200 rounds)
- 2 cleaning kits and maintenance parts
- Asst. bladed weapons in rusty but usable condition (1d6 random types, 1d6 of each)

The weapons are unusual in that they appear to have disposable clips, and the ammunition is based on a liquid rather than solid propellant. Each clip appears to be a gas or liquid cylinder with a separate section for projectiles. Count the rifles as H&K G-11's, and the pistols as Beretta 93R's. Upon close examination, it appears that the DV of the weapons can be dialed up or down for various purposes. Regardless, the ammo quality has decayed over time. The rifles have a DV of 1d10 x 3, and the pistols have a DV of 1d10. Subtract 1 from the D10 roll for each shot fired. If the weapons are cleaned thoroughly (1 hour each, using the cleaning kit in the armory), subtract 1 for every two shots. Any damage roll of 3 points or less causes a jam (as there was not enough force to cycle the action). The only way to know this is by pulling the trigger again and having nothing happen.



#15 - Sensors. This room has a small computer console of some type, with a number of screens, all of which are blank. If any keys are touched, the screens will light up, and show a color map of the region, with a highlighted "x" where the characters appeared.

#16 - Jump point. This room contains a computer terminal and a small, elevated stage with enough room for three people if they are really close together. The center of the stage contains a swirling blackness which shifts and flickers on occasion. The flickering is very uncomfortable to whoever is keeping the Matrix.

If the computer console is cleaned off and played with long enough (3 hours and a successful Repair roll), other scenes may be viewed, including:

1. Total darkness
2. A high altitude view of an alpine mountain
3. A sun
4. A view of an earth-type planet seen from a (constant 100 meters up, traveling at about Mach 1.5)
5. A forest seen from a fixed point 1 meter off the ground
6. The original scene
7. Nothing (that is, the machine is off)

If anything is thrown into the viewed scene on the stage, the following happens.

1. Object disappears
2. Object falls out of sight
3. Object floats with no support, slowly tumbling
4. Object disappears
5. Object lies on ground
6. Object floats with no support, slowly tumbling
7. Object lands with a thud on the stage.

The scene will disappear after about a second, and all electrical power in the barrow will drop to almost zero for several minutes, only gradually coming back up to full or slightly less as whatever sort of device this is recharges. Basically, scene #2 is survivable with a parachute, #5 is survivable without special gear, #7 is no effect, and all the rest result in more or less instant death.

The machine is some sort of high tech time and/or dimension travel portal. Given the knowledge of the characters, any sort of tampering with its innards is likely to cause a permanent failure of the equipment. It already has a 2% cumulative chance of breakdown per use. As an added bonus, if the computer terminal is ever turned off for any reason, it will require a security code to restart, and will self-destruct its circuits if the correct password is not entered.

Note that this machine is very cantankerous, and imperfect in its operation. If an object passes into a scene and is not entirely in the "transport" area, parts may be left behind. If a person is standing on the blank stage, and it is activated, they will probably lose a millimeter or two off the bottom of their shoes.

#17 - CAD/CAM. This is a small CAD/CAM outfit (Computer Aided Design/Computer Aided Manufacturing). Various items can be automatically from raw materials with this equipment. After playing with the terminal for a while (make a Repair roll after each 3 hours), an idea of how to work it can be gained. In memory are patterns for various items the machine is capable of making, including simple mechanical parts, like gears, one piece daggers and swords, and simple metal jewelry.

Of course, combinations of parts can make a larger, more complex one. The time to make an item is 10 minutes per kilogram of weight. Due to its age, there is a 1% cumulative chance of breakdown each time it is used. It cannot be repaired unless someone thought beforehand to overhaul the machine and make the spare parts that are apparently in the worst shape. The storage bins for the system have the following raw materials.

.2kg of gold in 10 gram ingots
.5kg of silver in 10 gram ingots
100kg of iron in a variety of bars
2kg of nickel in 50 gram ingots
1kg of chromium in 50 gram ingots
5kg of titanium in a variety of bars
.5kg of vanadium in 50 gram ingots
10kg of silica in a small hopper

Lower Level

#18 - Water treatment. This area contains a well, water pump, purifier system, septic tank, and water heater, all operational, but badly in need of overhaul.

#19 - Defense Center. This area is in the basement level, and is a set of four consoles, each of which has three screens and a joystick with two triggers. Like all other screens, these are blank unless any keys or switches are touched. They will remain otherwise inert until one of the ID cards is inserted into the obvious slot on the control panel. If activated, some experimental switch prodding will start the sound of old machinery upstairs, and the screens will show a variety of camera angles, obviously from the top of the barrow. Moving the joystick causes the view on the screens to slew by up to 60 degrees in either direction, and up to 90 degrees vertically. Depending on which switches have been pressed, hitting a trigger or thumb button on the joystick will with do nothing, laser blast whatever was aimed at, or lob a large frag grenade at whatever was aimed at. Note that this could be painful to the villagers, but likely not fatal. Most of them ran for cover the instant the weapon turret broke through the ground.

#20 - Batteries. This is a bank of batteries. About half of them are non-functional, and the rest are falling apart, but still work. These are under a hatch in the floor.

#21 - Capacitor bank. This is a capacitor bank, fully charged. Anyone touching exposed metal on it will take a 601V shock. The generator (see below) charges this up to power the warp point or any other high-load items. Each full discharging is a stressful event for the bank, and this will be the source of a failure in the warp point. Without this storage bank, only the scenes can be viewed. These are under hatches arrayed around the generator, and the entire central floor can be removed section by section for maintenance of these parts.

#22 - Generator. This is a small radioisotope generator. It produces just enough power to keep the batteries and capacitors charged against the current electric load of the base. It is heavily shielded and weighs over 1000kg. Anyone touching the exposed terminals will get a 40V shock. It is actually buried beneath an aluminum hatch in the center of the floor, with a large "radioactive" icon on it. All of the power supply parts have continued to work without maintenance because they have no moving parts, and haven't been disturbed. Attempts at overhaul will tend to snowball, as repairing one part might break another. Getting the facility up to specs will be a long job.

Upper Level

#23 - Laser cannon. It is slightly humid on this level, and there is a thin film of slime on the low ceiling. The area was not meant for use by people, as it is cramped with machinery.

There are four laser cannon here, each having three cameras and a grenade launcher slung underneath.

Each laser has a remotely controlled turret that it may fire out of. These have lifting mechanisms that are controlled from the individual consoles in the basement, and slowly swing upwards to give a wide view of the surrounding area. If any are fired (they cannot be fired while inside), they will fire once, then give off lots of acrid smoke and burn out, permanently ruined. Upon examination, it is easily seen that the insides are corroded and decayed, and that the power surge caused by firing is the cause of the problem. This is not repairable (the circuit boards almost crumble to the touch), but the lasing apparatus itself is salvageable and could be made into a weapon if high-tech facilities (TL9+) were available. However, it would only be the original size if TL14 or better equipment was on hand (that is, you could make a TL9-13 power supply to run the TL14 weapon, but it will be larger and bulkier). Each laser has a built-in capacitor bank, which stores enough energy for one shot. The DV of these weapons is 300f. Dismounted, they weigh 35kg, have an IA of 0, and an RC of 3/6.

The grenades are antipersonnel models with a small shaped charge head. Treat them as normal grenades, with a contact DV of 500. They are reliability class V, and each weapon has an electrically fed belt of 20 of them. They are fired electrically, rather than with an impact primer.

The Debensea Raid - At whatever time the GM deems appropriate, the Viking ship will sail into the bay. If the characters stay in town, or hurry back from the barrow after only a cursory examination, they will have plenty of time to prepare. If they spend a couple days there, they might be arriving back in town with only an hour or two lead time, or even worse, still be unpacking when the ship comes into sight.

It will drop mast, and the crew will row to the shore at 2m/sec. The ship is 20 meters long, and has 10 pairs of oars. It carries 24 men. They do not look the stereotypical picture of Vikings. Most are wearing padded leather armor, and wearing iron helms with nose bridges, and are armed in various ways.

The raid is a punitive measure, as the government of this area decided to not pay "protection money", and are learning the error of their ways. Of course, the raiders will take anything of value (very little), and destroy as much of everything else as possible.

The ship will beach at Point A on the village map, and disembark under covering fire from the archers. The villagers, unless given excellent reason, will be cowering in the hills, waiting for the raiders to leave. If called upon to fight or do something important, assume most have skills of 2-3, and a Bravado of around 8 for being intimidated or fleeing in panic. After disembarking, the Vikings will proceed towards any forces supporting the village at a 5m/sec jog, the archers pausing occasionally to fire. They have a chance of retreating based on their casualties.

Casualties	Retreat Chance (1d20)
<2	0
3-5	1
6-8	3 or less
9-11	8 or less
12-15	14 or less
16-18	18 or less
19+	19 or less

Roll each time the number of casualties increases, but not more than once per turn. It is rather obvious that intelligent use of technology will turn the raiders into Swiss cheese, but killing is distasteful to some people, including players, so less violent options should be available. These could include things like demonstrations of power, strategic called shots, or displays of overwhelming force. The characters could also create their own technology, like making crude black powder, napalm, smoke bombs, small catapults, etc. Use of these could be counted for Bravado rolls, or just be counted as a certain number of casualties for Viking retreat purposes.

Options - Depending on their actions of the previous few days, the characters have several options. The first is "cut and run". They can always take their loot, flee into the hills and jump out when the Matrix recharges. There is really nothing to prevent it, and many groups will have no moral compunctions about abandoning a Dark Ages fishing village to its fate. If you want a reason to make the characters stay. For historically inclined characters, you can make up a fictitious ancestor of a famous personage who *might* have been born here, and event which probably wouldn't happen if the village were destroyed beyond rebuilding. More mercenary characters might be offered what pitiful wealth the villagers have, including perhaps the few pieces of silver the church has in the form of religious items. Those without any scruples whatsoever can always fall into an abandoned well and require several hours to be extracted from the predicament, but most players will balk at this kind of contrived occurrence.

With the edge of the balky high-tech weapons, the group should be able to turn the Vikings into mincemeat in fairly short order, hampered mainly by their own inexperience with the weapons. A big help is the heavy laser cannons. They only have one shot each, but will make an impressive "Crack!" as they split the atmosphere at a subionizing level, and will geyser a plume of steam where they hit the water. Now, should the ship take a laser hit onto its damp wood, it will blow a hole in it big enough to crawl through, and incapacitate or kill 1d6+1 of the crew due to burns or high-velocity wood fragments. The sail is furled, and will not catch fire, but a hit on the mast will likely topple it, with the same effect as getting a hull hit. The Vikings do not have to be killed, just demoralized enough that they go away and not come back for a good long time. Note that they cannot see bullets, and will be totally unfamiliar with the concept of guns. Until a few decide there is a relationship between the crack of gunfire and a fallen comrade (which depends mostly on character skill), they will assume the characters have no effective weapons, and will act accordingly.

Viking raiders

Age: varies Height: 165cm Weight: 79kg
Body Points: 29 Speed: 14 (12 in armor)

Strength : 14
Dexterity : 14
Constitution : 14
Intelligence : 10
Willpower : 14
Bravado : 16
Perception : 12
Appearance : 6
Stamina : 14
Power : 7

Skills:

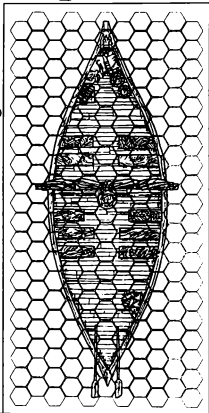
Spear : 11
Sword & sh. : 9
Bow : 7
Brawling : 11

Equipment (varies):

Short sword (DV17/14)
Spear (DV22)
Bow 12 (DV14)
Reinf. vest (AV7/3)
Iron helm (AV7/5)
5 loc. shield (AV4)

Viking longship

Seating : 24
Mass : 7500kg
Carr. cap.: 5000kg
Length : 20m
Width : 5m
Height : 2m (to rail)
Max spd : 16kph/4.5m
Acc/Dec : .5m/sec
Turn : 1
W. ratio : 3:1
Armor : 10 ea. side



Aftermath - If the characters foul up badly, hopefully the Matrix will be recharged and they can leave. However, they should manage to drive off the Vikings, gain a reputation, and pick up some supplies for their future journeys. If they wish, they may stay here as long as they want to, since all the villagers (except perhaps the priest) will consider them as the gods awakened or reborn if they pull off saving the village. No clue as to the makers of the barrow will be found other than what was given, a mystery to ponder for later adventures and the imagination of the GM.

The base is designed to provide a reasonably high-tech bolt-hole should characters be able to relocate it in time and space (+5 modifier to Matrix skill due to the spacetime locus), or they could use the portal to explore the habitable area that is viewable, and keep a fully charged Matrix as an instant escape route.

#30 - Inside out

Opening scene - You appear in a condition of total whitenout. An opaque whiteness greets the eyes no matter which way you turn. Worse, the Matrix is *gone*. No trace of it remains, nor do any other Designer items characters might possess. Recovering from Matrix Lag, someone tests the whitenout, and finds it solid and unyielding. Further testing is unnecessary, as it begins to vibrate and dissolve into nothingness, revealing large hemispherical room, with walls of a similar glowing whiteness. From the featureless walls, a smooth but oddly broken voice speaks.

"Arrival...complete. Containment...intact. Proceed to portal...one". The voice is maddeningly familiar, and someone will realize that it is like a mixture of *all* the character's voices. A semicircular doorway will silently materialize in the side of the half-dome, with a single black vertical bar above it.

Background - The Designers built well. The Matrices are testimony to that fact. They have been operating nearly flawlessly under extraordinarily bad conditions for thousands of years now, in the hands of some upstart alien hominids (among others). But the Designers aren't around to say much, and their equipment isn't talking. Until now.

The inside of a Matrix is *much* larger than the outside. In fact, this one is a totally self-contained Designer laboratory. The temporon containment fields, computers, storage banks, recharging generators and many other unidentifiable functions are all contained within the confines of each Matrix. The whole affair is controlled by a Designer AI, which can either accept direct commands, or data from external interfaces, like Designer equipment, Designers themselves, or even the limited minds of aliens that the Designers had been experimenting on before their fall.

The problem is, if the Designers could get inside a Matrix, so can someone else...

Someone else has. The Matrix involved might not even be the character's, but this is of secondary importance. Without their own Matrix, the characters have no way out.

Once the characters go through the portal, they will find themselves in a smaller hemispherical room. The opening in the wall will rematerialize, sealing characters in, and the voice will continue. The resemblance to character's voices is again recognizable, but the halting nature of the speech is not as pronounced. The grammar and wording will be odd, however.

"This form is not...nameable by sentients of your form. I am unique to this...spacetime locus. Your minds will...suffer minimal logical disruption from reference to this form as Matrix."

It will then list the names of the characters in a similar form of speech, adding some meaningless descriptive after each name like "sentient class 4, type 3 em 1", varying this slightly for each character just to keep them guessing.

"Communication with Matrix other indicates your intellectual advancement is of a sufficiently...low level to be of assistance. Sentients must...offer assistance."

Translation - The Matrix AI requires assistance with a problem, but its programming has certain boundaries that it cannot cross, especially with regard to "lower" lifeworlds. It cannot ask directly for help from lower lifeworlds, but can ask them to offer help, which it can accept. It will remain silent until at least one character offers to help. The AI is not ambivalent. It *needs* help, but programming limits force it to be creative. It cannot force characters to stay, but doesn't have to tell them how to leave, either. They can camp here until they starve to death, but the AI will remain silent until help is offered.

"Your assistance is confirmed. Your...social organization requires positive response to motivate, which shall be provided upon assistance completion.

[illegible]

Translation - The Matrix AI can reward characters for assistance (or is at least willing to try), and has transferred some unspecified local authority to the characters, either as individuals or a group. Then, the other intruders finally managed to subvert the AI to the point where it either became inoperable, or had to devote all its attention towards preserving its existence.

The "authority" a Matrix can give to someone is not inconsiderable. Had the characters been Designers, this would have been unlimited space and time travel, matter to energy transformation and vice versa, and other things left to the imagination of the GM. For developing races used as test subjects (which the Matrix classed the characters as), privileges are much more limited. In game terms, each character has a "pool" of about 40 points to play with, whether they know it or not. This can be used as an AV, DV, impairment negation, or anything else the character can think of, with the limit that points are only half as effective if added to an attribute, and a quarter as effective if added to a skill or movement. They can't be used in a negative way on someone else. Effects are reduced if the area they affect is increased.

Characters will not know about this "ability" until the player thinks of it, or says something like "I wish there was some cover here", for instance. An appropriate response would be to ask "what kind of cover are you looking for?", and then say that it materializes right where they want it.

This is as close as characters will get to being superheroes in this game system, and they'll need it. Remember that the total points a character can have active in any given second is 40, like an AV of +20, and a +20 DV on an attack, for instance. Characters trying to think of something to do with this ability do not get time to think about it. When the phase changes, what is being done must be declared within 5 seconds of being asked, or it stays the way it was before.

The opposition - Will be some other foe that characters have heard about or encountered previously, who also has some temporal travel ability. Using a piece of Designer technology to bypass safeguards, they finessed their way into the central control room, and are attempting to subvert the AI into giving up its secrets, allowing them full, unrestricted access to Designer knowledge. Expecting some sort of fight against warbots or other possible Designer safeguards, they came prepared for battle, but it never occurred. When they finally got through the final AI defenses, its higher thought processes stopped, and automatic safeguards kicked in. All portal openings flipped to open status to allow emergency egress. Normally, the climate control would revert to Designer atmosphere and temperature, but the sensors showed there are no Designers present, so conditions remain suitable for humans. All the constructs within the Matrix are energy fields, and these begin to disintegrate from the outside in.

Realizing that they may have finally triggered some sort of defense mechanism, the invaders stop their computer intrusion, and a few of them make a quick check to see if anything is lurking about. Like the characters.

Combat - Aside from the initial attempts to figure out just what is going on, this capsule is combat and tactics, nothing more. Designer architecture is predominately hemispherical rooms, linked by arched hallways at least 3 meters wide. Rooms may have odd equipment molded into the walls, floors or ceiling, with no discernible purpose (what would a Designer bathroom look like, anyway?), but there is no ornamentation, and no movable objects except what the characters (and their enemies) brought with them.

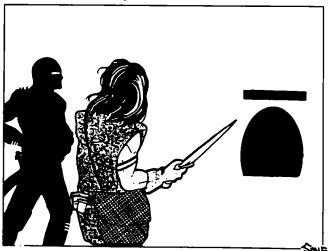
The superheric powers the characters have should make them an even match for their foes, provided they are used intelligently, creatively, and perhaps with a bit of dramatic flair. After all, the foes will *not* have this advantage, and will be somewhat off guard as a result.

The map of the Designer complex is semi-random, and normal laws do not apply. For instance, the sample map has a corridor which connects to itself, and a character looking down it would see their own back. Designers may have had vastly different ideas of what a useful floor plan would look like. As the energy fields collapse, the floor plan will lose a meter off of each outer edge per second. This will tend to stop stalemate situations, and force characters to think and act fast. Whatever would have been in the dissipated area is now just a white mist-like barrier, and *anything* inserted into this barrier will come out missing the parts that touched it (i.e. if you stick your hand in, you lose your hand).

Rewards - With the level of force involved, and what is at stake, combat will not end until one side or the other is completely destroyed or incapacitated. In the hopeful event that the characters win, they should be able to disconnect any offending devices from the main control room, and the AI will come back on line after a suitable pause. The full complex will be restored at the rate it was lost, but material items in the vanished regions will not be replaced.

"Matrix is...appreciate your assist in negation of action by class 3, type 6 hu sentients. Culture of selves requests symbolic or material...gesture of payment for assistance. All disruptions of remaining functional organic processes will be negated. Additional payment. Terminology translates as...wish."

Translation - All injuries are healed "free of charge". Characters who survive can basically ask for any single thing they want, and the AI will use its abilities to move through time and space, and convert energy into matter to fulfill that request. A character could wish for restoration of any character who died here, and the character would be restored to the state they were when they entered this capsule. Any material item that the character can visualize well enough can be acquired or built from the character's memories, with lots of interpolation required for scientific principles the character has no grasp of. The maximum size of an item is that which will fill the room they entered in. Designer technology is allowed, but Matrices or Tetras are not possible. If personal improvement is requested, assume that a total of 50AP or SP are granted towards the increase, with the special effect that the means is in the way the player would like the improvement. That is, if the player thought it would be "neat" to have electronically enhanced reflexes, and the character wants increased coordination and manual skill, it will be by electronic enhancement.

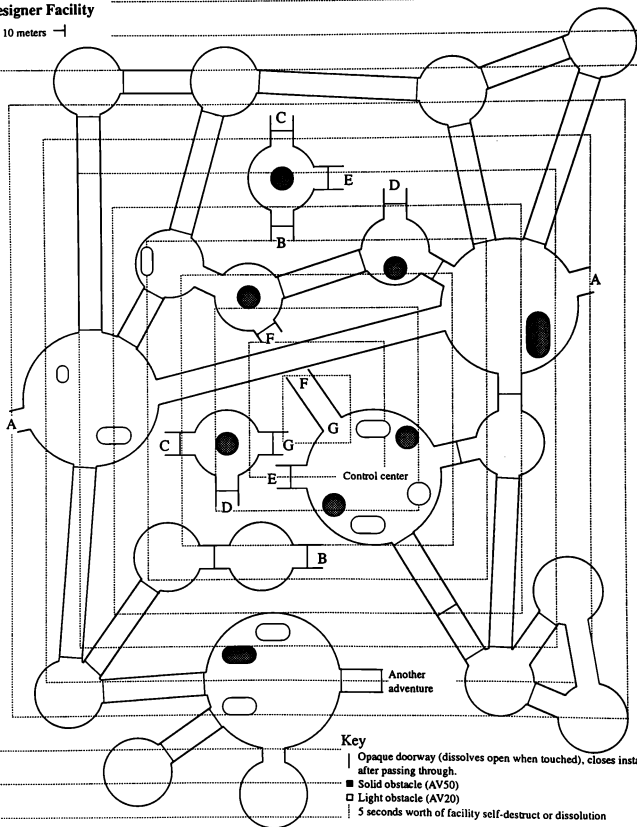


Once this wish fulfillment is over, the AI will ask for a destination characters wish to go to, and once selected, send them there without warning. The AI is not cruel, or stupid, but simply inhuman, and not well versed in dealing with non-Designer races, cultures or thought patterns.

After this Jump, changes to characters will take place. Personal gains will kick in, equipment or other objects will appear, and so on. All Designer and Matrix technology the characters entered with will reappear. Requests made for characters who died in previous adventures might cause events like in the Instant Replay capsule (#32). The person making the request gets a temporary side jaunt to a place and time where that character is still alive, and gets a chance to alter the events that led to their death. Upon conclusion of this, the characters are Jumped by the AI to the originally scheduled destination.

Designer Facility

└ 10 meters ─┘



Key

— Opaque doorway (dissolves open when touched), closes instantly after passing through.

● Solid obstacle (AV50)

○ Light obstacle (AV20)

- - - 5 seconds worth of facility self-destruct or dissolution

The GM should delete all spatial references on this map before giving it to players, until such time as one of them gets the bright idea to use their "power" for a constant internal map (which costs 2 points).

#31 - Prisoner of Time

Opening scene - The characters appear on a low hill, under the brilliant glare of an orange sun. The air is cool, and perhaps slightly dusty, and a few unfamiliar trees cling to life in the otherwise barren rocky soil. In the valleys below, life seems to be much more abundant, with green forests stretching in all directions. Several hundred meters distant, across relatively open terrain, a low, ziggurat-like structure is visible, rising several meters from the patchy ground cover. More unusual than this, the Matrix is no longer a mottled metal hue, but has taken on a brilliant red color, and seems to glow from within.

Backdrop - The characters have landed on the world chosen by the Destroyer as his base, after his first run-in with Lucifer and his first generation TimeLords. The fact that the Matrix is glowing red means that this Matrix was in the possession of one of the TimeLords who took part in the final assault, and they programmed this spot as a "hot" location. That is, the red color is a warning to the user that this is an *extremely* bad place to be. The Matrix will also attempt to Jump immediately if requested, to the closest alternate world that will support human life. How long it will take to charge to this level is unknown, as is the possible damage or extra recharging time it will require after draining internal reserves.

Plot - The characters have arrived at the site of the final battle between Lucifer's forces and the Destroyer. The Destroyer, somewhat the worse for wear, is still inside, and unwary characters may open a Pandora's box of incalculable problems.

The Ziggurat - There is *nothing* of real interest on this entire planet except the ziggurat. It has been some thousands of years since the great battle, enough so that the local ecosystem has begun to recover from the massive abuse it took during the TimeLord assault. Originally, it was a thriving ecosystem, a layer of non-sentient life to surround the Destroyer, and give him something to vaporize should the mood strike him. Once scorched to bare rock, time has let some of the hardier plants and animals return, and corpses of trees dot the area around the ziggurat, partially shielding it from view.

Approaching the ziggurat, characters might spot a piece of metal protruding from the dust here and there. Further investigation will show them to be fragments of some unknown larger piece, sculpted by wind and dust to a matte finish. It is easy to tell that they have been here a *long* time. There is a chance that a larger piece may be buried in the rock-hard soil. If the time is taken to unearth this, it will be revealed as part of the arm of a suit of fairly advanced armor, probably power augmented, and possibly with a few pieces of bone still inside.

Most of the local life forms are fairly benign, and have never seen humans before. Depending on GM preference, they may flee, ignore the characters or draw closer. There may also be a few medium-sized carnivores who need an object lesson on the low cost-effectiveness of hunting a group of tool-users. Whatever the local wildlife does, arrange for maximum obnoxiousness (eating camping supplies, etc.).

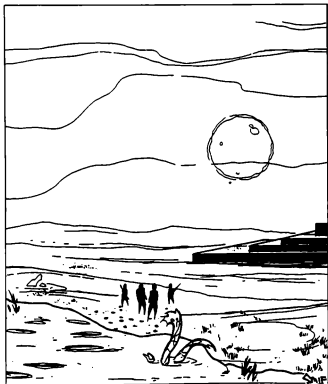
The ziggurat is a low structure, perhaps only 6 meters higher than the surrounding soil, and 100 meters on a side. The once sharp edges have been rounded by wind erosion, but even millennia cannot erase the deep marks of heavy weapons fire that have left gouges and craters over a meter deep in some spots. The material of the ziggurat appears to be a single giant block of basalt. Wind-polished remnants of unknown machinery sit on the corners of the roof. Their purpose is unknown, but the apparent combat damage is especially heavy around them.

At the center of one face of the structure, there is a doorway. Surrounding this at irregular distances (10-50 meters) are several octagonal columns about 2 meters high, with a pair of circular bands going around the column near its domed top. All but two of the columns are leaning or fallen over, and these show signs of some kind of machinery inside. They all appear to be made of some metal alloy, and all show signs of extreme age. None have any emissions that can be detected by TL12 or less electronic gear, although higher TL equipment will show that there is a very small amount of electrical flow in the two that are still upright. The "dead" ones will not react in any way to probing (totally dysfunctional). Of the remaining two, one will only act if actually touched (like banging on it to see if anything happens), while the other will come to life if a character approaches to within 5 meters, which they will have to do to get to the ziggurat doorway (it will only respond to bipedal life forms or other robots). In either case, one of the circular bands will open an iris and pivot towards the trespasser, and in slurred English say "veeseetinkk ours arr ovurr". And then it will open fire on the hapless character. Time and decay have taken their toll. The poor sentry robot only has an AV of 20, and 20BP for purposes of absorbing damage (assume all hits are torso hits). Once it takes a total of -20 impairment, it will disintegrate in a shower of sparks. It attacks with a starting skill of 6, and fires 2 shots per second at the nearest character with a DV of 30I, using the RC1 aiming table. This attack appears to be a particle accelerator of some type. If the poor robot manages to survive the first few seconds, it will heave itself from the soil, and begin approaching the nearest character. Extricated from the soil, it is 3 meters tall, and walks on eight metal legs, about half of which appear to be more hindrance than help. Three seconds after the first robot activates, the second will come to life, and sans soliloquy, go after the characters in the same way.

These robots were originally placed here by Lucifer shortly after the battle, although Zhanken was the one responsible for the "greeting". If characters had ever encountered him before, the greeting will be in his voice.

Once past this minor obstacle, characters can check out the doorway. Recessed several meters into the ziggurat is the remains of a door, a twisted and melted slab of three meter-thick iridium alloy that once swung outward on giant hinges. Beyond this, a dark tunnel that slopes downward at about a 30° angle, with a thin layer of dust on the smooth floor. A slight breeze blows out of the tunnel, which may explain why it has not filled with dust. Anyone shining a light down the tunnel will see that there are gouges in the floor, walls and ceiling, similar to the ones outdoors, but with no signs of wind erosion.

Anyone attempting to walk down the slope unaided, or who even tests the footing will have to make a Dexterity roll, modified for encumbrance. If they fail, they slip after taking a few uneventful steps downward, and begin a precipitous slide down the dust-lubricated floor. The character will get three attempts to stop their descent, each with a -10 modifier. If they succeed, they have spread out and slowly slid to an unstable stop, caught hold of a gouge in the floor, or managed to get a grip with some piece of personal equipment. The first roll can be made at a number of meters equal to the amount the initial Dexterity roll was failed by, times 10 meters. The second and third rolls are at similar distances, and the bottom of the slope is about 120 meters from the entrance. A character who gets to the bottom of the slope will see a shimmering energy curtain, and if they haven't managed to stop by then, they go totally through upon touching it, and are lost to any attempts to contact them. A character who can stop at the bottom will feel that it is slightly warmer here, and there is a faint flow of air coming from the barrier.



Note - This is the boundary between this universe and the pocket universe created by the Destroyer. The ziggurat was simply the lock on the door.

Inside - Characters will either have to go down and through the barrier, or do the smart thing and leave as soon as possible. If they do the former, they will appear in a circular chamber about 30 meters across. It has a domed ceiling, and both the ceiling and floor are made of some mottled substance of unknown origin. The character's Matrix goes "dead" upon crossing the energy barrier. That is, the red color stops showing, and it does not feel any different than a lump of metal. Any Tetras or Matrix-based technology also goes dead as well.

Like the ziggurat, there are gouges and craters here bearing mute witness to massive expenditures of energy. On the floor are a number of very long dead corpses, plus their equipment, all of which appears to be of extremely advanced manufacture (TL16 or higher). Likewise, the furnishings here are of odd design, obviously for something other than humans. Open doorways lead to other similar rooms. What a given room or piece of equipment was originally for is unknowable due to the destruction caused by the battle, and characters would now have trouble telling the difference between the kitchen and the hyperspace lab. Most of the corpses are in several pieces, and parts of some are missing, or the pieces that remain are all that was left after they were hit by some unknown weapon. All are armored like small tanks, and whatever augmentation they had, it was enough to move an articulated suit some tens of centimeters thick. Whatever they got hit with was stronger, and a few pieces show signs of being crushed by an alien hand of some type, impossible as it may sound. While there are fragments of what were probably weapons, no whole weapons remain. Even the pieces are heavy, and whatever was used could not have been carried by a normal human. At least one dusty helmet can be found which will show power indicator lights if the contacts inside are touched. It has a number of recognizable symbols above the faceplate, like a peace sign, star of David, ankh, cross, sunburst, etc., and optionally a name tag, which will have some significance if the GM desires.

If the heavy thing is worn, it will activate the way it is supposed to, by interpreting the thoughts of the wearer. The character will instantly get a slightly distorted 360° view around them, with false color imaging, with all worn, carried and concealed weapons on *all* characters showing in different colors of the spectrum. In general, the lower the threat level, the greener the color, and the higher the threat, the redder the color. Given the tech level this helmet came from, it is unlikely that any weapon short of a bazooka will show up as more than yellow-tinged green (the Destroyer is red). While the helmet can be worn, it masses about 30kg, and doing anything except walking is nearly impossible due to the unbalancing, topheavy effect it creates, although if the character continues to wear it, it *seems* to be less encumbering and easier to move around in. Close examination might show that it is slightly altering its shape to be easier on the shoulders than it initially was.

Characters should wander around for several minutes appreciating and reconstructing the combat that once went on here, before they reach the main room.

In the center of the room is a transparent globe, floating slightly off the ground, visible only by the thin layer of haze on its inner surface. Inside this globe, seated on its haunches, is a large, extremely emaciated alien being, apparently dead. All characters, regardless of background, get a twinge of fear upon seeing it, but with no explainable reason. Only by watching for several minutes it is possible to detect that it is breathing. If alive, it appears to be oblivious to the outside world, and will not respond in any way unless and until someone actually touches the globe.

The Destroyer - He has been trapped in this prison for more thousands of years than he cares to think about. Slow loss of water molecules across the force field boundary has desiccated him, and he is probably only a few thousand years from dying of thirst, even with his self-contained metabolism. The wounds from where his power sources were crudely cut out have long since healed. He is no longer the world-threatening menace he once was, but still is immensely strong, and he could not be stripped of all his abilities without killing him. Since Lucifer wanted a long, slow revenge, this was a necessary compromise. The Destroyer cannot escape his prison, and no weapon available can penetrate it, but he has one ability that is better...his mind. He has only a fragment of the psionic power he once did, and has not even tried to use it since he found it would not release him from his prison, but he can still attempt to dominate the minds of the characters, and have them release him from outside. For him, this is a relatively trivial task. He can get a psionic base effect of 150 on each of the characters, and maintain this as long as he feels like it.

He will wake up when someone disturbs the force bubble. He can feel the vibrations it causes. He did not detect the characters arriving via Matrix since where he is now is insulated from all Matrix powers. Upon being disturbed, he will slowly open his eyes, without moving any other part of his body. Slowly swiveling his head to see everyone, he will simultaneously dominate everyone into immobility, after which he will leisurely pick through their minds to learn their language and backgrounds. Initially, anyone who shows signs of being able to resist the domination will be shot by another character who is controlled, and continue to be shot until they remain motionless, either voluntarily, or because they are dead.

The force bubble is maintained by a Matrix embedded in the floor beneath it, in a small hollow dug from the material of the floor. The character with the highest Matrix skill will be forced to dig this out, and with the Destroyer's help, the bubble will be deactivated. The Destroyer is free again...

Problems - Aside from the obvious. The Destroyer has a few weaknesses, despite his total control of the situation. The first is that he is superior and arrogant beyond the bounds of human comprehension. The characters are useful trained fleas, and deserve as much notice. Second, he is not at his peak. He will be distracted by several things that he will find in the environment or through the character's minds. These are things like other Matrices, or oh, a canteen of water. Being able to take a long drink of water after 10,000 years will certainly distract him for a few seconds. Each time he comes across a distraction, a random character will be free to act until he notices, at which point control will be clamped down again. Obviously, characters cannot move while he is facing them, and otherwise have to make Dexterity or Stealth rolls to avoid making noise. Third, the Destroyer has no familiarity with 20th century technology. He can sense that characters *think* they have weapons, but he discounts them as crude and ineffective. He does not fully comprehend how much he has weakened over the countless centuries of his imprisonment.

If a character actually manages to attack him, he will devote more of his concentration onto that character for a few seconds. This will be sufficient for him to walk over to that character, pick them up by the head and slowly crush it in his fist (DV of 51 to the head, +5 per second applied). If he is actually hurt by an attack (it gets through his armor), he will be stunned for a second as he comprehends how weak he is. All characters will be able to act on this second. After that, he clamps down control again, and starts methodically butchering the characters for their insolence.

Edge - The only edge that characters might have is the previously mentioned helmet. As part of its original purpose was to protect the wearer from the Destroyer, it has a built-in psi-shield, a technology that the Destroyer was unaware of, and was still experimental at the time of the attack. The helmet gradually recognizes the mental patterns of the wearer, and if this is interfered with, the helmet will attempt to counter or jam the incoming psionic assault. This has the effect of adding 10 to the wearer's Power while it is worn, for defensive purposes only. It will also take a while to take effect, which might be felt by the wearer as a mental itch that can't be scratched. The "soft" (i.e. infinitely reconfigurable) on-board display might also flash "psi-shield on" once it recognizes the assault and infers the primary language of the wearer from their thought patterns. Since character's ability to communicate is nil, the GM should take said player aside and secretly tell them. The character's ability to withstand psionic assault will increase from zero to start with, to its maximum value a few minutes later. The helmet will also stop 20mm cannon rounds (or the Destroyer's talons, although without the complete suit, the knockback could break the wearer's neck). The Destroyer will be somewhat surprised if he cannot totally control the wearer, and rather than simply walking over and removing the helmet, he will attempt to marshal his psionic powers in further control attempts. This will take a few seconds, in which other characters will be less affected (base effect of 100), and have a chance to do actions of their own.

If a character escapes back through the energy barrier, they will be released from the mental control. The Destroyer cannot seal off the area, so he will simply keep an eye on the "door", and have one of the other characters shoot to kill on anyone or anything that comes through. No velocity is retained on any matter that passes through the barrier. When it touches the barrier, it gets sent to the other side, with a velocity of zero.

Remember that this area is outside the multiverse where Matrix technology works. A character cannot Jump out from here, but must be on the outside to do so.

Worst case - If the characters totally blow all their chances to do something with the situation, the Destroyer will revert somewhat back to his old form. Rather than killing the characters outright, or burning their brains raw with repeated psionic assaults, he will simply take all their Matrix technology and leave. Knowing how to use Designer technology is as natural to him as breathing, and while not nearly so powerful as he once was, he will eventually be able to integrate the character's trinkets into his being, and begin causing untold havoc.

However, when the characters entered this continuum, any surviving first generation TimeLord who took part in the Destroyer's imprisonment will sense that someone has entered that spacetime location, and with some alarm will begin to investigate. They probably won't arrive until it is too late to stop the Destroyer from escaping, but will arrive soon enough to keep characters from dying of thirst.

Portraying a first generation TimeLord can be difficult. Anyone who has managed to survive a few millennia of temporal travel is going to be very careful, very thorough and very good at what they do. Characters probably won't even know what happened until they wake up under restraint, having been ambushed and stunned into next week (literally). This TimeLord may be slightly insane, and will be extremely pissed at what the characters have done. The only reason he or she didn't outright kill the characters is that they need to know exactly what happened, and how. Once they realize that the characters probably had no idea what they have done, the attitude may soften ever so slightly, and they will *insist* that the characters make up for their mistake by helping to hunt the Destroyer down, and get rid of him for good this time. Given that this will probably take 10 or more subjective years to accomplish, it gives the entire campaign a new twist.



Abilities - The Destroyer is deliberately left vague. He is not a being that you simply assign stats to. By himself, bare handed, he is a match for the entire group of characters. In general, he can instantly defeat any character in a contest of strength, unless the character is a cyborg, in which case it may take a few seconds. He is inhumanly fast and agile, and has world-class abilities in any skill he wants. His hands are more

like talons in melee combat, and can do a lethal damage of 30I, and his armored skin has a rating of 20/20. For taking damage, assume he has around 200BP. He can be stunned or knocked out in his weakened state, so assume all Willpower rolls are as though he only had a 20 in that attribute. Psionically, he can get a base effect of 150 on all the characters, or 200 on one character and 100 on the rest (his Power is 40+). If he takes a head injury, reduce this effect by 5 points per point of impairment. This should be sufficient to totally ruin the day of most character groups. He is basically immune to all handguns, shotguns and melee weapons, although he might be disoriented and dismayed for a few seconds by the fact that he can actually feel them hit, or staggered by multiple impacts. Light assault rifles are an annoyance, but heavy ones can actually do moderate head damage. He is fast enough to dodge or catch most rocket or other subsonic weapons.

Play the Destroyer in the scariest way possible. He will *deign* to actually communicate with the characters, and may talk to himself. In fact, once he has tended to his basic needs, he is even willing to engage in philosophical discussions. This especially interests him, as he sees it as a manner in which sentient creatures convince themselves to act against their own interests as a way of life. For instance:

Destroyer: I can sense that you wish to oppose me. Why?

Character: Because you are *evil*!

Destroyer: Evil? What is Evil? I am the Great Destroyer!

Where I tread I leave nothing but dust, and Ruin! I find that Good. Therefore, your Evil is my Good, and your Good, my Evil...

If he wants something from their minds, he will psionically rip it loose. Any contacts the characters might have had with first generation TimeLords fall into this category. Initially, he does what he does calmly and without hesitation, and the only things that characters might feel from him is a sense of satisfaction when he spots something he wants, and a sense of anticipation at the revenge he will wreak upon the puny mortals who dared imprison him (ignoring that all but one or two have been dead for quite a while).

On the other hand, if characters begin to get the upper hand, he will begin to threaten, bargain, or if things get bad enough, even beg.

Threaten: Impertinent vermin! You dare match your puny weaponry against *me*! I will crush you, and you will die begging for my mercy...

Bargain: Cease this annoyance, and I will spare your miserable lives...

Bargain: You fight well, you could have a place by my side as trusted lieutenants...

Bargain: I will spare your Earth, give it to you as a plaything...

Beg: Please...Nnoooooo!!!!

Make no doubt about it. The Destroyer is as evil as they come. If characters let him live, it will certainly come back to haunt them at a later date.

#32 - Instant replay

Opening scene - It's been *really* bad. Almost everyone has taken some hits, you had to abandon some of your most hard-won gear, and even though a lot of people are going to get hurt if you leave now, the only way for *you* to survive is to Jump, abandoning this continuum for one with better medical care. It hurts in more ways than one, but it's time to go. The Cube glows, the field expands..."bamp!"...you're still here!

But you're not bleeding anymore. In fact, you feel just fine. And why are you holding a laser carbine, and where did those grenades come from? What's going on here, anyway?

Background - This is not so much an adventure as a "re-adventure". This is a chance to completely or partially undo a past adventure that turned out very poorly for the characters. This can be a real mind-twister, and the GM needs to do some preparatory work before trying to pull this off.

The mind-twisting part of the adventure is that characters appear the instant they left, but with new party members, equipment and any injuries healed, but with no memory of any intervening time.

Example - After some devastating bad luck, a character is mortally wounded, while the rest of the party is stripped of most of their equipment, on the run, and has to Jump out simply to survive. When Matrix Lag clears, they are in the same spot, fully healed, fully equipped and prepared for that particular situation...and they have no idea how or why.

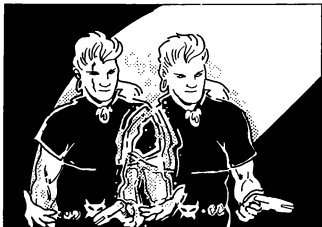
What has happened is that after the Jump, they landed somewhere, had a few other "adventures", healed up, re-equipped, and decided to go back and even the score (perhaps with someone else's assistance to get the timing and coordinates right). The landing site was perfectly plotted, but the timing was off. They landed just close enough to themselves to avoid existing twice, but too close to measure. The Matrix going out got confused with the Matrix going in, and the ordered pattern of matter and energy that was the characters got slightly scrambled. That is, they have the memories and skill of the outgoing characters, but the bodies and equipment of the incoming ones.

More - The GM should give characters a significant edge, but not an overwhelming one. If a particular character has been trying to acquire an item for a long time, suddenly, they have it. People will have armor, but not know where they got it. And, you should make up a few totally bizarre items and sprinkle them among the character's possessions, and remove any items that have caused you particular grief for a while.

You shouldn't force a defeat on characters just to play this. Eventually, things will go wrong beyond almost everyone's control. That is where you call it a night, go home, and then play with this a while.

Things will start up exactly where they left off the previous session. Don't answer player questions unless the characters have time to find the answers. If they have some new and unfamiliar weapon, how long will it take to figure out its basic use, or what kind of skill roll is needed to do so? Can they do a complete inventory of their possessions in this crisis

situation? Probably not. Give each character a 5 second description of what they can immediately see, and tell them that they have 2 seconds to do something else. No more, maybe less, depending on the nature of the crisis they left from. Make sure all the players shut up while you describe things, and only describe it once. Make sure they don't take 15 minutes to decide what they are going to do in the next 15 seconds. Let them work things out in detail later.



Afterwards - Characters can try to figure out what has happened to them. They will have many if not all of their previous possessions (an extra Matrix or Tetra may be noticeably absent). If they were injured before the Jump, they will have scars to show for it, but no permanent disability. Any onlookers will have seen the characters disappear in a blinding flash, and when the flash subsided, they were still standing there, somehow transformed into their new positions and equipment.

No one will have any memories of intervening time, although a few players who insist on making rolls and do well can be told they are *that* close to remembering something, or given some clue that will come in useful at a later time.

Pay the piper - The secondary part of the capsule occurs later. Eventually they will run into the circumstances that ended up with them getting medical care, equipment, and so forth. What it is depends on your campaign. Perhaps they stumbled across a benevolent TimeLord. Maybe they joined the Time Patrol and didn't know it. In any case, they have probably incurred a debt to someone or some organization, which they will have to pay back at a later date. While the characters and players may not recall making that deal, it is unarguable that assistance was given, and that assistance was worth a lot. Now the characters have to pay back the debt. It might be fairly easy, or terribly difficult, easy on the conscience, or a painful moral dilemma. Eventually, the thing to do is have the overused "dream sequence", where the characters "remember" what brought them up to the point right before they jumped back the first time. While the experience is somewhat tinged by the knowledge that they can't get killed, they shouldn't know this until after they wake up. To compensate, any experience gained in this interlude should be real, and any inconsistencies with their ultimate equipment attributed to faulty memory.

Time Capsules Record

Ranged Weapons

#	Name	Cal.	RC	DV/IA	Init	Skill	Nat.	Mass	Bulk	Tech	Lev.	Cost	Clip	Action	ROF	H	R	CL	Mass	AV	BP	Notes
1	3 pounder	2.8"	3/6	150 +1	-	MART	BRI	200	M/10	8		2400	-	SS/I	1	-	M	-	-	24	40	17
2	Adam's Patent	.577	2/4	18 +1	+1	PIST	BRI	1.80	S/2	8		165	-	RV/5	2	-	-	-	-	11	6	18
3	Alien gizmo	n/a	2/2	8x3 +2	+2	PIST	-	1.20	S/2	15		-	50	SA/I	2	1	-	-	-	10	5	23
4	Bow 12	-	3/1	141 +0	+1	BOW	-	1.00	VS/10	4		120	-	-	1	2	-	-	-	6	2	18
5	Lee-Enfield #1	.303	4/4	54 +2	-1	RIFL	BRI	3.80	S/8	8		475	10	B/C	1	2	-	-	.30	13	24	17
6	Enforcer 1	.45	2/4	15 +0	+1	RIFL	-	2.30	S/2	8		50	30	AT/C	10	2	M	.90	10	7	17	
7	Enforcer 2	.303	2/4	45 +0	-1	RIFL	-	5.10	S/5	8		125	30	AT/C	10	2	M	.90	14	16	17	
8	Enforcer 3 (00 shot)	12ga	1/2	14 +0	+0	RIFL	-	2.80	S/4	8		75	10	AT/C	5	2	M	.90	13	13	17	
9	Government .45	.45	2/4	18 +1	+2	PIST	USA	1.35	S/2	8-12		300	7	SA/C	4	1	-	-	.25	10	6	19
10	Guardman	12ga	2/2	28 +1	-1	RIFL	USA	2.60	S/6	6		150	-	SS/2-F	2	2	-	-	-	10	21	26
11	Henry rifle	12mm	3/2	35 +2	-2	RIFL	USA	4.70	S/7	7		300	6	LA/I	1	2	-	-	-	10	10	26
12	Krell railgun	3mm	4/4	86 +2	-1	RIFL	-	3.10	S/5	14		2800	50	AT/C	10	2	M	1.30	7	4	17	
13	M3 Grease gun	.45	3/3	20 +1	-1	RIFL	USA	4.40	S/6	9-10		300	30	AT/C	8	2	M	.90	9	17	21	
14	Roberson Mod. 8	8mm	2/1	13 +1	+2	PIST	USA	1.00	S/2	6		150	5	RV/F	1	1	-	-	-	11	7	26
15	Sling	-	2/1	8H +0	+1	SLNG	-	.10	VS/1	2		2	-	-	1	1	-	-	-	1	2	18
16	Stunner	5mm	2/1	45V +1	+4	PIST	-	.50	S/1	14		800	20	SA/I	2	1	M	-	3	1	28	
17	Webley .455	.455	2/4	131 +1	+2	PIST	BRI	1.10	S/2	8		140	-	RV/6	2	1	-	-	-	10	7	17

Melee Weapons

#	Name	DV	IA	Init	Skill	Mass	Bulk	Cost	Length	Tech	Level	H	AV	BP	Notes
1	Bronze spear	8I	+1	-3	TSPR	2.00	VS/13	65	2.00	3		2	7	10	P 18
2	Bronze ax	16I	+1	-6	AX	2.00	S/5	250	.70	3		1	13	10	C 18
3	Bronze mace	141II	+1	-5	CLUB	1.60	S/4	200	.60	3		1	12	8	B 18
4	Bronze dagger	6I/5I	+1	+0/+0	KNFE	.25	VS/2	35	.25	3		1	5	1	C,P 18
5	Greatsword	211/18I	+1	-7/-6	SWD	3.60	S/13	450	1.90	4		2	18	13	C,P 24
6	Modern dagger	6I/5I	+1	+0/+0	KNFE	.25	VS/2	40	.25	10		1	12	1	C,P 27
7	Longsword	13I/11I	+1	-4/-3	SWD	1.30	S/5	150	.75	5		1	11	7	C,P 24
8	Wooden pitchfork	9Ix3	+0	-6	PLRM	3.00	S/10	20	1.50	2		2	6	15	P 29

Armor

#	Name	Locations covered	AV	BP	Mass	Tech	Level	Cost	Notes
1	Level II BP vest	Torso	14/3	6	1.50	11		400	19
2	Shoulder pads	Shoulders, upper chest	4/2	4	1.50	11		50	19
3	Shin guards	Shins	3/2	2	.80	11		10	19
4	Heavy boots	Feet, shins	4/2	5	2.70	11		100	19
5	Heavy leather coat	Torso, arms, hips, groin	3/2	3	3.00	11		200	19
6	Alien hunting armor	Torso, forarms, shins, groin	12/9	3	3.00	-		-	23
7	Cuirbuiilli vest	Torso	4/2	4	1.00	4		150	24,26
8	Mail shirt	Torso, shoulders, upper arms	10/2	6	11.00	4		500	24,26
9	Agent armor	All	20/15	5	12.00	14		-	24,26
10	Reinforced leather	All	3/2	4	3.50	4		300	24,26
11	Padded cloth	Torso	4/1	3	1.50	4		40	24,26
12	Intruder armor	All	40/30	8	18.00	-		-	30

Equipment

#	Name	Range	Life	Cap	AV	BP	Mass	Bulk	TL	Cost	Notes
1	Backpack	-	-	M/8, S/4	1	16	2.60	M/9	11	220	19
2	Propane torch	-	1 hour	.5kg cannister	3	2	1.00	S/3	11	50	19
3	Solar panel	-	-	10kJ/hour	1	4	.20	S/2	11	150	19
4	Manacles	-	-	1 person	8	8	2.00	S/3	8	50	17
5	Ultrasonic scrubber	-	100 hours	-	3	2	.50	S/1	-	-	23
6	IR intruder detector	20 meters	1000 hours	-	4	3	1.00	S/2	-	-	23
7	Psionic fire wand (effect 100)	Per. roll	-	2 Pow/use	3	2	.70	S/2	-	-	26
8	Hemp rope (500kg capacity)	50m	-	-	2	4	13.00	M/4	4	50	26
9	Spray paint	0m	20 uses	-	2	1	.50	S/2	11	5	28
10	Weapon cleaning kit	-	-	-	2	2	.50	S/2	14	-	29

Notes

For all items, denotes which capsule the item is most suitable for use in

Format is always in the same order as the "notes" section, i.e. C,P would mean different stats were Cut/Puncture.

Hafted weapons have half(n) the listed AV on the haft, which is assumed to be 3/4 of the weapon length.

Hafted tools or improvised weapons will have one-quarter(n) the listed AV on the haft, which is assumed to be 3/4 of the weapon length.

Melee weapons only deliver and take half(n) damage to items used to block with, but full damage to/from fixed targets.

Capsule # ___ Used?

Previous capsule? # ___ Following capsule? # ___

Major plot: _____

Subplot: _____

Complications: _____

Outcome: _____

May cause conflicts with Time Capsule(s) # _____

Might be especially appropriate with Time Capsules(s) # _____

Capsule # ___ Used?

Previous capsule? # ___ Following capsule? # ___

Major plot: _____

Subplot: _____

Complications: _____

Outcome: _____

May cause conflicts with Time Capsule(s) # _____

Might be especially appropriate with Time Capsules(s) # _____

Capsule # ___ Used?

Previous capsule? # ___ Following capsule? # ___

Major plot: _____

Subplot: _____

Complications: _____

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May cause conflicts with Time Capsule(s) # _____

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Previous capsule? # ___ Following capsule? # ___

Major plot: _____

Subplot: _____

Complications: _____

Outcome: _____

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Subplot: _____

Complications: _____

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May cause conflicts with Time Capsule(s) # _____

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Capsule # ___ Used?

Previous capsule? # ___ Following capsule? # ___

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Subplot: _____

Complications: _____

Outcome: _____

May cause conflicts with Time Capsule(s) # _____

Might be especially appropriate with Time Capsules(s) # _____



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